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T-CUP V

Paintings for Aerosoft's Add-on for FSX

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TAP Common Update Programme V

- The T-CUP V objective is to incorporate HD panel textures in the paintings developed in the context of T-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!

quickinfo.pt

contacto@quickinfo.pt