



McPhat Studios

We tear 'em up, we wear 'em down... (for you to fly)

Hawaiian Airlines

Captain Sim 767-300 Captain
Aerosoft 767 Captain

Readme

by McPhat Studios, 2010



Copyright © 2010
McPhat Studios / Phat One Studios
All Rights Reserved



License and copyright notice

IMPORTANT - You should read the following terms and conditions carefully before using this software. Your use of this software indicates your full acceptance of this license agreement and warranty.

This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and McPhat Studios/Phat One Studios for the product identified below, which includes computer software and may include associated media, printed materials, and "online" or electronic documentation ("SOFTWARE PRODUCT"). By installing, copying, or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not install or use the SOFTWARE PRODUCT.

PRODUCT LICENSE

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is licensed, not sold.

OWNERSHIP

- Installation and Use. You may install and use one copy of the SOFTWARE PRODUCT.
- Reproduction and Distribution. You may NOT reproduce or distribute any number of copies of, or any part of, the SOFTWARE PRODUCT to any person, or make any part the SOFTWARE PRODUCT accessible to any party may it be on the Internet or by any other means of electronic distribution.
- Transfer of license. You may transfer your license and/or rights under this EULA, PERMANENTLY (meaning only ONCE), hereby giving up your license and the right to use the SOFTWARE PRODUCT.
- Termination. McPhat Studios/Phat One Studios may terminate your license upon notice for failure to comply with any of these License Terms. Upon termination, you must immediately destroy the SOFTWARE PRODUCT, together with all copies, and merged portions in any form.

COPYRIGHT

All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music and text incorporated into the SOFTWARE PRODUCT), the accompanying printed materials, and any copies of the SOFTWARE PRODUCT are owned by McPhat Studios/Phat One Studios. The SOFTWARE PRODUCT is protected by copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE PRODUCT like any other copyrighted material except that you may install the SOFTWARE PRODUCT on a single computer provided you keep the original solely for backup or archival purposes.

WARRANTY

-No Warranties. McPhat Studios/Phat One Studios, expressly disclaims any warranty for the SOFTWARE PRODUCT. The SOFTWARE PRODUCT and any related documentation is provided "as is" without warranty of any kind, in any form, including, without limitation, the implied warranties or merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the SOFTWARE PRODUCT remains with you, as the end-user.

-No liability for damages. In no event shall McPhat Studios/Phat One Studios or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the SOFTWARE PRODUCT. Because some states/jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

FREWARE

-Even though this texture set is provided as freeware, it is STRICTLY FORBIDDEN to :

- Upload parts of this texture set or as a whole to any server or website other than www.mcphatstudios.net.
- Use parts of this texture set, or as a whole, for any other livery than the one it was supplied with, may it be for freeware or commercial purposes.

Freeware released texture sets by McPhat Studios CANNOT be modified or edited in any manner without the express permission GRANTED (not just asked) of the McPhat Studios staff, concerned in writing via an electronic medium ONLY. Anyone found doing so without permission from McPhat Studios, will be held accountable under applicable laws.



Table of contents

Table of contents

Installation	3
Contact	4
Credits	4

Welcome to a product from McPhat Studios.

Thank you for downloading one of our repaints. I hope you enjoy our work. All repaints are made to be 100% ACE compliant and requires either Captain Sim's 767-300 Captain or Aerosoft's 767 Captain for FSX

A full list of all my texture sets made for Captain Sim products can be found at our website, and the following fellow hosts; www.mcphatstudios.net, www.captainsim.com and www.avsim.com library doing a search using my name : Lars Domen

If you feel the need to contact me, you will find contact details on page 4.

Again thank you for downloading my work.

Lars Domen

Installation

Installation for Flight Simulator X

Important : This readme is written only for installation of this repaint by using Captain Sim's 767-300 Captain "ACE" utility. You require Captain Sim's 767-300 Expansion or Aerosoft's 767 Captain (FSX).

How to install the file?

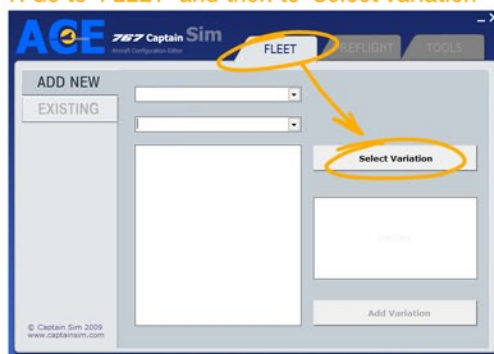
Locate the "variants" folder located in the directory below :

X:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Captain_Sim\767\variants

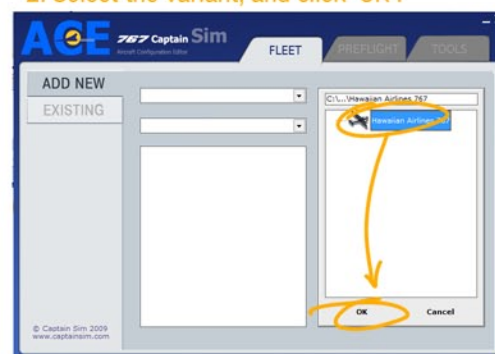
If the "variants" folder is not there then create one.

Unzip the contents of the compressed file into this folder keeping the file name.

1. Go to 'FLEET' and then to 'Select Variation'



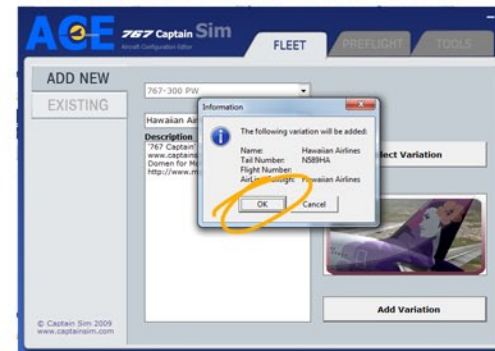
2. Select the variant, and click 'OK'.



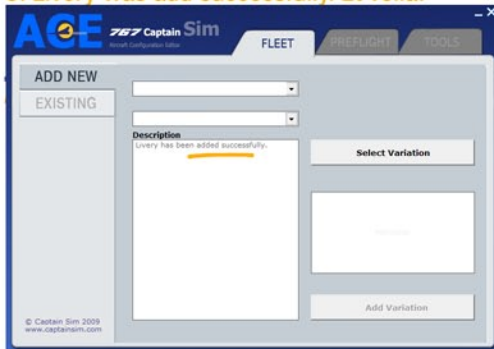
3. There she is! Click on 'Add Variation'



4. Last verification! Click 'OK' to continue.



5. Livery was add successfully. Et voila!

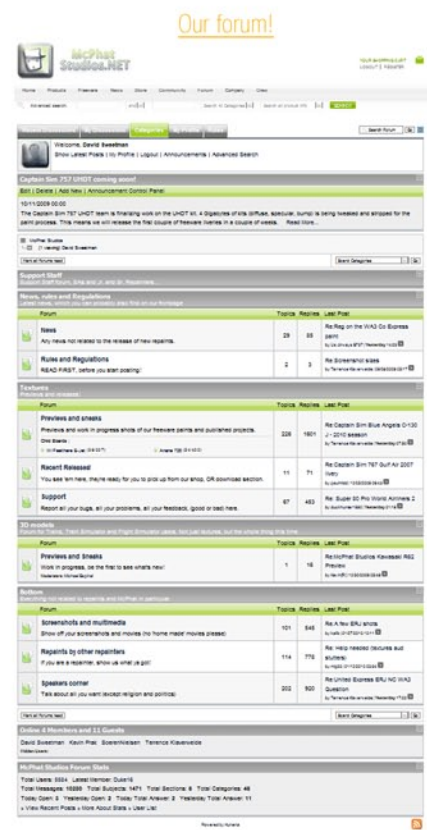
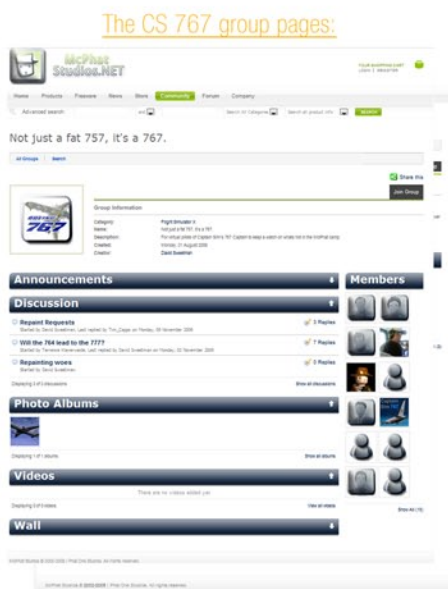


That's it!

Contact and Credits

Contact

Visit our forums at : <http://www.mcphatstudios.net/> (you can even log in with your facebook account)



Credits

Lars Domen, *Junior Repainter*
Dave Sweetman, *Texture Artist*
Terrence Klaverweide, *Lead Designer*
Nicolas Natri, *Lead Texture Artist*
Zacherius Acht, *Lead Texture Artist*
Leen de Jager, *Quality Controller*
Snorri P Snorasson, *Texture Artist*

767-300 Captain (Captain Sim) / 767 Captain (Aerosoft)