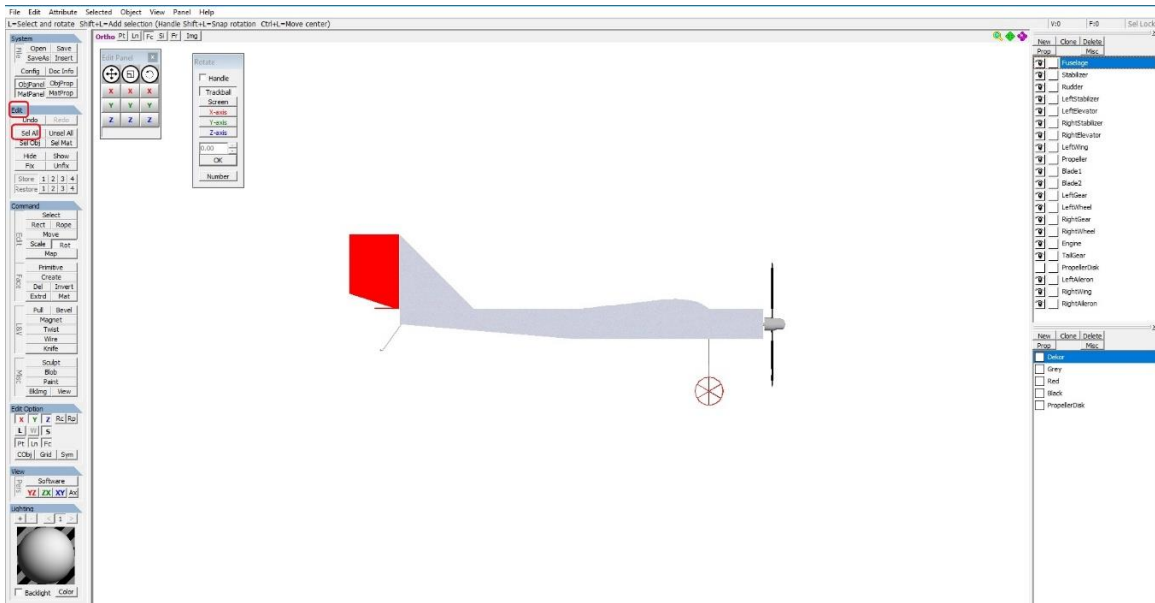
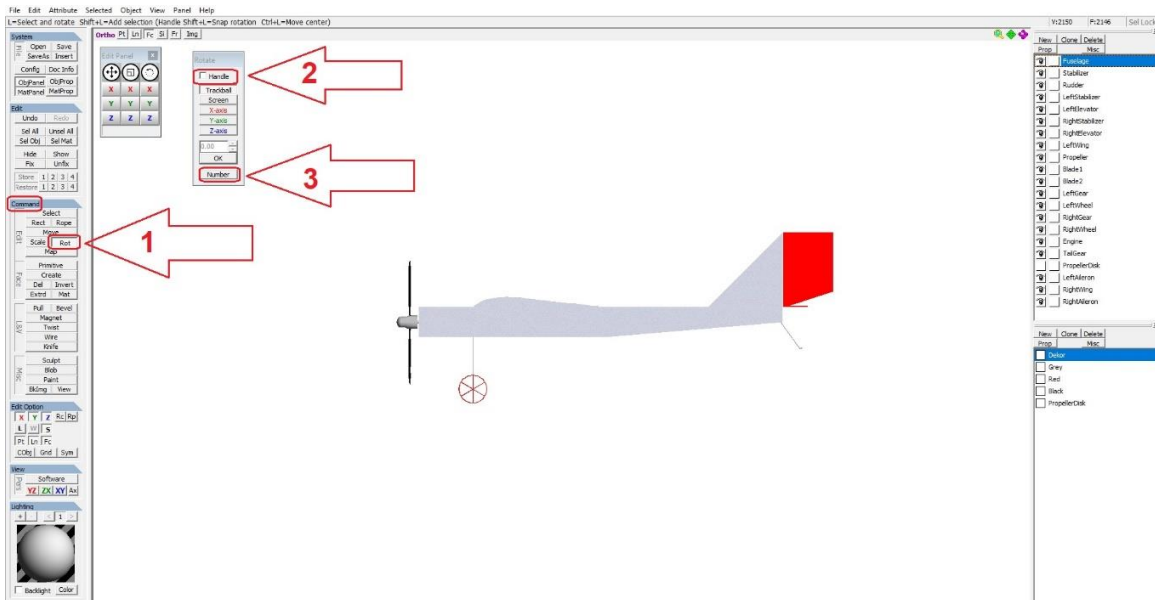


How to create a **preview.png**

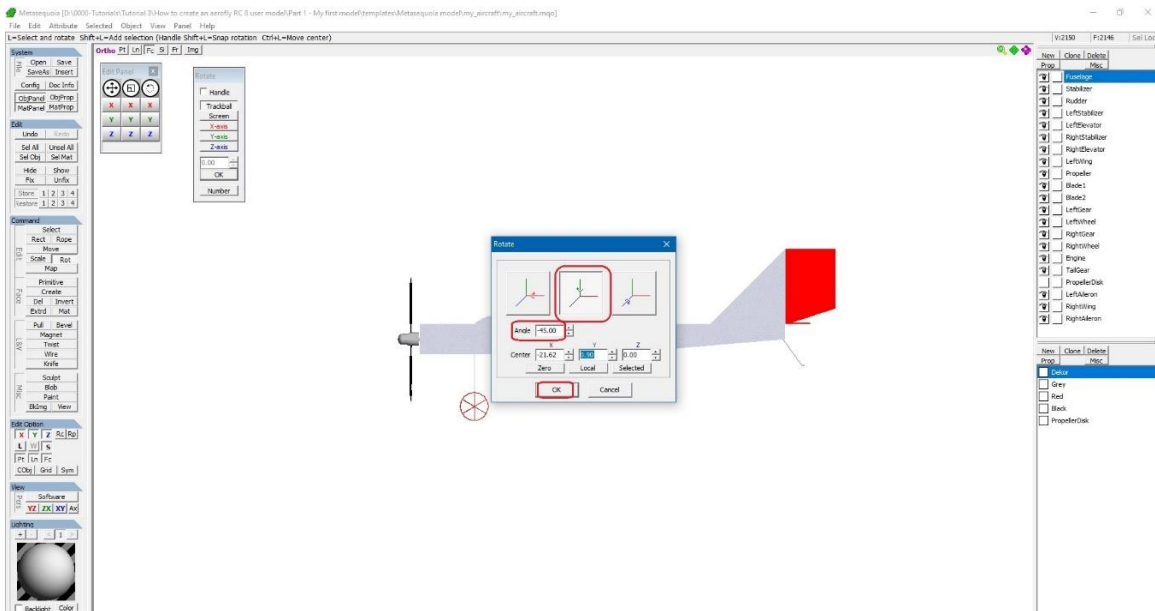
Load the **.mqo** file of your model and make all objects visible with the exception of the **PropellerDisk**.



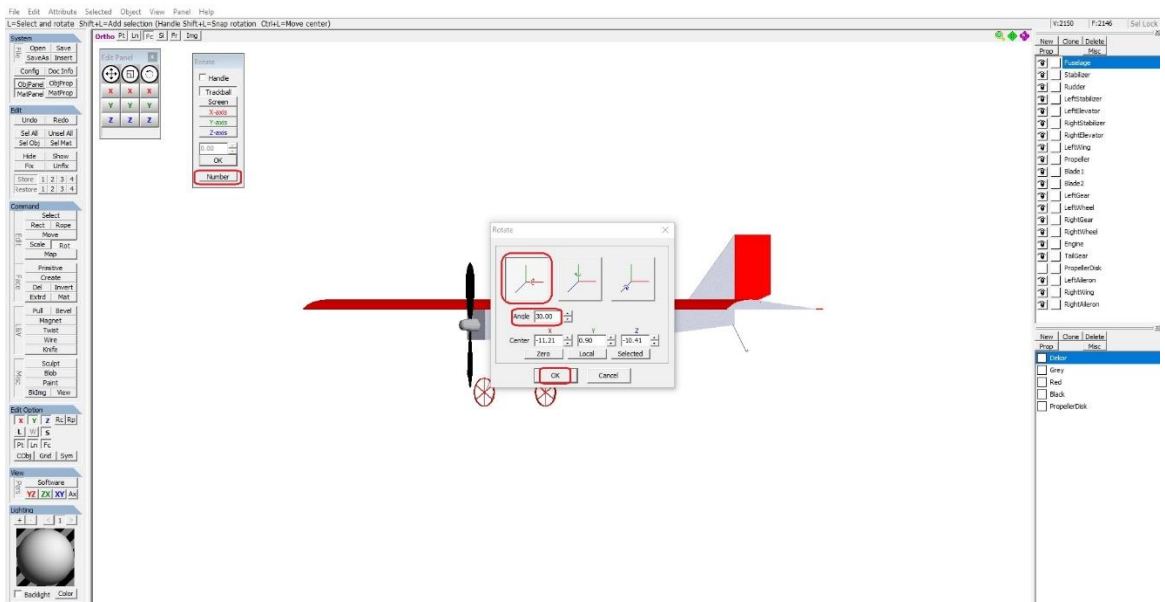
Press **Sel All** from the **edit panel** and then press **shift/F3**.



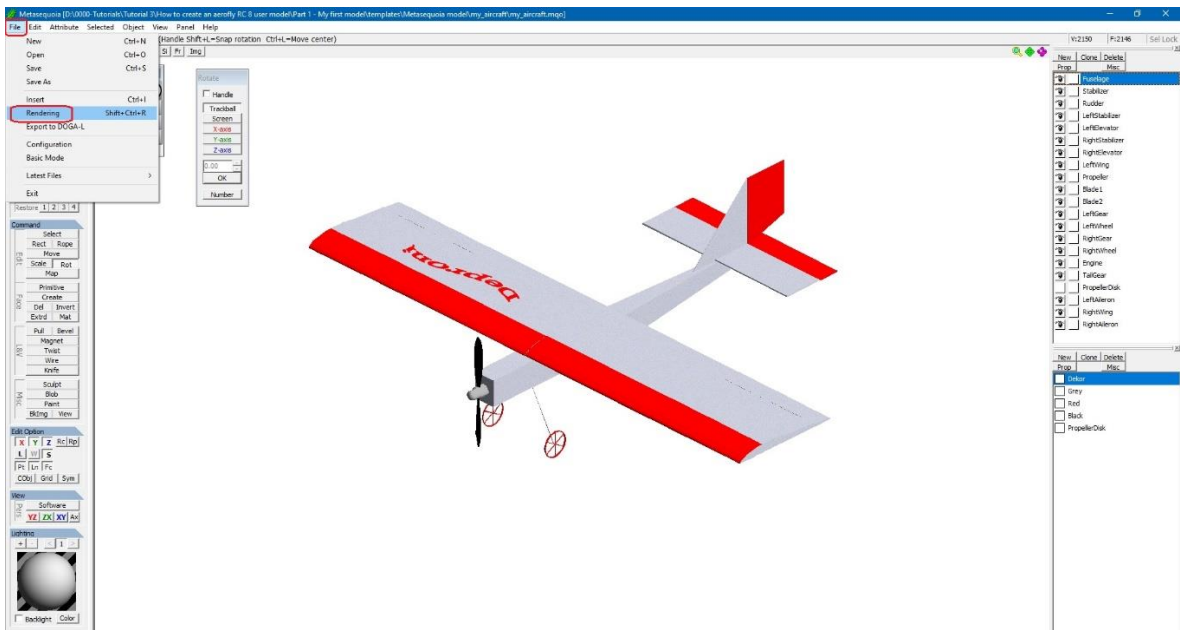
Press **ROT** from the **Command panel**, deactivate **Handle** and then press **Number**.



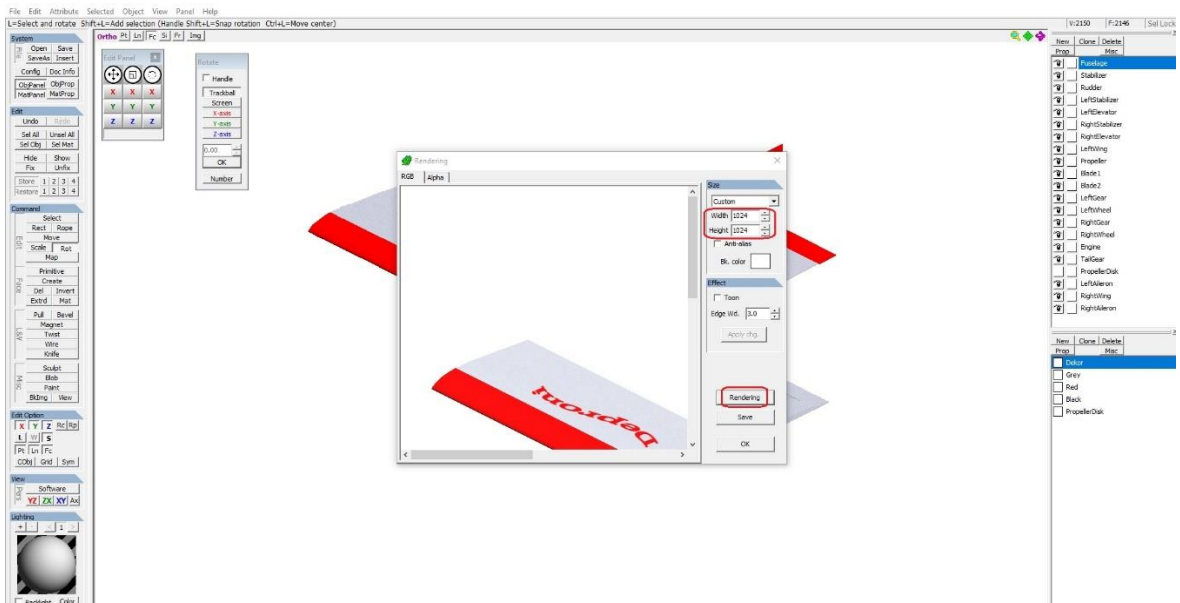
Rotate **-45 °** about **Y-axis** (green) and press **OK**.



Press **Number** again, rotate 30° about **X-axis (red)** and press OK.



Press **File / Rendering**.



Check whether **Width** and **Height** are **1024 x 1024 pixel** and press **Rendering**, then save your picture as **preview.png**.