

HARRIER HIDES – RAF GERMANY V1 FOR FS2004

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This scenery will enable users to set up Harrier hides in two locations near RAF Gütersloh (ETUO) in Germany, typical of the period 1970-1990. Traffic files are also included for use with the MAIW AI Harrier GR7 although some small changes in the aircraft.cfg file are needed to create a shorter take-off and landing run. Please forgive the more modern grey colour scheme.

The scenery requires 3 third – party object libraries to be installed, but two of these are included in this archive and the other will need to be downloaded separately:

Included in this archive:

RAF Ground Equipment by Paul Mitchell. Also available at <http://www.flightsim.com> (raf_gse.zip)

Matt's Trees Libraries by Matthew Tomkins. Also available at Avsim.com (various volumes)

To be downloaded separately:

Modern Military Scenery by Michael Carr (mcdmil.zip) at

<http://64.34.169.161/cgi-bin/ifolio/imageFolio.cgi?search=mcdmil&cat=&bool=and>

For the AI traffic, you will also need to download and install the **MAIW Harrier GR7** model from: <http://library.avsim.net/eseach.php?DLID=122642>

1. INSTALLATION

Please follow these steps carefully.

- a) Unzip the complete **Harrier_Hides.zip** to a temporary folder on your hard drive..
- b) Move the folders: **Harrier_Hides** and **Harrier_Hides_Landclass** into your FS 2004\Addon Scenery folder.
- c) In your FS2004\Addon Scenery folder, create a new folder called “**Static Objects Libraries**” with two-sub folders “**scenery**” and “**texture**”. Because many users already have a collection of these types of libraries, the folder may already exist. It may also be that one or more of the libraries used in this scenery have already been installed on a previous occasion, in which case there is no need to install again.
- d) Unzip the 5 volumes of “**Matts_Trees**” to the temporary folder used in step1. Move the .bgl files to your Static Objects\scenery folder and the .bmp files to your Static Objects\texture folder. **DO NOT DO AS MATT SUGGESTS IN HIS README FILE AND COPY THE WHOLE STATIC OBJECTS FOLDER IN HIS ZIP TO YOUR ADDON SCENERY FOLDER IF IT ALREADY EXISTS – YOU WILL LOSE ANY OTHER LIBRARIES THAT YOU MIGHT HAVE PREVIOUSLY INSTALLED THERE.**
- e) Install the **RAF_GSE_1980s** library files in the same way.
- f) Download the **MCDMil-library** from the location given above and install the files in your Static Objects folder as you did for the trees and GSE.
- g) Now start FS2004 and open the Scenery Library. Click “Add” and navigate to the folders “**Harrier_Hides**” and “**Harrier_Hides_Landclass**” and add them to the library. Do the same for the “**Static Objects Library**” if has not already been added. The order in the library should be - Static objects, then Harrier Hides, then Landclass/
- h) Restart FS2004 to see the Harrier Hides.

2. FINDING THE HIDES

From RAF Gütersloh (ETUO), turn approx 114° for 13nm and you will find EHNR. EHNS is close by. If you don't want to search, the co-ordinates are:

EHNR
N51°50.78, E8°38.56, Alt 120.9 metres

EHNS
N51°52.47, E8°42.91, Alt 149.6 metres

3. AI TRAFFIC - HARRIERS

No AI Harriers are included with this scenery, but I recommend the excellent and frame rate friendly package from MAIW. This is available as a freeware download from:

<http://library.avsim.net/eseach.php?DLID=122642>

The aircraft is installed to your FS2004\aircraft folder in the usual way.

4. AI TRAFFIC – HARRIER TAKE-OFF and LANDING DISTANCE

Unfortunately the MAIW AI Harrier cannot take off and land vertically. However it is possible to shorten the take-off and landing runs for a better STOL performance. This is necessary in any case to avoid hitting the trees at each end of the “runways”. This is what you need to do:

- a) First, make a backup copy of your original MAIW-Harrier-aircraft.cfg file.
- b) Change the parameters in the following 3 sections of the aircraft.cfg file to these values:

```
;Moments of Inertia
empty_weight_pitch_MOI    = 50000 (less weight enables more solid flight-
empty_weight_roll_MOI     = 25000  properties while slower speed)
empty_weight_yaw_MOI      = 50000
empty_weight_coupled_MOI  = 0.0

[Reference Speeds]
flaps_up_stall_speed=55           //KTAS
full_flaps_stall_speed=35        //KTAS
cruise_speed=456                 //KTAS
max_indicated_speed=400          //KIAS
max_mach=0.9

[flaps.0]
type                = 1           // 1 - tail, 2 - lead
span-outboard       = 0.8         // 0.0 .. 1.0
extending-time      = 2           // seconds
drag_scalar= 1.0
pitch_scalar= 1.0
lift_scalar= 7.0
flaps-position.0    = 0           // degrees
flaps-position.1    = 60          // degrees
damaging-speed      = 250         // KIAS
blowout-speed       = 300
```

- c) Save the file.

5. AI TRAFFIC – TRAFFIC FILES

A simple set of flight plans have been created that will enable the MAIW Harriers to perform circuits at each location and to fly to and from them. To enable, just move the two files:

Traffic_GR7_EHNR.bgl and **Traffic_GR7_EHNS.bgl** to your FS 2004\scenery\world\scenery folder.

The 3 files (airports.txt, aircraft.txt and flightplans.txt) that are compiled into these .bgl files are also included in the archive for those users who are familiar with "Traffic Tools".

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LEGAL

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Every care has been taken to ensure the integrity of this scenery. The author however cannot be held responsible for any problems/damage to your PC from installing it.

Manfred Schyma
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If you run into any problems or otherwise give me feedback, please e-mail me at:

manfredschyma@freenet.de Also please visit <http://www.ukmil.org.uk/> for great British military flight simulation.

Enjoy the Hides!