

Tom A340

Maintenance Facility Planing

MFP



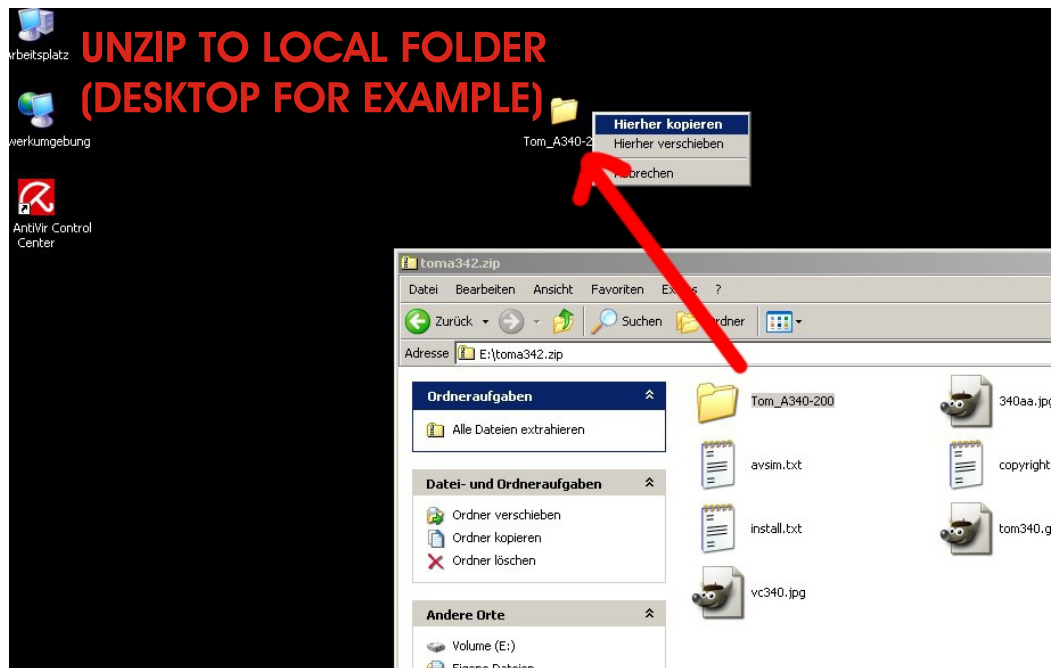
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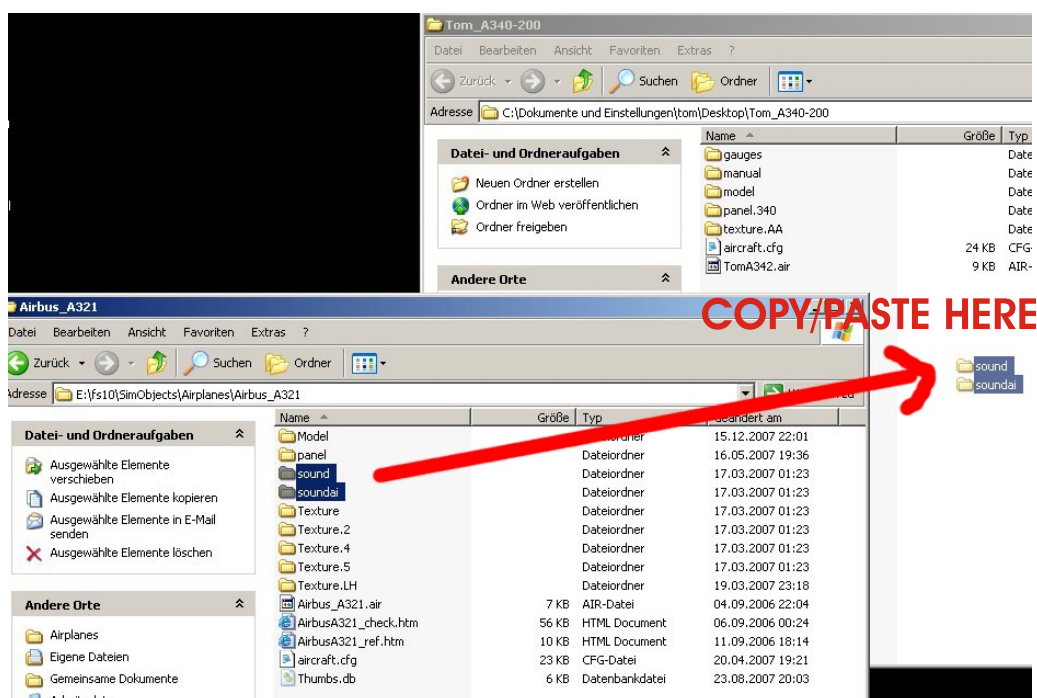
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1. Installation in FSX

- 1) Unzip **TOM342.ZIP** to your desktop



- 2) Copy and paste the complete **sound** and **soundai** subfolder from your default **Airbus_A321** folder into the new **Tom340_200** folder.



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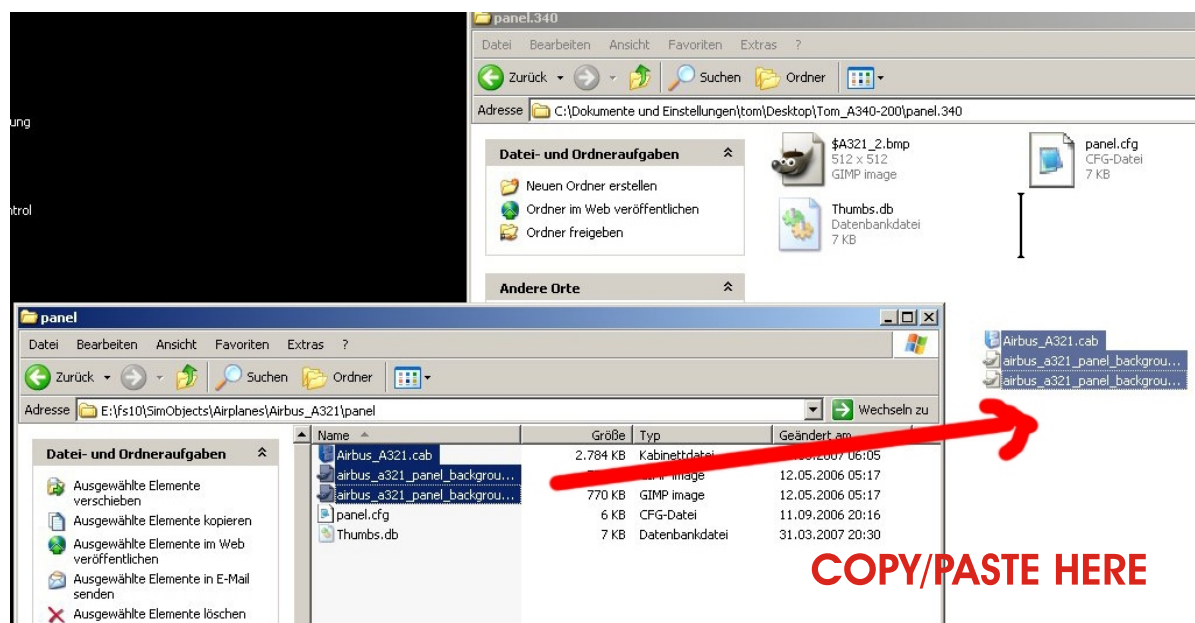
3) Copy and paste the following files from your default **Airbus_A321/panel** folder into the new **Tom340_200/panel.340** folder.

Airbus_A321.cab

airbus_a321_panel_background.bmp

airbus_a321_panel_background_night.bmp

Do not copy other files from this folder !!



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4) Copy and paste the following files from your default **Airbus_A321/Texture** folder into the new **Tom340_200/texture.AA** folder.

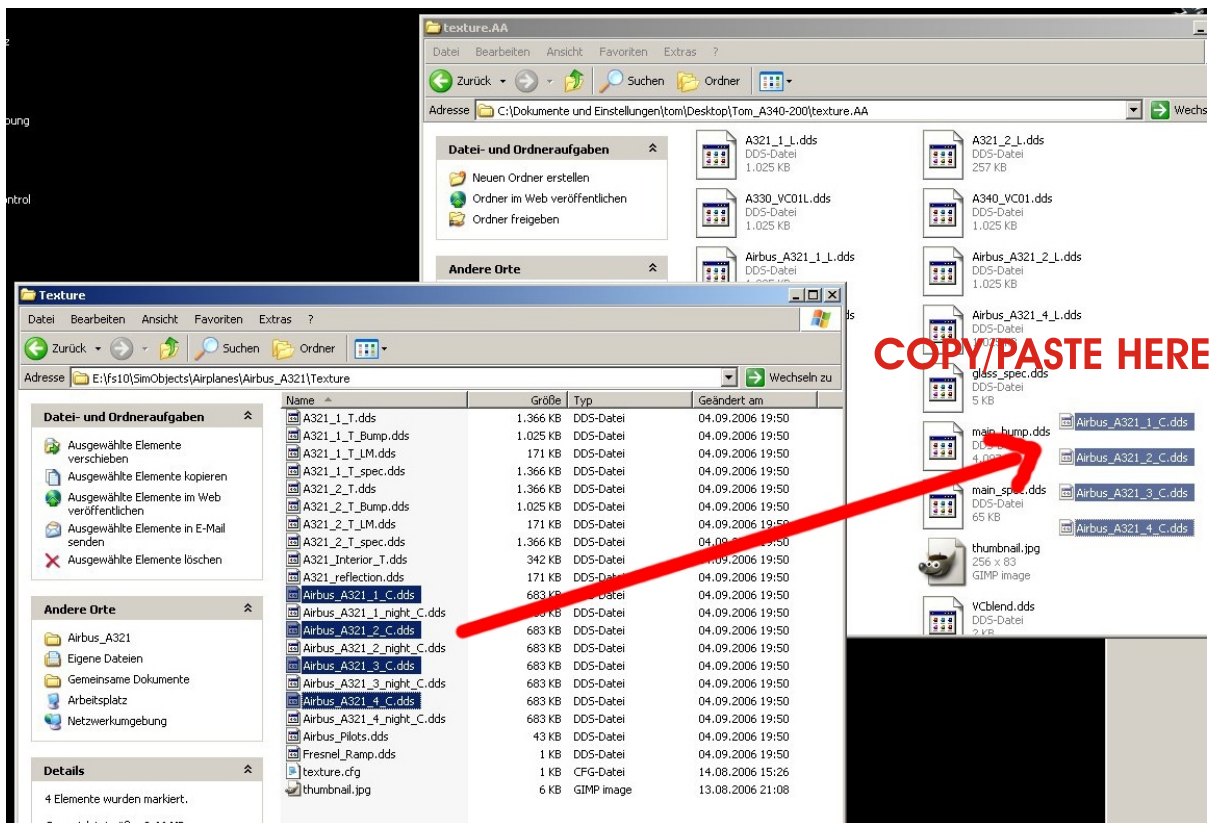
Airbus_A321_1_C.dds

Airbus_A321_2_C.dds

Airbus_A321_3_C.dds

Airbus_A321_4_C.dds

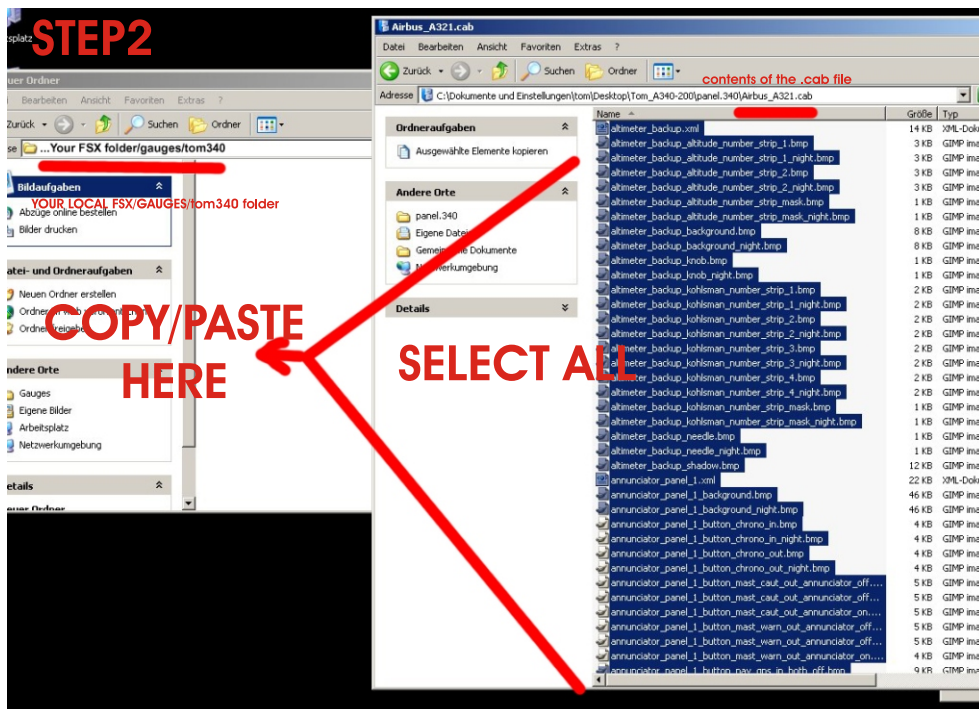
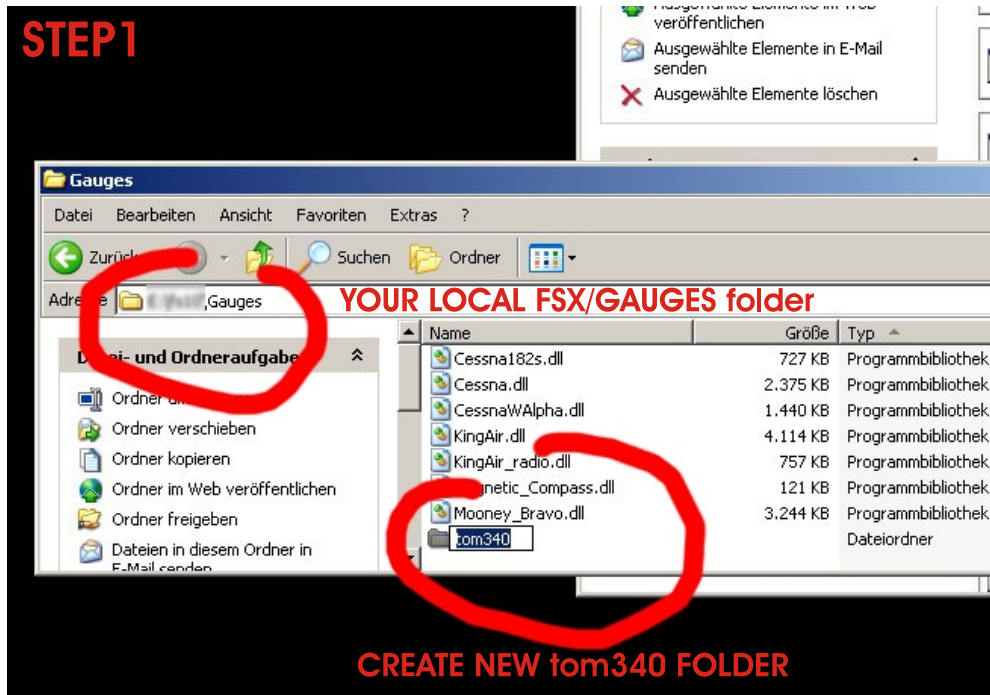
Do not copy other files from this folder !!



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- 5) Create a new subfolder into your default **FSX/gauges** folder, rename it **tom340** and unzip all contents from your **Tom_A340-200/panel/Airbus_A321.cab** file into the new **FSX/gauges/tom340** subfolder.

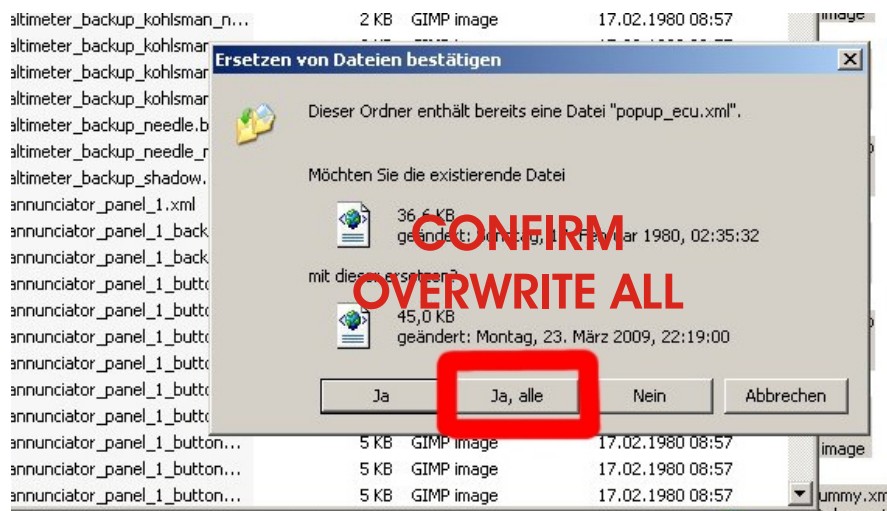
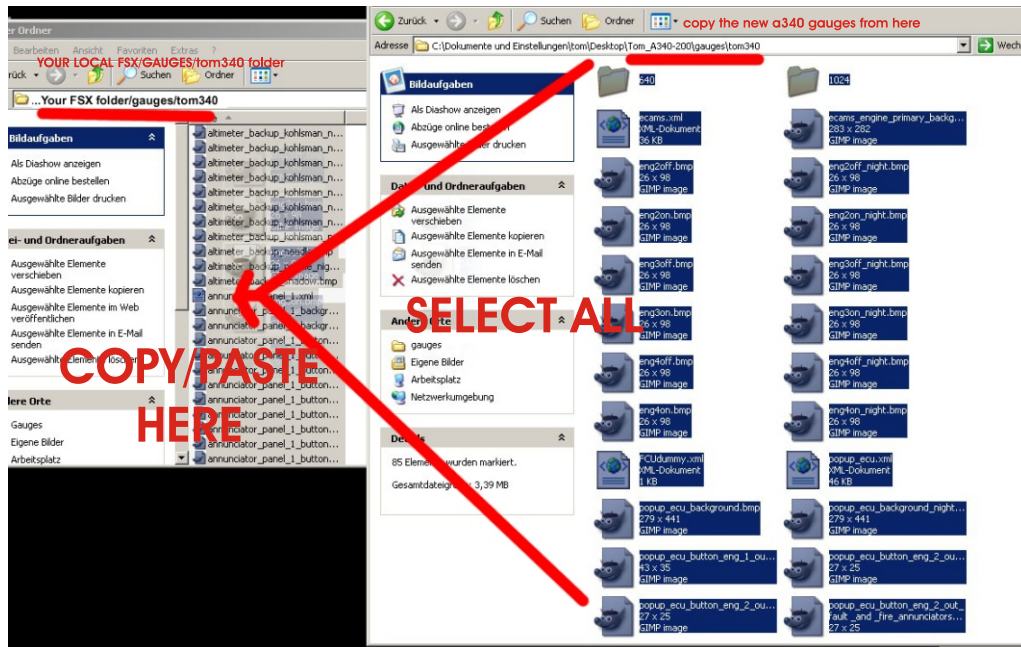


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- 6) Copy alle files from your **Tom_A340-200/gauges** folder into the new **FSX/gauges/tom340** and **overwrite** existing files in that folder!



- 7) Move the new folder **Tom340_200** from your desktop to your **FSX aircraft folder**.
Usually "**C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes**"

- 8) Dont forget to unzip all files from the **lighteffects** folder of the zip into your **FSX/effects** folder

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2. CRT or TFT style virtual cockpit

- 7) The aircraft's virtual cockpit is equipped with older CRT monitors. If you want to fly the modern TFT monitors, delete the **..._interior.mdl** and rename the **...NG_interior.mdl** to **..._interior.mdl**.

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3. KnownBugs

- 1) Disapearing or flashing lights:
Try to increase the "NUM_LIGHTS" in the fsx.cfg from 8 to 10
- 2) Flight envelope protection (Fly by wire)
If you want to activate the FSX fly by wire function, just open the **aircraft.cfg** and remove the // in front of the entrie fly_by_wire=1 of the [airplane_geometry] section.
- 3) The flightmodel is not as good as it should be since i am not an FDE specialist, so this is all i can do for now. Feel free to change wahtever you want.
- 4) **Multiplayer Mode:** As for now, the aircraft is not multiplayer compatible. I dont have a solution yet, but theres a multiplayer compatible mdl in the **model/multiplayer** subfolder. Its identical to the normal mdl but does not have all of its animations.

4. Changes and fixes

- 1) Weird tire rotation fixed
- 2) Red/Green navlights changed
- 3) FSX jetways dock on L1 exit now
- 4) Pushback truck avaiiable on the A340 now.
- 5) Throttle lever for engine 3 fixed on the A340
- 6) Main gear contact points changed on all versions
- 7) Multiplayer compatible mdls created for al versions