



McCoy Ground Landing Effect v2.5**b** tested in Prepar3D v2.5 (06.16.2015)

McCoy Ground Landing Effect v2.5**b** for Prepar3D. This package replaces six effects, Dirt, Touchdown, WheelWetSpray, WheelSnowSpray, WetEngineWash & SnowEngineWash. Five levels of intensity are offered for the first four effects, the last two EngineWash effects come in one, two & four engine adjustable configurations for both jet & propeller driven aircraft. This is a complete update from v2.5 designed for more realism. All Wheel Effects have been re-positioned, all Blast & Wheel Effects have been adjusted for size, density & speed, more randomization was introduced for a subtle less uniformed look. These effects can be used in any combination so every aircraft can be easily dialed-in. By Vince McCoy.

Helicopter Landing Effect = [https://youtu.be/ZtUnLpd\\_Cms](https://youtu.be/ZtUnLpd_Cms)  
 Water Landing Effect = <https://youtu.be/SUULTaQW8Qw>  
 Ground Landing Effect = <http://youtu.be/TKUzGM-hpDI>

### Installation:

1. UN-zip the contents of this file anywhere you please, check the "Use Folder Names" box when UN-zipping.
2. Copy all effects located in the effects folder to your P3D effects folder as shown below.  
**Example:** D:\Prepar3D v2\effects  
**Note:** You may have installed Prepar3D to a different drive and folder.
3. Copy the textures in the Texture folder to your P3D effects\texture folder. It's not necessary to overwrite any existing default textures.  
**Example:** D:\Prepar3D v2\effects\texture
4. Edit your aircraft's "aircraft.cfg" file with notepad and scroll down to the "[EFFECTS]" section. Using the Lockheed Constellation as an example revise the lines shown below in **green** with a McCoy Ground Effect, experiment with different intensities.  
**Note:** The McCoy EngineWash effects shown in **teal** are optional and can be omitted, you'll then see the default EngineWash effect from Prepar3D in it's place. To disable any effect use "fx\_dummy" as shown below.

**Example:** [EFFECTS]

```
wake=fx_dummy
water=
dirt=fx_McCoy_Dirt_LOW
concrete=fx_sparks
touchdown=fx_McCoy_tchdwn_MED
contrail=fx_contrail_s
WheelWetSpray=fx_McCoy_WheelWetSpray_LOW
WheelSnowSpray=fx_McCoy_WheelSnowSpray_LOW
WetEngineWash=fx_McCoy_WetEngineWash_Prop_4 //--- Or use your own custom effect here.
SnowEngineWash=fx_McCoy_SnowEngineWash_Prop_4 //--- Or use your own custom effect here.
windshield_rain_effect_available=1
EngineFire=fx_OilFireSmall
startup=fx_JF_L049_EngStart
```

### Optional Engine Wash Effect

This effect is represented by twelve files, six for jet and six for propeller, consider each file as an adjustable template. Although you'll never adjust the lateral spacing of a single engine you may want to move the effect forward or further back to better fit a specific aircraft.

**Table 1:** This shows the six base category's and the aircraft they were initially designed to fit. To revise them to fit a different aircraft you'll need to edit two values represented in figures 1 & 2.

**Figure 1:** Using a four engine effect as an example each **red "X"** shown indicates the lateral position of each engine, the **black** numbers are the engine numbers. To adjust their positions follow the steps shown below in the section named "Lateral Adjustment".

**Figure 2:** Using a four engine effect as an example each **orange "X"** shown indicates the linear position of each engine, the **black** numbers are the engine numbers. To adjust their positions follow the steps shown below in the section named "Linear Adjustment".

#### Lateral Adjustment: (see figure 1)

1. Using a four engine effect as an example open the effect template with note pad and immediately save it to a different name, I recommend using the name of the aircraft you're working on. Ensure that the new effect is save to the effects folder.
2. Scroll down to Engine #1 and revise the two values displayed in **red** as shown below in the Truncated Example. Higher negative numbers will move the effect Port, lower negative numbers will move the effect Starboard.

**Note:** After establishing the new value for Engine #1 use the same positive value for Engine #4 since they will both be at the same distance from center-line.

3. Repeat steps 1 and 2 for Engine #2.

**Note:** After establishing the new value for Engine #2 use the same positive value for Engine #3 since they will both be at the same distance from center-line.

#### Linear Adjustment: (see figure 2)

1. Scroll down to Engine #1 and revise the two values displayed in **orange** as shown below in the Truncated Example. Higher negative numbers will move the effect Back, lower negative numbers will move the effect Forward. Maintain the same seven meter spacing between the two numbers.

**Note:** After establishing the new linear value for Engine #1 use the same negative value for Engine #4 since they will both be at the same linear position in relation to each other.

2. Repeat steps 1 for Engine #2.

**Note:** After establishing the new linear value for Engine #2 use the same negative value for Engine #3 since they will both be at the same linear position in relation to each other.

[Emitter.0] //--- Engine #1 //--- **Truncated Example**

X Offset=-**20.90**, -**20.90** //--- (-)=Move Effect Starboard. **Lateral, defined with Negative Numbers.**

Z Offset=-**20.00**, -**13.00** //--- Starting Point (Typically 7 Apart), **Linear.**

[Emitter.1] //--- Engine #2

X Offset=-**11.90**, -**11.90** //--- (-)=Move Effect Port (+)=Move Effect Starboard. **Lateral, defined with Negative Numbers.**

Z Offset=-**10.00**, -**3.00** //--- Starting Point (Typically 7 Apart), **Linear.**

[Emitter.1] //--- Engine #3

X Offset=**11.90**, **11.90** //--- (-)=Move Effect Port (+)=Move Effect Starboard. **Lateral, defined with Positive Numbers.**

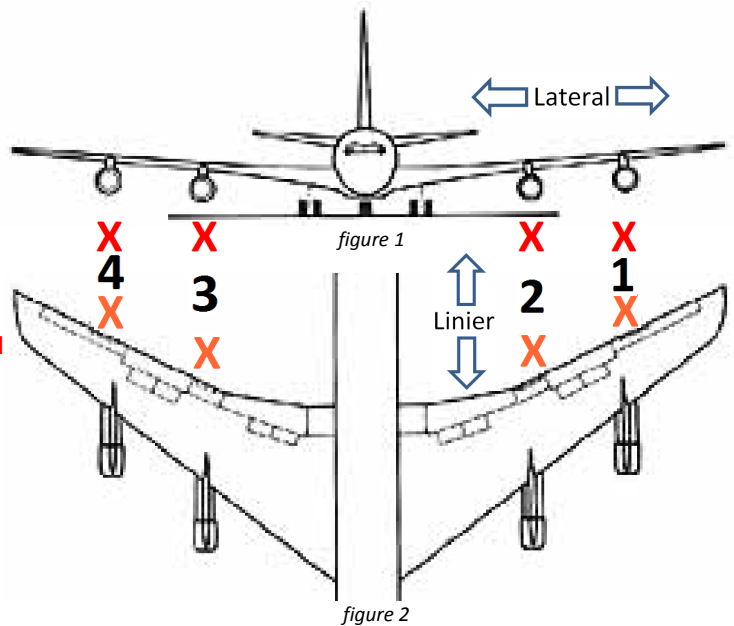
Z Offset=-**10.00**, -**3.00** //--- Starting Point (Typically 7 Apart), **Linear.**

[Emitter.1] //--- Engine #4

X Offset=**20.90**, **20.90** //--- (-)=Move Effect Port (+)=Move Effect Starboard. **Lateral, defined with Positive Numbers.**

Z Offset=-**20.00**, -**13.00** //--- Starting Point (Typically 7 Apart), **Linear.**

Table 1, Adjustable Templates		
Engine Wash Templates for Jets	Number of Engines	Initial Settings
fx_McCoy_XXXEngineWash_Jet_1	1	n/a
fx_McCoy_XXXEngineWash_Jet_2	2	Boeing 737
fx_McCoy_XXXEngineWash_Jet_4	4	Boeing 747
Engine Wash Templates for Props	Number of Engines	Initial Settings
fx_McCoy_XXXEngineWash_Prop_1	1	n/a
fx_McCoy_XXXEngineWash_Prop_2	2	Grumman Goose
fx_McCoy_XXXEngineWash_Prop_4	4	Lockheed Constellation



### Using Your New Custom Effect

1. Edit your aircraft's "aircraft.cfg" file with notepad and scroll down to the "[EFFECTS]" section. Add the two lines displayed in **teal** then add your custom Wet Engine & Snow Engine Wash Effect.

**Note:** The EngineWash effects shown in **teal** are optional and can be omitted, you'll then see the default Engine Wash effect from Prepar3D.

**Example:** [EFFECTS]

WetEngineWash=fx\_Your\_Wet\_Engine\_Here //--- The slightest miss-spelling will disable your new Effect.

SnowEngineWash=fx\_Your\_Snow\_Engine\_Here //--- The slightest miss-spelling will disable your new Effect.

That's it, happy Ground Landings. Vince McCoy [vincem.mccoy@gmail.com](mailto:vincem.mccoy@gmail.com)

### About the 747 400

I'm including my Shockwave light configuration along with the effect settings for this FSX legacy aircraft. Using Shockwave you can simulate the taxi & landing light effect on the fuselage and engines. The effect looks best using HDR Lighting but with Prepar3D V2.5 I only recommend using HDR Lighting at night, still seems a little dark to me during the day.



### Customizing Camera Views within Prepar3D

If you've seen any of my Landing Effect videos you may want to try my camera settings. I've included a copy of my customized version, it's based on FS9 camera configurations and are intended to simulate a more realistic camera movement with less whiplash. The top down view was removed and replaced with a second spot view. If you want to try it do the following.

1. Locate the "Cameras.cfg" file on your computer, I recommend performing a search.

**Example:** C:\Users\My Computer\AppData\Roaming\Lockheed Martin\Prepar3D v2

2. Back-UP the file or rename it so you can leave it where you've found it.

3. Copy the "Cameras.cfg" file located in the "Cameras, Prepar3D v2.5" folder to the same folder where you found your original Cameras.cfg file. DO NOT OVERWRITE unless you've backed-up the file first.

### Known Issues

Neither Engine Wash effect will appear unless Engine #1 is throttled up. Because I've revised an existing effect that was keyed to Engine #1 all of my effects have the same restriction. Hopefully Lockheed will give us individual effects for each engine.

An Engine Wash effect may appear when landing on water if it's raining or snowing. A water EngineWash effect should fix this.

Reverse Engines will activate an Engine Wash effect but it will only appear as forward thrust. This is also how the default effect behaves, looks like we also need a separate effect for reverse thrust.

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