



HISTORIC AI AIRCRAFT: PACK 1 – FOR FS9

(Do not port these aircraft to FSX – a separate download with FSX native code is available)

Spitfire Mk1a

Spitfire Mk Vb BBMF

Spitfire Mk XIX BBMF

Spitfire T2

Hurricane Mk11c BBMF

Hurricane Mk11c HAC

Lancaster BBMF

C-47 - BBMF

C-47 - "X3 - Drag 'em oot"

DC-3 - Dakota Norway

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Airfield Construction group

INTRODUCTION

Most of the AI aircraft in this pack were originally built for our Duxford scenery. However because users may want to adapt them for other scenery uses and to repaint them, I decided to release them as a series of separate packs so that the aircraft can be downloaded in smaller chunks without the need to obtain and install the very detailed Duxford scenery. The new addition, not in the Duxford pack, is the Lancaster of the RAF Battle of Britain Memorial Flight (BBMF).

All of the aircraft are low polygon with multi-LODs and should perform well in FS9. Do not port them into FSX - a separate pack built with native FSX code is available.

Also in this pack are some replacement traffic and AF2 files that will enable users to place 5 BBMF AI aircraft and have them fly from our RAF Coningsby sceneries – the FS9 version in the case of this pack.

In addition to the aircraft, Paint Kits (source files) are also included for users to use as they wish for their own personal use. Some conditions are attached to their use before uploading and these are set out in this manual.

AIRCRAFT

There are 10 aircraft in Pack 1 as follows:

Spitfire Mk1a (19 Sqn)



Spitfire MkVb (BBMF)



Spitfire XIX (BBMF)



Spitfire T2 (Caroline Grace)



Hurricane Mk11c (BBMF)



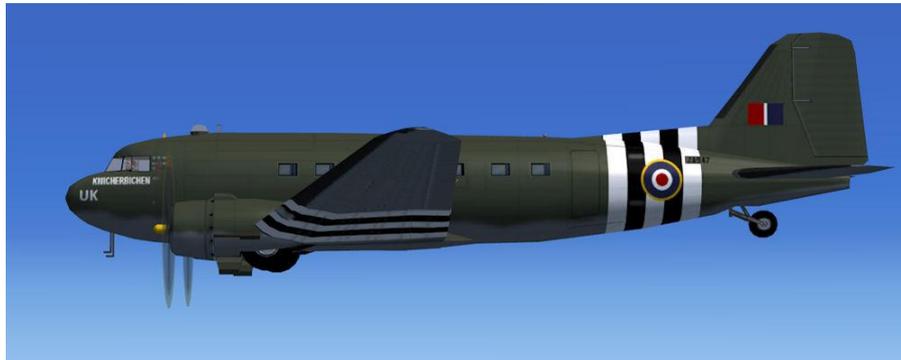
Hurricane Mk11c (Historic Aircraft Collection)



Lancaster (BBMF)



Dakota (BBMF)



Dakota (X3 "Drag 'em oot")



DC-3 Dakota (Dakota Norway)



INSTALLATION

If you already have the AI aircraft installed from our IWM Duxford package, then there is no need to re-install the aircraft included in this archive, apart from the Lancaster if needed.

To install the aircraft just **copy** each of the required aircraft folders with their sub-folders and files to your **FS9\aircraft folder**.

You are then free to create your own flight plans and match the parking codes contained in the aircraft.cfg files to whatever AFCAD (AF2 or AFX) file you are going to use. Do not change the parking codes and parking spot types/sizes if you still want to see the aircraft at Duxford, unless you are repainting as a new aircraft.

CREATING THE BBMF AT RAF CONINGSBY

This step shows you how to create 5 aircraft of the Battle of Britain Memorial Flight as AI in my RAF Coningsby scenery for FS9. My Historic AI Pack 1 for FSX has similar instructions for doing that but in Ian McCartney's FSX Coningsby.

This is how to do it:

Step 1. You will need my RAF Coningsby scenery for FS9 if you don't have it already. The file is:

"egxc_9.1.zip" and is available from flightsim.com.

The scenery is just over 4 years old and was my first Gmax creation. It's detailed, but I can do better now.

Some care is needed with the following steps. This is because the AI traffic file that is included in the original Coningsby scenery zip contains both modern day (Typhoon/Tornado) and BBMF aircraft produced by UKMIL. The AFCAD (AF2) file that controls the ground layout and parking of the aircraft is also coded for UKMIL aircraft. To enable the use of my new BBMF aircraft, I have removed the BBMF aircraft from the UKMIL traffic file to leave the Typhoons and Tornado's for anyone who prefers to retain them.

I have also provided an AFCAD (AF2) file so users can use the MAIW RAF Coningsby modern-day (Typhoon) AI pack if they prefer.

To continue:

Step 2. If you have previously installed the pilot version of my BBMF AI pack (it was only available at ACG), please **remove** the Lancaster and the single MkVb Spitfire files (not the multiple Spitfires that came with Duxford).

Step 3. You will need the Spitfires, Hurricane and Dakota aircraft installed from Pack 1 if you haven't done that already. You can edit out the unwanted aircraft variants if you wish.

Step 4. Remove the traffic file “**traffic_egxc.bgl**” from your FS9\scenery\world\scenery folder if it is present. This is the file that was in the original egxc_9_1.zip and contains the mix of modern and BBMF aircraft. It’s no longer needed. Also remove any BBMF traffic file from the pilot version of my BBMF pack if it is present.

Step 5. Remove the file “AF2_EGXC_JY.bgl” from your RAF Coningsby\scenery folder if you have one. This is the file that was also in the original egxc_9_1.zip and controls the parking/movement paths. It too is no longer needed.

Step 6. Move the new file “**Traffic_BBMF.bgl**” contained in Pack 1 to your FS9\scenery\world\scenery folder.

NOW DECIDE WHICH MODERN DAY AIRCRAFT AI PACK YOU WISH TO USE – UKMIL OR MAIW IF ANY?

FOR UKMIL

Step 7. Move the file “**Traffic_EGXC_UKMIL.bgl**” contained in Pack 1 to your FS9\scenery\world\scenery folder.

Step 8. Move the file “**AF2_EGXC_JY_UKMIL.bgl**” to your **RAF Coningsby\scenery** folder.

FOR MAIW

Step 9. There is no traffic file to move. The file that is needed is called “**Traffic_Military AI Works 121 EAW.bgl**” and is part of the auto-install process (manually if you prefer) contained in the MAIW package “**maiw_raf_Coningsby.zip**” that can be downloaded from the MAIW web site. It will be installed with the rest of the package. However, you will not need Ian’s original scenery of RAF Coningsby that is also included in the zip.

Step 10. If you are going to use the MAIW modern AI aircraft, **move** the file “**AF2_EGXC_JY_MAIW.bgl**” contained in Pack 1 to your **RAF Coningsby\scenery** folder.

VIEWING THE BBMF AIRCRAFT

You should be able to see the aircraft outside the BBMF Hangar, just to the top left of the Aircraft Servicing Platform (ASP) on the north side of the runway, providing your FS9 AI traffic slider is set to at least 30%. I have used this percentage because Coningsby can be a busy airfield if you have many AI packs installed. If you need to hide the BBMF aircraft just set the slider below 30% or remove the BBMF traffic file. You can set the AI traffic level to anywhere above 30% but you might mind that Typhoon departures and arrivals will be too prevalent and might delay BBMF movement.

The aircraft fly twice daily at **09.30** and **15.30 hrs GMT**. They depart in sequence and fly one VFR circuit, before returning to land. Departure is better from the runway 07 end because

using 25 forces the aircraft to taxi through the middle of the ASP which can be quite tight when packed with Typhoons. Change the wind direction to change the direction of take-off.

FLYING WITH THE AIRCRAFT

You can only fly with one of the AI aircraft at a time of course because they depart individually. You may notice that the AI aircraft put their wheels down early. That's because they are programmed on a short 1000ft VFR circuit. If you want the wheels to stay up longer, I have provided an alternative IFR traffic file. Just use this instead. The downside is that there will be additional radio chatter which is not really appropriate to these aircraft that also delays the departures.



REPAINTING

I am quite honoured that some users want to repaint these aircraft and I am happy for them to do that, but subject to the following conditions please:

1. The “paint kits” or rather my source files for the textures, are made available as is. They were created as part of my learning process over the past 12 months specifically for the Duxford and Coningsby projects. They may not always be re-painter friendly, nor will it always be possible to re-paint some surfaces different to others, like upper and lower sides of wings or tail planes. Please do not ask me to re-map any surfaces, I don't have the time or interest to do that. Bear in mind that I may have to do it twice in any case, - once for FS9 and the other for FSX and then again for every LOD in the model. I'll be thinking of re-painters in all future models so hopefully things will be better next time.

2. There is no need to ask me before repainting, but I reserve the right to ask for the files to be removed if I feel that the repaint, documentation or packaging is not appropriate. If in doubt please consult me first.

3. You give me full credit for the original work.

4. You only upload the repainted textures, never the model itself. You will also need to provide a new section for users to go in the aircraft.cfg file for the new aircraft and also provide a link to this package so that users can obtain the model.

5, The AI models in this zip must not be included in another scenery or AI package.

6. The repaint must remain as freeware with no charge whatsoever.

The available files for repainting are included in a separate Paint Kit folder in this archive.

The layered .psd files in the Paint Kit folder were produced with Paint Shop Pro X2 as .pspimage files. However files drawn with this version are not compatible with earlier PSP versions. I have therefore saved the images as .psd (Photoshop) which is a format that Paint Shop Pro can open across the version history. However, the .psd extension is also detected by Quicktime and if you encounter that problem either change the association in Windows or simply open the file from the program and not by double clicking in Windows Explorer.

ACKNOWLEDGEMENTS

Discreet Software/Turbo Squid for Gmax, used for the aircraft 3-D design.

Gerry Beckwith for AirWrench, used to tune the aircraft flight dynamics.

LEGAL

Copyright of this package is with John Young unless otherwise stated and the archive may not be altered in any way without permission. The package is freeware. It has been designed for the benefit of the flight sim community world-wide with thanks for all the great downloads that I have obtained over time.

The package must not be used, uploaded or placed on any medium that may cause money to be made in any way.

The archive or must not be uploaded to any web site without permission from the author.

This software is provided "as is" with no guarantees or warranty of fitness and you use these files at your own risk.

FEEDBACK AND SUPPORT

I would be grateful for any feedback on the package and/or if you have any problems, please visit the ACG Forum AI section at:

<http://www.airfieldconstructiongroup.org/>

or e-mail me at:

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