



# THE GOODYEAR BLIMP FOR FS2002

*BY ANDERS JERMSTAD*

- FULLY ANIMATED MODEL FOR FLIGHT SIMULATOR 2002
- REALISTIC LIGHTER-THAN-AIR FLIGHT DYNAMICS\*
- PHOTOREALISTIC INTERIOR VIEWS
- ANIMATED "SKYTACULAR" NIGHT SIGN
- THREE LIVERIES: COLUMBIA, EAGLE, STARS & STRIPES

*\*LIGHTER-THAN-AIR FLIGHT MODEL BY BILL LYONS  
PILOT FIGURE BY DAVE ECKERT  
CUSTOM GUAGES BY DAI GRIFFITHS, CHUCK DOME*

## **INTRODUCTION**

Thank you for downloading this aircraft package. It is the product of many months of effort. I hope you enjoy flying it as much as I have enjoyed making it. The airships depicted in this release are the model GZ (Goodyear-Zeppelin) 20A. Two of the three airships in Goodyear's current American fleet are GZ-20A's. I have created three liveries for this release; the Columbia which graced Southern California skies in the 1980's; her successor, Eagle, which has only recently been retired; and the Stars & Stripes, which flies out of Pompano Beach, Florida. Each blimp stays in service for about ten years.

## **INSTALLATION**

Extract the contents of the Zip file "gdyr2k2.zip" into your main FS2002 folder. Make sure you have selected "All files" and "Use folder names" in the extract dialog and everything will go into its proper place. If you are prompted to overwrite any gauge files, it doesn't really matter if you click yes or no. This simply means you already have that particular gauge on your system. The blimps will show up in your Select Aircraft menu as Aircraft manufacturer: Goodyear, Aircraft model: GZ-20A Airship, and Variation: Columbia, Eagle, and Stars and Stripes. Note: this package has been designed for FS2002 only. It will not work properly in FS2000 and I have not tested it in FS2004—my old computer won't run it!

## **FEATURES**

These blimps feature a very realistic flight model. FS2002 does not support true lighter-



than-air aircraft but Bill Lyons of the Golden Eagles Squadron (<http://windrfters.com>) has come up with an elegant solution by playing with variable lift and drag parameters in his own Goodyear blimp, the Defender, which flew in the 1930's. If you like blimps, I

highly recommend you download this one, available on his site and all the major flight sim sites. Bill has generously allowed me to use his flight dynamics files on my project with some minor modifications. Thanks Bill!

Make sure to take the blimps up for a night flight as one of my prouder achievements is the inclusion of an animated "Skytacular" night sign. The sign can be switched on or off at any time by pressing the "O" key but it looks best at night.



The Goodyear Corporation has been kind enough to allow me full access to the Eagle, allowing me to take dozens of photographs of it for this project, so I have used photo-real textures wherever possible. Thanks guys!

## PANEL

The panel and interior views are all photorealistic and are as close to accurate as possible. A few of the instruments on the panel are specific to airships and as such, no equivalents exist for them in the flight simulator world. The "manometer", which measures pressure within the gas envelope is located in the upper middle of the main panel, just to the left of the ADF. The "helium temp" gauge is located to the far upper right. These two instruments are actually repainted outside air temp (OAT) gauges. I believe these will provide a satisfactory and fun approximation of the real gauges. The weather radar gauge is public domain by Chuck Dome and the remainder are a mixture of stock and freeware gauges.

*(Developers, it is often difficult to determine the origin of some freeware gauges floating around the internet. If I have used your gauge without permission or credit, please accept my apology and write me at [andy@wildcatt.com](mailto:andy@wildcatt.com) so I can properly credit you or remove the gauge from my project. Thanks.)*

## **FLYING**

The Goodyear blimps cruise at a maximum speed of about 50mph and are limited to an altitude of about 5,000 feet. Most of the time, they cruise at 1,000 feet above ground level so they can be seen well from the ground. Blimps have no ailerons and turns are made with the rudders. Make sure you have the autorudder feature turned off and make realistic flat turns. Use the ailerons only to “trim” the blimp along the roll axis. For maximum realism, follow the checklist while operating the airships.

## **KNOWN ISSUES**

I have endeavored to make these airships as accurate as possible within the limits of FS2002, but of course, some concessions had to be made. In order to achieve the lighter-than-air flight model, the engine power had to be de-rated significantly in the aircraft.cfg file. This results in the RPM and EGT gauges reading much lower than normal. Modern Goodyear blimps use engines very similar to those in the default Beech Baron but pasting in that aircraft’s engine parameters results in a blimp that flies at 180 knots—not very realistic!

Some of the main envelope textures tend to distort a bit around the nose and tail. This has to do with the way the design program “projects” the textures onto the wireframe. Take a sheet of paper and wrap it around a football to get an idea of what I’m talking about. I plan to play around a bit with this and maybe release an update sometime in the future.

## **FURTHER INFORMATION**

If you enjoy these models, or have any questions or comments, you may reach me at [andy@wildcatt.com](mailto:andy@wildcatt.com) I would love to know what you think of the project. Check out some of my other projects at <http://wildcatt.com/flightsim.htm>

If you would like to learn more about the Goodyear blimp or airships in general, here are some interesting links to follow:

Goodyear’s official blimp site:  
<http://www.goodyearblimp.com/>

An interesting 360 degree QTVR panorama of the interior gondola:  
<http://www.airspacemag.com/asm/web/site/QTVR/blimp.html>

The “How Stuff Works” website has some very educational information about airships:  
<http://travel.howstuffworks.com/blimp.htm>

## **LEGAL STUFF**

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