

Using the Jetway Feature in Flight Simulator X

In this file, you will find out how to adjust your aircraft in order to allow it to use the jetway effect in FSX.

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NOTE:

These updates were tested on the Project Open Sky aircraft models, but since the dimensions of each of these aircraft should be the same no matter who designs the model, you should be able to apply these lines of code to ANY of these aircraft models made by any other company/person as long as they have the “[exits]” parameter in the aircraft.cfg file.

Also, if you have a 757-200 that needs a similar update, there is already a patch I made for that. You can find it on the avsim.com website, just search “757-200 Jetway”.

If you have any other questions, please feel free to email me

lasallecrew2@gmail.com

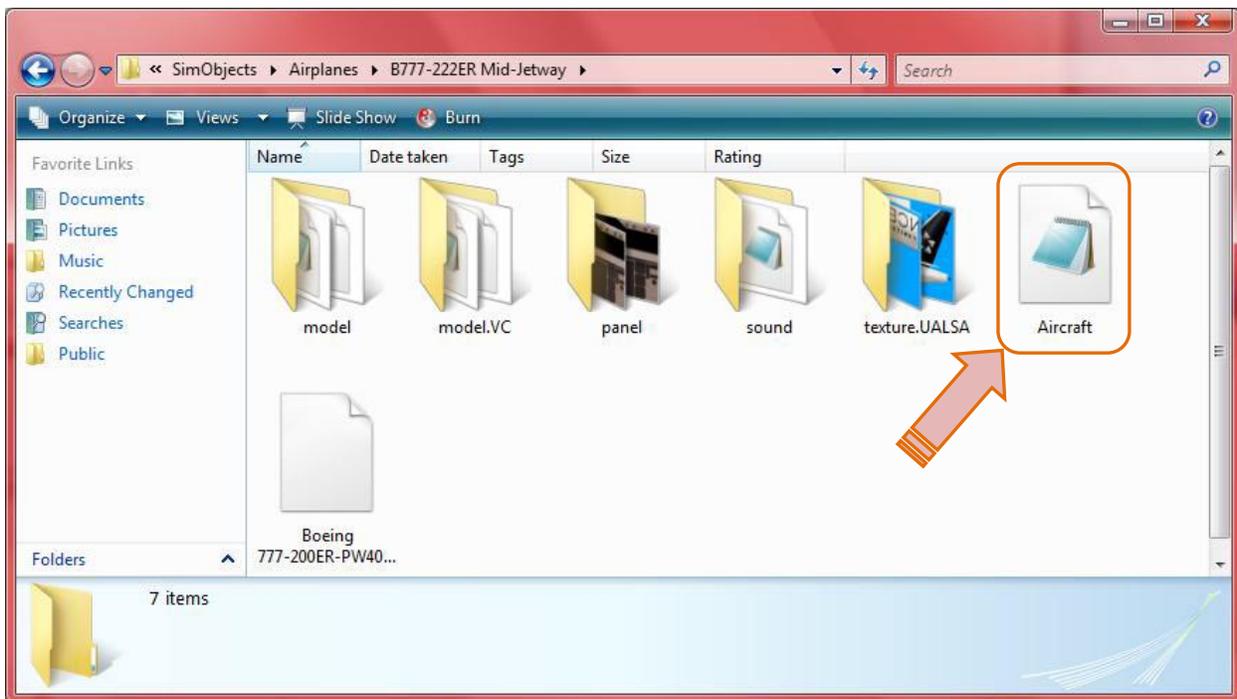
Happy flying (and parking)!

Justin

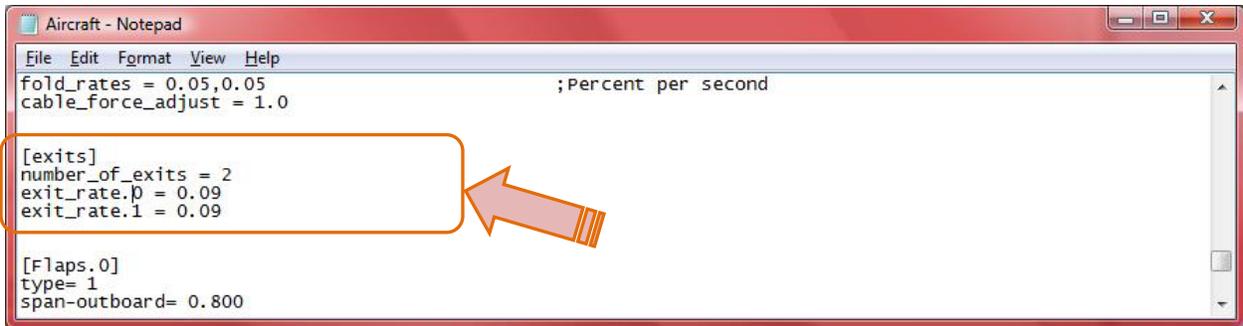
Modify a Boeing 767-200/ER



1. Navigate to the Boeing 767-200 aircraft folder that you want to modify. (Typically C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\)
2. Open the folder where you will see a similar group of files and folders:



3. Open the Aircraft.cfg file in Notepad and then scroll down to the section that says “[exits]”



```
Aircraft - Notepad
File Edit Format View Help
fold_rates = 0.05,0.05 ;Percent per second
cable_force_adjust = 1.0

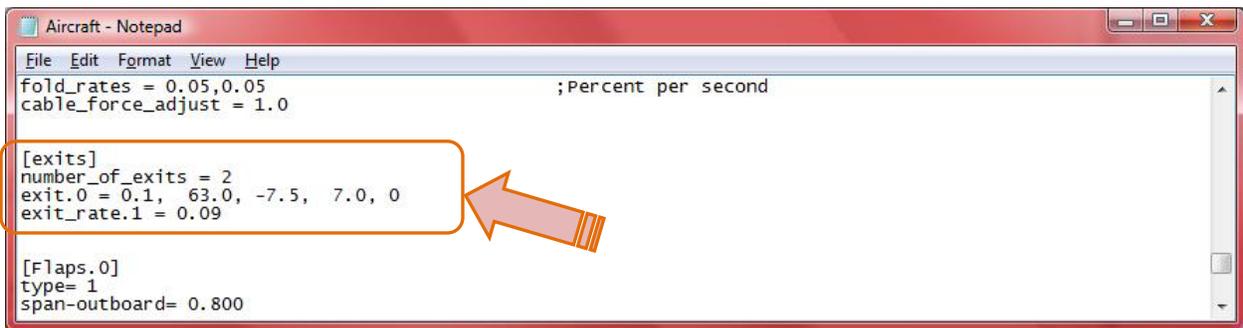
[exits]
number_of_exits = 2
exit_rate.0 = 0.09
exit_rate.1 = 0.09

[Flaps.0]
type= 1
span-outboard= 0.800
```

4. You will notice a similar line of code under “[exits]” as shown above. For the 767-200, replace the first exit line (typically you’ll see “exit.0” or “exit_rate.0”) with the following text:

```
exit.0 = 0.1, 63.0, -7.5, 7.0, 0
```

5. That’s it! (It should look similar to the image below.) Save the file before exiting and start FSX. You will be able to activate the jetways when you are at parking spots that have one.



```
Aircraft - Notepad
File Edit Format View Help
fold_rates = 0.05,0.05 ;Percent per second
cable_force_adjust = 1.0

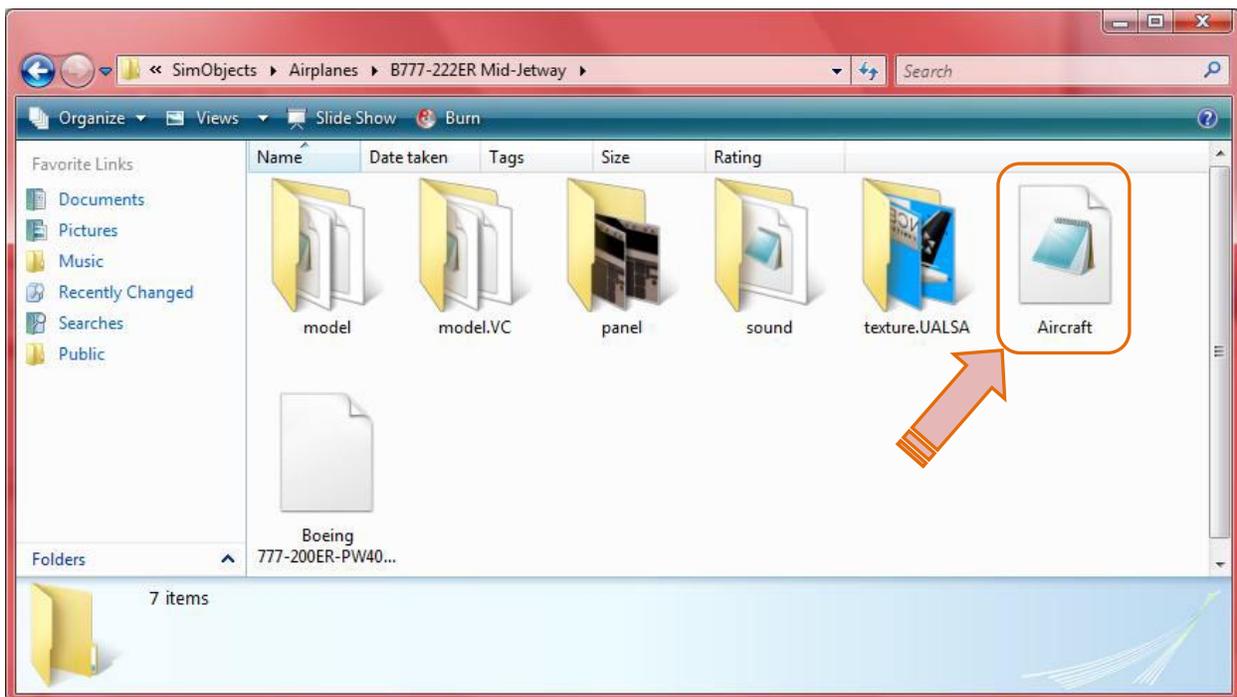
[exits]
number_of_exits = 2
exit.0 = 0.1, 63.0, -7.5, 7.0, 0
exit_rate.1 = 0.09

[Flaps.0]
type= 1
span-outboard= 0.800
```

Modify a Boeing 767-400/ER



1. Navigate to the Boeing 767-400 aircraft folder that you want to modify. (Typically C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\)
2. Open the folder where you will see a similar group of files and folders:



3. Open the Aircraft.cfg file in Notepad and then scroll down to the section that says “[exits]”

```
Aircraft - Notepad
File Edit Format View Help
concrete=opensky_sparks, 1
touchdown=fx_tchdwn, 1

[TailHook] // For opening cargo door.
tailhook_length=1 ;(feet)
tailhook_position = 0.0, 0.0, 0.0 ;(feet) longitudinal, lateral, vertical positions from datum

[folding_wings] // For opening main deck cargo door.
wing_fold_system_type = 4 ;0=None
fold_rates = 0.05,1.00 ;Percent per second

[exits]
number_of_exits = 4
exit_rate.0 = 0.10 ;Percent per second
exit_rate.1 = 0.08 ;Percent per second
exit_rate.2 = 0.10 ;Percent per second
exit_rate.3 = 0.08 ;Percent per second

[lights]
//Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit, 5=landing
light.0 = 1, 28.5, 0, 12.4, opensky_beacon
light.1 = 1, 4.75, 0, -9, opensky_beacon
```

4. You will notice a similar line of code under “[exits]” as shown above. For the 767-200, replace the first exit line (typically you’ll see “exit.0” or “exit_rate.0”) with the following text:

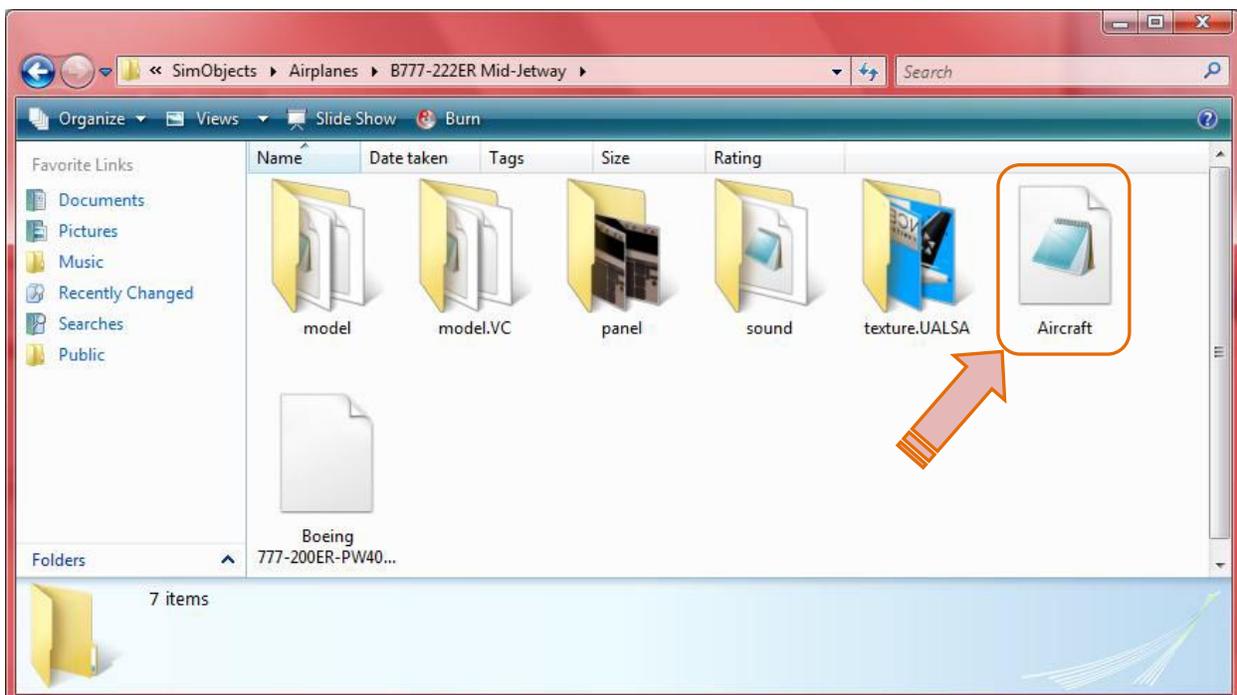
```
exit.0 = 0.1, 83.0, -7.0, 7.0, 0
```

5. That’s it! Save the file before exiting and start FSX. You will be able to activate the jetways when you are at parking spots that have one.

Modify a Boeing 777-200/ER/LR Front Door Entrance



1. Navigate to the Boeing 777-200 aircraft folder that you want to modify. (Typically C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\)
2. Open the folder where you will see a similar group of files and folders:



3. Open the Aircraft.cfg file in Notepad and then scroll down to the section that says “[exits]”

```
Aircraft - Notepad
File Edit Format View Help
concrete=opensky_sparks, 1
touchdown=fx_tchdwn, 1

[TailHook] // For opening cargo door.
tailhook_length=1 ;(feet)
tailhook_position = 0.0, 0.0, 0.0 ;(feet) longitudinal, lateral, vertical positions from datum

[folding_wings] // For opening main deck cargo door.
wing_fold_system_type = 4 ;0=None
fold_rates = 0.05,1.00 ;Percent per second

[exits]
number_of_exits = 4
exit_rate.0 = 0.10 ;Percent per second
exit_rate.1 = 0.08 ;Percent per second
exit_rate.2 = 0.10 ;Percent per second
exit_rate.3 = 0.08 ;Percent per second

[lights]
//Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit, 5=landing
light.0 = 1, 28.5, 0, 12.4, opensky_beacon
light.1 = 1, 4.75, 0, -9, opensky_beacon
```

4. You will notice a similar line of code under “[exits]” as shown above. For the 767-200, replace the first exit line (typically you’ll see “exit.0” or “exit_rate.0”) with the following text:

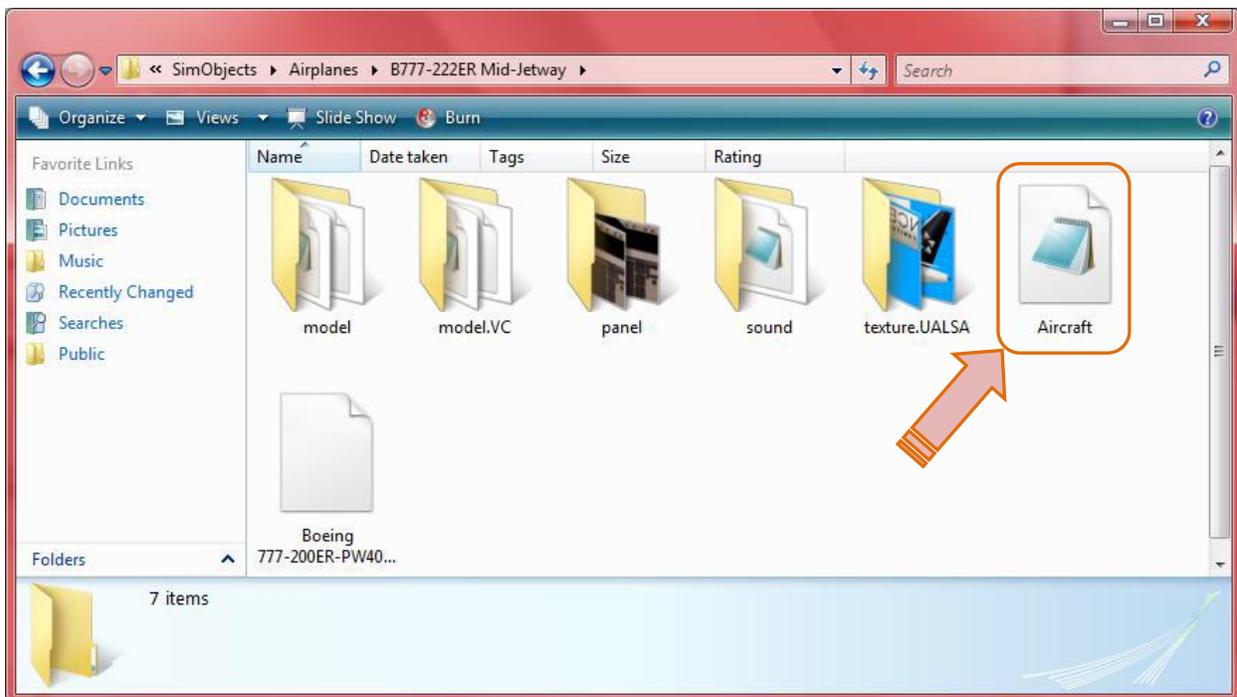
```
exit.0 = 0.1, 73.5, -7.0, 9.5, 0
```

5. That’s it! Save the file before exiting and start FSX. You will be able to activate the jetways when you are at parking spots that have one.

Modify a Boeing 777-200/ER/LR Middle Door Entrance



1. Navigate to the Boeing 777-200 aircraft folder that you want to modify. (Typically C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\)
2. Open the folder where you will see a similar group of files and folders:



3. Open the Aircraft.cfg file in Notepad and then scroll down to the section that says “[exits]”

```
Aircraft - Notepad
File Edit Format View Help
concrete=opensky_sparks, 1
touchdown=fx_tchdwn, 1

[TailHook] // For opening cargo door.
tailhook_length=1 ;(feet)
tailhook_position = 0.0, 0.0, 0.0 ;(feet) longitudinal, lateral, vertical positions from datum

[folding_wings] // For opening main deck cargo door.
wing_fold_system_type = 4 ;0=None
fold_rates = 0.05,1.00 ;Percent per second

[exits]
number_of_exits = 4
exit_rate.0 = 0.10 ;Percent per second
exit_rate.1 = 0.08 ;Percent per second
exit_rate.2 = 0.10 ;Percent per second
exit_rate.3 = 0.08 ;Percent per second

[lights]
//Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit, 5=landing
light.0 = 1, 28.5, 0, 12.4, opensky_beacon
light.1 = 1, 4.75, 0, -9, opensky_beacon
```

4. You will notice a similar line of code under “[exits]” as shown above. For the 767-200, replace the first exit line (typically you’ll see “exit.0” or “exit_rate.0”) with the following text:

```
exit.0 = 0.1, 40.0, -7.0, 10.5, 0
```

5. That’s it! Save the file before exiting and start FSX. You will be able to activate the jetways when you are at parking spots that have one.