



System Requirements

- 120 MB free Diskspace
- Adobe Photoshop™ or other Tools handling PSD Formats
- Microsoft™ Imagetool from FS SDK
or DXTBMP from Martin Wright (fly.to/mwqfx)

Copyrights

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Installation

First check, that you have minimum AES Version 2.30 installed.

Create a Folder of your choice and unzip the AES Repaintkit File to that Folder.

Beside this manual, you will find a subfolder structure below "Vehicles", with all PSD Files of the yet supported AES vehicles.



Adobe Photoshop PSD Files

For each Vehicle you will find a multilayered PSD file, which defines the structure of the AES BMP Files. Depending on the source of the models, the PSD files can have different structures and layers, but all should give you the needed info's for the repainting.

Each PSD has a Layer to be activate to generate the Night-texture (*_LM.BMP).

Naming of the Texture Files

All vehicle Textures of AES have the following name structure:

AES-VN-<vehicle ID>-<Texture ID>.BMP

AES-VN-<vehicle ID>-<Texture ID>_LM.BMP for the night texture

Vehicle ID

The <vehicle ID> defines the Vehicle it is used for, like 02-01 for the long bus.

Never change this part.

Vehicle ID	Type of Vehicle
01-04	Pushback towless medium
01-05	Pushback towless big
01-11	Pushback tow small
01-15	Pushback tow big
01-99	Pushback towbar
02-01	Bus long
02-02	Bus short
02-03	Bus Neoplan
03-01	Stair open small
03-02	Stair open big
04-01	Container loader medium
05-01	Beltloader medium
06-01	Cleaning Crewvan
06-10	Followme Vito
07-01	Catering 01 half Cabin
07-02	Catering 02 low Cabin
07-03	Catering 03 std Cabin
07-04	Catering 04 big A380
07-10	Waterservice
07-15	Fuel Pump
07-20	Fuel Truck
07-30	Deiceing



Texture ID

The <Texture ID> is a 4 digit Name, for the default AES Texture it is always 4 zeros (0000).

Never use repaints, where the 0000 is in the name, they will be overwritten any time of an AES update.

For the <Texture ID> in this AES Version, two type of ID's are usable

Type 1: <Texture ID> = XXXX (4 X Letters)

In this case, the repaint Texture is used at all airports instead if the AES Default Texture, as long as there is no ICAO code related Texture present for that Airport.

Type 2: <Texture ID> = ICAO code of an Airport, like EDDF for Frankfurt

This Texture is only used for the vehicle at the related Airport

While you work and test the repaints, please use the Texture ID XXXX. The Repaint Helper Feature for the Airport EDDN (see below) will use this ID, so this Texture can be easy check there.

After die Repaint is check and before you build the pack for upload, rename the Texture and replace the XXXX by the ICAO Code, if this Texture has an Airport specific look and feel, like Logo's of the airport.

In all other cases, like for Catering Trucks useable at multi airport, please keep the XXXX in the name, so the user can rename the files as needed after download.

Future Plans?

Beside the "simple" Texture ID's we used now, we plan for the future Version also Texture ID's based on Airlinecode or Service Agents and a Configuration tool to assign such textures to each airport manually. But this will be much more complex and need some more planning and development.

Format roles of the AES Texture BMP's

Please keep in mind, that the Textures you create needs to be usable for both FS Versions (FS2004 and FSX) and so, the format of the BMP must follow the roles below:

Please use the SDK Imagetool.exe (included in the Mircosoft SDK for FS2004 or FSX) or the DXTBMP Tool Martin Wright you can download here: fly.to/mwgfx

Please convert the BMP to DXT1 with no Alpha-channels but with MIPMAP's.

Based on the technical problem of handling transparent or semi-transparent Texture on the AES Object in FSX, it is not possible at the moment to use Alpha-channels here. All glass areas of the vehicles are implemented as separate polygons in the models, which are not covert by the Texture BMP. So the windows of the busses could not be painted yet, I search for a workaround, but there is not found yet.



To get the Texture usable for FS2004, don't use DDS/DXT5 Formats. You can use DXT3, but as there are not semi-transparent parts possible, the DXT1 Format is the best to save memory.

Please keep the pixel size of the BMP as it is predefined in the PSD file, most are 1024x1024. Larger sizes could not be handled by the FS2004.

After you have converted the Texture BMP (AES-VN...-XXXX.BMP and AES-VN...-XXXX_LM.BMP) copy them to the <FS9 or FSX>\AEROSOFT\AES\TEXTURE folder and verify them as explained below

Please always check the Texture at Day and Night and if possible in both FS (FS9/FSX) Versions.

Repaint Helper Function in AESHelp

When you start AESHelp (must be ≥ 2.30) and the FS is not running, you see a small checkbox below the SUPPORT Button, called "Repaint Help Object in EDDN"

When you check this box, AESHelp will activate all Vehicles of AES along the Runway of EDDN. You **don't** need to activate EDDN in AESHelp, just check the Box and exit AESHelp.

When you now start the FS, and you go to the Airport EDDN (Nürnberg), you will find all AES Vehicles placed along the runway. So you can slew around each vehicle you are repainting to check if the Texture fit to the object.

To deactivate this Helperobjects, stop the FS, start AESHelp und uncheck the box.

Creating the Repaint ZIP File

Create a ZIP File with all the BMP of your repaints.

Also include a short readme, where you include your name and the contact info (email), so that the user knows, who has created the files and hold the copyright for that.

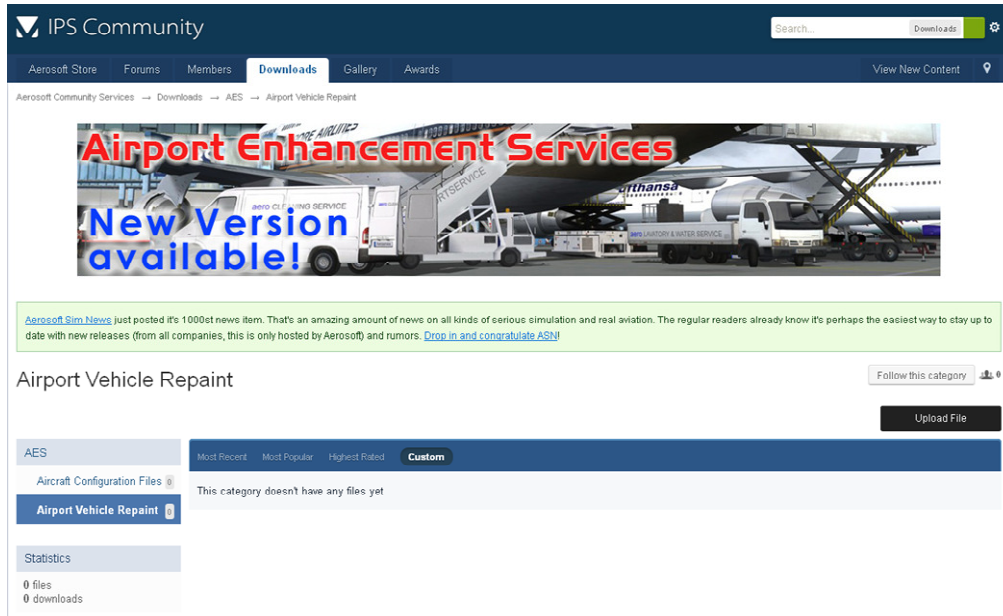
Name the ZIP like "AES Repaints for EDDF 1-0.ZIP" or "LSG Catering 1-0.ZIP", so that the user see, which Type of Vehicle is covered or for which Airport it is. A Versionnumbers can help to handle updates here.



Upload of the Repaint Files

Please only upload the Files to the Download Database in the Aerosoft forum, so that all repaints can be found at a central point for all users. You will find below the Download Tab a subsection for AES and below that the section for the “Airport Vehicle Repaints”

<http://forum.aerosoft.com/index.php?/files/category/42-airport-vehicle-repaint/>



After pressing the “Upload File” Button, you can get the page to select the file and enter all Info’s needed:

Add a file in Airport Vehicle Repaint

Adding your file to Airport Vehicle Repaint [Change category](#)

Step 1: Select your file(s) (Required)

[Browse...](#) [Clear Selection](#)

[Attach File](#) Maximum file size is 99.61 MB. [What file types can I upload?](#)

Try our advanced uploader which supports multiple file uploading (modern browser required)

Step 2: Provide file information (Required)

* Required fields

File Name *

File Version

File Tags [Add a tag](#) ☐ Use first tag as prefix
Select a maximum of 10 tags

Change Log

Description *

Font Size

B *I* U ~~X~~ ^X



Comments and Feedback

If you have comments or questions, please use the Aerosoft Forum, there you find the "[Airport Enhancement Services](#)" Area.

Here we will also provide all information about the future developments and enhancement regarding replacement Textures.