

A complete rework of Milton Shupe's Beech 18 Cabin and Panel

The artwork of Milton Shupe and his team is absolutely excellent. But have you ever thought about every Beech 18 repaint you have installed having the same interior?

To change this, i created a new texture set for the virtual cabin and the virtual cockpit . There is also a modified cockpit panel with more modern radios.

Completely done with parts of the original textures, plus parts of the default DeHavilland Comet and wood texture from the net.

You will get a different Beech 18, with a certain touch of times long gone



This package will give you a extraordinary cabin, or "saloon", with wooden side panels (some wear), leather seats (even more wear), and naked linoleum-type floor (watch your step).

All looks luxurious, but if you look closer, you can see that this bird is not the youngest anymore. You can almost smell the cold stench of old aircraft (Place a bucket of diesel fuel under your desk and smell FS2004 ☺).

When you walk back to the "head", or loo, dream of the beauty hanging on the wall.

And yes, would someone close that shithouse door before the next flight, please? ☺

Enter the cockpit and have a seat on your captains chair. You have a different panel layout in front of you. The old DC3 style radio is gone and replaced with common Bendix Silver Crown comms, as this is often the case in older planes. On the copilot side, the gauges are removed to give space to the radios. Well, a hole in the panel still remains and is in use as a shelf for goodies.

You are not flying solo? Well your "Co" should read out loud the proper airspeeds from the placards mounted on the panel, while he (or she) chews some of the "AirMenBeans" pastilles to stay awake (they contain a lot of caffeine and guarana).

Minor changes are made to reduce the greenish shine and add a bit more contrast to the yoke. Some shadowing is applied beneath the knobs and switches.



Oh yes, smokers are not being mistreated anymore, note the "no" smoking sign ☺.

Installations:

You will need the original Beech 18 package by Milton Shupe and friends installed on your hard disk to use these files.

It is also of use that you have knowledge about installing aircraft and repaints.

You have two options to install: Option one is the whole package, option two is the texture set for the cabin only.

Option 1: Install the whole package:

- Copy the folder „D18SVC2“ in this archive to the folder \“FS2004“\aircraft
- Open the existing folder \“FS2004“\aircraft\D18SVC and copy the content into the new folder „D18SVC2“ but **DO NOT OVERWRITE** any existing files or folders !!
- Delete the following subfolders in the new folder „D18SVC2“: „panel.novc“, „panel.vc“ and „model.novc“ since they are of no use here.
- Install the gauges provided in this archive. They are in their own Zip file in this archive. Please read the text files to install them properly. Finally, the gauge files (*.gau) must be in the „gauges“ folder in your FS2004 directory.

You probably have some repaints of this bird installed. Now it gets a bit witty:

- If you copied the content of the folder „D18SVC“ to your new folder D18SVC2“, you have all of your repaint texture.* folders present.
- Copy the texture files in the folder „cabin textures“ provided in this archive into your repaint texture folders. Overwrite existing files.
- Now you have to enter the repaints in the [fltsim] section of the aircraft.cfg file. Do this exactly as you did when you installed the repaints the first time. But make sure you make the following changes:

```
[fltsim.1] ← check that number: Zero is the default paint, your repaints start with 1.  
title=Beech D-18 N-ABP7_FINAL vc2 ← type „vc2“ at the end of the title  
sim=D18S  
model=vc ← or „cargo“, if you have some repaints of this variant  
panel=vc2 ← this refers to the altered panel  
sound=  
texture=Bushpilot  
kb_checklists=Beech18_check  
kb_reference=Beech18_ref  
atc_id=BP-URS  
atc_id_color=0xffffffff  
atc_parking_types=RAMP  
atc_parking_code=1  
ui_manufacturer= Beechcraft MSA  
ui_type= D18S VC2 ← your changed a/c will be listed under that type  
ui_variation=BushPilot N-ABP7_FINAL vc2 ← type „vc2“ at the end of the text  
description=B18 D18S Milton S. Repaint by Manfred [Mani] D.Saliger (c) 2005 for Bush-pilots.net  
atc_heavy=0  
atc_airline=Bushpilots  
atc_flight_number=7
```

Your „new“ Beech 18s are now listed under „Beechcraft MSA“ as „D18S VC2“ and are copies of your originals but with the new textures and cockpit.

Option 2: installing cabin texture only:

You may not have the wish to change the cockpit panel layout and stick with Milton's original cockpit. In that case, you can skip all procedures described in option 1.

- Make a backup copy of the texture files (*.bmp) in your texture folder(s) in the „D18SVC“ directory.
- Copy the files provided in the folder „cabin textures“ in this archive into your texture folder(s) in the „D18SVC“ directory. Overwrite existing files **EXCEPT THE FILE CALLED „vc02_L.bmp“!!!! keep it !!!!**

That's it.

Notes:

Regarding the cabin textures and the cargo variant:

There is not much of a „saloon“ in the cargo model. But you can copy the cabin textures in any texture folder which is assigned to the cargo model. The only things you'll get are the worn out leather chairs in the cockpit ☺.

Regarding the panel:

No changes are made to the 2D panel. Only the DC3 style radio gauge is removed and replaced with newer ones. These radio gauges are also placed in the radio pop-up window. All changes affect only the virtual cabin and cockpit.

The reason to install this package in a new aircraft folder are the changes in the „radios“ section in the aircraft.cfg. These changed entries are necessary to add standby frequencies to the radios. But they will affect all planes in the folder, so the old DC3 radio gauge would probably not work anymore. And by the way, the original a/c and repaints still remain untouched.

Thanks:

All of this is only possible because some great folks do some great freeware aircraft for MSFS. Milton Shupe and his friends are such great folks and provided us with a excellent Beechcraft D18 for free.

I wish to thank Milton Shupe and his team for the written permission to go public with these changes. Milton and friends, please go on with your excellent work !!!

The Radio gauges are created by Gerd R. Nehr. The Bendix radios are well done and a good choice for GA aircraft. They fit the Beech 18 perfectly.

I included the original zip file. Please read the text files in the archive.

Microsoft did some outstanding artwork with the default DH Comet for FS2004. I used parts of these brilliant textures.

Copyright notice:

This package is provided as freeware. Do not redistribute the whole package, or parts of it, without the written permission of the author(s).

The copyrights remain with Milton Shupe and his team.

Please note that the gauges provided in this package are separately copyrighted.

Disclaimer:

It always comes to that in these times ☺ :

The contents of this package may not do any harm your computer system. Anyway, the use of this package and its contents is fully at your own risk and neither Milton Shupe, Gerd R. Nehr, Microsoft and/or I can be held responsible for any damage.

ENJOY your flights in that beautiful aircraft !!

Urs "Maloney" Burkhardt
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Do not hesitate to ask questions.



A little note before you close that file:

Lots of people speak English. I do not. Please forgive me ☺