



Colorado ANG F-16 (140th FS)

This repaint of the Kirk Olsson F-16 (BLOCK 20) falcon features the basic 'Hill' scheme on the 140th FS falcons. The tail flash is a photoreal image taken from this specific aircraft (87-229) as seen at the Rocky Mountain Airshow (2011). Though not an actually a Block 40 aircraft, the model is quite nice and coupled with Zsolt Belezny's base textures, made for quite a nice bird. This paint features 32-bit high resolution textures with accurate markings and placement of decals. The model(s) is the Block 20 Falcon by Kirk Olsson and repainted by Zsolt Belezny. Tail markings by John Hoopes



Installation instructions:

- 1) Have the Kirk O (Block 20) F-16 installed (<http://emarciano.free.fr/En/F16panel.htm>)
- 2) Locate your Block 20 F-16 viper folder in flight simulator\aircraft....
- 3) Paste the folder "texture.CO_ANG_140th" into the Block 20 F-16 viper folder
- 4) Copy and paste the following data into your aircraft.cfg file WITHIN the Block 20 F-16 viper folder (with a text editor) replacing the XXXX's with the next consecutive number that occurs

```
[fltsim.XXXX]
title=140th FS F-16 Falcon
sim=Viper1
model=gbu27
panel=
sound=
texture=CO_ANG_140th
checklists=
description=   F-16 Fighting Falcon          ---by Kirk Olsson---   Repaint by John Hoopes
ui_manufacturer=Lockheed Martin
ui_type=F-16 Block40 140th FS
ui_variation=GBU27
atc_heavy=0
atc_id=87229
atc_airline=Air Force
atc_flight_number=005
atc_parking_types=MIL_COMBAT
```

NOTE!...there are various load outs or models of this aircraft. Simply copy that coding above and replace the model=gbu27 with any of the following:

```
model=
model=air
model=jdam
model=mav
```

*****remember to change fltsim.XXXX to the next consecutive number in the listing if you add aircraft variants**

Credit: Kirk Olsson – for his model (F-16 Block 20 Viper)
Zsolt Beleznyay – for his base "Hill" paint scheme
John Hoopes – tail art/paint scheme/photo texture