



*Aerosoft De-Havilland Canada DHC-6 300 Amphibian Airstair*

McCoy Water Landing Effect v4 for both FSX & P3D v4. These effects are individually assigned to a specific aircraft or boat overriding both FSX & P3D's default wake. Five effects of various sizes are included. Visually v4 looks a lot like v3.2 but some improvements have been made such as a compatibility fix of surface decals and airborne particles when subjected to wind, re-direction and velocity adjustments of the splash effect, a greatly simplified installation for P3D v4 and the first update for FSX since v2.0. A short video is included to demonstrate each size. Although intended for aircraft these effects can be used on boats 38 feet or smaller. Sound file included by Vince McCoy, 08/08/2017.

#### **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 Microsoft Flight Simulator X. All text shown in **blue** are quick comments.

**Example:** D:\McCoy Water 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. Copy the contents of the "Sound" folder to the Sound folder located inside of your installation of Microsoft Flight Simulator X. Text shown in **blue** are quick comments.

**Example:** D:\McCoy Water Landing Effect v4\Sound *(copy the contents of this folder to the one shown below.)*  
D:\Microsoft Flight Simulator X\Sound

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

**Example:** D:\Microsoft Flight Simulator X\SimObjects\Airplanes\Your Aircraft\aircraft.cfg

4. Open the "aircraft.cfg" file with notepad & scroll down to the [EFFECTS] section. Revise the **wake** and **water** lines shown below with the text shown 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\_Water\_MED *(choose one of the five Water Landing sizes identified in red. See example below.)*

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

5. Save and close the "aircraft.cfg" file then go fly.

**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 v4. Text shown in blue are quick comments.

**Example:** D:\McCoy Water 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. Copy the contents of the "Sound" folder to the Sound folder located inside of your installation of Prepar3D. Text shown in blue are quick comments.

**Example:** D:\McCoy Water Landing Effect v4\Sound (copy the contents of this folder to the one shown below.)  
D:\Prepar3D v4\Sound (all McCoy sound files will now reside here.)

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

**Example:** D:\Prepar3D v4\SimObjects\Airplanes\Your Aircraft\aircraft.cfg

6. Open the "aircraft.cfg" file with notepad & scroll down to the [EFFECTS] section. Revise the wake and water lines shown below with the text shown 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\_Water\_MED (choose one of the five Water Landing sizes identified in red. See example below.)

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

**Example:** MIN = Minimum (none of this text is case sensitive.)  
SM = Small  
MED = Medium  
LG = Large  
MAX = Maximum

7. For P3D v4 I recommend adding the line shown below in green to all seaplanes and boats, it will stabilize your aircraft or boat by reducing excessive skipping and bouncing. My Water Effects will interpret each skip or bounce as initial contact with the water, this will trigger the related touch-down effect which includes sound. Excessive triggering will render the effect annoying so give this a try. **Note:** The initial contact sound is controlled by the environmental sound slider, I recommend keeping this low so the initial splash is barely audible.

Scroll down to the [CONTACT\_POINTS] section of the "aircraft.cfg" file and add the line shown below in green, **do not** add the text shown in blue.

**Example:** [CONTACT\_POINTS]  
always\_use\_avg\_surface=1 (this is only needed if water is set to ultra, skipping this may give you an interesting ride in rough seas.)  
**Note:** There was a typo for this command involving my Helicopter Landing Effects v4, I omitted the "=1" shown at the end. If you've installed my helicopter effect then please use the complete command shown above in green.

8. Save and close the "aircraft.cfg" file then go fly.

Happy Contrails

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<https://youtu.be/ZLJEaUOoZRQ>

(McCoy Helicopter Landing Effect v4)

<https://youtu.be/Oeqy9bK98GI>

(McCoy Water Landing Effect v4)

Questions or comments please write. The exclusive rights for all of my effects (including Ground & Helicopter Landings) are for sale to any developer for inclusion in their installations.

#### Known Issues

Extreme efforts were made to make the effects look the same in both FSX and P3D v4 but each simulator will execute effects differently, this is most noticeable as the effects fade in FSX. If the effects do not appear as shown in the video then open FSX or P3D v4, go to Options and set the Special Effects sliders for detail & distance to max. Also try reducing graphic & scenery settings.

#### Legal Stuff

These effects and related video are free to use without charge in any (but not limited to) commercial, military, personal or academic environments. By using any effect you agree and accept all terms of use in this licensing agreement. The video may be altered but the effects may not. You agree not to alter, edit, revise, rename, sell, reverse engineer, repackage or bundle any effect with anything without written permission from me.

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#### More Stuff

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