

Historic Jetliners Group

MD-80/MD-87/MD-90 Public Paint Kit

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NOTE: This paint kit is intended for users already familiar with painting aircraft for Microsoft Flight Simulator 2004. Novice users should beware that limited support will be given.

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Instructions for use:

Paint on the included engine, tail and fuselage PSD files and save them to a temporary file with a single layer, such as a BMP to preserve details and avoid compression.

Copy/paste the BMP files onto the background layer of the included MD-80_xx.PSD files. Save these as 24-bit BMPs and use a converter program such as DXTbmp to add alpha layers and save in either DXT3 or 32-bit formats for use in FS2004.

For other parts of the aircraft, clean BMP files have been included in the Common Textures folder, as have BMPs for night lighting in the Night Textures folder. These BMP files need to be saved into either DXT3 or 32-bit formats before use in FS2004.

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Distribution restrictions:

Only textures created from using this paint kit may be uploaded to websites for download. DO NOT include MDL, AIR, AIRCRAFT.CFG or other files from the repainted aircraft's folder.

No monies may be charged for the textures created from these files. Files intended for distribution must be done as FREEWARE. Credit must be given to the original authors and all repaints must include with them the file "HJG Repaint Readme.PDF" which is included with this paint kit.

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<http://www.simvation.com/hjg/>
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