



## **AI AIRCRAFT PACK 2**

### **10 Spitfires MK1a, 19 Squadron Royal Air Force 1940**

**FSX Version**



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## INTRODUCTION

The Spitfire AI model in this pack was originally built for our comprehensive modern-day Duxford scenery as a single aircraft. I thought it might be a bit of fun to go one step further and build 10 of them with individual serial numbers and letter codes. I chose 19 Squadron that was based at Duxford in 1940 and after some research on the Net I found 10 serials and letter codes that are hopefully authentic.

The aircraft model is low polygon with multi-LODs and built with native FSX code. It should perform well in FSX. A separate pack for FS9 built with its own native code is also available.

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

## INSTALLATION

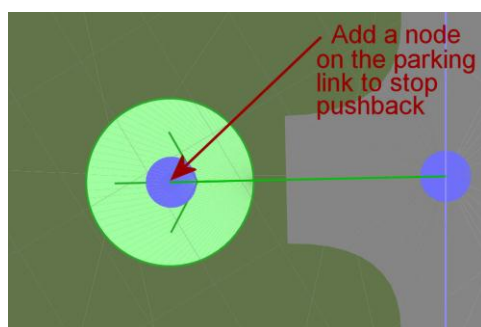
To install the aircraft just copy the folder **“ACG Spitfires AI-19Sqn”**, with its sub-folders and files to your **FSX\simobjects\airplanes** folder.

The pack contains the aircraft only and you are free to create your own flight plans and whatever AFCAD (AF2 or AFX) file you are going to use for your chosen airfield. Please do not ask me to change the flight dynamics to suit your particular runway length.

## CREATING AFCAD/AFX FILES

I have found that setting up “tail dragging” AI aircraft, particularly with a narrow track like the Spitfire is a more difficult than aircraft with nose wheels. They tend to need more room to turn. I have observed these 10 aircraft at my test airfield and they work fine. However I did find that they can sometimes go astray if observed from a saved situation. To rectify the problem I found that I needed to change the wind direction and time of day. I don't tend to get those problems in FS9 using the same aircraft dynamics. I find that version of the simulator far better all-round for AI traffic.

Spitfires don't normally push back from their parking spots, but in FSX that happens automatically. To prevent push back, you can insert a node on the parking link and then drag it as close as possible to the centre of the parking spot, like this:



## A VITAL WARNING ABOUT FSX AI TRAFFIC

If you have any traffic files (flight plans) installed in FSX that were designed for FS9 and have not been converted to the FSX format, they will generally kill all AI in FSX. **“AI Flight Planner”** has a simple checking tool in the top drop down menu that scans any folder you specify to check for FS9 formatted files. It will then save a backup copy and convert the file to FSX format. It's a really quick and useful program to scan your FSX\scenery\world\scenery folder with. You can download it at: <http://members.shaw.ca/aifp/>

Some authors also place traffic files in local scenery folders, eg, FSX\addon scenery. You should check those folders for FS9 traffic files also.

## FORMATION AI (FSX ONLY)

If you are interested in playing with AI formations in FSX, then Gerry Beckwith's little freeware tool at his Mudpond site, <http://www.mudpond.org/> is a must. It allows up to 4 AI aircraft to fly in formation and it's very easy to use. Here's an example, the 5<sup>th</sup> aircraft being a user-flyable aircraft:



## REPAINTING

The layered .psd file in the Paint Kit folder was produced with Paint Shop Pro X2 as a .pspimage file. However files drawn with this version are not compatible with earlier PSP versions. I have therefore saved the image 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.

Repainting is permitted, but subject to the following conditions please:

1. The "paint kit" or rather my source files for the textures, are made available as is. The files were created as part of my learning process over the past 12 months specifically for the Duxford project. 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.
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 [flightsim.X] to go in the aircraft.cfg file for the repainted 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.

## **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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