



# HISTORIC AI AIRCRAFT: PACK 3 – FOR FSX

B-17G

P-51 Mustangs x 2

P-47 Thunderbolt

F-86 Sabre

Catalina PBY

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## 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 built in FSX native code, are low polygon with multi-LODs and should perform well in FSX.

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



Catalina PBY



## 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 **FSX\simobjects\airplanes** 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.

## 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

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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