PMDG 737

Paint Kit Instructions

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OC2 COMPATIBILITY

Requirements:

For a livery to show up under the Liveries and Utilities section of the Operations Center 2 (OC2), and for the livery to be extracted to a *.ptp format, the following must be valid:

Each livery should have its own folder in the following directory:

\Community\pmdg-aircraft-737-liveries\SimObjects\Airplanes

The Livery folder must adhere to a specific naming structure depending on the airplane type (see below for each model).

Inside the livery folder the following file and folders are required. If any of these are not present, the livery will not be available.

- model.XXX folder - this depends on the variant (more on that below)

- texture.XXXX folder *(where XXXX is the name of choice)* - inside this folder there should be a texture.cfg file with the proper fallbacks depending on the type painted.

- aircraft.cfg file - contains all the required information for the airplane to show in the simulator.

MODEL SPECIFIC CONFIGURATIONS

737-700 (Passenger) Configuration:

For the 737 Passenger model the folder name should be PMDG 737-**X**00 {Any name user chooses}, where **X** is the relevant airframe.

The model folder should be named model.BW if the plane is a BW, and it requires the following entries:

```
[model.options]
withExterior_showInterior=true
withExterior_showInterior_hideFirstLod=true
withInterior_forceFirstLod=true
withInterior_showExterior=true

[models]
exterior=../../PMDG 737-X00/Behaviors/PMDG_NG3_X00BW.xml
interior=../../PMDG 737-X00/Behaviors/PMDG_NG3_VC_X00.xml
```

The model folder should be named model.SSW folder if the plane is a SSW and should have the following entries

```
[model.options]
withExterior_showInterior=true
withExterior_showInterior_hideFirstLod=true
withInterior_forceFirstLod=true
withInterior_showExterior=true

[models]
exterior=../../PMDG 737-X00/Behaviors/PMDG_NG3_X00SSW.xml
interior=../../PMDG 737-X00/Behaviors/PMDG_NG3_VC_X00.xml
```

The texture.cfg inside the texture.XXXX folder should be as below. This is common for BW and SSW variants.

```
[fltsim]
fallback.1=..\..\PMDG 737-X00\texture.vc
fallback.2=..\..\PMDG 737-X00\texture.common
fallback.3=..\..\PMDG 737-X00\texture.X00
```

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The *aircraft.cfg* should contain the following:

> **NOTE:** In the *aircraft.cfg* the **Title** should be the same as the name as the the livery folder. For example: if the livery folder is named PMDG 737-X00 ABCDEF, the **Title** in the *aircraft.cfg* should be PMDG 737-X00 ABCDEF.

```
[VERSION]
major = 1
minor = 0

[VARIATION]
base_container = "..\PMDG 737-X00"

[fltsim.0]
title="PMDG 737-X00 {Any name user chooses}"
atc_airline="USER ENTRY"
atc_flight_number="USER ENTRY"
atc_heavy=0
atc_id="USER ENTRY"
atc_id_color="0x00000000"
atc_id_enable=1
atc_id_font=""
atc_parking_codes=""
atc_parking_types="GATE,RAMP"
description="Boeing 737-X00 powered by CFM engines. PMDG
Simulations, www.pmdg.com - produced under license from Boeing
Management Company. Boeing 737, 737-X00 & Boeing are among the
trademarks owned by Boeing."
icao_airline=""
isAirTraffic=0
isUserSelectable=1
KB_Checklists=""
KB_Reference=""
model="BW OR SSW depending on what the plane has"
panel=""
sound=""
texture="The name of the texture file used"
ui_autonomy=6
ui_certified_ceiling=41000
ui_createdby="PMDG"
ui_fuel_burn_rate=4500
ui_manufacturer="Boeing"
ui_max_range=2935
ui_thumbnailfile=""
ui_type="737-700"
ui_typerole="Commercial Airliner"
```

```
ui_variation="The {Any name user chooses} from the title entry"
wip_indicator=2
isFlyable=1
Effects=""
```

737 BDSF (Freighter) Configuration:

For the 737 BDSF model the folder name should be PMDG 737-**X**00BDSF {Any name user chooses}, where **X** is the relevant airframe.

The BDSF has only one model, therefore only a model.BDSF folder is required. The following entries are required:

```
[model.options]
withExterior_showInterior=true
withExterior_showInterior_hideFirstLod=true
withInterior_forceFirstLod=true
withInterior_showExterior=true

[models]
exterior=../../PMDG 737-X00BDSF/Behaviors/PMDG_NG3_BDSF.xml
interior=../../PMDG 737-X00BDSF/Behaviors/PMDG_NG3_VC_BDSF.xml
```

The texture.cfg inside the texture.XXXX folder should be as below.

```
[fltsim]
fallback.1=..\..\PMDG 737-X00\texture.vc
fallback.2=..\..\PMDG 737-X00BDSF\texture.BDSF
fallback.3=..\..\PMDG 737-X00\texture.common
```

The *aircraft.cfg* should contain the following

> **NOTE:** In the *aircraft.cfg* the **Title** should be the same as the name as the the livery folder. For example: if the livery folder is named PMDG 737-X00BDSF ABCDEF, the **Title** in the *aircraft.cfg* should be PMDG 737-X00BDSF ABCDEF.

```
[VERSION]
major = 1
minor = 0

[VARIATION]
base_container = "..\PMDG 737-X00BDSF"
```

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```
[fltsim.0]
title="PMDG 737-X00BDSF {Any name user chooses}"
atc_airline="USER ENTRY"
atc_flight_number="USER ENTRY"
atc_heavy=0
atc_id="USER ENTRY"
atc_id_color="0x00000000"
atc_id_enable=1
atc_id_font=""
atc_parking_codes=""
atc_parking_types="GATE,RAMP"
description="Boeing 737-X00 powered by CFM engines. PMDG
Simulations, www.pmdg.com - produced under license from Boeing
Management Company. Boeing 737, 737-X00 & Boeing are among the
trademarks owned by Boeing."
icao_airline=""
isAirTraffic=0
isUserSelectable=1
KB_Checklists=""
KB_Reference=""
model="BDSF"
panel=""
sound=""
texture="The name of the texture file used"
ui_autonomy=6
ui_certified_ceiling=41000
ui_createdby="PMDG"
ui_fuel_burn_rate=4500
ui_manufacturer="Boeing"
ui_max_range=2935
ui_thumbnailfile=""
ui_type="737-700"
ui_typerole="Commercial Airliner"
ui_variation="The {Any name user chooses} from the title entry"
wip_indicator=2
isFlyable=1
Effects=""
```

737 BBJ (Business Jet) Configuration:

For the 737 BBJ model the folder name should be PMDGBBJ {Any name user chooses}.

The name of the model folder should be model.BBJBW if the plane is a BW and requires the following entries:

```
[model.options]
withExterior_showInterior=true
withExterior_showInterior_hideFirstLod=true
withInterior_forceFirstLod=true
withInterior_showExterior=true

[models]
exterior=../../PMDG 737-700BBJ/Behaviors/PMDG_NG3_BBJBW.xml
interior=../../PMDG 737-700BBJ/Behaviors/PMDG_NG3_VC_BBJ.xml
```

The name of the model folder should be model.BBJSSW folder if the plane is a SSW

```
[model.options]
withExterior_showInterior=true
withExterior_showInterior_hideFirstLod=true
withInterior_forceFirstLod=true
withInterior_showExterior=true

[models]
exterior=../../PMDG 737-X00BBJ/Behaviors/PMDG_NG3_BBJSSW.xml
interior=../../PMDG 737-X00BBJ/Behaviors/PMDG_NG3_VC_BBJ.xml
```

The texture.cfg inside the texture.XXXX folder should be as below. This is common for BW and SSW variants.

```
[fltsim]
fallback.1=..\..\PMDG 737-X00\texture.vc
fallback.2=..\..\PMDG 737-X00BBJ\texture.BBJ
fallback.3=..\..\PMDG 737-X00\texture.common
fallback.4=..\..\PMDG 737-X00\texture.700
```

Finally the aircraft.cfg should contain the following

*NOTE***:** In the *aircraft.cfg* the **Title** should be the same as the name as the the livery folder. For example: if the livery folder is named PMDG 737-X00BBJ ABCDEF, the **Title** in the *aircraft.cfg* should be PMDG 737-X00BBJ ABCDEF.

```
[VERSION]
major = 1
minor = 0

[VARIATION]
base_container = "..\PMDG 737-X00BBJ"
```

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```
[fltsim.0]
title="PMDG 737-X00BBJ {Any name user chooses}"
atc_airline="USER ENTRY"
atc_flight_number="USER ENTRY"
atc_heavy=0
atc_id="USER ENTRY"
atc_id_color="0x00000000"
atc_id_enable=1
atc_id_font=""
atc_parking_codes=""
atc_parking_types="GATE,RAMP"
description="Boeing 737-X00 powered by CFM engines. PMDG
Simulations, www.pmdg.com - produced under license from Boeing
Management Company. Boeing 737, 737-X00 & Boeing are among the
trademarks owned by Boeing."
icao_airline=""
isAirTraffic=0
isUserSelectable=1
KB_Checklists=""
KB_Reference=""
model="BBJBW OR BBJSSW - depends on which model is in use"
panel=""
sound=""
texture="The name of the texture file used"
ui_autonomy=6
ui_certified_ceiling=41000
ui_createdby="PMDG"
ui_fuel_burn_rate=4500
ui_manufacturer="Boeing"
ui_max_range=2935
ui_thumbnailfile=""
ui_type="737-700"
ui_typerole="Commercial Airliner"
ui_variation="The {Any name user chooses} from the title entry"
wip_indicator=2
isFlyable=1
Effects=""
```

NOTE: After you create a new livery, do not forget to update the
layout.json under *\Community\pmdg-aircraft-737-liveries*.