

ARNZ PRESENTS THE

BAe 146-300
AVRO RJ 100



Aircraft Model for FS2002 By Jon Murchison

Model updates and news:

<http://arnz.myhost.co.nz>

E-Mail comments, questions:

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Installation

The Model comes as a self Installing file. Simply double click this installer, carefully read the information provided on screen, and the 146 will install. Please make sure you check the install Directory is correct. It automatically defaults to the following:

C:\Program Files\Microsoft Games\FS2002\aircraft\BAE1463

If your system is not set up with the same directory path, you can change this within the installer. One note here is that if you change the installation folder path, you must ensure you also specify the aircraft folder name you want the files installed into, such as BAE1463 or something similar. If you don't do this, the files will be installed into your main FS2002 aircraft folder, making the model unusable. If you do this by accident, use the uninstaller to remove the files and start again.

Legal

This file is released strictly as FREEWARE. That means you cannot make money from selling this file in any form. It cannot be included on any CD, in any commercial Flight sim Add-on package, on any server, hard drive or removable media device which charges money.

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You install this file at your own risk (minimal if any), the author accepts no responsibility for any damage, real or imagined, as a result of you choosing to install the files.

This package has been scanned for virus's, and was virus free at the time of release. The author cannot guarantee this is still the case as I have no control over either your PC or the website you may have downloaded this file from.

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Model Features

My 146-300 features all the usual bells and whistles you have come to expect from an aircraft model. These are as follows:

- ✚ Fully animated surfaces including the rear spoiler and wing spoilers, which are now only activated when the aircraft is on the ground as in real life.
- ✚ Animated main and nose gear with animated rolling wheels and independent suspension on each gear.
- ✚ New texture set which has reflections as appropriate (probably over done a little as its my first model with this but what the heck)
- ✚ What is being referred to as 'Dynamic Shine' This is basically a highly light reflective finish to the models fuselage and wing leading edge which gives the effect of the sun moving across surfaces as the aircraft fly's.
- ✚ Visible flight deck with detailed crew. Also panel visible with full night effects.
- ✚ Light mapping – This feature replaces the older FS2000 style _LM textures required to replicate night. The use of Light mapping does require you have multi texturing switched on, or you will not see the effect during dawn and dusk.
- ✚ Wing/engine views from the cockpit.
- ✚ Animated front left passenger door.



The Liveries

At the time of building this model the 146-300 has not operated in New Zealand for over 6 months, once Air New Zealand decided to withdraw them from service. However the type has played a major role in New Zealand Domestic aviation and due to this I have decided to release this model in all the liveries it was operated in New Zealand.

Ansett New Zealand – Stars ‘n’ Stripes



When Ansett arrived in New Zealand they operated the 737-100's until updating the fleet with BAe 146-200 and -300 aircraft. These aircraft flew the main trunk routes.

Ansett New Zealand – Final



When Ansett Australia updated its livery, the Ansett New Zealand fleet was also updated to reflect the change. Sadly this livery was still on a few of the -300's when the new lease holders of the fleet went bust.

QANTAS New Zealand



QANTAS New Zealand was a short lived affair in New Zealand skies before debt (or miss-management) destroyed the airline. The 146 was lost to New Zealand skies with the demise of QANTAS New Zealand.

however...

Air New Zealand – Mt Cook Airlines



In a bid to expand its services to regional cities, Air New Zealand operated a couple of the ex QANTAS New Zealand fleet for some months before finally pulling the plug on the 146 operations. On the 16th June 2002, BAe 146-300 operations ceased in New Zealand skies.

Repainting

At the moment you cannot repaint or alter the textures supplied with this model in any form what so ever. I have a number of liveries I wish to release myself, and do not wish to see others of the same released before these.

Thanks for understanding and respecting this.

Contact me here:

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A.I. Use (Artificial Intelligence)



BAe 146-200 (Qantas) seen with its larger brother, the 300.

At this point in time the 1463 makes ideal A.I as it is reasonably frame rate friendly. I am planning on releasing a stripped down version specifically for A.I, but this is still under development.

I recommend you use AITM – AI Traffic Mover by Thomas Molitor to include the 146 in your aircraft lists, and then incorporate it into your flight plans.

The Future

This model is as always a work in progress. I am planning other variants and upgrades I hope to implement over the coming year (2003). These include:

- ✚ BAe 146-100.
- ✚ Freight versions of the 300, 200 and 100 with opening cargo doors.
- ✚ Inbuilt Scenery similar to my earlier models.
- ✚ Full working virtual Cockpit, passenger cabin etc.
- ✚ RJX series, thought it never went into production.

Acknowledgments

I want to say a big thanks to everyone who has offered encouragement, advice and support throughout the years this model has evolved. In particular a big thanks to:

Peter Lohr – Co-founder of ARNZ

Michael Corcoran – The ultimate feedback guy

Jonathon Youngman - Feedback guy

James Eden – Feedback guy

Dave Gibson – The pilot model is his and I have added the headphones and mouth piece. It saved me from having to use 'the Mummy' for this model.

Tom Gibson – Free flight Design model guru. Tom was a huge help getting the light mapping for this model going, thanks for your time and patience tom.

Louis Sinclair – The man behind FSDS 2, another great help in sorting out user problems. Get his work from www.abacuspublisher.com.

Dee Waldron – Dee sussed out how to get ground activated spoilers working, which is a vital component on the 146.

Matthew Murray – Matt hosts our ARNZ forum and was a key figure in pushing me to develop a more advanced model. He also started to produce a great set of textures for the earlier 146 model; these have been used as a template for the new wing textures.