

Step by step guide to convert the livery aircraft type

Fly long-haul flights with the ANA 737ER Business Jet

1. Download the PTP file from Kuroin's ANA Business Jet Livery.
<https://flightsim.to/file/32541/pmdg-737-700er-ana-all-nippon-airways-business-jet-ja10an-2012>
Extract the zip file.

2. Install the livery using the PMDG Operations Center v2.
Select: Aircraft and Liveries > Livery utilities > Install from PTP > Select the downloaded PTP.

3. Once installed and shown successfully added, locate the livery root folder.
Look in your MSFS Community folder > pmdg-aircraft-737-liveries > SimObjects > Airplanes > PMDG 737-700ER ANA All Nippon Airways Business Jet (JA10AN - 2012)

4. Duplicate the folder and rename ER with BBJ.
PMDG 737-700ER ANA All Nippon Airways Business Jet (JA10AN - 2012)
PMDG 737-700BBJ ANA All Nippon Airways Business Jet (JA10AN - 2012)

We now have two folders, you can choose to keep the ER folder if you want to fly the livery with -700 passenger and cargo capacity. To prevent mix up, the following steps are focused on the BBJ folder.

5. Edit the `aircraft.cfg` file located in the BBJ root folder.

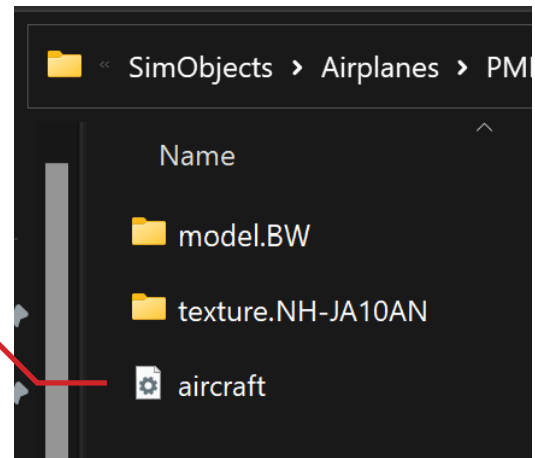
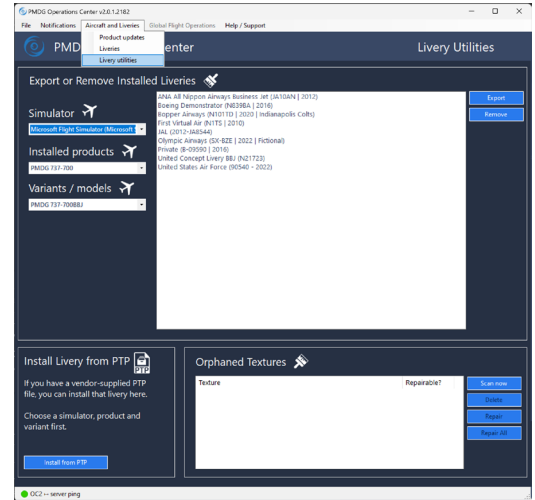
On line 6, add **BBJ** in:
`base_container = "..\PMDG 737-700"`
as:
`base_container = "..\PMDG 737-700BBJ"`

On line 19, replace:
`description=Boeing 737-700 powered by CFM...`
with:
`description=Boeing BBJ powered by CFM...`

On line 27, replace:
`pmdg_revision=5`
with:
`pmdg_revision=6`

On line 38, remove **ER**:
`ui_type=737-700ER`
as:
`ui_type=737-700`

Save file.



6. Edit the model.cfg file located in model.BW folder.

On line 8, add and replace:

exterior=../../PMDG 737-700/Behaviors/PMDG_NG3_700BW.xml
with:

exterior=../../PMDG 737-700BBJ/Behaviors/PMDG_NG3_BBJBW.xml

On line 9, add and replace:

interior=../../PMDG 737-700/Behaviors/PMDG_NG3_VC_700.xml
with:

interior=../../PMDG 737-700BBJ/Behaviors/PMDG_NG3_VC_BBJ.xml

Save file.

7. Edit the texture.cfg file located in texture.NH-JA10AN folder.

After line 3, add:

fallback.2=../../PMDG 737-700BBJ\texture.BBJ

On line 5, replace:

fallback.2=../../PMDG 737-700\texture.common
with:

fallback.3=../../PMDG 737-700\texture.common

On line 6, replace:

fallback.3=../../PMDG 737-700\texture.700
with:

fallback.4=../../PMDG 737-700\texture.700

Save file.

8. Close and relaunch the PMDG Operations Center v2.

Go back to the Liveries utilities, select **PMDG 737-700** in Installed products, and **PMDG 737-700BBJ** in Variants / models.

You should now see the **ANA All Nippon Airways Business Jet (JA10AN - 2012)** on the list. However this will not simply show up in the flight sim aircraft selection. You need to export and install it as a PTP file to register all the texture and config files to the layout.json in pmdg-aircraft-737-liveries folder.

Select to highlight the livery and click on **Export**.

Name the PTP file and click **Save**.

9. Delete the BBJ folder and install your newly exported PTP file.

Go back to MSFS Community folder > pmdg-aircraft-737-liveries > SimObjects > Airplanes

Look for the same **BBJ folder** that we just finished editing on and delete it (Shift + Del).

Go back to PMDG Ops Center, and install the PTP file in **Install from PTP**.

9. Launch the flight sim.

You should now see the aircraft in the 737-700 BBJ.

Happy flying!

