



McCoy Helicopter Rotor Effect v3.1

McCoy Helicopter Rotor Effect v3.1, this package replaces two effects and adds a subtle helicopter wake. The two effects are rotor wash for dirt and water. The water effect now adheres to waves of any height and the dirt effect will now adhere to the sides of small hills with gentle slopes. Helicopters can now be individually assigned a specific effect, five sets of various sizes are included and can be used in any combination. All emitters have had their scale, velocity, density, offsets and color adjusted for a more natural and softer appearance compared to v2.5. By Vince McCoy, 03/08/2016.

Installation:

1. UN-zip the contents of this file anywhere you please, check the “Use Folder Names” box when UN-zipping.

2. Move the “McCoy Effects” folder next to your installation of Prepar3D v3.1 as shown below.

Example: D:\Prepar3D v2
D:\Prepar3D v3
D:\McCoy Effects

Note: You may have installed Prepar3D to a different drive and folder.

3. Locate and back-up the “effects.cfg” file located **C:\Users\All Users\Lockheed Martin\Prepar3D v3**, then open the file with notepad and delete the five lines shown below.

```
[Entry.0]
Title=Default Effects
Path=Effects
Required=True
Active=True
```

4. Copy and paste the ten lines shown below into the “effects.cfg” file, then save and close.

```
[Entry.0]
Title=McCoy Effects
Path=../McCoy Effects
Required=True
Active=True
```

```
[Entry.1]
Title=Default Effects
Path=Effects
Required=True
Active=True
```



5. Go to the folder of the helicopter you intend on assigning a “McCoy Effect” to, then locate and back-up the “aircraft.cfg” file.

Example: D:\Prepar3D v3\SimObjects\Rotorcraft\Your Helicopter\aircraft.cfg

6. Scroll down to the [EFFECTS] section and add the two bottom lines shown below in **green**, **do not** add the text shown in **blue**.

Example: [EFFECTS]

wake=fx_dummy

(this will stop the default wake from appearing.)

water=fx_McCoy_Heli_Water

(add this if your helicopter floats.)

dirt=fx_dummy

(default dirt effect is too aggressive for a helicopter.)

concrete=fx_sparks

startup=fx_engstrt

landrotorwash=fx_McCoy_Heli_MED_Land

(choose one of the five land sizes.)

waterrotorwash=fx_McCoy_Heli_MED_Water

(choose one of the five water sizes.)

5. 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=1

(this is only needed if water is set to ultra.)

That's it, happy Helicopter Landings.

Vince McCoy vincem.mccoy@gmail.com <https://youtu.be/p775zXAAyEE> (online Video)

Known Issues

None so far.

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