The Awesome 4Some

James Eden - Jon Murchison - Microsoft/ACES

For Microsoft Flight Simulator X

Important Information about this file:

The Awesome 4Some is a modification of the default 3DS MAX DC-3 provided with the FSX SDK. All attempts have been made to contact ACES before this release to seek clarification on modified SDK files, as the information provided with the SDK install is ambivalent at best, with many aspects of the information and data provided designed to encourage and allow third party developers.

These files have been developed in good faith and a desire to take the FSX experience to another level, however we respectfully acknowledge that Microsoft/ACES may at any time request this file be removed, we will do so if such a request is received.

Readme Contents	
1	Introduction
2	Installation
3	Operation Instructions
4	Support
5	Acknowledgements & Thanks
6	Copyright Information

Introduction

The Awesome 4Some project started off with Jon Murchison from ARNZ wanting to repaint the default DC-3 in National Airways Corporation of New Zealand. However, due to the tail texture being mirrored, an accurate repaint was not possible. Seeing that the FSX SDK had the source files for the default DC-3 gave a chance for James Eden to retexture the aircraft with new maps so 1 – The tail flipping was solved, and 2 - higher res textures could be used improving the LOD on the skins.

After doing this, looking at photos of the SPANZ Viewmaster led to a modification of the windows for another version, and the addition of a few novelty items for both versions.

Next, photos of a couple of cargo DC-3's prompted a big door being cut in the side of the model, and then finally adding skids and making changes to the nose and tail gave us the LC-47.

All of the models, and the majority of the skins, have a link with New Zealand aviation, whether being in use in daily airline operations during the golden era of New Zealand aviation in the 1950's, part of the modern Warbird fleet flying at Air shows, topdressing farmers fields in the 890's, cargo hauling, or in the case of the LC-47, now a museum piece after having flown operationally in Antarctica.

The models are **NOT** 100% accurate, due to the fact we are trying to cater for a wide range of systems running FSX. We hope that you will enjoy them nonetheless. So please make sure your seats are in the upright position, tray table stowed and follow the instructions on how to install and operate the special features of this modified DC-3.

<div align="center">

Please note – These aircraft are FSX specific,
they will <u>not</u> work in FS9 nor will an FS9 version be made.

</div>

DC3 - Passenger

LC47 – Ice-Ski Plane

DC3 - Cargo

DC3 - Viewmaster

Installation

1. Unzip AWESUM4SUM.zip to your ../Flight Simulator X/SimObjects/Airplanes folder.
2. Open Flight Simulator and select Awesome4sum from the list and choose a new DC-3 model.
3. Enjoy ☺

Operation Instructions

There are several new conditional appearance objects with these models. All are different for the model of aircraft. These are as follows:

MODEL TYPE	OBJECT	CONDITIONS
All Models	Pilot/Co-Pilot	Engines, Battery, Avionics – OFF
Passenger	Baggage Trolly	Engines – OFF Parking Brakes – ON
Viewmaster	Baggage Trolly	Engines – OFF Parking Brakes – ON
	Wheel Chocks	Engines – OFF Parking Brakes – ON
Cargo	Cargo Crates	Engines – OFF Main Door – OPEN
	Ladder	Main Door – OPEN
LC-47	Ladder	Main Door – OPEN
	Jeep	Engines – OFF Main Door – OPEN
		Please note that the Cargo and LC-47 have got 2 doors to open – the Shift-E will open the first half of the door, Shift-E-2 will open the second half.

Support

Support by both Jon and James can be found on the ARNZ X forums http://www.flightsim.co.nz/

Contact Information

James Eden zk_zed@hotmail.com	Jon Murchison Aircraft Repaints New Zealand www.flightsim.co.nz jonmurchison@hotmail.com

Acknowledgements & Thanks

ACES - For providing this latest version of Flightsim, and for releasing the source files as part of the SDK

Ian Warren - For his help providing reference photos, encouragement and information from the vast aircraft database in his head. ☺

Copyright Information

The original source files for this project remain the property of ACES/Microsoft.

The airline liveries represented are indicative only, and remain the property of the respective owners.

This file is **FREEWARE**. Under no circumstances can it be sold as a download, included on a compilation CD or hosted on a website, FTP server or any other form of electronic file sharing medium that charges a fee for its services.

The Plain metal skins are provided as paintkits for each variant, no additional files will be provided.

This README **must** be included with any and all skins released for these models.

The authors accept no responsibility for any damage, real or imagined, that may happen as a result of installing these files. All files were scanned for viruses prior to zipping.

www.flightsim.co.nz