



HISTORIC AI AIRCRAFT: PACK 3 – FOR FS9

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

B-17G

P-51 Mustangs x 2

P-47 Thunderbolt

F-86 Sabre

Catalina PBY

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Airfield Construction group

INTRODUCTION

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.

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.

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 6 aircraft in Pack 3 as follows:

B-17G (Sally B)



P-51 Mustang "Miss Velma"



P-51 Mustang "Ferocious Frankie"



P-47 Thunderbolt



F-86 Sabre





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.

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.

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 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. 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 the Paint Kit folders in this archive.

The layered .psd files 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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