



Aircraft Repaints New Zealand Present

BAe 146-200 / AVRO RJ85

Aircraft Model For Microsoft's® FS2002 V 1.0

Model, Texture's and Panel by Jon Murchison. Panel update by B Semmens



BAe 146-200 / AVRO RJ85 (ZK- ARNZ)

The British built BAe 146-200/Avro RJ85 is the middle member of the 146 family of aircraft. The 200 is used extensively by airlines on regional routes around the world, and is recognised for its excellent short field performance and low noise footprint. The 146 family are often referred to as baby Boeings, referring to the 4 engines similar to the 747. Sadly the 146 production line was closed in 2002, and the more advanced RJX project which was set to see this regional aircraft still flying well into the new century was cancelled after the events in New York on September 11th.

INSTALLATION:

The model comes with a self-installer designed to automatically create the necessary folders in the correct FS directory. The default is **C:\Program Files\Microsoft Games\FS2002\aircraft\BAE1462**

IMPORTANT: Please ensure you check this during the install process when prompted, and adjust to suit your own version of Flight Simulator and system if required.

COMPATIBILITY:

This version is optimised for FS2002; a FS2000 version is available.





MODEL: (V1.0) Model built using Flight Sim Design Studio Professional by [Louis Sinclair](#). Animated surfaces completed with Aircraft Animator by Konstantin Kukushkin. Model macros created with SDL Editor by [Mike Crosthwaite](#).

Planned Model Upgrades: None

Future Versions Planned: 'IS' – Inbuilt Scenery (Patch file) Freight version (Patch file) RJX version,

TEXTURES:

Day and night textures created using Paint shop pro 7.0.

PANEL:

The basic panel provided was created using Flight Sim Panel Studio by Ed Struzynski. This panel uses default FS2002 gauges. Enhanced functionality completed by B Semmens.

Note: This panel is not intended to be an accurate representation of a 146 panel.

I recommend you download and install the BAe146 panel Version 2.0 for FS2002 by Matthias Lieberecht, it is outstanding and worth the 5 meg download.

SOUND:

The model is set up to use the default 737-400 air sound set.

SPECIAL FEATURES:

3D main and nose gear bays, steerable front gear without the rudder moving on the ground, spinning wheels, fully animated double slotted leading edge flaps, hanging main gear in the air, animated rear and wing spoilers, 3D engine fans, night lighting, transparent cockpit windows with oil effects and flight crew.



KNOWN ISSUES:

Like all my models, the 146 200 is still a work in progress. I welcome any feedback you have relating to the model.

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CONTACT:

You can contact me with any feedback or comments at jonmurchison@hotmail.com (Constructive criticism always welcome, anything negative you can keep to yourself thanks)

PATCHES AND UPDATES:

For the latest patches and model/texture/aircraft config updates visit www.arnz.cjb.net.