

MacRobertson Air Race (London-Melbourne race) as flown by KLM's DC-2 PH-AJU "Uiver", october 1934

See http://www.dc3airways.com/flights/charters/lm_race_details_1.htm for a clarification of this race.

This package contains: a flight description, 1934 scenery of all the airfields where a stopover was made, 1934 enroute scenery, the FSX flights themselves, weather, flight planning, aerodrome diagrams, etc.

The flight description is created to carry out the historical flight of the KLM DC-2 PH-AJU "Uiver" and is a description of this flight exactly as it was made by this aircraft. The route, arrival and departure times as well as the distances are as actually executed in 1934.



Start at Mildenhall, October 20, 1934 06:30 lt

It is recommended to carry out this flight using the 'Douglas DC-2 "Uiver" for FSX', made by the Uiver team. If you are not in possession of this aircraft it would be best to purchase it: <http://home.hccnet.nl/r.cappers/dc2/>. By purchasing this product you also support the aviation theme park Aviodrome in Lelystad, The Netherlands. If you do not want to do this the race can also be carried out using the default FSX DC-3. This aircraft is close in appearance to the DC-2, but has other characteristics in speed, fuel consumption, weight, etc.

In order to run this race you can use the (freeware) flight planner Plan-G. You can download this flight planning program here: <http://www.tasoftware.co.uk/planG.htm>. It is based on Google Maps so simultaneously you are in possession of detailed maps of the world. If possible, use of this flight planner in FSX for example on a laptop next to your PC is recommended.

Much will be flown VFR. In October 1934 navigation was quite limited. Using the "Terrain" feature in Plan-G/Google Maps there can properly be flown VFR in daylight. If you only have FSX default scenery: to make the scenery match the "Terrain" feature in G-Plan it is recommended to download and install the following mesh:

srt2easi.zip

srt2was1.zip upto and including srt2was5.zip

These files can be downloaded from www.flightsim.com. Search on filename.

Mesh of Australia:

<http://fullterrain.com/freeware.html>

Scroll down, left, item "Freeware terrain mesh", "AU Mesh, freeware by Holger Sandmann".

After installation of this mesh items the scenery matches perfectly with what is seen in Plan-G using the "Terrain" feature as far as the landscape is concerned.

This package has its own AI consisting of several participating aircraft of those days, see the screenshot of the start of the race above. Especially arriving at Mildenhall and during the start of the race the AI creates the right atmosphere. The aircraft themselves are not included but can be separately downloaded and installed. The aircraft are the following:

Pander S.4 Panderjager

File p_jager.zip (FS2000/2002, works fine as AI), to be downloaded from Flightsim.com

<http://www.flightsim.com/kdl.php?fid=128951>

Lockheed Vega

file vega8.zip, to be downloaded from http://www.fs2000.org/index.php/downloads/doc_details/4693

De Havilland DH80 Puss Moth

File dh80a-fs9.zip, to be downloaded from Flightsim.com (<http://www.flightsim.com/kdl.php?fid=140093>),

or here: <http://www.simaviation.com/dynamic/dh80a-fs9.zip>

Fairey III F

File f3dw_v05.zip, to be downloaded from Avsim.com

<http://library.avsim.net/sendfile.php?Location=AVSIM&Proto=ftp&DLID=142266>

Lambert Monocoupe 145

File mon4_125.zip (Monocoupe 125, looks alike). to be downloaded from Avsim.com.

<http://library.avsim.net/sendfile.php?Location=AVSIM&Proto=ftp&DLID=44529>

Boeing 247D

File b247_v20.zip, to be downloaded from Avsim.com.

<http://library.avsim.net/sendfile.php?Location=AVSIM&Proto=ftp&DLID=104938>

De Havilland DH89a Dragon Rapide

File dh89fsx.zip, to be downloaded from Avsim.com.

<http://library.avsim.net/sendfile.php?Location=AVSIM&Proto=ftp&DLID=105435>

De Havilland DH88 Comet (3x)

All three participating DH88 Comets ("Grosvenor House", "Black Magic" and "The green Comet") can be downloaded here:

<http://www.classicwings.net/freeplanes/comet/dhcomet.html>

This package has no 'DeHavilland_Comet.air'-file. The undermentioned file does have a 'DeHavilland_Comet.air' for this aircraft. When downloaded it's airfile can be used:

<http://www.simviation.com/simviation/static.php?ID=66&page=20>

Fokker FVII B

File 'F7B_klm.zip' of 'F7B_klm2.zip', to be downloaded from <http://www.flightsim.com/kdl.php?fid=106233>

or <http://flyawaysimulation.com/downloads-file-1377-details.html>

Fokker FXII

File 'f12_v20.zip', to be downloaded from Flightsim.com.

<http://www.flightsim.com/kdl.php?fid=108451>

Some of the aircraft are made for FS9 and will, after installation (possibly in a dummy FS9 main folder), have to be moved over to FSX by hand.

Scenery.

This package includes scenery of the 1934 versions of all the airports where a stopover was made. This scenery is partly imaginary because not of all fields data could be found about how they looked in those days. Also, some airports that are passed during the flight but did not exist in 1934 have been made invisible and others are adapted to 1934 (no lights, unpaved runways, no runways, etc.).

Credits.

To the NL2000 team for putting their 1928 Amsterdam Schiphol terminal building to my disposal for use in the scenery. For more stunning scenery of the Netherlands: <http://www.nl-2000.com>

To Bill Leaming for his 'ESDG Ramplight' objects and granting his permission to use them in this scenery.

Installation instructions:

The 'C:' drive in the description below can be another driveletter on your system ofcourse.

- Download and install all earlier mentioned items (the AI aircraft and the mesh items).
- Create a temporary folder (in this example 'C:\temp\McRAR') and unzip the contents of the file 'mcrarklm.zip' in this folder. Keep the folderstructure intact. In temporary folder 'C:\temp\McRAR' you now have the following subfolders:

Docs (Flightdescription, flightplans, aerodrome diagrams)

Effects (FSX-effects files)

Flight Simulator X Files (Per leg the *.FLT, *.PLN en *.WX files, all for use of the FSX default bare metal DC-2)

Flights DC-2 (Adapted *.FLT files for use of the 'Douglas DC-2 "Uiver" for FSX')

McRobertson Air Race (Scenery)

McRobertson Air Race Extras (extra scenery)

Plan-G (Plan-G flightplans and extra POI's)

- Copy all of the files from the temporary folder 'C:\temp\McRAR\Flight Simulator X Files' to the folder 'Flight Simulator X Files' where you normally save your flights in FSX (normally in folder 'C:\Users\<Your Name>\Documents\Flight Simulator X Files').
- Copy the folders 'McRobertson Air Race' and 'McRobertson Air Race Extras' from the temporary folder 'C:\temp\McRAR' **as a whole** to your additional scenery folder in FSX: '[FSX main folder]\Addon Scenery'. The 'FSX main folder' is default 'C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X'.
- Copy the files from the temporary folder 'C:\temp\McRAR\Effects' to the effects folder in FSX: '[FSX main folder]\Effects'.
- In the temporary folder 'C:\temp\McRAR\Docs' are the following documents:
 - *McRAR Aerodromes.pdf* - Maps of the airfields where a stopover has to be made.
 - *McRAR Flight Description.pdf* - Extra information and flight description per leg, English version.
 - *McRAR Flightplans.pdf* – Flightplans per leg.
 - *McRAR Vluchtbeschrijving.pdf* - Extra information and flight description per leg, Dutch version.
 - *McRobertson Airrace 1934 Top down.kmz* – Overall picture of all legs in Google Earth.
 - *McRobertson Airrace 1934 Tour.kmz* - Virtual tour in Google Earth.

Copy this folder to a place of your choice to access the contents in an easy way.

When you doubleclick the *.kmz files Google Earth will start and show the map or the tour in Google Earth (doubleclick "Start Tour here"). Ofcourse only if you have Google Earth installed.

Disable the default AI to prevent modern day aircraft to show. This is 1934!:

- Go to the FSX folder '[FSX main folder]\Scenery\World\Scenery'.
- Disable the file containing the default AI 'trafficAircraft.bgl' e.g. by renaming it in for example 'trafficAircraft.bg#'. You also may need to disable your own or addon AI. Users of Ultimate Traffic 2 can disable the AI in the following way: Start UT2 => Traffic Options => Untick both 'Display traffic' boxes.
Do not forget to re-enable these disabled files after flying this tour!

- Start FSX.
- Go to the scenery library (Settings => Scenery Library).
- Add both McRAR scenery areas ('McRobertson Air Race' and 'McRobertson Air Race Extras' in folder 'Addon Scenery'). Be sure to put the scenery area 'McRobertson Air Race Extras' **one priority higher** than scenery area 'McRobertson Air Race' (this is important!). For now, only activate 'McRobertson Air Race'. **Do not activate the 'McRobertson Air Race Extras' scenery area yet!**

Possible complementary installation activities:

- ***If you are in posession of the 'Douglas DC-2 "Uiver" for FSX':***
 - If you *did not* install the additional freeware addon pack "Uiver Pack 1": download the liveries for the DC-2 for FSX without the present-day sponsoring on the fuselage (the original aircraft from 1934) from this website: <http://aussiex.org/forum/index.php?/files/file/910-douglas-dc-2-klm-uiver/>. Install these liveries as indicated in it's installation instructions. The *.FLT files (see below) are adapted for this.
 - Copy all of the *.FLT files in temporary folder 'C:\temp\McRAR\Flights DC-2' to the folder 'C:\Users\<Your Name>\Documents\Flight Simulator X Files' and overwrite the original files when asked. If you now load a flight the 'Douglas DC-2 "Uiver" for FSX' in the original 1934 version will be loaded.
- ***If you own ORBX FTX Blue Australian scenery:***
Copy all of the files from the temporary folder 'C:\temp\McRAR\McRobertson Air Race\Scenery\ORBX' to the addon scenery folder in FSX: '[FSX main folder]\Addon Scenery\McRobertson Air Race\Scenery'. Overwrite the original files when asked. The scenery is now adapted to the ORBX FTX scenery modules.
- ***If you use Plan-G:***
In temporary folder 'C:\temp\McRAR' there is a folder 'Plan-G'. In this folder are the Plan-G flightplans you can copy to the location where you keep your Plan-G flightplans. In this temporary folder is also a file called 'McRAR.csv'. In here are all of the added user-waypoints you must import in Plan-G in order to use the flightplans.

That's all!

In the flight descriptions is assumed that you downloaded and installed all of the recommended sceneries and AI. Only then it is possible to carry out the flights "as real as it gets".

Known issues:

- It turned out that when using FSX in 'Preview DirectX10' mode some of the above mentioned extra AI aircraft show badly or do not show at all. Also some of the scenery objects (FSX's own default objects!) do not show at night. However, they do cause 'building crashes'.
- When using the parameter *SmallPartRejectRadius=N* (under label [SCENERY]) in the FSX.cfg file with a value greater than (default) '1' the lighthouses and airfield rotating beacons in the scenery will only be visible when you are very near to them. This is a nuisance when navigating during night flying. Therefore it is recommended to (temporarily) remove this parameter from the FSX.cfg file, if present so the default of '1' is maintained by FSX. If this parameter is not present in your FSX.cfg then everything is OK.
- One (and only one) tester of this package suffered a building crash when taxiing onto the weighbridge at Martlesham Heath using the default DC-3. I myself, nor another tester can reproduce this. Maybe it's wise to disable 'crash detection'.

The flight can now be carried out by the use of file *McRAR Flight Description.pdf*.

It is important to carefully read at least the chapters "*Navigation*", "*The airfields*" and "*The flight in FSX*" in advance. The various stages are described as from chapter "*Route*".

Have fun!

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