

Tips, Tricks & Recommendations for FS2004

Part XII

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Mid Summer Issue – July 05, 2005

Disclaimer: These may or may not work for you – they do work well on my FS2004 setup. All recommendations are my personal preferences – I find them to be very useful – you may disagree. This is in no way meant to be a comprehensive listing – just a few tips, tricks and recommendations that I have come across. Hopefully you will find something of use, be you a newbie or a long time simmer.

This is Part XII – see “[T and T info.txt](#)” (enclosed in the zip file) for a listing of the previous files. All may be found at [Avsim.com](#).

A Mid-Summer Issue?

I had not planned to resume the series until the Fall but so many new and valuable items have come my way recently that I decided not to wait. This issue will be the only one during the Summer months.

Giving Credit Where Credit is Due

As you may have already discovered, indexes to the Tips and Tricks series in both .doc and .pdf formats are now available. An updated index, which includes material found in this issue, is included in the zip package.

I cannot begin to thank **John Burford** enough for his time and efforts in compiling and updating the indexes. John lives in Adelaide, South Australia and is a long time, avid simmer. If you are interested in Australian flying, go to <http://www.simzdownunder.com/>. Look under “scenery” for John’s excellent Guide to South Australian Resources.

Thanks once again John!

Test Your Knowledge!

On December 17, 1903, Orville and Wilbur Wright made the first powered, sustained, and controlled flights with a heavier than air flying machine at Kitty Hawk, North Carolina. The first flight lasted only 12 seconds and covered a distance of just 121 feet (37 m.)

Quick now – which of the brothers was the pilot on the first flight and which stayed on the ground? Was it Orville or Wilbur? You have a 50-50 chance of getting it “Wright”. See the end of this document for the answer.

Help Is On the Way!

There are many times when you may want to access the Learning Center Help files of FS2004 but you really don't want to take the time to start up the program just to find the answer to a question.



Here's an easy way to access the Help files anytime you wish without having FS2004 up and running.

Create a New Shortcut wherever you wish – I keep mine on my desktop. To do this, just right click anywhere on the page and select New and then Shortcut.

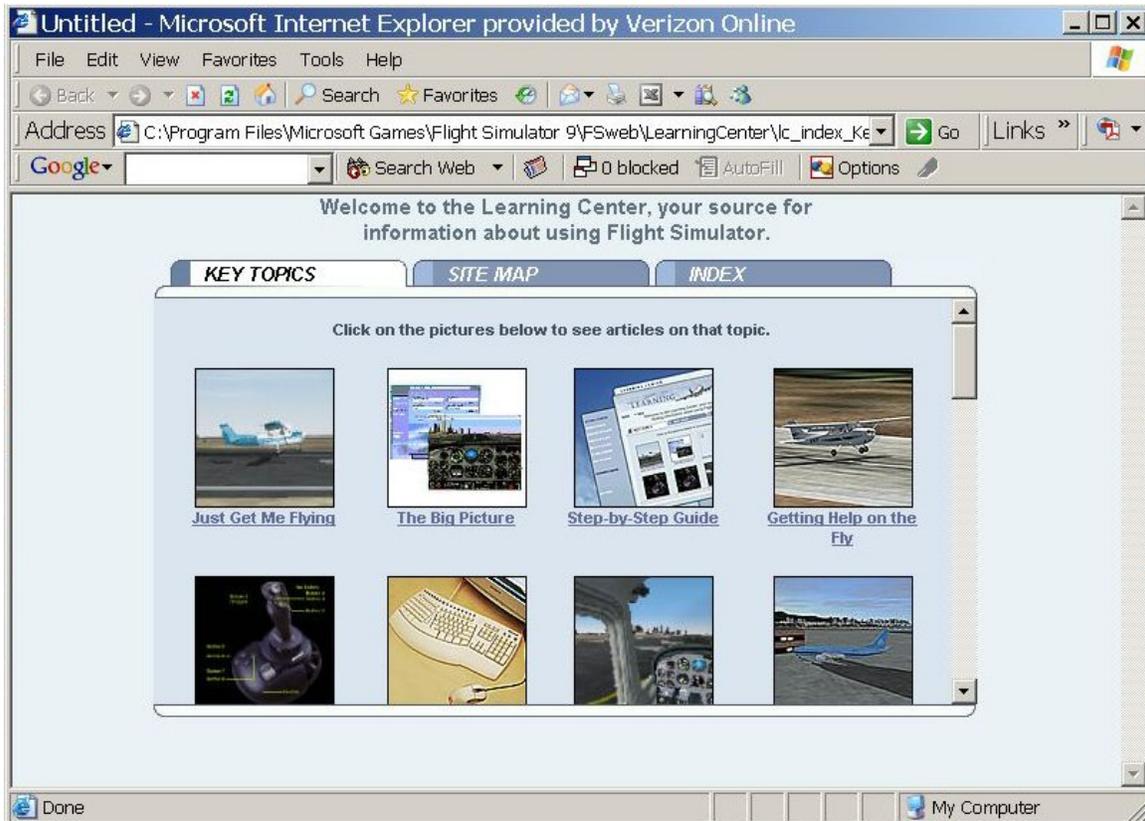
Paste the following lines (as one line) where it says “type the location of the item”.

```
C:\Program Files\Microsoft Games\Flight Simulator  
9\FSwab\LearningCenter\lc_index_KeyTopicsTabs.htm
```

Be sure to highlight the entire line (starting with C:\ and ending with Tabs.htm) before making a copy. Change the path if you did not use the default location for your FS2004 installation.

Then hit Next and give the shortcut a name such as FS2004 Help Index.

Now when you click on this new shortcut you will be taken directly to the screen shown below and can access any item you wish, just as if you had started FS2004 and gone to the Learning Center from the main menu.



Tip: From this menu you can access **any** of the tutorial type files outside of FS2004. You will find this is an ideal way to preview the lessons and print out anything you need prior to starting up FS2004.

A Step Saver for FSNavigator Users

If you use FSNavigator, you know that from time to time you need to add an aircraft profile to the list of default aircraft.

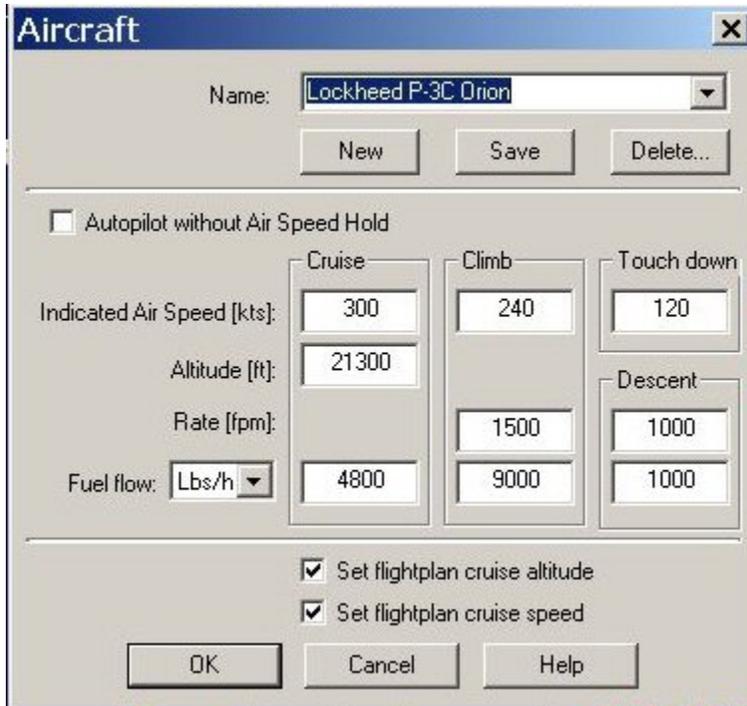
It is not necessary to start FS2004, go to fly now and then hit F9 to bring up the FSNavigator program to make this addition; it can be done outside of FS2004 and outside of FSNavigator.

All of the aircraft profiles are kept in a file named Aircraft.ini. This file is located in your Modules/FSNavigator folder.

To add an aircraft, use the following example as a template.

```
[Lockheed P-3C Orion]
withoutash=0
climbspeed=240
climbfuel=9000
climbrate=1500
cruisespeed=300
cruisefuel=4800
cruisealtitude=21300
descentspeed=120
descentfuel=1000
descentrate=1000
fuelmeasure=0
revision=3
```

This information would be added to the bottom of the Aircraft.ini file which can be edited using Notepad. The resulting display would appear like this when you select your aircraft profile in FSNavigator.



Note how the various numbers in the template translate into the information seen above. This method can be used to add any new or revised aircraft to the list. (Be sure to use “square brackets” not parenthesis symbols).

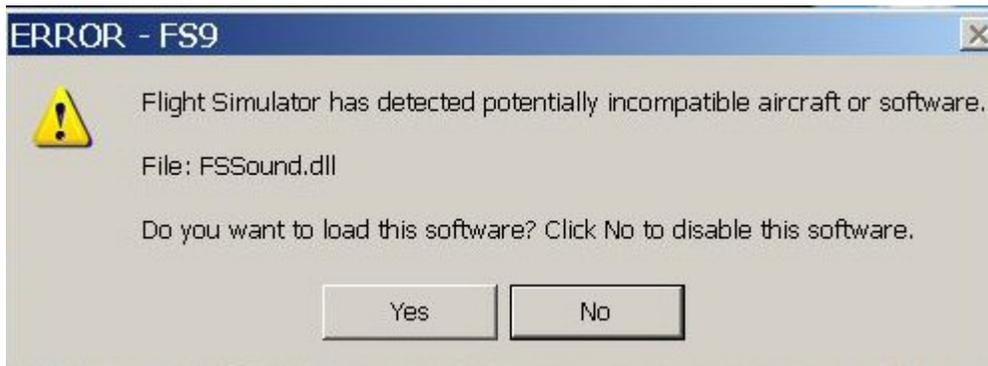
Obviously you would need to know such information as the preferred climb rate, touchdown speed, cruise speed and so on before using the template and you would need to change the name of the aircraft shown between the two square brackets.

As always, make a backup of **any** file you are going to edit before you start!

This useful information was thoughtfully included in the excellent Lockheed and Kawasaki P-3C package by the **FS KBT** team. If you haven't tried it yet, look for “**p-3c.zip**” and “**p3up_kbt.zip**” at **Avsim.com**. This is another exceptionally well executed aircraft from this very talented group.

Another Error Message We Can Do Without

If you see this message or one that is similar when you start up FS2004, it is very easy to assure that it will not be seen again.



Several addon programs use this and similar “old” .dll files that FS2004 thinks might be incompatible and thus the error message is displayed.

Most programs that install such a .dll will tell you how to avoid this error message in their documentation. But if you missed it and/or the author failed to include such instructions, here is what you need to do.

Backup your FS9.cfg file first, then Open it using Notepad. Tips and Tricks part 3 detailed where FS9.cfg is located and how to access it.

Using the Edit/find dialogue, locate the heading named [OLDMODULES].

Add the line FSSound.dll=1 under it.

It should look like this when you are done.

```
[OLDMODULES]  
FSSound.dll=1
```

If for some reason you do not find an [OLDMODULES] section, just add it as shown above. Save your FS9.cfg file and the error message will not be displayed again.

I have several other “old” .dlls on my system and each one has a line with its name and an =1 after it in the [OLDMODULES] section.

Tip: In FS2004, an =1 always means True (or OK) and a =0 means False.

Are You Missing Airport Buildings?

If you are suddenly missing default airport buildings that you know were there the last time you looked, don't panic – yet. Someone may have changed a setting.

Go to your Display/Scenery Complexity setting. If it is set too low (all the way to the left) such buildings will not be displayed.

If that is not the problem, you are now allowed to panic.

Putting On the Brakes

To me, nothing is quite as frustrating as downloading a really fine looking new aircraft, installing it and then trying it out by starting on the runway of my favorite airport only to find that the brakes will not hold the craft when I spool up the engines! This can happen with virtually all types of aircraft but it seems to show up most often on jet airliners.

I posed this problem on the Avsim General Discussion forum and received a very good tip that worked for me. You may want to give it a try.

Using Notepad, open up the aircraft.cfg file of the offending airplane. Did you make a backup first? Scroll down until you locate the [brakes] section.

It may look something like this.

```
[brakes]  
toe_brakes_scale=0.489926  
parking_brake=1
```

Change the information by commenting out the original toe_brakes_scale = line and add a line as below raising the number to as much as 1. Do not go above 1. I have also added a couple of comments showing the range.

This is what mine looked like when I finished.

```
[brakes]
//toe_brakes_scale=0.489926
toe_brakes_scale=1          // brakes_scale=0    means none
                           // brakes_scale=1    means very hard
                           // use any decimal number in between 0 and 1
parking_brake=1
```

This worked for me on a very nice MD-11 aircraft that otherwise was a joy to fly. Now it waits for me to release the brakes before moving down the runway.

Surf the Web While You Fly?

Yes you can. This may be something useful to while away the time while on a long, tedious flight.

There are two approaches you can take to access the Web while FS2004 is running without minimizing it and opening up your browser.

The first is just a simple change to the site that is called when you select NEWS from the main menu.

By default it connects you to the FS2004 website but this can be easily changed to have it connect you to **Avsim.com** or **Flightsim.com** or any other single website.

Back up your FS9.cfg file and then open it using Notepad.

Scroll down to [USERINTERFACE].

It will look something like this.

```
[USERINTERFACE]
MAP_ORIENTATION=2
PAUSE_ON_LOST_FOCUS=1
PROMPT_ON_EXIT=1
```

```
FSLiveURL=www.microsoft.com/games/flightsimulator/product/fsliveweb.  
asp  
DisplayFuelAsWeight=0  
SelectFlightLevel=0  
SelectFlightTitle=0  
PageID=3  
OpenATCOnCreate=1  
SITUATION=////////////////////////////////////
```

Then change it as follows -

```
[USERINTERFACE]  
MAP_ORIENTATION=2  
PAUSE_ON_LOST_FOCUS=1  
PROMPT_ON_EXIT=1  
FSLiveURL=www.avsim.com // or your favorite website's address  
DisplayFuelAsWeight=0  
SelectFlightLevel=0  
SelectFlightTitle=0  
PageID=3  
OpenATCOnCreate=1  
SITUATION=////////////////////////////////////
```

Save your work. The next time you select NEWS from the main FS2004 menu, you will be connected to the website you entered. Of course you must be connected to the Internet first. This tip came from **Johan Peeters**.

The second approach is in the form of an add-on program which you can call while you are flying. This program allows you to connect to any website including those you have saved as favorites.

The free program is “**fsbrowser10.zip**” by **HiFi Simulation Software** and is available at **Avsim.com**.

Here is a screenshot of it in action as I fly.



As you can see, I am logged on to the file library at Avsim.com.

The one thing this program (and others I have seen) does not seem able to do is to allow you to hear ATC conversations while you are flying.

If you have selected the option to not have FS2004 “pause” when switched to another task – such as the browser – you can continue to fly while surfing; you just will not hear instructions from ATC that might be directed to you,

This is but one of several such programs available at the major download sites. Some are considerably more sophisticated – including one that claims you can open and read .pdf files while flying.

This might be useful for reviewing charts that are in .pdf format but it does require that the Adobe Acrobat Reader be running in the background before calling the browser program.

I have not reviewed that particular browser but it seems to me that having Acrobat running in the background would use a good deal of computer resources that might be better put to use just running FS2004.

To see what else is available, just do a search for “Browser” at **Avsim.com** or **Flightsim.com** or any other favorite site.

Another “Dream” Setup

In Tips and Tricks Part 9, I presented information regarding a “dream setup” one of our fellow simmers has.

Not to be outdone, I recently received this picture from another simmer of yet another setup with certain “amenities” added.

When my friend with the original dream setup saw this picture, his only comment was:

“Where’s the joystick?”



Very Useful Websites

I recently ran across the following Websites that contain excellent information for anyone interested in Flight Simulation.

Website to easily search for Virtual Airlines anywhere in the world;
<http://207.127.218.107/advsearch.wcgi>

Another excellent site to hear live ATC conversations.
<http://www.liveatc.net/feedindex.php>

Tutorials by a Real Pilot.

<http://www.stoenworks.com/Aviation%20home%20page.html>

Scroll down near the bottom of the page for many great tutorials on everything from Airspace to ILS approaches and much, much more. This is the Stoenworks Aviation Page - Hal Stoen. All of his tutorials are available on a CD. **Tip:** The CD would make a cool Christmas gift.

Everything you ever wanted know about Mesh.

<http://www.fs-traveler.com/welcome.shtml>

Click on labels for detailed explanations etc.

Over 650 Links to relevant information on simulator cockpit construction.

<http://www.fscockpit.com/>

Building a replica of a real aircraft cockpit for use with the Microsoft Flight Simulator is a challenging extension of this hobby. The ambition level may vary from arranging some extra devices around a computer screen to cutting out and reusing the cockpit section of a real Boeing 737. With the current technology around the options are only limited by your imagination. The objective of FSc cockpit.com is to give an overview of the available options.

<http://www.meriweather.com/flightdeck.html>

You've purchased a complete Boeing or Airbus Panel with all the functions but are having a problem locating a system or understanding a switch in the electrical panel? Are you interested in viewing in detail the entire panels of big airliners with all switches, gauges and systems?

The Meriweather Site is a great presentation of numerous aircraft panels with intuitive 3D photorealistic graphics. Just select the specific panel you want to see. The function of every switch is explained.

The last two tips were sent to me by **Steve L'Eplattenier**. Thanks Steve!

An Important Update

For those of you who use the AirEd program, which allows easy editing of the .air file found with every aircraft, there is an important update available which you might not have seen.

Log on to http://perso.wanadoo.fr/hsors/FS_Soft/index.html

Click on “FS Airfile editors and design”, and then download AirEd. There is an updated .ini file in the download that will make the AirED program much more useful. Be **sure** you backup your existing .ini file first!

While you are there you may also wish to download a program named AAM. Originally written for FS2002, it allows you to fully explore any .air file. It shows and describes each function within the .air file. This program probably provides more information than you really want to know unless you are deeply curious regarding the inner workings of .air files.

Collaboration is the Name of the Game

I would like to call your attention to two scenery enhancements which are the result of collaboration – most likely unintentional – between authors.

The first is an enhancement of the Coronado Bridge – a famous landmark in San Diego, California.

FS2004 did include a bridge in the correct location (part of the FS2004 update) but it looked nothing like the real thing. In late 2003, **Robert Kerr** created a realistic model of the bridge. That file name is “**corona_1.zip**”. Unfortunately, he apparently was not familiar with construction of an “exclude” file to make the default bridge disappear so you got two bridges for the price of one.

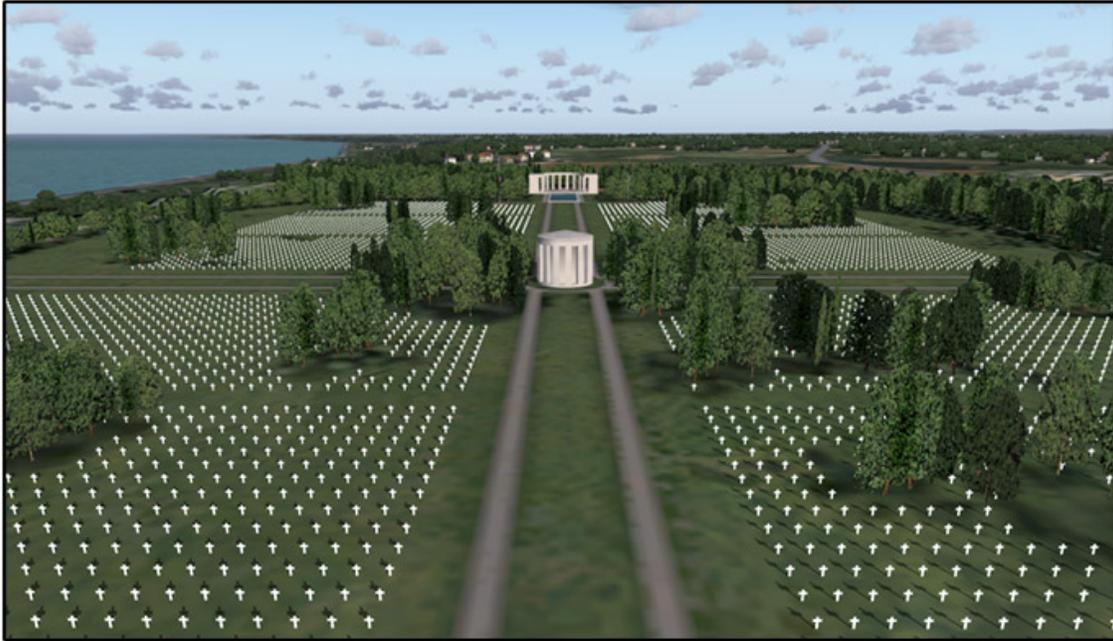
Recently **John R. Brooker** has provided an “exclude” file for the default Coronado Bridge. The file name is “**corobrex.zip**” and both files are available at **Flightsim.com**. Together they make this landmark a thing of beauty on the San Diego skyline.



Tip: If for some reason the exclude file fails to remove the default bridge (it will under the new one) try renaming the file to `_exclude.bgl`. That's correct; place an underscore as the first character of the name. In some instances, FS2004 processes bgl files alphabetically. The underscore will assure it receives preferential treatment.

The second enhancement is a re-creation of the American Cemetery in Normandy, France. A truly exceptional rendition of this sacred place by **Bill Womack, Holger Sandmann** and the **Mid Atlantic Air Museum Simulations** team.

I hope you will install this fine scenery. When you fly over it and/or explore it on the ground, you will have a stunning visual reminder of the real price of freedom which so often we take for granted.



The filename at Avsim.com is “**maamcmtty.zip**”.

The “collaboration” came about shortly after the Normandy Cemetery package was released and some folks were having difficulty finding it’s location in France.

Robert A. Baum came to the rescue by creating a simple AFCAD2 file for the MAAM-Sim American Cemetery Normandy scenery, France. There is a “start” location which will put you on the dirt road beside the cemetery and there is an NDB in the middle of the cemetery so you can navigate to it from a distance of 112 miles by tuning your ADF to 379.0. The filename is “**acnafcad.zip**” and I have only seen it at Flightsim.com.

To find the Cemetery you can also takeoff from Carpiquet, France - LFRK. Use runway 31, which is normally the active runway. Fly the runway heading towards the coast and you should see the Cemetery on the bluff overlooking the English Channel.

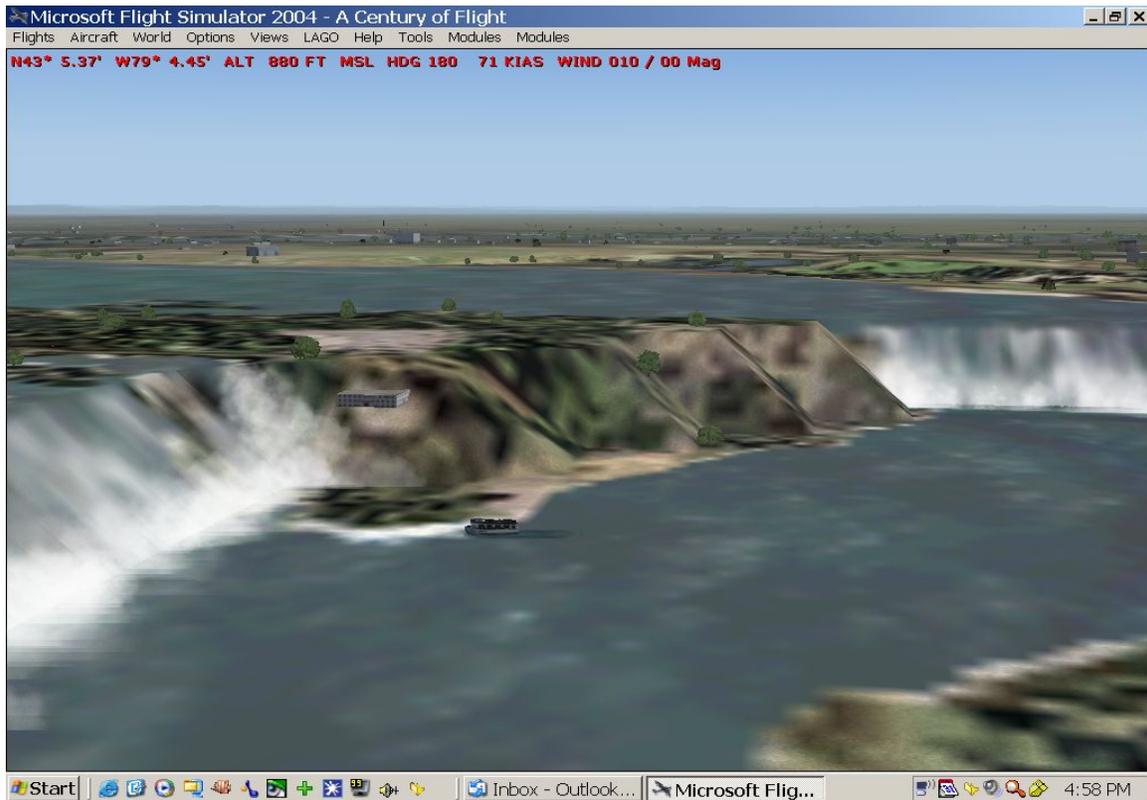
Approximate coordinates are: N49° 22.73 x W 0° 54.58.

I offer my personal thanks to all who have shared their talents to create this remarkable enhancement.

Making Niagara Falls Come Alive!

My good friend **Lou Frost** has used the **LAGO** program to create sound files for several World landmarks including Niagara Falls, Victoria Falls and the Mt. St. Helens Volcano. The filename at **Avsim.com** is “**wldsnds1.zip**”.

Hearing the water as it rushes over the Falls makes a significant difference I can assure you. For other sound enhancements Lou has created, just do a search for his name at any of the major sites.



Computer Resources – the Life Blood of FS2004

I believe it is safe to say that for those of use with modest computer setups, our biggest concern is providing enough “computer resources” to allow FS2004 to run as smoothly as possible. To that end here are two items you may find helpful.

The first is a short, illustrated tutorial that I put together, showing how to make a “boot” profile in XP that disables hardware and peripheral devices that are not needed during a FS flying session. It doesn’t take long to create and you do not need to be a computer “guru” to do it correctly. The file name is “**profile_tutorial.zip**” at **Avsim.com**.

The second is a wonderful program written by **Ken Salter** named **FSAutostart**. This program will shut down unneeded “services” and running programs which you select and then will start FS004. When your session is completed, the program will restart everything again so you are right back where you were.

Ken has probably forgotten more about the inner workings of a computer and Flight Simulator than most of us will ever know so I feel very confident recommending this program. The filename is “**fsasv1111.zip**” from **Avsim.com**. Version 1.1 Build 11 is the latest as of this writing.

For a free program which will help you decide which “services” can be safely shutdown, type the following line into your internet browser.

find.pcworld.com.47569

The program you want to download is named “**procexpnt9.zip**”.

With this program you can trace virtually of the details regarding any “service” that is running. It also may provide more data than you really want to know unless you are a computer “geek”.

Additionally you may wish to read the fine article written by **Andrew Brandt**, a recognized authority on such things - in the July 2005 issue of PCWorld Magazine. He tells it as it is.

The article deals mainly with “Malware” on computers but delves deeply into the role of services also. You will find it on page 164.

Two Tips I Hope You Will Never Need To Use

Problem: Every time I open the kneeboard, FS2004 crashes to a black screen. Is there any way of preventing this happening?

Possible Solution: The problem is most likely an application you are running called “RoboForm”. The solution is either to kill the application, or to download a version later than AiRoboForm5-4-1. If you aren't running “RoboForm”, the application called “WindowBlinds” is another common cause of this particular behavior.

Additional Tip: If you are experiencing a CTD (Crash to Desktop) it is usually caused by a faulty or incompatible .dll associated with some program. Assuming you are using XP as your Operating System, you can find out more details of the crash by looking at the **Windows Event Viewer**. This is normally found by going to Start/Accessories/Administrative Tools/Computer Management/Event Viewer/Application. Sometimes MS has suggestions for a fix or directs you to a site for more info. It's more than likely one of your .dll's in your Module folder that's causing the problem.

Problem: I have no sound or some sound on props but not on jets.

Possible Solution: You may have corrupted Audio CODEC files. These are a part of Windows; not a part of Flight Simulator.

The solution is to uninstall then reinstall the Audio CODECs from your Windows CD.

If you're unsure of how to do this, visit the Microsoft website and search the Knowledge Base for "Q177252".

The title is "Flight Simulator: No Instructor, Pilot, or ATC Voices ...". Other symptoms include no engine sounds.

This great tip came from Jerry H of Bellview, Washington and was found in the Avsim General Discussion forum.

One Final Idea Regarding “Stuttering”

I suspect it must be obvious by now that there is no single “cure all” for stuttering and frame rate issues most of us experience at one time or another.

There are just too many “variables” involved – motherboards, bios configurations, sound and video card variations, FS2004 settings and the list goes on and on – to offer a solution that works for everyone.

That being said, here is one more “trick” that may stop “stuttering” in high-end machines. It came from an un-named simmer on one of the Avsim forums. He has a GeForce 6800 Ultra video card, 256MB (from MSI), and the motherboard is an MSI Neo2 Platinum running an Athlon64-FX53 with 4GB memory. This is a big system, and shouldn't have pauses for almost anything.

He tried all of the usual tricks such as updating the video drivers, changing to smaller texture replacements etc. without success.

Then he discovered that by turning OFF the AGP Fast Write (using the BIOS interface at boot) the pauses (stuttering) were eliminated. He said he saw no obvious performance effect, other than elimination of the pauses.

Making changes in the BIOS is **not** for the faint hearted and must be done with great care. **If you are not comfortable making changes to the BIOS settings of your computer, please ignore this.**

If you do venture into your BIOS, be sure to write down the present setting of anything you might change so you can easily restore the setting later. The AGP Fast Write is usually found under Advanced Chipset settings but may vary from motherboard to motherboard. The BIOS is usually accessible by pressing DEL (delete) or some other key during the boot sequence. The proper key to use is normally displayed during the boot process.

A Work In Progress

For quite some time I had been seeking an enhancement to the Ottawa International Airport in Ottawa, Ontario, Canada – CYOW. None of the major sites seemed to have anything so it was just by luck that I stumbled onto a Website belonging to **Paul Mainville**.

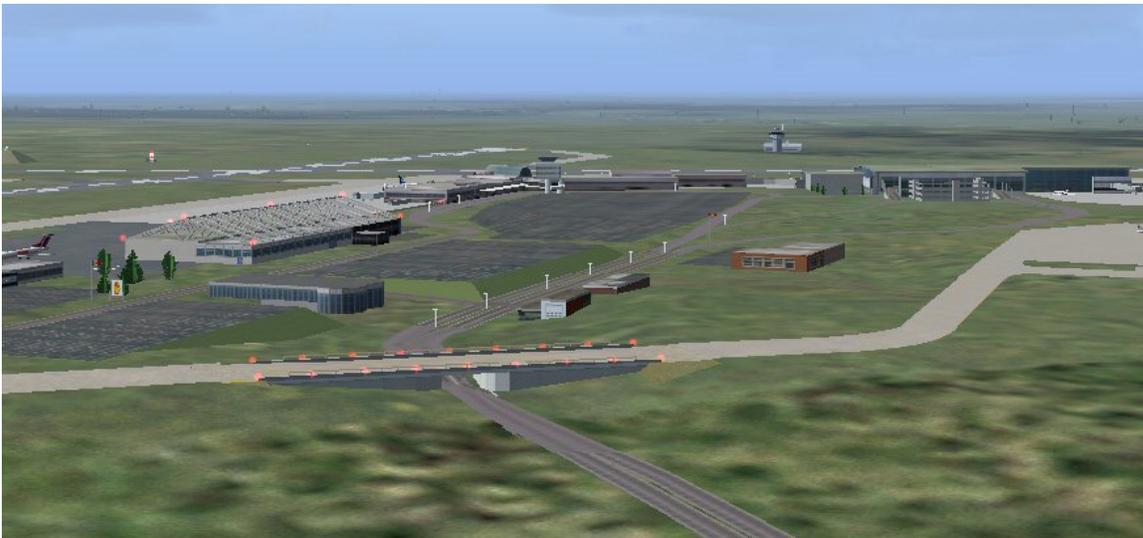
Paul is nearing the completion of a highly detailed, yet very frame rate friendly, rendition of the Ottawa airport. His site is unusual inasmuch as you can view the progress he has made from the inception of this project.

Log unto:

<http://www.vnwa.com/Noramair/Projects/Ottawa.html#CYOWAlpha11>

This takes you to the page describing the project and progress. Near the bottom of the page you will be given the option to download the project in its current, nearly completed state. The filename is “**CYOWAlpha11.zip**”.

The following screenshot will give you some idea of the exceptional detail.



Two other nearby airports which have been enhanced for FS2002 but work very well in FS2004 are **Gatineau-Ottawa (CYND)** and **Rockcliffe Airport (CYRO)**. Gatineau-Ottawa is actually across the river in Quebec but both bring a sense of realism to the Ottawa, Ontario area.

You can find the Rockcliffe enhancement by **Jim Turner** at **Avsim.com** – filename is “**rockcliffe.zip**”. Note: There is also a small update/patch you will need and this can be found at **Avsim.com** also. The filename is “**rockclifpatch.zip**”.

I understand Jim is working on a FS2004 version but until that is released this FS2002 version works just fine on my machine.

The Gatineau-Ottawa enhancement is by **Normand Boucher** and may be found at **Flightsim.com** as “**cynd02v1.zip**”.

If you also install the Landclass scenery package by **Roger Wensley** which adds, amongst other things, the missing Ottawa suburb of Orleans, you will have a relatively complete and realistic view of this portion of Northern Ontario. Roger’s package is named “**ottland1.zip**” and you can find it at **Avsim.com**.

Thanks to all of the authors for making this part of Canada come alive.

It Ain’t Necessarily So!

That’s the name of a great song from “Porgy and Bess” by George Gershwin and I use it to call your attention to an item which will be of interest to those you like to add scenery enhancements to their setups.

In recent months there have been many scenery releases that say in the file description that “**You must have RWY12 installed to use this enhancement**” or words to that effect.

Unfortunately, that statement is **not** entirely accurate!

One does not need to have the RWY12 program installed to properly view such enhancements – you only need the libraries!

The program itself is a large program and takes a little patience to install properly but to use enhancements created by authors who use the program, you **only** need to install the libraries.

The easiest way to do this is to download “**Rwy12_V1.1.zip**” from **Avsim.com**. Unzip the file (using folders option) to a temporary folder. After being unzipped you will see a folder named Static Objects Library. There will be scenery and texture subfolders within this folder.

Copy and paste the entire Static Objects Library folder to your Addon Scenery folder and **activate** this folder as you would any other scenery addon. To activate the library just;

Open **FS2004** and go to **Setting\Scenery Library\Add Area**, select **Addon Scenery\Static Objects Library**. Click **OK** to add the library as a new scenery and close **FS2004**. The next time you start the simulator; this new library will be active.

You don't need to do anything with the rest of the files.

This will install the base libraries that were available at the time Version 1.1 was released and you will now be able to use many enhancements that have been created using the RWY12 program.

A number of other libraries have since been released and you can add these to the base library at your convenience. Some authors have been good enough to mention which additional libraries their enhancement requires. As an example, I can think of at least two enhancements which require the hot-air balloon library by Seev Kahn. This library was not available at the time of the base release.

I hope this information will be helpful to anyone who has been reluctant to audition such scenery enhancements simply because they did not want to go to the trouble of installing the entire RWY12 Object Placer program.

For your convenience, the following is a listing of additional libraries that have been uploaded to **Avsim.com** since the release of Version 1.1 of the RWY12 program. This list was current as of July 01, 2005.

esdg_hanger_rwy12.zip
ford_transit_collection.zip
ga-hangers_lib_for_rwy12.zip
chopper_pads.zip

jw_rwy12.zip
lens_hanger_1.zip
Picnic Items.zip
transits4rwy12.zip
ag_tree_lib_rwy12.zip
rwy12_dwag.zip
ESDG_RampLight_Rwy12.zip
objects01_lib.zip
objects01_lib_supplement.zip
peepslib.zip
Rwy12-Static_Choppers.zip
flytampastaticaircraft_lib_for_rwy12.zip
powerlineobjects.zip
shiplib_1.0.zip
Birds_1.0.zip
dwag_hangers.zip
balloons_1.0.zip
lenshanger_2.zip
Lenshanger_3.zip
ag_tree_lib_rwy12.zip
ve4_r12.zip
extra_objects_v1_1.zip
rwy12maintplatforms.zip
livestock_heath_wells.zip
shipping_containers_heath_wells.zip

Just so there is no misunderstanding; the additional libraries listed above are to be added to the base library you have installed – they do **not** become additional scenery entries. In other words, the files that are in the scenery and texture folders of each additional library will simply be placed in the scenery and texture subfolders of the base library (Static Objects Library).

The bottom line; the Rwy12 Object Placer program is an excellent tool to use if you wish to try your hand at enhancing airports or other locations but if all you wish to do is view the work of others, you only need to have the libraries installed!

Tired of Commuting by Car?

Kevin Bryan of **Unreal Aviation** has created what may well be the mode of transportation in the future. The file name is “**JetPack.zip**” and you can find it at the following link.

<http://69.44.154.34/cgi-bin/ifolio/imageFolio.cgi?action=view&link=File--Downloads/Various-Misc&image=JetPack.zip&img=0&search=unreal%20aviation&cat=File--Downloads&tt=zip&bool=and>

Haven't you always wanted one? It has an imaginary strap-on jetpack with a jet engine rather than the more usual hydrogen peroxide rockets.



This contraption “flies” much like a helicopter but has no panel – why would you need one? It is great fun to fly and it is also a very precise placement tool for if you use the Rwy12 Object Placer program and/or just want to explore a scenery addon you have just installed.

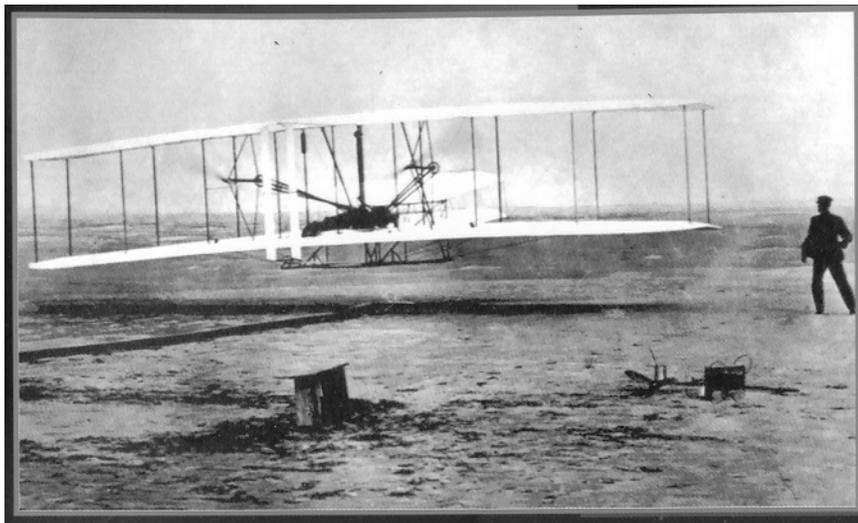
Give it a try and see who is able to maneuver it better; you or your kids or grandkids. My money is on the kids and grandkids!

Tip: Turn off the “crashes and damage” effects before flying – at least during your “training” period. This is done at the Settings/Realism dialogue.

One thing for sure – you won’t have to worry about finding a parking place if you travel to and from work with the jetpack!

Knowledge Quiz Answer

Orville was the lucky man. In photographs of the scene, Wilbur is running along side of the aircraft shouting encouragement. Or just maybe he is cussing out his brother for not waiting until he got onboard too!



Thanks

Thanks once again to all the readers who have sent suggestions for items to be included in this series. You know who you are if I have failed to mention you by name.

That's All Folks

That about does it for this mid-summer issue. If you have a tip or trick you have found useful, or anything else you want to share, please feel free to send it to me and I will be happy to consider including it in the next Tips and Tricks.

Link to My Uploads

To see a complete listing of projects I have uploaded to Avsim.com, just follow this link.

<http://library.avsim.net/eseach.php?CatID=fs2004&Name=&FileName=&Author=David+Marshall&DLID=&Sort=Added&ScanMode=0&Go=Change+View>

Final Thought:

If you find a particularly fine aircraft, airport or any other useful addition, take the time to drop the author an e-mail and let them know that you appreciate their work. Countless hours are involved in the creation of these additions and an encouraging word now and then is always welcomed.

Questions and/or Constructive Comments regarding “Tips and Tricks” may be directed to:

opaflightsimaddict@verizon.net

It's not a hobby -- it's a bloody addiction!

Tips and Tricks

FS2004