

Tips and Tricks for FS2004

Part XVIII

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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 XVIII (18) – 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](#) and [Flightsim.com](#).

Before we get started, I would like to wish each and every reader of this series my **Very Best Wishes for a Happy and Safe New Year.**

Flyers Eye Test

Let's start off the New Year with a little perception test.

Pilots, or would be pilots (i.e. Flight Simmers), need to have especially keen perception as they fly. See how you fare.

Count the number of times the letter F is used in the following text..

**FINISHED FILES ARE THE RE
SULT OF YEARS OF SCIENTI
FIC STUDY COMBINED WITH
THE EXPERIENCE OF YEARS....**

How many did you find? Click on the number below.

4 3 2 6 7 5

A Happy Ending

In Tips and Tricks Number 16 you may remember the screenshot of a panel by **Nick Pike** with ATC Digits that can be used to respond to ATC options. I mentioned that I hoped this innovation could be applied to other panels.

After some tests on my own system I attempted to contact Mr. Pike to see if he would grant me permission to upload his ATC DIGIT gauge for others to use. He had moved and all e-mails were returned.

However --- Nick happened to read T and T Number 16 and contacted me!

As it turned out, Nick had created the ATC Digit gauge for his incredible, **full featured**, F-117A Stealth Nighthawk aircraft which you can preview at <http://fs2x.com/>.



After some discussion, Nick graciously provided a slightly revised version of his ATC DIGIT gauge for general usage and he and I compiled a package with an easy to follow installation tutorial. Setups for the default Cessna 172 and the default Boeing 737-400 are included in the package.



This screenshot shows the ATC DIGITS installed on the default Boeing 737-400 panel but the concept can be applied to virtually any panel.

Adding this little gauge to the panel of your aircraft will allow you to respond to ATC options with your mouse - a very useful alternative to using the keyboard numbers.

The filename at Avsim.com is "ATCDIGITS_Tutorial.zip" and at Flightsim.com it is named "ATCDIGTU.zip". If you have not already checked this out I hope you will in the near future.

I have installed it on most of my aircraft panels and find it very useful – especially when flying in a semi-dark room in the evening where it is often difficult to find the correct keyboard number to use in response to an ATC option. For me, clicking a number with the mouse is far simpler!

As you can see, this is one story that does have a happy ending!

Addendum:

For those who might be interested in a little more high-tech approach, **Dan Antrim**, a Tips and Tricks reader from Tampa Bay area of Florida, suggests a device which you can connect to your computer thru a USB port. It is called the Nostromo Speedpad - a small keypad containing two rows of keys numbered 1 to 5 and 6 to 10 plus a few other programmable keys.

Quoting Dan - “Now, whenever I am flying at night or even during the day, I can rest my right hand (or left hand if applicable) on this mini keypad and quickly depress the appropriate key in response to ATC. This is a fantastic device for communicating with ATC”.

Here is a link to the current model Speedpad N52 so you can check it out yourself.

http://catalog.belkin.com/IWCatProductPage.process?Merchant_Id=&Section_Id=2071&pcount=&Product_Id=157024

One might also find an earlier model, such as the N50, on E-Bay at a very good price.

Thanks for the tip Dan!

Take a Brake

One of the nicest little enhancements to come along in awhile is the Brake text change recently offered by **Brent Hricziscse**. This is a replacement for the default file named language.dll and it abbreviates the default Brake messages.

As an example, the normal Parking Brakes message



is abbreviated to



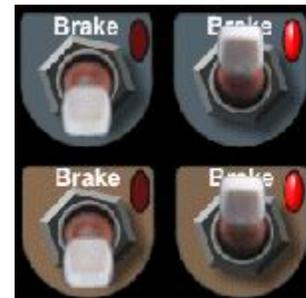
Small and unobtrusive – I like it!

His replacement language.dll is for the English Version of FS2004 **only**. You can find it at Avsim.com as “**braketext.zip**”.

Be **sure** you make a backup of the default file before installing this one!

Another fine add-on is the new Parking Brake Toggle Switch Gauge by **Glenn Copeland**. Look for “**pkbrk1.zip**” at Avsim.com.

This simple little switch – in grey or tan - can be added to virtually any panel. It will allow you to set your parking brake and the little red diode shows the status of the brakes. A neat addition to any panel.



New Years Resolution?

You did make some now didn't you? If one of them was to do some housecleaning and if in the process you come across a pair of the old 3D glasses which were “required” to view a few special Television broadcasts in years past, don't throw them out just yet!

I have been told that some of them, especially ones with a light green plastic “lens” for your left eye and a light violet plastic “lens” for your right eye, can create a very realistic three dimensional look to FS. If you don’t have an old pair of these lying around, try making a pair yourself using the suggested colors of plastic. It never hurts to do some experimenting!

Two Interesting Tips

Loyd Livaudais who resides in Memphis, Tennessee sent along the following tips which you may find useful.

1. “If you don’t like to see the “sparks” effect when your aircraft happens to scrape the ground, there is a way to eliminate that effect.

For the aircraft in question, open the aircraft.cfg file with Notepad and scroll down to the [Effects] entry. It will look something like this -

```
[EFFECTS]
water=fx_spray
dirt=fx_tchdrt
concrete=fx_sparks
touchdown=fx_tchdwn, 1
```

There is a little known effects file that comes with FS2004 named fx_dummy.fx and it resides in your main effects folder.

To get rid of those “sparks” you may have seen, just edit the lines to read as follows -

```
[Effects]
water=fx_spray
dirt=fx_dummy
concrete=fx_dummy
touchdown=fx_dummy, 1
```

Using it instead of the original effect will make the sparks or incorrectly spaced tires marks etc. just quietly never show again on that aircraft”.

2. “Did you know you can retrofit your favorite airborne gas-hog?

I fly for the fun of it and I never want to ditch in the Atlantic again because my C-130 didn't have the range to make it from Bermuda to North Carolina. Quite honestly, I usually fly with 'unlimited' fuel for just that reason. But there is another way to be sure you don't run out of fuel.

Open the aircraft.cfg file and look under [GeneralEngineData] for an entry that looks like this -

```
fuel_flow_scalar=1.000
```

You can reduce it to 0.95 or .90 or .45 or even fuel_flow_scalar=0.01.

Then it's kind of like having that 'super carburetor' that the automobile makers in Detroit are always accused of having stored in some vault somewhere.

I support realism, but I'd get very frustrated if the sim resets when I crash while trying to run on fumes instead of liquid fuel. At least now you know you can get a few extra mpg if you want”.

Thanks Loyd for those fine tips!

Does This Look Familiar?

A reader sent me this link and I pass it along as I think we all can identify with this situation.

<http://worteldrie.com/flash/emergency.swf>

Tip: If for some reason this site is “down”, try again in a few days. It has been my experience that such sites often cannot handle the amount of traffic that is generated by the readers of this series. There is nothing harmful at this site so turn up the volume on your speakers and see if this scene is familiar to you.

More Exceptional Aircraft

Several really fine aircraft have caught my eye during the past month. Each is distinctive in it's own way and all are a joy to fly.

The first one is the de Havilland DH104 Dove as modeled by **Derek Palmer** and friends. It is available at **Flightsim.com** as “**dh104v1.zip**”.

The DH 104 Dove, a successful British executive transport aircraft, was first flown in 1945 and still in limited use today. This package includes the Doves of British Eagle and Channel Airways and also includes a DH Sea Devon Mk. 20 of the Royal Navy.



One of things that sets this aircraft apart from others is the excellent vintage panel by Saverrio Maurri. A real work of art in my humble opinion.



One unique feature is the way he has “hidden” the usual display controls for the ATC, Radio, Throttle, GPS and so on. You won’t find the usual icons on this panel! Look closely at the above screenshot. The cursor is pointing to a deftly hidden “hot spot” that when clicked on, will reveal a small menu of the various popup choices.

It is such wonderful attention to detail that makes this a “must have” aircraft on my system.

The second “keeper” I came across is the brilliant Christen Eagle II by the **Long Island Classics Design Team** with sounds by **Aaron Swindle**. You can find it at **Avsim.com** as “**liceagii.zip**”.

You will want the addon smoke effects for this also - “**cesmoke.zip**” at **Avsim.com** also - by **John Cillis**.



Why do I like it? Plain and simple - it is just **Great Fun** to fly!

You will also discover some really neat “extras”, like the sliding canopy and the movement of the pilot’s head. Some very fine, creative modeling.

Unlike the de Havilland Dove, which has no VC panel, the Christen Eagle has no 2d panel but a beautifully designed VC panel instead.

I never thought I would enjoy barrel rolls and spins but with this aircraft you can do all that and more with ease. It is a great way to “relax” after a hard day at work. Give it a try – I think you will agree.

On the Lighter Side (a little humor sent in from various readers)

When making cabin announcements, Southwest Airlines attendants are permitted to be creative - as the following will demonstrate.

"Ladies and Gentlemen this a through flight to Oklahoma City. Here at Southwest, flight attendants are responsible for cleaning the plane on through flights, and we could sure use some help. So if you'd like to stay behind, and help us clean the plane, please indicate your desire to do so by standing up before the seat belt sign is turned off."



Question of the Day -

If flying is so Safe, why do airports have Terminals?

I was sitting with my wife in the living room yesterday and I said to her.....

"Honey, just so you know, I never want to live in a vegetative state,

dependent on some machine and fluids from a bottle. If that ever happens to me, please just pull the plug."

So she got up, unplugged the computer and threw out all of my beer!

It's Only Money!

What's your idea of the ideal place to live? For movie actor John Travolta it is a "fly-in" community near Ocala, Florida named Jumbolair.



In addition to being an accomplished actor, John is a qualified pilot who owns several aircraft.

My invitation to visit his estate was probably "lost in the mail" and I assume yours was also.

However we can all pay him a visit thanks to **Derek and Brendan Webb** who have recently modeled his home at Jumbolair which he calls Greystone.

Just download and install “**dbwsimgreystone05.zip**” from **Avsim.com** and you will be treated to an excellent re-creation of his Florida home, which is designed to look like an old-fashioned airport with runways, arrivals hall and a departure lounge.



Here are a few facts about John and his passion for aircraft.

THE ACTOR'S PRIVATE AIRCRAFT

If you had residences in California, Florida and Maine, a growing family, and a collection of relatives on the East Coast, plus work that required you to travel great distances, live on location and only get back periodically, you'd probably want a fleet of private vehicles to take some home comforts along with you.

John Travolta has just that, but instead of a fleet of motor homes, he has had a series of aircraft. The actor owns a Gulfstream II luxury jet and has had a DC3 Dakota airliner, as well as a Lockheed Constellation. The crown jewel of his air force, however, is his 1964 Boeing 707-138B (painted in its origi-

nal '60s Qantas livery for a recent round-the-world goodwill tour), outfitted with every amenity possible: bedrooms, TV/recreation room, three dining areas, office space and crew quarters. The plane, he says, reflects “my obsession with re-creating the comfort of another era.”

Travolta is fully qualified to fly his 707 and earned his wings as a first officer on the Boeing 747 jumbo jet in 2002. He is accompanied by relief pilots for long treks, but every takeoff and landing is in his hands. “When I'm flying,” he says, “I can't imagine being in a better place.” —Peter Havas

The following link will take you to the Jumbolair website where you can learn more about this incredible fly-in community. All it takes is money!

<http://www.jumbolair.com/jumbolair.htm>

From the E-Mailbag Department



Greg, who lives in Oklahoma, recently asked why, after installing some AI aircraft I had recommended, some of the planes were “disappearing” after they landed. He had set himself up to watch the action at his favorite GA airfield and thought it strange to see the aircraft arrive and start to taxi towards the terminal and then just disappear.

This is a fairly common question - one that has a fairly simple explanation.

The most common reason that AI aircraft “disappear” as Greg described, is due to a lack of parking space at the airport in question. If there are no gates or GA parking spaces available and/or they already have aircraft parked there, new arrivals will simply disappear shortly after arrival.

Fortunately you can use Lee Swordy’s **indispensable** program called AFCAD – available at all the download sites – to see how many parking spots are available at any airport and easily add others as you see fit.

If you are adding parking spots you must also connect them to the taxiways or your AI aircraft will not be able to come and go. Lee has included a “fault finder” in his program that will quickly point out any “broken taxi links” (and/or other errors) and allow you to correct them before saving your work.

Be sure to print out and read the AFCAD documentation very carefully. It is an easy program to use and you can do a great many things with it that will make an airport function more realistically.

A New Recording Enhancement

Matthias Neusinger has created a good looking enhancement to the recording program that comes with FS2004. It is still in development but the beta release, which adds **many** new recording options, works very well.

You can get a complete description and download this nice addition at

<http://www.neusinger.net/recorder/index.php>

Some of the main features are:

- recording flights of unlimited length
- replay
- jumping forward/backward during playback
- playback control via keyboard or control window
- loop part of a recording
- change playback speed
- custom keyboard controls
- recorded data is customizable (available are throttles, control surfaces, gear, flaps, spoilers, lights, engines on/off, propeller/mixture, nav and com radios, data/time, smoke)

While at the site you can also put your name on the mailing list so you will be advised of further enhancements and updates.

In my opinion, this is a program worth keeping tabs on as it develops. I **highly** recommend it!

In Case You Missed It Department

A year or so ago I put together a little package that showed how to easily add altitude callouts (by your trusty co-pilot) to virtually any aircraft. It used the common FPDA wav files of 400 feet to 10 feet.

In response to several requests, I have recently re-recorded those wav files at 10 decibels less volume so what you hear is more in keeping with other sounds heard while flying and on approach.

The files at Avsim.com are “**reduced_fpda_callouts.zip**” and the original “**altitude_callout.zip**”. I feel these callouts add a nice sense of realism as you are on final approach.

An Outstanding Panel

Every once in awhile an aircraft is offered that includes one or more new innovations that make it stand out from others. Such is the case with the recent release of the Socata TB20 / 21 Trinidad by the good folks at **Premier Aircraft Design**.

Apart from being a very enjoyable aircraft to fly, the panel work by **Barry Blaisdell** offers several new innovative features.



One of best features, for those of us with less than perfect vision, is the ability to click on individual gauges which enlarges their size to make them more easily readable. A second click returns them to their normal state.

There is not enough room here to list everything that is “new and improved” so I recommend that you see it for yourself by downloading “**tb21n725.zip**” from **Flightsim.com**. Trust me, you won’t be disappointed!

Outstanding work (as usual) from the Premier Aircraft Design team.

A Better Mousetrap?

It appears that **David Roch** has discovered a better way to have multiple configurations of FS2004 available to select. Take a look at his short tutorial on the subject named “**multiple_fs9.exe_no_tool.zip**” which is available from **Avsim.com**.

David explains in a very easy to understand manner how to create your own set of multiple configurations using a method which is different from other approaches I have seen. It may not be a “better mouse trap” but it certainly is a useful idea.

In a Hurry?

If you want to fly your favorite “saved flight” but don’t want to go through all the preliminary screens to do so, just do the following.

Don’t start FS2004! If you have “associated” files ending with a .FLT extension with Microsoft Flight Simulator, then all you have to do is click on the saved flight you wish to fly and FS will start and go directly to that flight – bypassing all the usual startup screens.

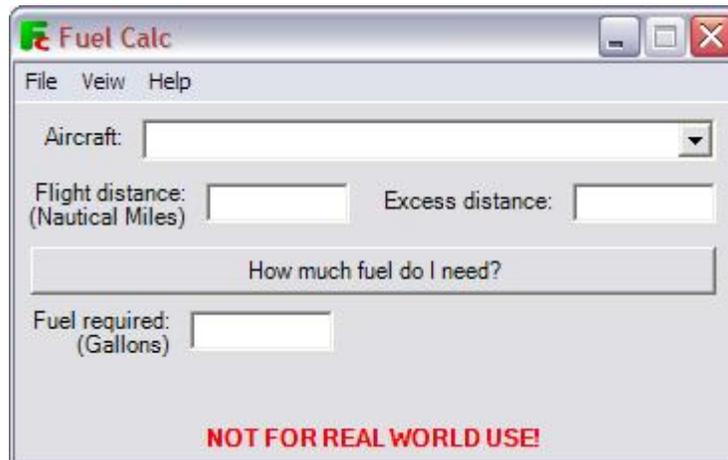
To “associate” the .FLT extension with FS, right click on a saved flight in C:\Documents and Settings\your user name \My Documents\Flight Simulator Files and select OPEN. You will be asked if you want to select a program from the internet or from a list – select list.

A dialogue will then be presented asking you select the program to be used. Select Microsoft Flight Simulator of course – and be sure the box that says “Always use this program to open this kind of file” has a check mark in it.

Then anytime you click on a .FLT file it will automatically be executed using Microsoft Flight Simulator. You can even make shortcuts on your desktop for your favorite saved flights. The “target” of your shortcut will be the complete path to the specific .FLT file you wish to use. This idea only works (as far as I can tell) with FS2004.

Planning a Trip?

This nice little program has been available since July 2005 but I just ran across it. **Bracken Dawson** has created a simple but effective little program that will calculate how much fuel you will need to fly a specified distance. All the default aircraft are in the small database and you can add your own favorite add-on planes also.

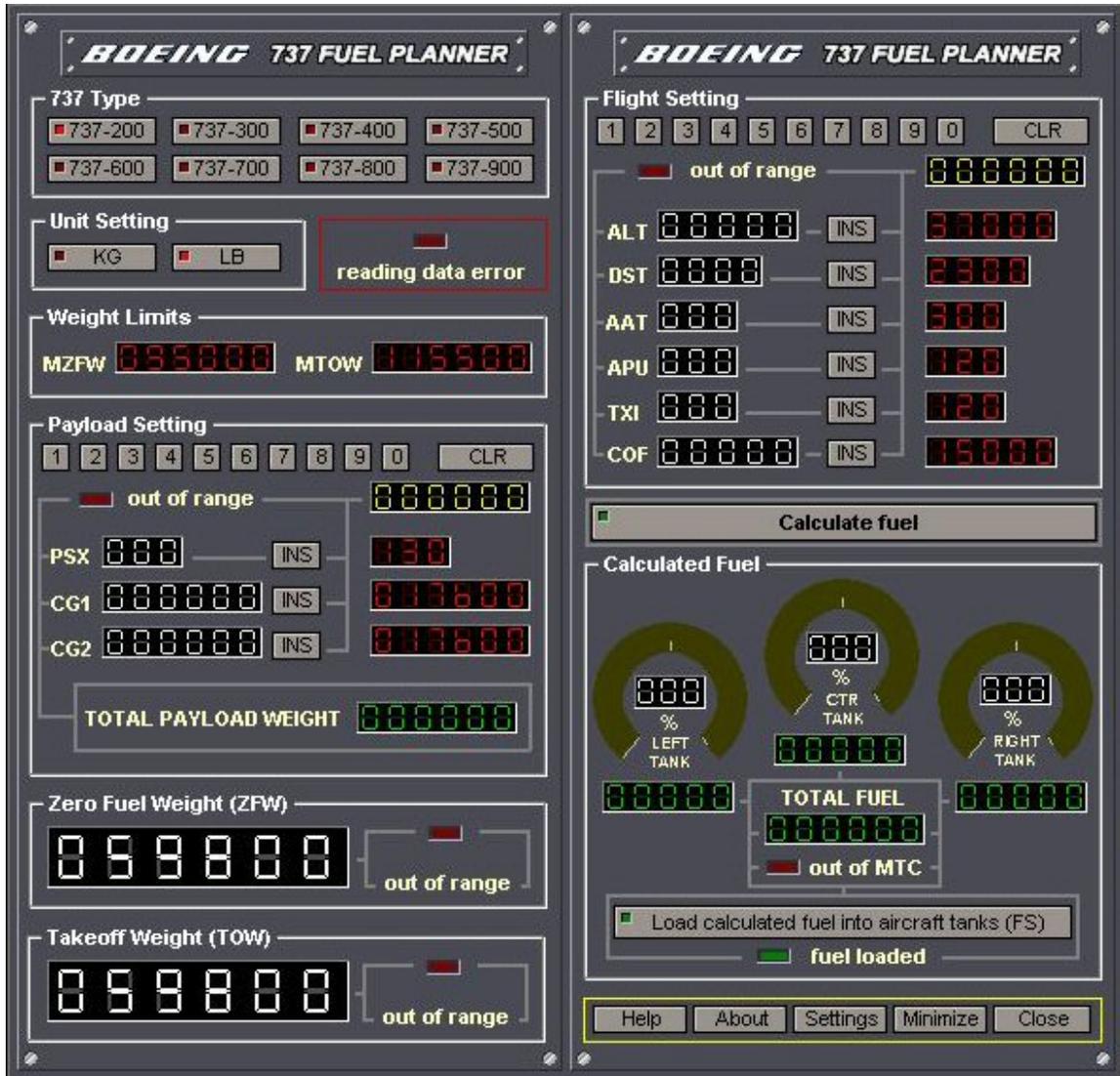


At **Avsim.com** the filename is “**fcv1bd05.zip**”. A handy little utility for those who like to be sure they don’t run out of fuel and have to walk to the nearest service station!

A more complex Fuel Planner, designed specifically for Boeing 737 aircraft, is the fine new program aptly named **Boeing 737 Fuel Planner**. In tests on my Boeing 737’s it worked “as advertised”.

I found the program, which was designed and compiled by **Milan Puta** at **Avsim.com** as “**b737fpl14_install.zip**”.

This program will directly load the required fuel into your Boeing 737 plane after you have filled in the variables in the nicely designed interface.



Important Note: This program communicates with FS2004 via the FSUIPC module and you will likely need to “register” the Boeing 737 Fuel Planner with FSUIPC in order for it to work properly. The key needed to register it is included in the download. Mr. Puta put this little tidbit of information at the end of his instructions so it is quite easy to miss it.

A Little “Gem”

Quite by accident I recently discovered the following little gem of an airport which is located on Vancouver Island in beautiful British Columbia, Canada.



It is the Courtenay Airpark (CAH3) as modeled by **Peter Hall**. Although the author states that it was designed to work with Ultimate Terrain, I find it displays very nicely on my default setup. For those who appreciate what GA airports have to offer, this is a keeper.

Included are accurate renderings of all buildings on the airport, and general aviation traffic. Courtenay is a small Airpark run by The Courtenay Airpark Association.

You can find this delightful package at <http://www.vanisleva.com/index.php?action=scenery>

It is currently the last item on the list of some very nice British Columbia enhancements. “**Courtenay_Airpark_V1a.ZIP**” is the name of the file you will be downloading.

While you are there, be sure to click on the **Home** option to learn what these folks are all about.

Quoting from that page:

“ViVa is Vancouver Island's very own virtual airline. No matter what kind of flying you like to do, we have a place for you. Our mission is to promote flight simulation on Vancouver Island and to help Island flight sim enthusiasts connect. So whether you like to fly the big iron on Vatsim, or you enjoy a quiet VFR flight on your own, if you live on Vancouver Island, or if you are interested in Vancouver Island, we want you!”

Ugly Ducklings?

For those of us that are used to seeing aircraft with smooth, sleek, traditional designs, finding aircraft that are visually “different” is sometimes a shock to the senses.

Two such aircraft have recently come to my attention. Both are unusual, to say the least, but both are user friendly and fun to fly.

I won't show any pictures of them so you will have to install them and judge for yourself if they are *ugly ducklings* or *objects d'art*.



Both can be found at **Avsim.com**.

The first is the French Breguet aircraft modeled by **Barney Bigard** and **Christian Daboudet**. Look for “**b2p_fs9.zip**”. This is apparently an ancestor of the Airbus 380. The limited documentation is in French and English. From spot view, zoom in on the cockpit windshield in a rainstorm to see some clever animation.

Peter Mercy has made a very nice panel for this aircraft available at **Avsim.com**. Get “**b2p_2.zip**” and a small fix named “**fix.zip**”.

The second is the Wilga aircraft modeled by **Joe Binka and Bruce Thorson**. Look for “**wicked_wilga.zip**”. The airplane is the Wilga Model 104 made in Poland by Polish Aviation Enterprise (PZL) and now sold in the USA by Melex USA. Give them a try and see what you think.

A New Scenery Creator Program

You may have seen file descriptions on the major download sites recently that refer to a program named EZ-Scenery.

Well curiosity got the best of me and I have been experimenting with the free trail version of the program which is offered by **Abacus**.

In many ways this program is similar to the RWY12 scenery enhancement program – the main difference being a “**What You See Is What You Get**” (WYSIWYG – pronounced wizzi-wig) interface. You see, size, scale and move objects while FS2004 is running so you know exactly what the result will be before you are finished.



To get your free trial version just log unto <http://www.abacuspublish.com/ezscenery>

It seems to work very well and comes with a library manager which allows you to import objects that you or others have created.

The trial version restricts you to placing objects within a 50 mile radius of the Seattle airport (KSEA).

Is it worth the \$29 to register it - which allows you to place your work anywhere in the World? That is a question only you can answer.

Tip 1: I, for one, do not agree with their idea of placing the library files in your Addon Scenery/scenery subfolder. Many simmers keep their Afcads in that location and adding many more, unrelated, files to that subfolder just does not make sense to me.

For testing purposes I created an EZ-Scenery Library folder with scenery and texture subfolders and that is where I have placed all add-on library files. Of course this new folder has to be “activated” in the usual manner.

Tip 2: The install program places an EZ-Scenery Help icon on your desktop. Unfortunately it won't work as the file name it is seeking does not exist.

To correct this minor problem, right click on the shortcut and select properties. Change the target to "C:\Program Files\Microsoft Games\Flight Simulator 9\EZ-Scenery\EZ-Scenery.chm". That will direct the shortcut to the proper file.

Blue Angels Website

I suppose everyone has heard of the U. S. Navy's extraordinary aerobic flight team named the Blue Angels.

A visit to their website will provide lot's of good information about this team which has entertained folks at air shows all over the World.

Last season brought out more than 17 million spectators. Since its inception in 1946, the Blue Angels have performed for more than 393 million fans.



The website is <http://www.blueangels.navy.mil>

While there, you can click on the “multimedia” option and download screensavers, wallpaper and several great cursor replacements including two which are animated.

Tip: Tips and Tricks Number 4 tells you how to change your cursor in XP. I am currently using the animated one which shows an F-16 with afterburner which I downloaded from the site. Cool!



It is probably a good thing that they don’t accept “seniors” in the Navy – it all looks like great fun.

A Perfect Sky?

This is just a “heads up” for anyone who is going to audition the Perfect Sky enhancement by **David Scotti**. That package can be found at **Flightsim.com** as “**perfsky.zip**”. It makes some very nice changes to the default skies.

The default path the program offers for installation is **incorrect** (unless you are using an Italian version of FS2004).

This is what it offers:

C:\Programmi\Microsoft Games\Flight Simulator 9\

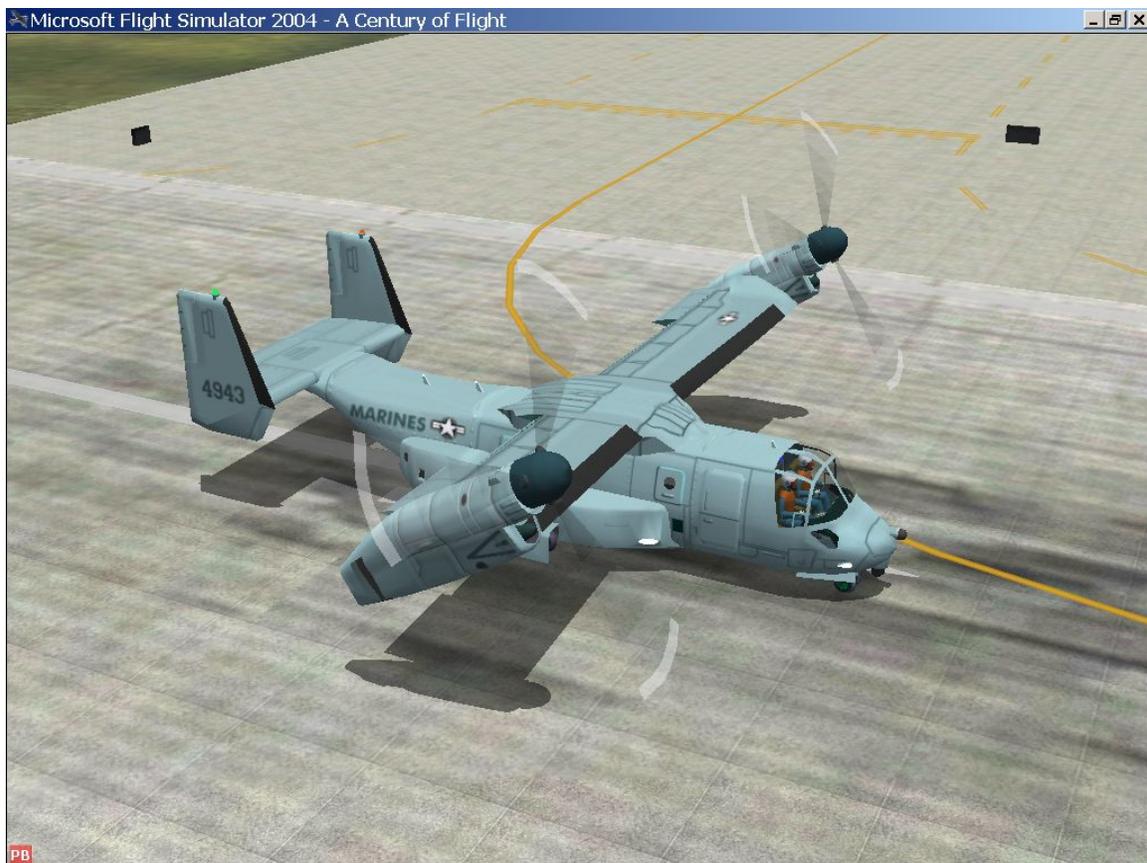
This is what it should be:

C:\Program Files\Microsoft Games\Flight Simulator 9

Be **sure** to correct it before telling the automatic installer to proceed.

Unforgiving

The Bell-Boeing V22-Osprey has been considered by many to be one of the most unforgiving aircraft ever to be designed.



The V-22 is the world's first production Tiltrotor.

Much of this aircraft is built in the Dallas-Fort Worth area so I am keenly aware of the problems which have plagued to this aircraft since it's inception some twenty years ago.

The V-22 Tiltrotor aircraft combines standard aircraft cruise flight with vertical takeoff and landing (VTOL) and short takeoff and landing (STOL) capabilities.

Critics called for canceling the Osprey after crashes in 2000 claimed the lives of 23 Marines. The Pentagon instead grounded the Osprey for 17 months, ordered its hydraulic lines flight control software redesigned and put it through more than 8,000 hours of additional flight testing.

The Osprey costs about \$71 million per aircraft at the moment, but program officials have vowed to get the price to \$58 million each by 2010.

In the past year or so, there have been one or two models of this unique aircraft created for FS2004 but I found them to be as “unforgiving” to fly as the real life version.

Now **Rob Barendregt** has offered a model with improved flight dynamics which I actually could fly without constantly crashing. You do need to read and follow his instructions – **to the letter** – to make it work and it does take some practice and coordination but the results are **very** rewarding.

You can find his version at **Flightsim.com** – “**rcbhcf10.zip**”.

To learn more about this fascinating aircraft, which is now in full production for the U.S. Military, log onto <http://pma275.navair.navy.mil/>

There are some spectacular pictures of the Osprey in action on the website also.

Better Late Than Never Department

This scenery has been available since April of 2004 and I am almost ashamed to admit that I had never noticed it until a reader recently suggested that I should check it out.

I am speaking of the utterly **awesome** rendition of the Bremen, Germany Airport (EDDW) by **Oliver Pabst**. This man is surely a genius as you will see if you install “**eddw2k43.zip**”. Look for it at **Avsim.com**.

This is a highly detailed and realistic project which employs a totally new form of dynamic scenery with wind sensitive aircrafts, passenger gates, catering and fuel trucks and follow-me cars. The dynamic objects are fully animated and also service the user aircraft.

Besides some of the most innovative and complex dynamics you have ever experienced, the author's wonderful attention to even the smallest detail is very evident. For example, look for the turn signals that work on the animated airport buses as they make a turn.

A complete description of the many, many surprise waiting for you to enjoy will be found in the comprehensive manual (in German and in English) which is in the package.

If you have not seen this one, I encourage you to try it. It is just amazing!



I just wish I had learned about it earlier, but as they say – better late than never!

Seeing Double?

As we began this issue with a perception test, it seems only fitting that we end it with a recommendation dealing with the same subject.

Do you ever wish you could turn over the landing chores to your co-pilot?

Now, thanks to **Rick Milne**, you can – almost.

He has created a “dual panel” for the default Beech King Air that allows you to sit in the co-pilot’s seat. It’s not the same as having the co-pilot do the work, but you can easily fly the aircraft from this position. As you might imagine, your perception of a takeoff and landing is indeed different than what you are used to in the pilot’s position.



The file at Avsim.com is “[beech_king_air_dual_panel_update.zip](#)”.

Tip: Rick has placed a toggle switch on the side of each panel. Use it to switch between the pilot and co-pilot’s panel. There is no “icon” to click on.

Toooo Large?

I am sure we all know that there is a limit to the size of a file you can attach to an e-mail – as determined by your server. In many cases only a very small attachment is allowed.

So what do you do when you need to send a very large file to a fellow simmer?

Just recently a correspondent wanted to send me a file that was almost 19 thousand KB – obviously larger than any e-mail program would allow.

He used a web service that was new to me called [YouSendIt](#).

Here is how it works. You logon and upload your file to their secure server. An e-mail is immediately sent to the person that is to receive the file telling them that all they need to do is to click on a link to retrieve what you have sent.

The file you have uploaded is kept on the server for 7 days and if the person who was to receive has not done so after 7 days, it is deleted. You can send anything up to 1 Gigabyte in size! And best of all, it is **FREE!**

For complete details just click on this link:

<http://s52.yousendit.com/howdoesitwork.aspx>

What a great service for anyone who needs to send large files!

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 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!



Flightsim Award Winner

Oops - that is incorrect.



Go back and try again by clicking [Here](#)



Very observant!

There are indeed **SIX** occurrences of the letter F in that statement.

If you did not get it right the first time don't be alarmed.

For many people, the eyes tend to overlook
the F in the word OF.

Click [Here](#) to return to the beginning of this document.