

# ***Tom A330MRTT***

***Maintenance Facility Planing***

***MFP***



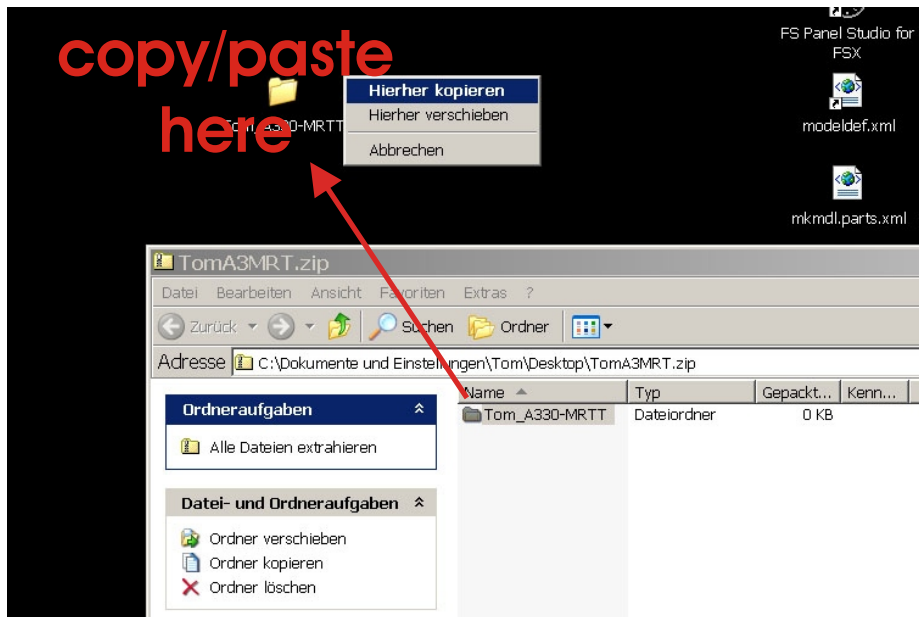
***Version 1.0 05/2009***

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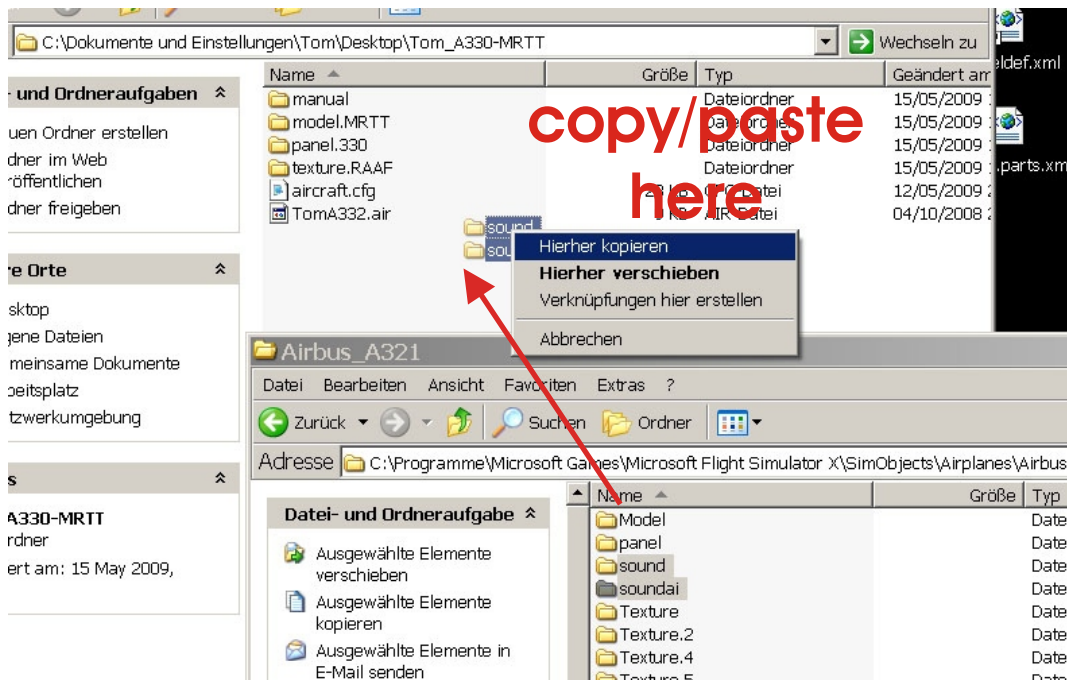
## Maintenance Facility Planing MFP

### 1. Installation in FSX

- 1) Unzip **TOMA3MRTT.ZIP** to your desktop



- 2) Copy and paste the complete **sound** and **soundai** subfolder from your default **Airbus\_A321** folder into the new **Tom\_330-MRTT** folder.



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## **Maintenance Facility Planing MFP**

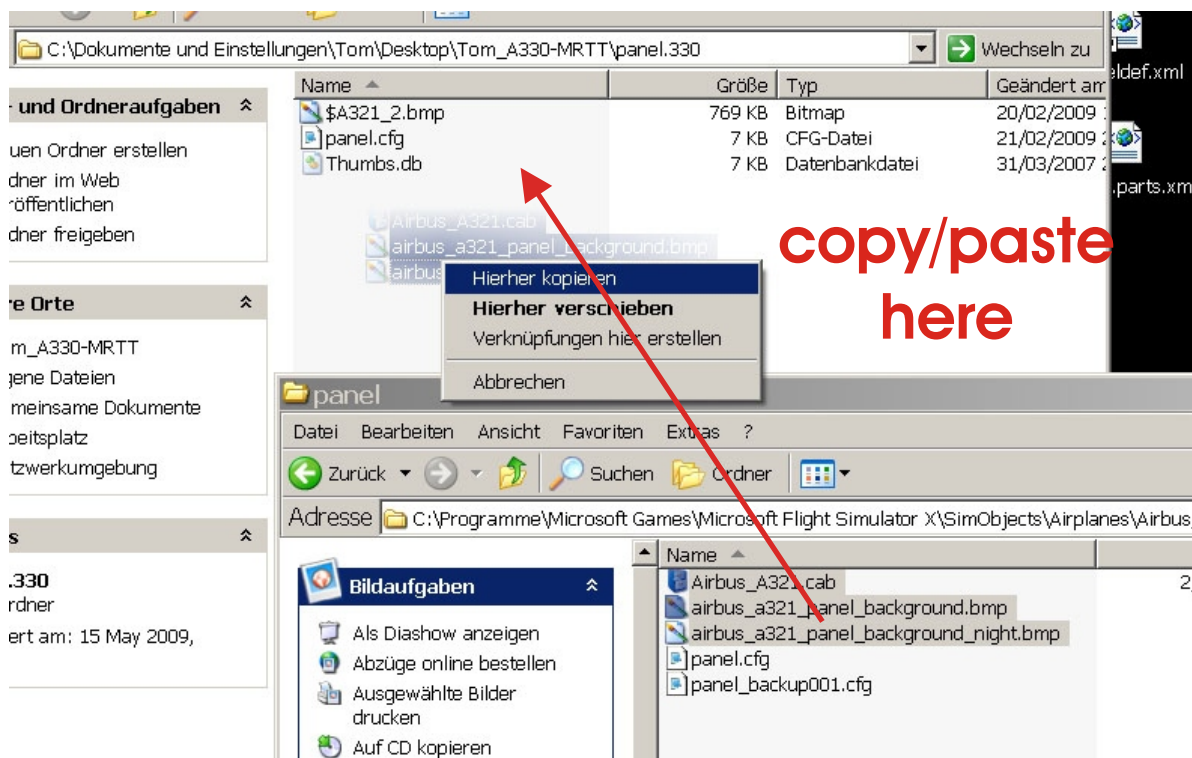
3) Copy and paste the following files from your default **Airbus\_A321** folder into the new **Tom\_A330-MRTT/panel.330** folder.

Airbus\_A321.cab

airbus\_a321\_panel\_background.bmp

airbus\_a321\_panel\_background\_night.bmp

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



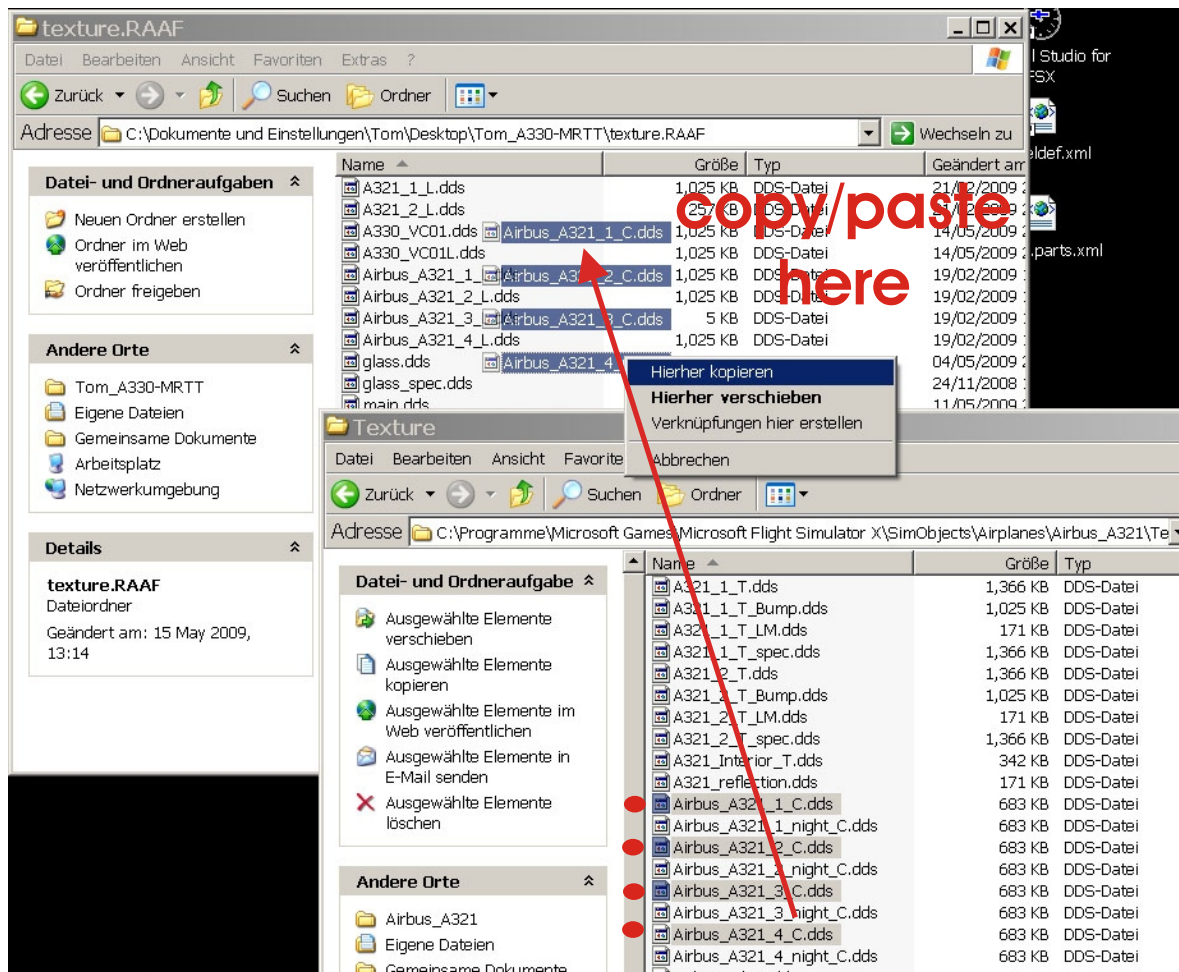
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- 4) Copy and paste the following files from your default **Airbus\_A321/Texture** folder into the new **Tom\_A330-MRTT/texture.RAAF** folder.

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 !!**



- 5) Move the new folder **Tom\_A330-MRTT** from your desktop to your **FSX** aircraft folder.  
 Usually "**C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes**"

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

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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.**