



Sikorsky UH-60M Battlehawk

McCoy Helicopter Landing Effect v4 for both FSX & P3D v4. This package replaces the default rotor-wash effect for dirt and water, five sets of various sizes are included and can be used in any combination. These effects are individually assigned to a specific helicopter overriding both FSX & P3D's default effects. These effects will not detach and lift off the surface when the aircraft climbs above a specific height. Some improvements over v3.4b include the removal of two emitters for better frame rates, adjustments that remove the wind effect appearing in waves, a simplified installation and all emitters have had their scale, velocity, density, offsets and colors adjusted for a more realistic appearance by Vince McCoy, 04/04/2017.

Installation For FSX

1. UN-zip the contents of this file anywhere you please, check the "Use Folder Names" box when UN-zipping. Copy the contents of the "FSX Effects" folder to the Effects folder located inside of your installation of Prepar3D. All text shown in **blue** are quick comments.

Example: D:\McCoy Helicopter Landing Effect v4\FSX Effects *(Copy the contents of this folder to the one shown below.)*
D:\Microsoft Flight Simulator X\Effects

Note: *You may have installed FSX to a different drive and folder, I recommend installing FSX to your fastest drive excluding the one containing your operating system.*

2. Go to the folder containing the helicopter you want to revise and back-up the "aircraft.cfg" file.

Example: D:\Microsoft Flight Simulator X\SimObjects\Rotorcraft\Your Helicopter\aircraft.cfg

Note: *The Robinson_R22 calls this file "sim.cfg" instead of "aircraft.cfg".*

3. Open "aircraft.cfg" with notepad & scroll down to the [EFFECTS] section and add the bottom two lines shown below in **green & red**, **do not** add the text shown in **blue**.

Example: [EFFECTS]
wake=fx_dummy *(this will stop the default wake from appearing.)*
water=
dirt=fx_dummy *(the default dirt effect is too aggressive for a helicopter, this will stop it)*
concrete=fx_sparks
startup=fx_engstrt
landrotorwash=fx_McCoy_Heli_MED_Land *(add this line & choose one of the five land rotor-wash sizes identified in red.)*
waterrotorwash=fx_McCoy_Heli_MED_Water *(add this line & choose one of the five water rotor-wash sizes identified in red.)*

To assign one of the five effects change the text shown above in **Red**.

Example: MIN = Minimum
SM = Small
MED = Medium
LG = Large
MAX = Maximum

4. You're done son, go fly and Happy Contrails.

Installation For Prepar3D v.4 *Note, version 4 or higher will no longer use directories outside of the P3D folder.*

1. If you've previously installed any "McCoy Landing Effect v3.1 to v3.4b" then proceed to step 2, if not then proceed to step 3.

2. Move the contents of the existing "McCoy Effects" folder to the Effects folder located inside of your installation of Prepar3D. Then delete the now empty "McCoy Effects" folder. All text shown in blue are quick comments.

Example: D:\McCoy Effects (move the contents of this existing folder to the one shown below.)
D:\Prepar3D v4\Effects (all McCoy Effects will now reside here.)

Note: You may have installed Prepar3D v4 to a different drive and folder, I recommend installing P3D to your fastest drive excluding the one containing your operating system.

3. UN-zip the contents of this file anywhere you please, check the "Use Folder Names" box when UN-zipping. Copy the contents of the "Prepar3D v4" folder to the Effects folder located inside of your installation of Prepar3D. Text shown in blue are quick comments.

Example: D:\McCoy Helicopter Landing Effect v4\Prepar3D v4 Effects (copy the contents of this folder to the one shown below.)
D:\Prepar3D v4\Effects (all McCoy P3D Effects will now reside here.)

Note: You may have installed Prepar3D v4 to a different drive and folder, I recommend installing P3D to your fastest drive excluding the one containing your operating system.

4. Go to the folder containing the helicopter you want to revise and back-up the "aircraft.cfg" file.

Example: D:\Prepar3D v4\SimObjects\Rotorcraft\Your Helicopter\aircraft.cfg

Note: The Robinson_R22 calls this file "sim.cfg" instead of "aircraft.cfg".

5. Open "aircraft.cfg" with notepad & scroll down to the [EFFECTS] section and add the bottom two lines shown below in green & red, **do not** add the text shown in blue.

Example: [EFFECTS]
wake=fx_dummy (this will stop the default wake from appearing.)
water=
dirt=fx_dummy (the default dirt effect is too aggressive for a helicopter, this will stop it)
concrete=fx_sparks
startup=fx_engstr
landrotorwash=fx_McCoy_Heli_MED_Land (add this line & choose one of the five land rotor-wash sizes identified in red.)
waterrotorwash=fx_McCoy_Heli_MED_Water (add this line & choose one of the five water rotor-wash sizes identified in red.)

To assign one of the five effects change the text shown above in Red.

Example: MIN = Minimum
SM = Small
MED = Medium
LG = Large
MAX = Maximum

6. If your helicopter does not float then save and close the "aircraft.cfg" file because you're done. If it does float then scroll down to the [CONTACT_POINTS] section and add the line shown below in green, **do not** add the text shown in blue. When finished save and close the "aircraft.cfg" file. This should also be done to float planes and ships.

Example: [CONTACT_POINTS]
always_use_avg_surface (this is only needed if water is set to ultra, skipping this may give you an interesting ride.)

That's it, happy Contrails

Vince McCoy vincem.mccoy@gmail.com <https://youtu.be/ZLJEaUOoZRQ> (McCoy Helicopter Landing Effect v4)

Questions or comments please write. I recommend adding a 3 Knot wind to all helicopter flights just to add a little more movement to the rotor-wash effect as shown in the video. The exclusive rights for all of my effects (including Ground & Water Landings) are for sale to any developer for inclusion in their installations.

Known Issues

All Helicopter dirt effects will stop when the aircraft climbs above 20 meters but the water versions will continue far beyond this height, this is due to how both FSX and P3D v4 handle helicopter effects over water and can not be addressed within the effect file. Keeping the water effect on the surface required a compromise that causes exaggerated movement of two of the six emitters, both of which are assigned to surface decals. Extreme efforts were made to make the effects look the same in both FSX and P3D but each simulator execute effects differently, this is most noticeable as the effects fade in FSX. Some older third-party helicopters both free and paid have compatibility issues involving effect shut-down after the collective is completely dis-engaged.

If the effects do not appear as shown in the video then open FSX or P3D, go to Options/Settings/Scenery/ and set the special effects sliders for detail & distance to max. Also try reducing graphic & scenery settings.

Legal Stuff

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More Stuff

Tested with FSX Deluxe Gold w/Acceleration Boxed Version and Prepar3D v4, the video and all screen shots were created using P3D v4.