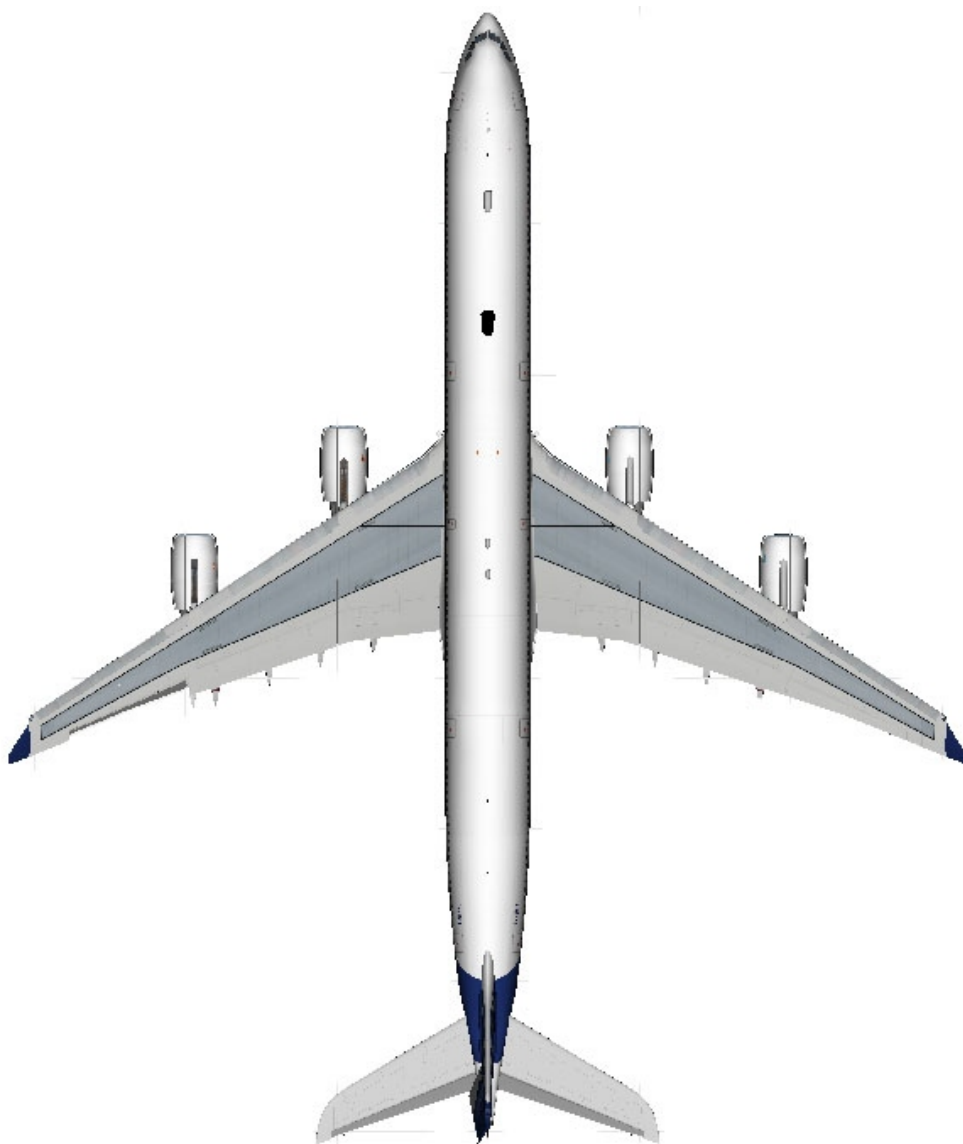


Tom A340

Maintenance Facility Planing

MFP



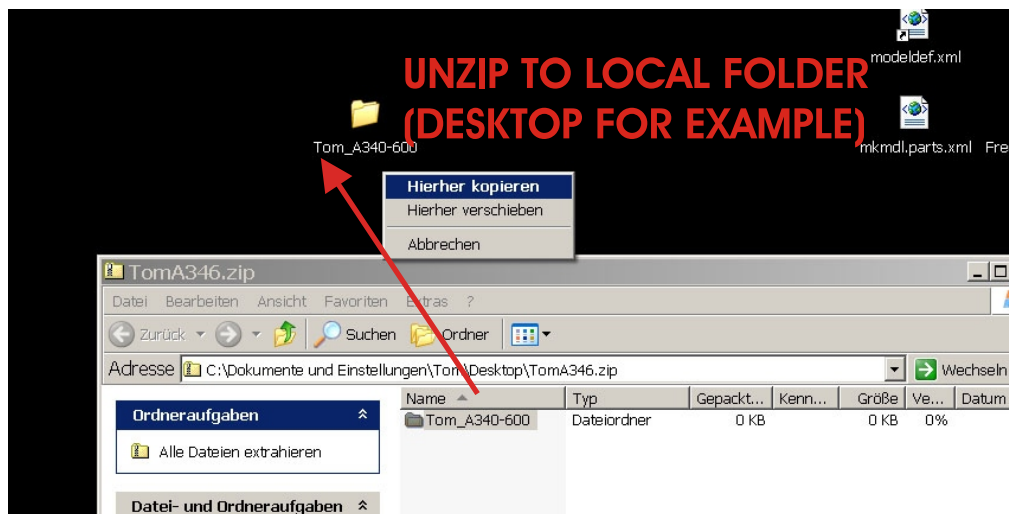
Version 1.0 05/2009

Tom A340

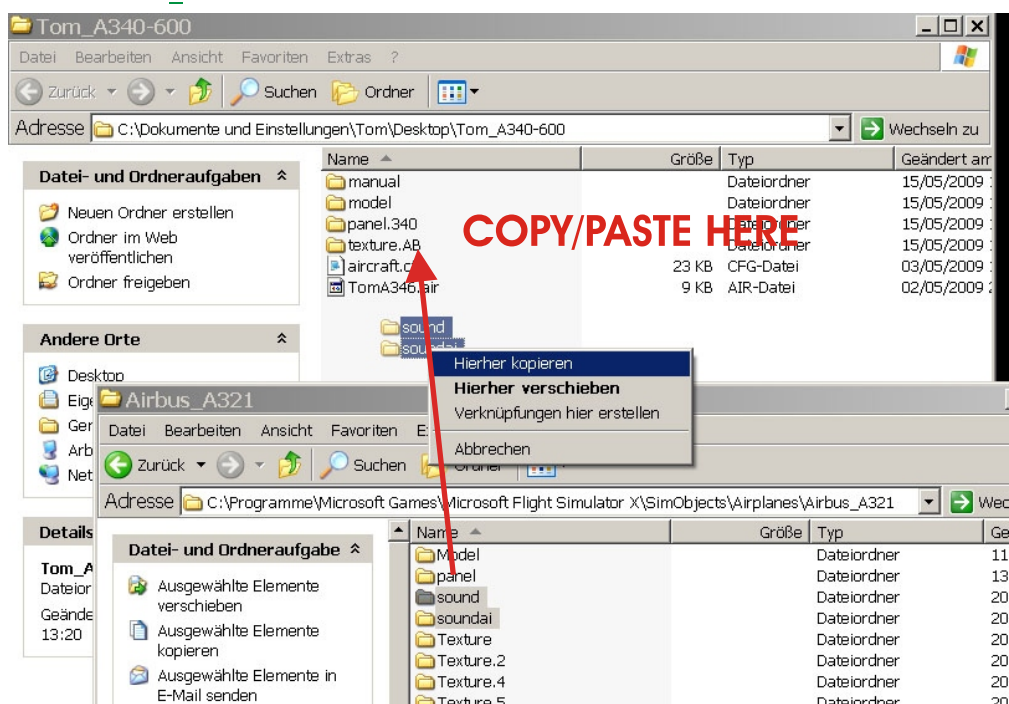
Maintenance Facility Planing MFP

1. Installation in FSX

- 1) Unzip **TOMA346.ZIP** to your desktop



- 2) Copy and paste the complete **sound** and **soundai** subfolder from your default **Airbus_A321** folder into the new **Tom_A340-600** folder.



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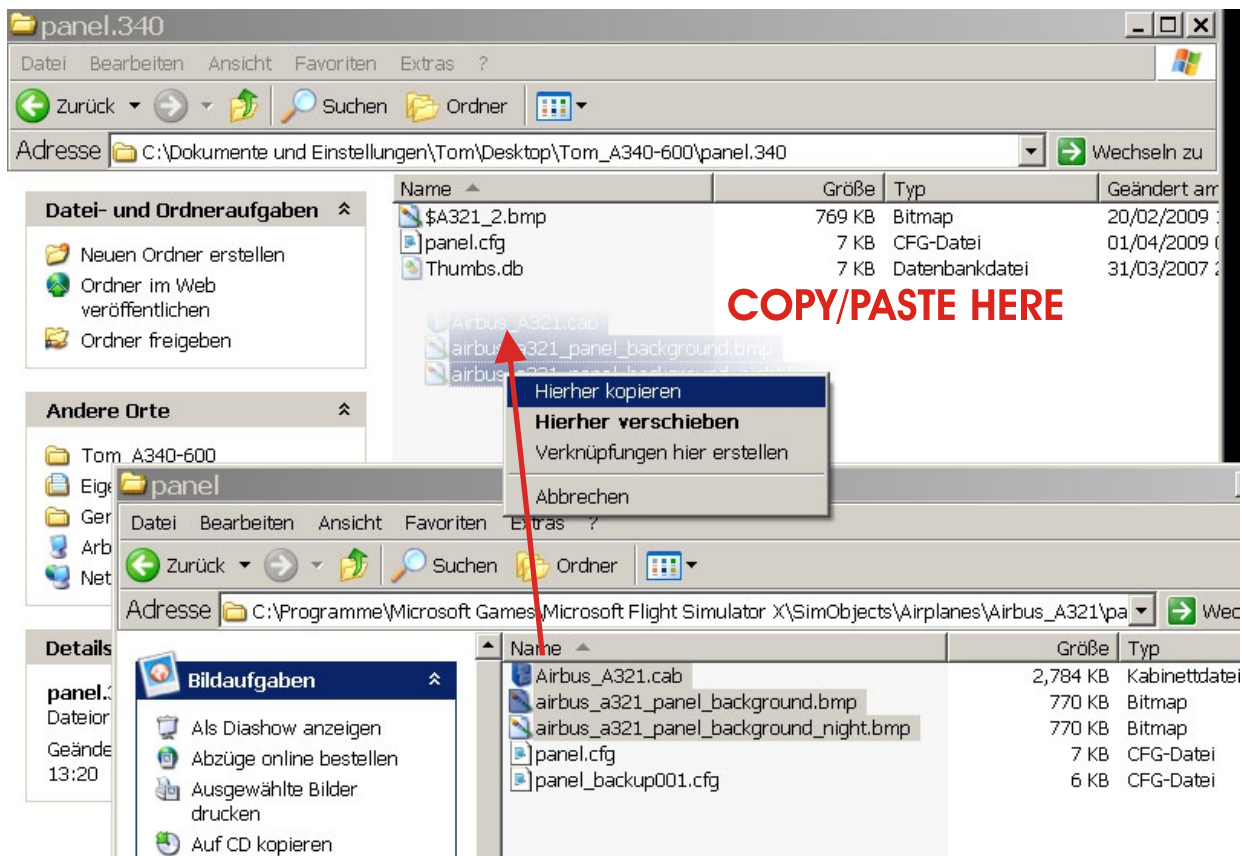
3) Copy and paste the following files from your default **Airbus_A321/panel** folder into the new **Tom_A340-600/panel.340** folder.

Airbus_A321.cab

airbus_a321_panel_background.bmp

airbus_a321_panel_background_night.bmp

Do not copy other files from this folder !!



Tom A340

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4) Copy and paste the following files from your default **Airbus_A321/Texture** folder into the new **Tom_A340-600/texture.AB** folder.

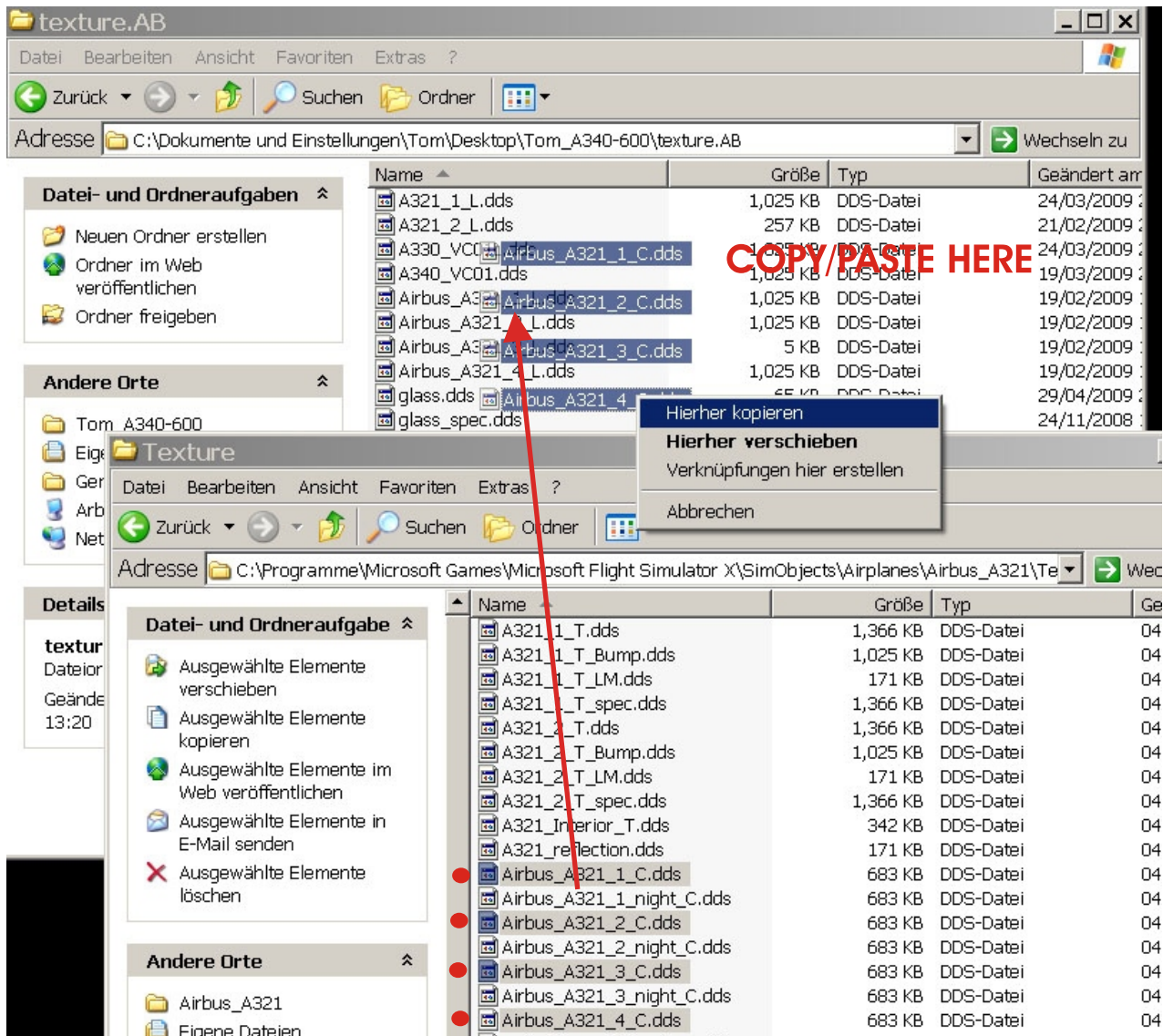
Airbus_A321_1_C.dds

Airbus_A321_2_C.dds

Airbus_A321_3_C.dds

Airbus_A321_4_C.dds

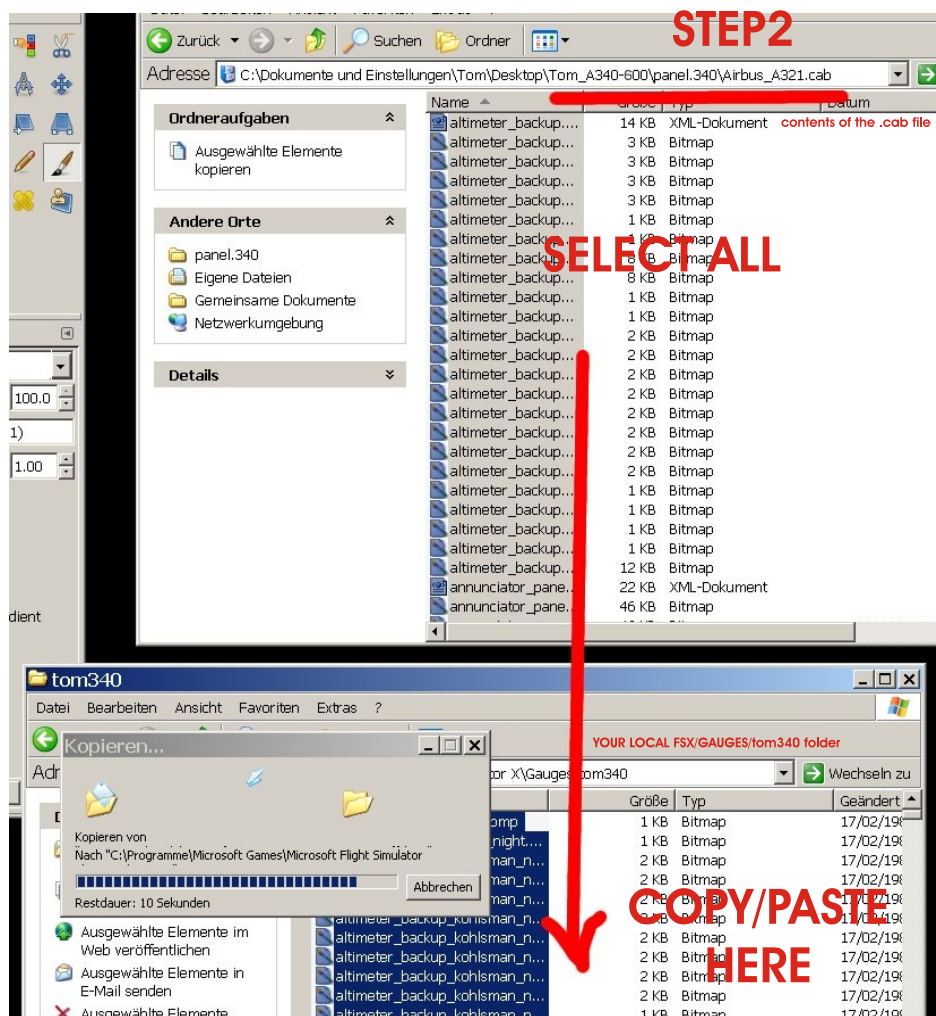
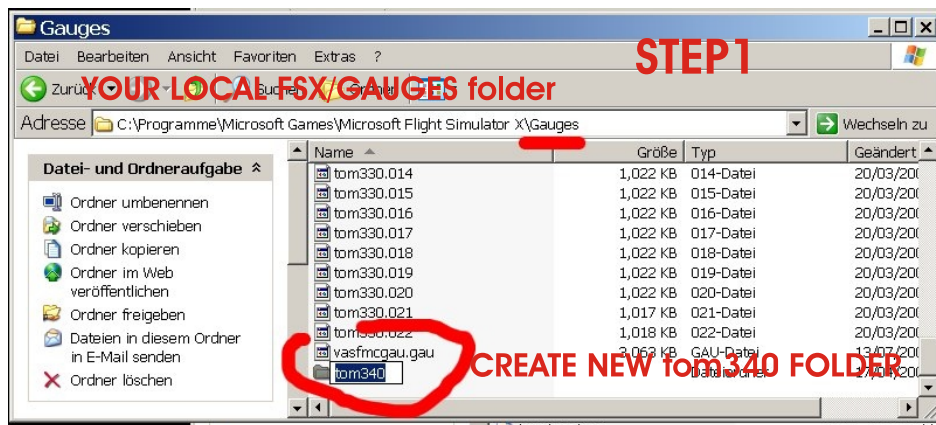
Do not copy other files from this folder !!



Tom A340

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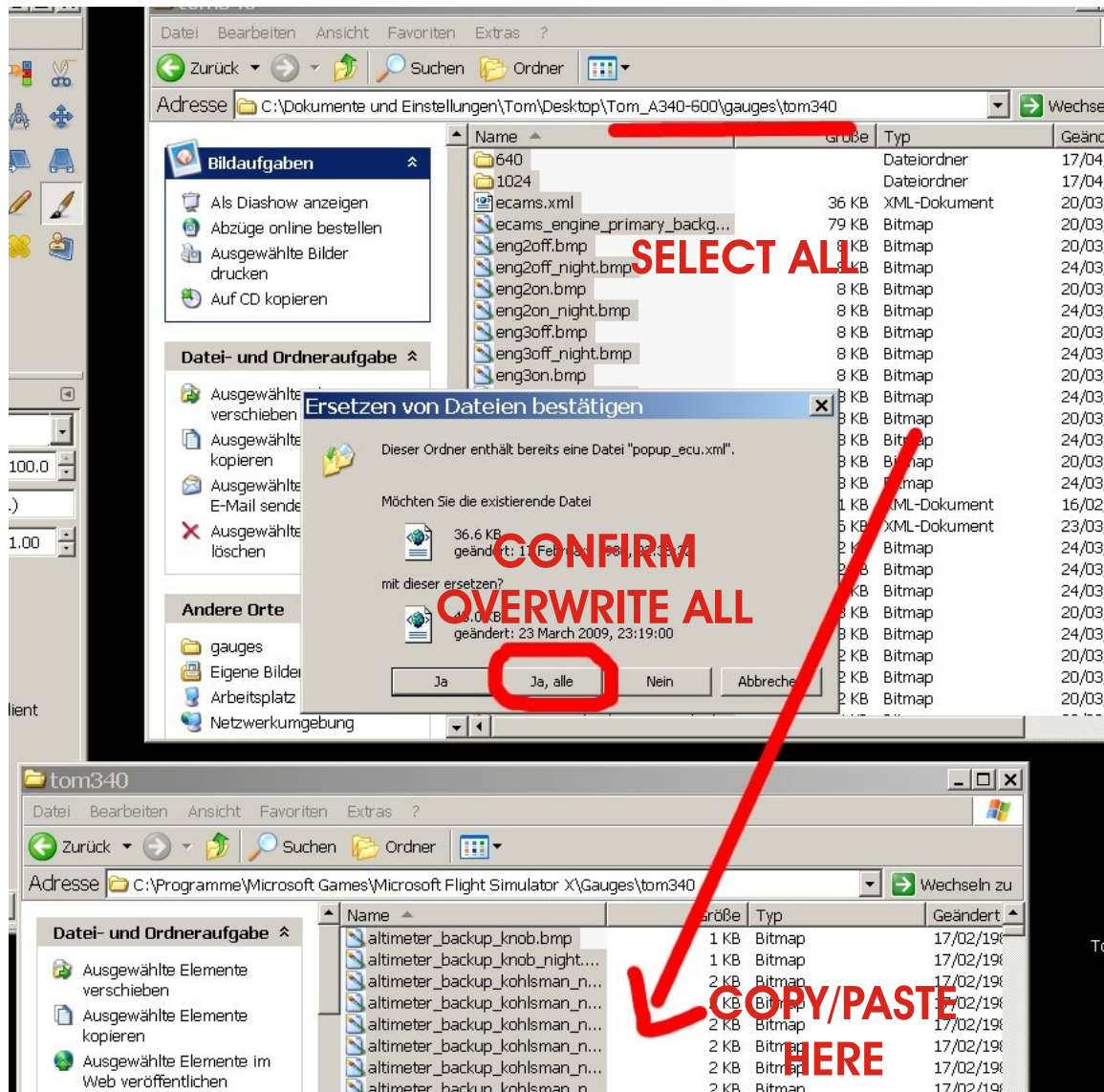
- 5) Create a new subfolder into your default **FSX/gauges** folder, rename it **tom340** and unzip all contents from your **Tom_A340-600/panel/Airbus_A321.cab** file into the new **FSX/gauges/tom340** subfolder.



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- 6) Copy alle files from your **Tom_A340-600/gauges** folder into the new **FSX/gauges/tom340** and **overwrite** existing files in that folder!



- 7) Move the new folder **Tom_A340-600** 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 new TFT monitors. If you want to fly the older CRT monitors, delete the **...NG_interior.mdl** and rename the **..._interior.mdl** to **...NG_interior.mdl**.

Tom A340

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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.