

# ***Tom A340***

***Maintenance Facility Planing***

***MFP***



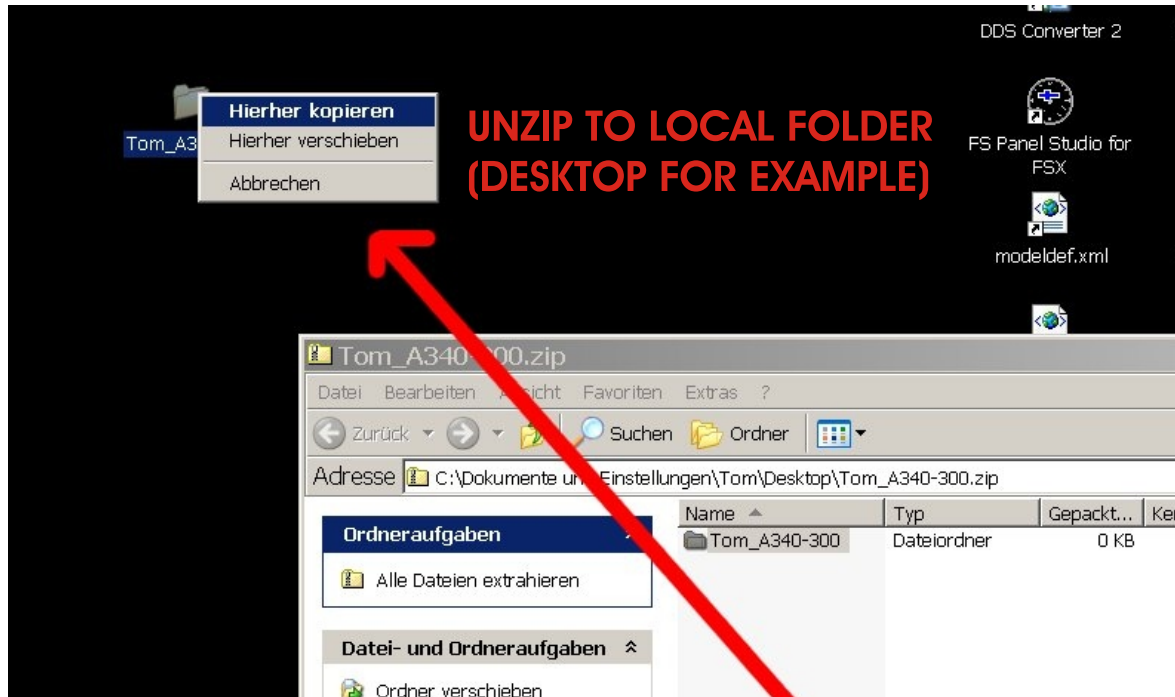
***Version 2.0 06/2009***

# Tom A340

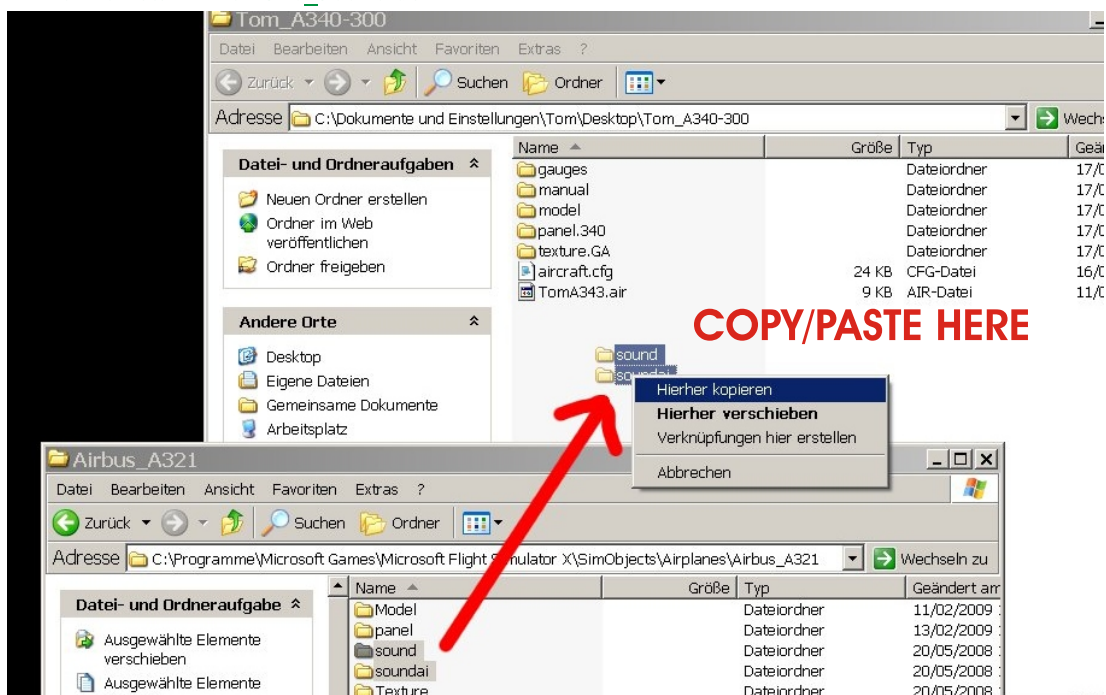
## Maintenance Facility Planing MFP

### 1. Installation in FSX

#### 1) Unzip TOM343.ZIP to your desktop



#### 2) Copy and paste the complete sound and soundai subfolder from your default Airbus\_A321 folder into the new Tom340\_300 folder.



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## Maintenance Facility Planing MFP

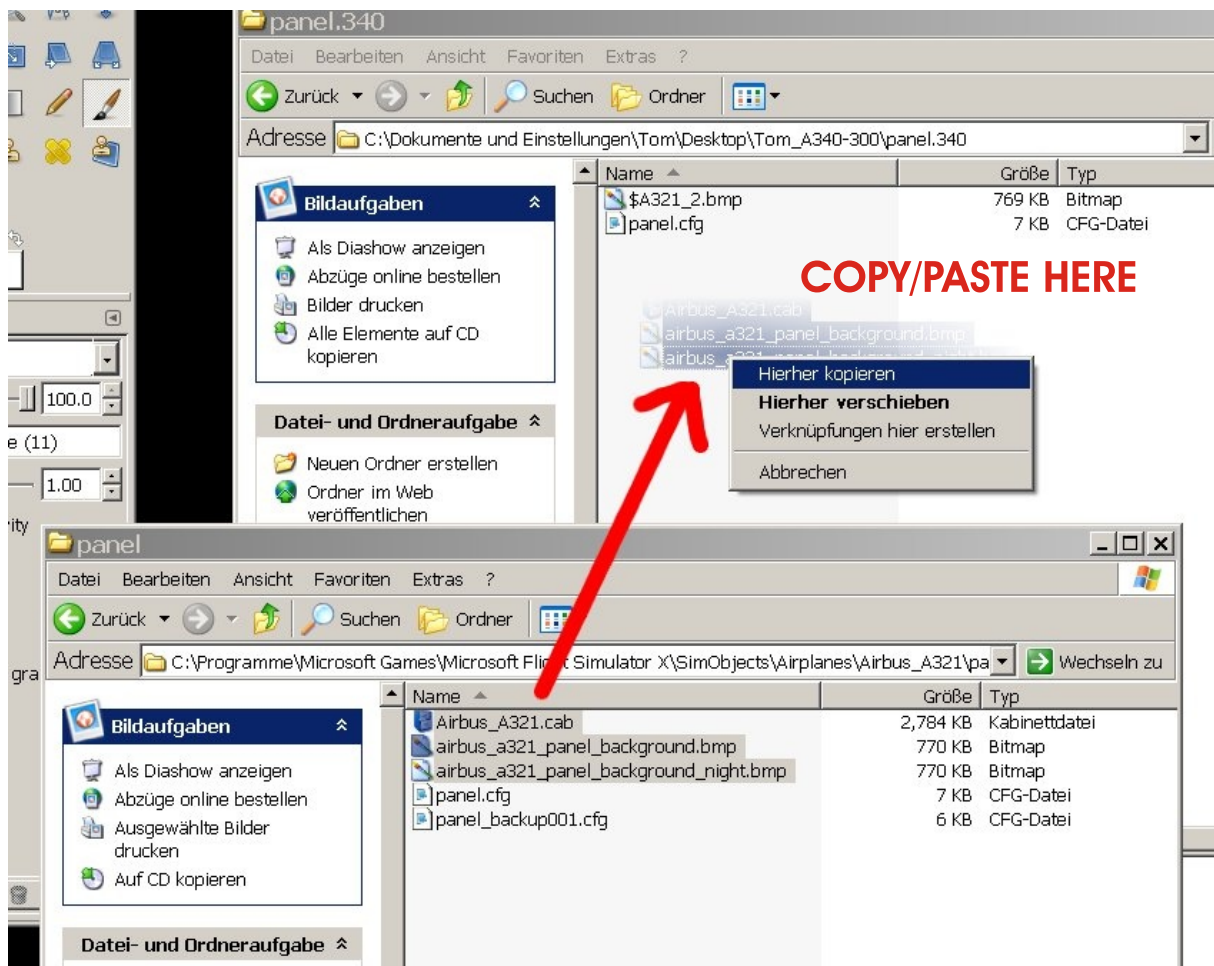
3) Copy and paste the following files from your default **Airbus\_A321** folder into the new **Tom340\_300/panel.340** folder.

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\_300/texture.GA** folder.

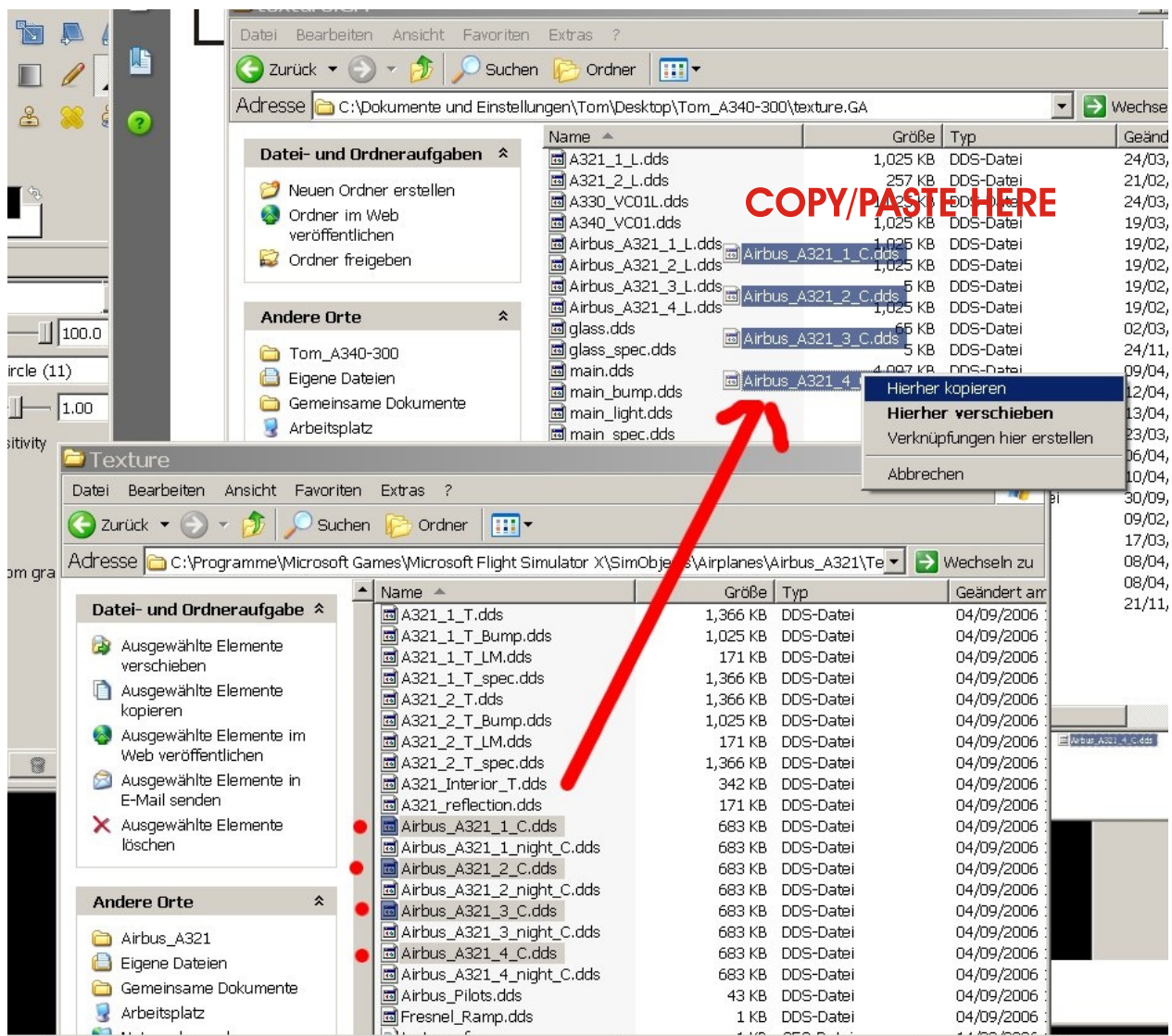
Airbus\_A321\_1\_C.dds

Airbus\_A321\_2\_C.dds

Airbus\_A321\_3\_C.dds

Airbus\_A321\_4\_C.dds

**Do not copy other files from this folder !!**



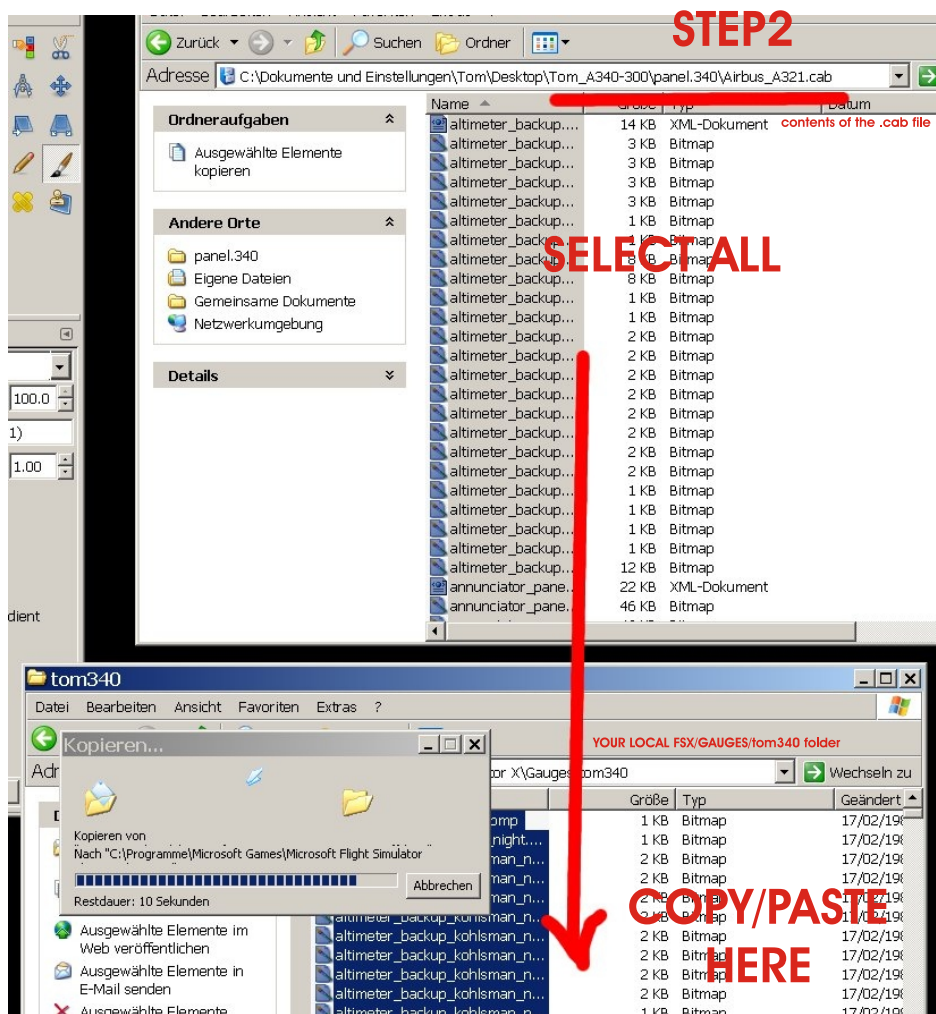
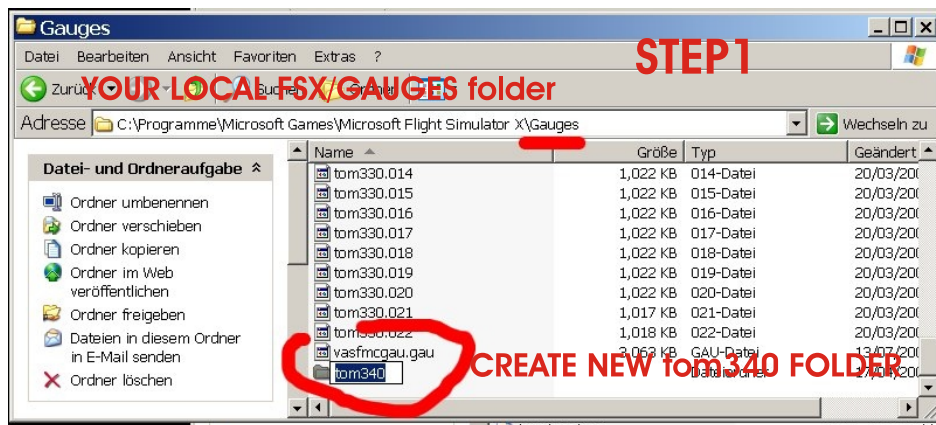
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## Maintenance Facility Planing MFP

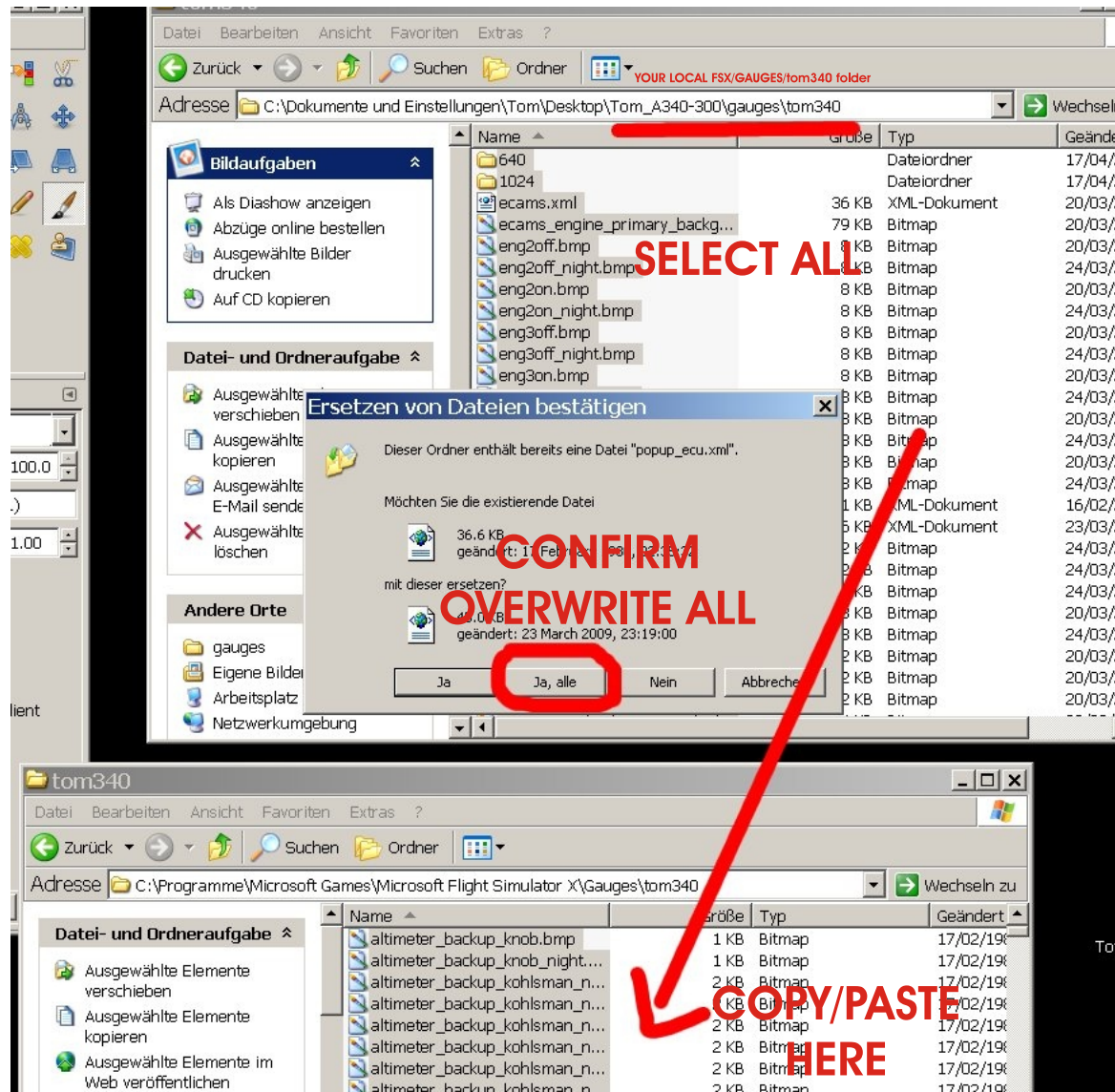
- 5) Create a new subfolder into your default **FSX/gauges** folder, rename it **tom340** and unzip all contents from your **Tom\_A340-300/panel/Airbus\_A321.cab** file into the new **FSX/gauges/tom340** subfolder.



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- 6) Copy alle files from your **Tom\_A340-300/gauges** folder into the new **FSX/gauges/tom340** and **overwrite** existing files in that folder!



- 7) Move the new folder **Tom340\_300** 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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## **Maintenance Facility Planing MFP**

### **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