



### McCoy Water Landing Effect v2.5, 02.12.2015

This package enhances the water landing effect in Prepar3D v2.5, now modified for better visibility against three dimensional waves. Four levels of intensity are included, Maximum, Medium, Low & Minimum. Low is used in all screen shots, Maximum is only recommended on aircraft as large or larger than a PBY Catalina. All airborne particles are effected by drag, the lifespan of some have been randomized for a slightly less uniformed look, the length of the sound file has been reduced and the emitters were adjusted for better frame rate and quicker shut downs. Textures and sound file included by Vince McCoy.

#### **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 sound file in the Sound folder to your P3D sound folder.  
**Example:** D:\Prepar3D v2\sound  
**Note:** You can change the effect volume with the "Environment" slider under Options/Settings/Sound (pull down menu).
4. 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
5. Edit your aircraft's "aircraft.cfg" file with notepad and scroll down to the "EFFECTS" section. Revise the two lines listed below in green, "**wake=**" & "**water=**". Set **wake=** to "fx\_dummy", this will stop the default wake from appearing. Set **water=** to one of the four McCoy Effects.  
**Example:** [EFFECTS]  
**wake=fx\_dummy** If you see a problem with the new wake it may be due to this step being skipped.  
**water=fx\_McCoy\_Water\_MIN**

Happy Water Landings.

Vince McCoy

[vincem.mccoy@gmail.com](mailto:vincem.mccoy@gmail.com)

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About the DeHavilland Beaver, if you have shockwave I'm including this aircraft's "aircraft.cfg" file setup for shockwave. HDR lighting was used for all night shots and displays my included revised version of shockwave's "fx\_shockwave\_landing\_light\_light\_l.fx".