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## S-CUP V

### Paintings for Aerosoft's Add-on for FSX

Oeiras, 29-06-2016

QI.2016.SC5.003.01.EN

## Swiss Common Update Programme V

- The S-CUP V objective is to incorporate HD panel textures in the paintings developed in the context of S-CUP IV.
- Original main panel textures were exchanged to the HD ones produced by Emanuel Hagen with aircraft registration and SelCal code (where applicable) for each particular airframe.

# Installation Instructions

- To install each aircraft painting please use respective Livery Manager provided by Aerosoft, typically installed at:
  - <FSX folder>\Aerosoft\Airbus A318\_A319\Livery Manager\Livery\_Manager\_318\_319.exe
  - <FSX folder>\Aerosoft\Airbus A320\_A321\Livery Manager\Livery\_Manager\_A320\_A321.exe
- To fully benefit from Emanuel's excellent work you still need to separately install Emanuel's textures which are available on the links below.
  - A318/A319:
    - <http://forum.aerosoft.com/index.php?/files/file/4004-airbus-a318-a319-2048px-hd-virtual-cockpit/>
  - A320/A321:
    - <http://forum.aerosoft.com/index.php?/files/file/4003-airbus-a320-a321-2048px-hd-virtual-cockpit/>
- **Important note: please do not remove any texture from Texture.xxx (where xxx stands for the respective name of the livery) because the paintings here provided already include the updated textures.**

*Enjoy!*

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