BAe 146-200
Quiet Trader

Version 6.0
Jon Murchison, August 2003

USERS GUIDE

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Introduction

Thanks for downloading my BAe 146-200QT aircraft model. This release marks the third year of development for my 146 model, and with the recent release of FS2004: A Century of Flight, this latest version not only incorporates the best features our favourite sim has to offer, but introduces a new concept in the form of 'AIS', more on that shortly.

The BAe 146 – A Brief History

The BAe 146 took to the air commercially in 1983, and was designed to meet the demanding requirements of the regional air transport market. Outstanding short runway performance and whisper-jet noise levels are other attributes of this extraordinary aircraft.

A total of 221 BAe 146s were built and delivered between 1983 and 1993. The first prototype 146 is now being converted as a specialised atmospheric research aircraft and will be delivered to its customer during 2002.

Three different length versions of the BAe 146 were built - the Series 100 with 70-84 seats, the 200 with 85-100 seats and the 300 with 100-112 seats. The aircraft was also manufactured as a pure freighter (QT- Quiet Trader), a QC- Quick Change variant and as a VIP transport aircraft. [*]

It has been my wish to produce a model for the Flightsim environment that captures the unique 'spirit' of this little aircraft, which is often referred to as the baby Boeing. Sadly the 146 is no longer operating in New Zealand skies, but it certainly left its mark on New Zealand aviation, and remains a favourite for many operators and passengers alike around the world.

For future updates visit:

http://arnz.myhost.co.nz

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[*] Source - http://www.bae.regional.co.uk/inservice_146.html

Aircraft Installation

Installation:
Installing the BAe 146 model is a straightforward process:

Step 1
Double click the 1462QT self installing ZIP file.

Step 2
The default install directory is set to:

C:\Program Files\Microsoft Games\Flight Simulator 9\Aircraft\1462QT_2K4

If you followed the default FS2004 install procedure all you need to do is click UNZIP and the files will be installed to the correct place. If you have installed FS2004 in a different directory or wish to install the aircraft in FS2002, change the directory the ZIP installer is pointing to, to match what you have. E.g.

C:\Program Files\Microsoft Games\FS2002\aircraft\1462QT_2K4

For the install to be successful you must ensure you include \1462QT_2K4 at the end of the directory location or the ZIP installer will install the files to your main Aircraft folder.

Step 3
Once installation is complete, load Flight Simulator. This is how the aircraft will appear in the aircraft selection screen. Imaginary *FEDEX* and UPS liveries are included, neither operator uses the 146 for real world operations.
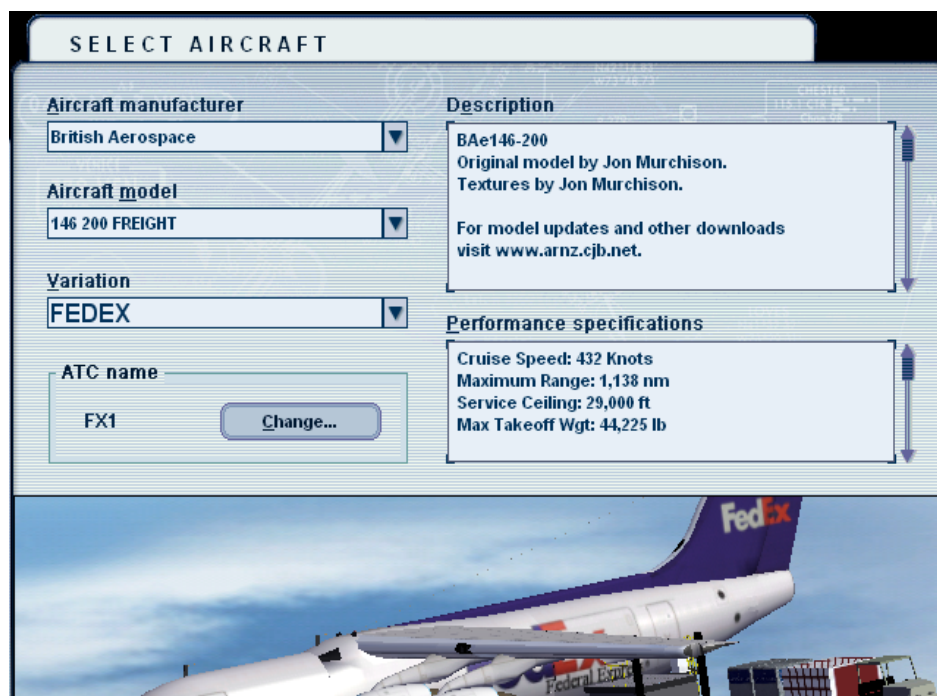
New Features

The Version 6.0 146-200QT model is the first to introduce the next generation of 'IS – Inbuilt Scenery', which is referred to as 'AIS – Animated Inbuilt Scenery'. The name gives it away really.

HISTORY
'IS' was introduced by Jon Murchison some 2 years ago, with well known examples of this including the special Airforce One Boeing 747 with Presidential motorcade, Boeing 737-300 with full ground support vehicles, and the Cathay Pacific 747-400F with cargo loading facilities. The concept of 'IS' was based on providing a higher level of interest for users when their aircraft where on the ground, however at that time any form of interactivity was not possible. Now as the software available for building aircraft has evolved, so the possibilities to enhance 'IS' have also. The first step in this area is now presented with this model. Now not only will the aircraft display ground service vehicles and equipment under predetermined conditions, but some of this equipment is fully animated and under the users control.

AIS - Freight Loading / Unloading
The version 6.0 model features the capability for the user to load and unload freight, all be it in a limited form due to the constraints of the animation aspect of aircraft models.

Dynamic Wing Views
In either the 2D panel or 3D virtual cockpit view, look to the left or right rear, and see the wings, engines and flaps fully rendered and animated. Note the light splashes during the day and especially at night from the flashing beacons and landing lights.

Taxi/Landing Light Visibility
Also from the 2D panel or 3D virtual cockpit views, see your taxi and landing lights turn on and off as you select them.

Enhanced Shadow Model
The model now features an enhanced shadow model designed to improve framerates by providing a low polygon version of the aircraft shape which is only used for casting an aircraft shadow.

Improved Animation and Light Effects
The model now features a fully animated forward passenger door with airstair, and rear fuselage cargo door. At night the 3D interiors are illuminated without the need for light maps. Dynamic Shine is also utilised on major surfaces.

Pilots
With the flight completed and systems shut down, when you turn the beacon lights off the pilots will then disappear for a hard earned rest.

The Panel

An updated version of the very basic panel originally released with the 146 has been included. It contains everything you will need to fly the plane, and allows access to the GPS, Radio Stack, Compass, ATC, Maps and new html based Aircraft checklists and reference information (FS2004 only). Please note that the panel is not intended to 'enhance' your flying experience as I am not a panel designer, more to give you the basic tools you will need to fly around.

For a 'real' panel I whole heartedly recommend and encourage you to get the awesome panel by *Matthias Lieberecht.* As you can see in the images below, all of which are by Matthias and taken from his website, the panel is very detailed and functional. Matthias has a new FS2004 version under development as you read this. You can download his Version 2 panel from the major flightsim sites, and you can get more information on this and other BAe aircraft panels he is developing from his website at http://www.baepanelproject.com/.

All Panel Images by Matthias Lieberecht

Interacting With the AIS

Figure 1

The AIS features built into the model are designed to interact with the model and in particular the animated doors. AIS will appear once the engine shutdown procedure is complete and the engines have come to a *complete* stop and the aircrafts beacon lights are switched off. At this time AIS is not effected by Navigation, Strobe, Taxi or Landing lights, all of which you can turn on and off as you wish. Let's run through a standard loading procedure:

- Engines OFF
- Beacon light switches OFF. Note – Pilots disappear at this stage.
- Press SHIFT+E on your keyboard to open front door and activate air stairs.
- AIS will appear positioned snugly alongside the aircraft in front of the rear cargo door. Ground services have prepared two mini and one standard cargo bins for loading (**Figure 1**). The cargo loader itself has a fully lit control panel, and if you have **Active Camera** for FS2002 or Active Camera 2004 for FS2004: ACOF you are able to move into the cargo area, and even stand behind the control panel on the loader and view operations from this vantage point.
- Open rear cargo door by pressing SHIFT+E and then 2 on your keyboard. You will note here that a small ladder will also unfold allowing access for ground crew to the loading bay.
- Pressing SHIFT+F will begin the loading process, at this time the two mini cargo containers will move into position and be lifted and loaded into the aircraft (**Figure 2**). For this to work you will need to ensure the key combination stated has been activated within your Flightsim options. To do this follow this process:

Figure 2

  - ➢ Main FS Menu – Select Options / controls / assignments.
  - ➢ Check Event Category is set to 'all commands'.
  - ➢ Scroll down to bottom of list and find 'Wing fold/unfold'.
  - ➢ Click this and then the 'Change Assignment' button.
  - ➢ Hold down the SHIFT key and then press the F key.
  - ➢ Click OK.

Compatibility

This version 6.0 model is compatible with both FS2002 and FS2004. It will not work with FS2000.

Aircraft Repaints

If you are interested in repainting this aircraft you are free to do so as long as you adhere to the following conditions:

1. Any and all repaints you produce must be FREEWARE, and cannot be hosted on any website or server which charges for downloads.
2. You state clearly in your documentation that the original model and textures are by Jon Murchison, and that you include a link to the ARNZ website in any and all README files and other such documents.
3. You include either this PDF user guide or a simplified version (i.e. Notepad) with your repaint.

If you **do not** agree with or adhere to these conditions, you will need to seek written permission from the author via e-mail.

Texture Changes & Paintkit

The majority of textures for the Version 6 model remain unchanged from the earlier version with the following exceptions:

➢ CARGO and CARGO_L textures no longer used.
➢ 1462_FUSE– position and size of rear cargo door adjusted to fit with actual location of new animated door.
➢ New texture ATR_IS and ATR_IS_L added

A Paintkit is available from both Flightsim.com and AVSim.com containing base textures for both passenger and QT versions of the 200 and 300 variants. Painters will need to adjust the cargo door position manually as I do not intend releasing an updated Paintkit at this time.

If you are wondering why the cargo pallets have Air New Zealand labels as opposed to FEDEX or UPS the answer is simple. I'm a New Zealander and proud of it, Air New Zealand is our national airline so I wanted to ensure the link between my 146 model and the country I live in remained.
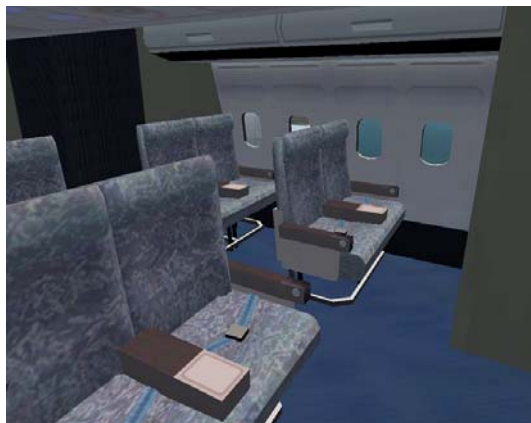
Future Updates

The model continues to evolve, and as such future versions are in the works. The next major development will be a fully rendered virtual Cockpit and passenger first class seating area. Development on this version is in progress and I hope to be able to announce a release date soon.

BAe 146 Virtual Cockpit
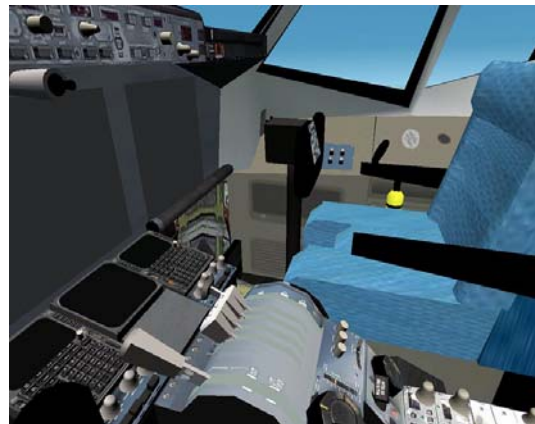
Virtual Cockpit from Captains seat

First Class Cabin from seat 1F

First Class Cabin from rear

Forward galley looking across to Port passenger Door

Contact Information

This model has been produced for your enjoyment, if you have any ideas or thoughts on how it could be better, feel free to drop me a line.

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