



JUNKERS Ju-52

AI AIRCRAFT

FOR FS9 and FSX (native code)



Note: These aircraft are not designed to be user-flyable

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INTRODUCTION

The inspiration for modelling the Ju-52 was two-fold. D-CDLH (D-AQUI) which is normally based at Mönchengladbach in Germany is a frequent visitor to the Duxford annual Flying Legends air display in the UK and would make a natural addition to the AI pack that accompanies the ACG scenery of that airfield. Additionally, my good friend Martin Grossmann, who provides a fantastic service to FSX AI users at his “Owl’s Nest” site at :<http://www.interkultur.de/gossmann/fsx/> recently flew on one of the Ju-Air examples from Dübendorf in Switzerland as a birthday treat. I wanted to model the aircraft he flew on for him, plus its 3 stable mates, as a belated present and because they just look so good and provide an interesting painting exercise.

The 6th aircraft in the pack is F-AZJU. This aircraft was built by CASA in Spain and is based at Cernay in France and is finished in a green and yellow Luftwaffe livery. The aircraft also visited Duxford in 2007.

These 6 multi-LOD aircraft are in separate packs in FS9 and FSX code that are available at flightsim.com with the following file names:

- JYAI_Ju52_FS9_1.Zip
- JYAI_Ju52_FSX_1.zip

AFCADs (AFX) and traffic files for Duxford and Dübendorf are included in the packs (see below).

Here are the individual aircraft:

D-CDLH (D-AQUI):



F-AZJU:



HB-HOT (Ju-Air):



HB-HOY (Ju-Air):



HB-HOS (Ju-Air)



HB-HOP:



INSTALLATION - AIRCRAFT

Extract the contents of the zip file to a temporary folder on your hard drive. Ensure that the **“Use folder names”** check box is activated in the “Extract” screen of Winzip and the files in the archive will stay in the intended folders.

Step 1 - Place the aircraft in your **FS9\aircraft** or **FSX\simobjects\airplanes** folder according to the version of MSFS in use.

Step 2 - Move the effects files to your **FS9 or FSX\Effects folder**. You may already have some of them.

AFX and TRAFFIC FILES

A revised AFCAD (AFX) file is included that provides parking for D-AQUI and F-AZJU in the ACG Duxford scenery (download details below).



In addition, I have also provided a basic AFCAD for Dübendorf for the 4 Ju-Air models.



Flight plans (traffic files) are also included that enable the aircraft to depart and fly circuits of the two airfields.

Users can of course create flight plans themselves for the specific airfields they want to utilise. To produce flight plans, a suitable program is needed. "AI Flight Planner" is a very versatile tool that will produce plans (traffic files) in both FS9 and FSX format. It is available as a free download from:

<http://stuff4fs.com/newpage.asp?JS=True&Folder=AIFP>

Here's how to install the Duxford and Dübendorf files:

Duxford:

Users will need the original Duxford scenery and AI packs that were produced by Stevo and me at ACG, plus the 2013 update. The files for the appropriate MSFS versions are at flightsim.com with the following names:

- **Acg_iwm_duxford_fs9.zip**
- **Acg_iwm_duxford_fsx.zip**
- **Acgduxford2013update.zip (contains files for the FS9 and FSX versions)**

Additional AI packs are also available as follows:

- **jyai_seavixens_fs9_1.zip**
- **jyai_seavixens_fsx_1.zip**
- **jyai_b25_fs91.zip**
- **jyai_b25_fax_1.zip**

Users may also wish to download my Hispano Buchons (Spanish built Bf- 109s) for Duxford to accompany the Ju-52s. The files have been produced concurrently with the Ju-52s and are called:

- **JYAI_Buchons_FS9_1.Zip**
- **JYAI_Buchons_FSX_1.zip**



Installation instructions for these aircraft are in their respective zips. To install the AFX and traffic files for the Ju-52s at Duxford:

- Move the file “**AFX_EGSU.bgl**” (Fs9 or FSX) to the **ACG Duxford\Scenery** folder that can be found in **FS9 or FSX Addon Scenery** if the original auto-installer was used. This will replace the original and updated files from the earlier zips.
- Move the file “**Traffic_Duxford_J52.bgl** or “**Traffic_Duxford_J52_FSX.bgl**” to your FS9 or FSX **scenery\world\scenery** folder.

Dübendorf (LSMD):

- The AFX file is just a simple file that adds parking to the default scenery in FS9 or FSX. Place the file “**AFX_LSMD**” in your FS9 or **FSX addon scenery\scenery** folder or in a separate scenery folder if you want to create a dedicated scenery area. You could also add the file to your Duxford scenery folder and save the need for a separate area.
- Move the file “**Traffic_Dubendorf_J52.bgl** and/or “**Traffic_Duxford_J52_FSX.bgl**” to your FS9 or FSX **scenery\world\scenery** folder.

The two aircraft at Duxford depart at 15:15 GMT each day and one aircraft at Dübendorf departs on the hour and half hour, in turn, throughout the day.

CAN'T SEE THE AI AIRCRAFT?

Here's a checklist to help users with a problem to see the AI aircraft:

1. The scenery for the AI aircraft must be installed and activated in the scenery library.
2. The FS9\aircraft or FSX\sim objects\airplanes folder should contain the AI aircraft.
3. The FS9 or FSX\scenery\world\scenery folder should have the traffic files.
4. AI should be enabled in the simulator traffic slider and set to 100% initially.

For FSX, if the AI aircraft can't be seen after checks 1-4 then go to check 5:

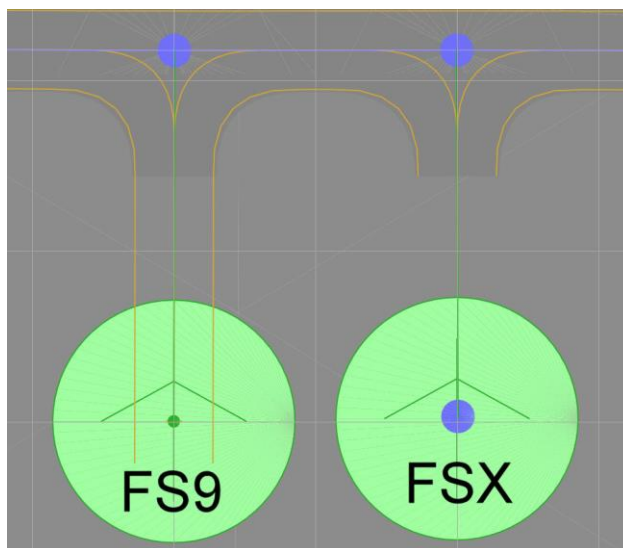
5. **MOST IMPORTANT:** If you have any traffic files in FSX that were designed for FS9 and have not been converted to FSX format, they will generally kill all AI traffic in FSX in a large radius. First temporarily remove any other traffic files found in your FSX\scenery\world\scenery folder while you check to see if the missing AI is now visible. If it is then you know you have a rogue file.

“**AI Flight Planner**” (see introduction) has a simple checking tool in the top drop down menu that scans for FS9-formatted files. It will then save a backup copy and convert the file to FSX format. It's a really quick and useful program to scan your FSX\scenery\world\scenery folder and other FSX scenery folders with.

INHIBITING PUSHBACK

Microsoft Flight Simulator (FS9 and FSX) is really geared to Commercial AI traffic and that will usually include a push back from the parking spot. AFCAD files control the layout of runways, taxiways and the parking for AI aircraft. Pushback can however be inhibited in these files. In FS9, it is generally only necessary to place the parking spot exit in the direction of travel. In the case of FSX an additional blue node

is needed. This should be placed on the parking link and dragged to the centre of the parking spot and aligned precisely like this:



Several programs are available for producing ground layouts and parking spots, but Airport Design Editor (ADE) is probably the most versatile of the freeware offerings. It can be downloaded from:

<http://www.airportdesigneditor.co.uk/>

REPAINTING

Repainting is permitted, subject to the following conditions please:

1. There is no need to ask me before repainting, but I reserve the right to ask for uploaded files to be removed if I feel that the repaint, documentation or packaging is not appropriate. If in doubt please consult me first.
2. You may only upload the repainted textures, never the model itself. You will also need to provide a new section for users to be included in the aircraft.cfg file for the new aircraft and also provide a link to this package so that users can obtain the model.
3. Full credit is given to me for the original work.
4. The AI models in this zip must not be included in another scenery or AI package.
5. The repaint must remain as freeware with no charge whatsoever.

Example “paint kits” or rather my source files for the textures, are made available as is. Please do not ask me to re-map any surfaces, I don’t have the time or interest to do that.

The layered .psd files in the Paint Kit folder were produced with Paint Shop Pro X2 as .pspimage files. However files drawn with this version are not compatible with earlier PSP versions. I have therefore also saved the images as .psd (Photoshop) which is a format that Paint Shop Pro can open across the version history. The downside is that the vector data for the serial numbers and panel lines will be lost, making editing a bit more difficult. The .psd extension is also detected by Quicktime and if you encounter that

problem either change the association in Windows or simply open the file from the program and not by double clicking in Windows Explorer.

ACKNOWLEDGEMENTS

Stevo at ACG, for producing the Ambient Occlusion layer (3ds Max) in the texture files to give some subtle shading and for the bump map used in the FSX textures.

LEGAL

Copyright of this package is with John Young and other contributors mentioned in this manual and the archive may not be altered in any way without permission. The package is freeware. It has been designed for the benefit of the flight sim community world-wide with thanks for all the great downloads that I have obtained over time.

The package must not be used, uploaded or placed on any medium that may cause money to be made in any way.

The archive or must not be uploaded to any web site without permission from the author.

This software is provided "as is" with no guarantees or warranty of fitness and you use these files at your own risk.

FEEDBACK AND SUPPORT

I would be grateful for any feedback on the package and/or if you have any problems, please visit the ACG Forum at:

<http://www.airfieldconstructiongroup.org/>

Or the MAIW "Retro" Forum at:

<http://www.militaryaiworks.com/>

Or e-mail me at:

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