

Vietnam War Pack 1 for FSX

version 0.1 20/06/2009 beta by Xavier «Fishbone» Carré

I was flying many of my preferred airplanes F100 Super Sabre, C130 Hercules, OV10 Bronco or U10 Helio Courier, when i had the idea to give them an environnement. Then things begin out of control.: air bases, airfields, LZ, AI trafic, and objects. So, a project is born : an environment as close as possible of Vietnam circa 1968 using first FSX and acceleration objects libraries.

What to be found here :

The most important US air bases in Vietnam (Cam Ranh bay, Pleiku, Da Nang, tan Son Nhut...).

Some airfields, airstrips and true or fictive LZ .

And missions.

This is the beta 1 version of the first package including :

Editor used : Airport Design Editor v1.40.08

Cam Ranh bay air base and Pleiku air base.

Dak To 2 airfield

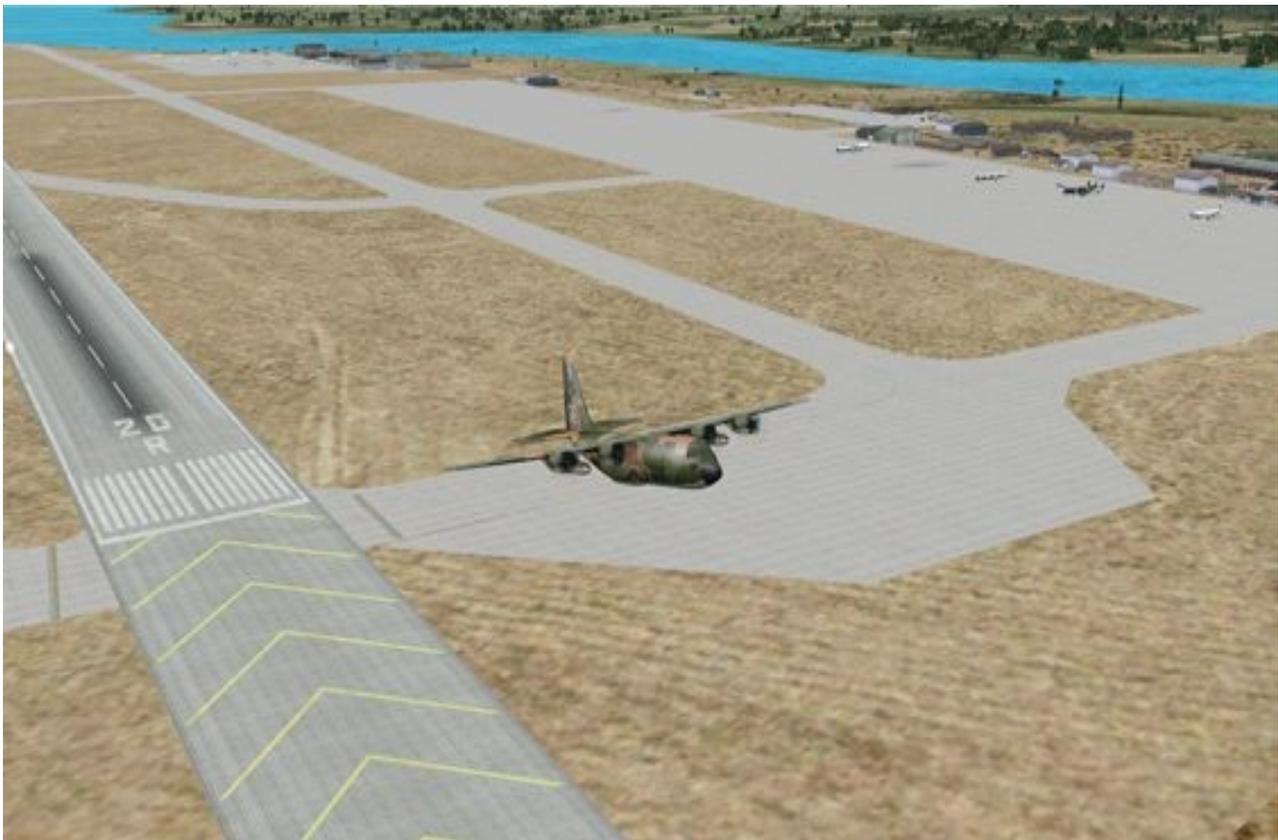
A fictive LZ called LZ Alpha.

To animate Pleiku, a very basic AI trafic file, and an AI airplane (default C47 with a beta «poor» texture)

To complete Cam Ranh : statics F4 from Guy Diotte, with his permission.

All airports, airfields and LZ with comms tower, to help localization and flights.

Cam Ranh Bay



Code VVCR, 2 runways : 3048 m, tower control and ground control.

One of the most important US air base in Vietnam, on the coast.

A very important traffic, similar to an international civil airport.

Used by USAF (F4, C130, C123...) and Navy (P2 Neptune, P3 Orion...), and others : C141 Starlifter, C9...In this beta, no ILS. I'll expand area later to include naval installations.

Some areas are realistic, despite of the use of FSX generic buildings, others are fictive (refueling area, heliport, antenna). And others are moved. I'm looking for documentations, pictures and video to complete air base.

Pleiku



Code VVPK 1 runway : 1817 m asphalt, tower control

The most important US base of the western highlands, not far from Laos and Cambodia frontiers, and Ho Chi Minh Trail. Skyraiders and C47 stationed here. Some C141 Starlifters landed here. Runway, taxiways, and aprons looks as pictures. Revetment made as originals. Tower situated in hazardous localization. Fictive refueling area.

Because FSX autogen and lanclass are too modern, i must erase most of the Pleiku city. The city will be done later.

Dak To 2

Fictive code : VVDT. 1 runway steel mats, 1200 m, tower control.

NNW from Pleiku, 20 mn flight.

It was, first a small airfield used to support a special forces camp. Too short, airfield moved C 130 could landed here, to support important ground operations.

Only runway length, and material are realist.

I moved runway for a more challenging landing. Beta, just for fun.



LZ Alpha



Fictive code : VVXC. 1 runway 700 m dirt, tower control.

West of Pleiku, 10 mn flight.

A fictive challenging landing zone with special forces camp, about 1000 m altitude. Can be used by Helio Courier and Turbo Porter. Must be an airstrip for Alphasim C7 Caribou owners. I tried few times with C123, without success.

Suggested airplanes (availables at Simviation and Flightsim):

freeware :

Helio Courier (FS9) H-295 and U10 by Tim Conrad, textures U10 army by Ron Rhea

Pilatus Porter PC6 (FS9) by Don Porter

Bird Dog (FS9) by Massimo Taccoli

Cessna O2 Skymaster (FS9) by Mark Rooks

Grumman OV1 Mohawk (FSX) by Tim Piglet Conrad

OV10 Bronco (FSX) file OV-10 AX by Tim Piglet Conrad : a must have

C123 Provider (FSX) by Vladimir Zhyhulskiy file C123zhv : a must have

C130 Hercules (FSX) by Eduardo Fadul repaints by Ron Rhea. Panel updates by

Dannier Garnier

F100 Super Sabre by Robert K Suchke

F4 Phantom II by Kazunori Ito

Grumman A6E Intruder by Kazunori Ito, FSX modified by Damien-13N (separate files)

UH 1 Huey by Jordan Moore

and many others you can find at Flightsim.com and Simviation.com

Payware:

C130 by Sim Captain: tested, complex, but a must have.

A1 H by Razbam (FS9)

C7 Caribu by Alphasim : not tested

A6 Intruder by Razbam ou de Alphasim: not tested

Nota : If you want to fly for Air America, you can find C123, Pilatus PC6 Turbo Porter, and U10 Helio Courier in Air America livery at Simviation or Flightsim , but Mel Gibson is not included as pilot.

Tested on Core 2 duo 6750, nVidia GTX 260 graphic card, and on Core 2 duo 6600, GT 8800 nVidia graphic card, Windows XP SP2 FSX Acceleration Pack

Installation

1 - Unzip and extract in a temporary folder

2 - Copy the 4 sceneries folders (Pleiku, Dak To, Cam Ranh and LZ Alpha) in your Flight Simulator X\Addon Scenery folder.

3 – Copy the AI C47 folder (in airplanes folder) in Flight Simulator X\Simobjects\Airplanes folder

4 - Start Flight Simulator X.

5 - On the Flight Simulator X start screen, select "SETTINGS" then in the "Other settings" box (upper right on the settings page), select "Scenery Library."

6 - On the SETTINGS - SCENERY LIBRARY page, select 'Add Area'

7 - Navigate to, and open the "Addon Scenery" folder.

8 - Select the proper folder and press "OK"

9 - Back on the SETTINGS - SCENERY LIBRARY page, the selected version should be on the top of the list of scenery areas. Make sure the "Enabled" checkbox is checked, then press "OK"

10 - The new scenery will now be available through the SELECT AIRPORT page.

11 – Restart FSX

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F4 library objects is property of Guy Diotte, and used with his permission

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**Good flight, and please, send me feedbacks.
I'm sorry for my english language, i'm ... french.**

Thanks :

Guy Diotte for his permission to use his F4 objects library.

Patrick Renaudin for his Gmax and sceneries tutorials .

Pilote-Virtuel.com forums users, for their support

FS Tutoriels and Jean-Michel Mabilille who welcome me.

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