



Avia 57 Cargo Float Plane

McCoy Water Landing Effect v3.2 This package replaces the default water landing effect in Prepar3D v3.2, not for v2.5 or lower. Five levels of intensity are included, a short video is provided demonstrating the five versions. The water effects will now display on the surface even in foul weather, all airborne particles are affected by wind & drag. Emitters have been adjusted for a more realistic speed and softer appearance. These effects were revised based on what I've learned from creating ship wakes and are more realistic compared to v2.5. Textures and sound files included by Vince McCoy, © Copyright 2016 all rights reserved.

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 v3.2 as shown below, not inside the Prepar3D Folder.
Example: 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 change [Entry.0] to [Entry.1] as shown below. If there are additional entries they must all be re-numbered starting with [Entry.1], **do not** add the text shown in **blue**.

```
[Entry.0]           (renumber Zero to One, if other entries exist then renumber them 2, 3, 4, ect...)  
Title=Default Effects  
Path=Effects  
Required=True  
Active=True
```

4. Add the five lines shown below into the "effects.cfg" file, or individually copy and paste each line. This new entry must go above all existing text. Check spelling carefully, there shouldn't be any blank spaces at the beginning or end of each line. Remember you're only adding text without deleting existing entries. Save and close

Note: If you've already installed a McCoy Effect here then do not add the McCoy Effect entry twice.

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

5. Locate and back-up the "texture.cfg" file located **C:\Users\All Users\Lockheed Martin\Prepar3D v3**, then open the file with notepad and change [Entry.0] to [Entry.1] as shown below. If there are additional entries they must all be re-numbered starting with [Entry.1], **do not** add the text shown in **blue**.

```
[Entry.0]                (renumber Zero to One, if other entries exist then renumber them 2, 3, 4, ect...)  
Title=Default Textures  
Path=Texture  
Type=Global  
Required=True  
Active=True
```

6. Add the five lines shown below into the “texture.cfg” file, or individually copy and paste each line. This new entry must go above all existing text. Check spelling carefully, there shouldn't be any blank spaces at the beginning or end of each line. Remember you're only adding text without deleting existing entries. Save and close.

Note: *If you've already installed a McCoy Effect here then do not add the McCoy Effect entry twice.*

```
[Entry.0]  
Title=McCoy Textures  
Path=..\McCoy Effects\Texture  
Required=True  
Active=True
```

7. Locate and back-up the “sound.cfg” file located **C:\Users\All Users\Lockheed Martin\Prepar3D v3**, then open the file with notepad and change [Entry.0] to [Entry.1] as shown below. If there are additional entries they must all be re-numbered starting with [Entry.1], **do not** add the text shown in **blue**.

```
[Entry.0]                (renumber Zero to One, if other entries exist then renumber them 2, 3, 4, ect...)  
Title=Default Sounds  
Path=Sound  
Required=True  
Active=True
```

8. Add the five lines shown below into the “sound.cfg” file, or individually copy and paste each line. This new entry must go above all existing text. Check spelling carefully, there shouldn't be any blank spaces at the beginning or end of each line. Remember you're only adding text without deleting existing entries. Save and close.

Note: *If you've already installed a McCoy Effect here then do not add the McCoy Effect entry twice.*

```
[Entry.0]  
Title=McCoy Sounds  
Path=..\McCoy Effects\Sound  
Required=True  
Active=True
```

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

Example: D:\Prepar3D v3\SimObjects\Airplanes\Your Aircraft\aircraft.cfg

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

```
Example: [EFFECTS]  
wake=fx_dummy           (this will stop the default wake from appearing)  
water=fx_McCoy_Water_MED (choose one of the five Water Landing Effects as explained below)
```

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

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

11. 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.

```
Example: [CONTACT_POINTS]  
always_use_avg_surface=1 (this is only needed if water is set to ultra in 3.1 but not required in v3.2)
```

Note: *You may want to omit this entry if using P3D v3.2, its absence will allow your aircraft to react to the 3D waves.*

You're done, happy Con-Trails.

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<https://youtu.be/23AcaxDT5hY> (youtube Water Landing Video)

<https://youtu.be/p775zXAAyEE> (youtube Helicopter Rotor Effect Video)

Known Issues

My Water Landing Effect may not appear or only partially appear if your aircraft does not sit low enough in the water to trigger all emitters, this is especially true for ultra-lites. But the effects may also be disabled if your installation of Prepar3D has been corrupted. The best way to fix a broken effect is to re-install P3D v3.2, its also the only consistent fix I know of.

If you have third party scenery then **do not** UN-install **Prepar3D v3 Scenery**, only UN-install **Prepar3D v3 Content, Prepar3D v3 Professional & Prepar3D v3 Professional Client**. This will preserve all third party scenery and you will not need to revise the effects.cfg, sound.cfg or texture.cfg files, they will survive a re-install along with all McCoy Effects and related files. I've tested this and it was quick and painless, all of my Orbx and Fly Tampa scenery worked without issues and did not need to be re-installed. Just be sure to backup any revised P3D aircraft first because they will be overwritten during re-installation. Third party aircraft are unaffected.

About The Avia 57 Float Plane

If you want to fly this FSX Portover (VERSION 1.0) in Prepar3D v3.2 it will work as is but, I thought it sat a little high in the water so I'm including my revised aircraft.cfg file that I believe place it at a more realistic height. Just replace the default aircraft.cfg with the one in the "Avia 57 Float Plane" folder. This is provided without support but if you've seen the video it seems to work well.

Legal Stuff

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