Pelicandrome4FFX
An interactive Refill Station for FireFighterX
for FSX, FSX-SE, 32- and 64bit P3D

Version 1.00

by Rémi "Kekelekou" Hugouvieux
kekelekou@yahoo.fr
January 2021

Index

1. In a Nutshell

The package provides a set of 3D models and XML gauges that enhance the experience of the virtual firefighting pilot that relies on the must-have FireFighterX module by Lorby-SI.
New 3D models are provided to be selected as **FFX** refill station model.
The animated and interactive marshaller gives visual instructions to the pilot for the advanced refill process (as per the French Sécurité Civile procedures). The refill hose is handled by its ground crew as required by the refill sequence. This allows for a immersive airtanker experience that does not rely on the "green band texts" for a successful refill process.

IMPORTANT : Pelicandrome4FFX is pure "eye-candy" and does not affect the way FireFighterX works in any way.

And why the name "Pelicandrome" in the first place?

"Pélicandrôme" is the French name for "refill station", and was created by the pilots and ground crews of the Sécurité Civile, the state organism managing aerial firefighting in France. Pélican was the callsign of the first 2 Catalina scoopers deployed in the 1960s and "drôme" stands for "aérodrôme", airfield.

Requirements

The following elemets are required for the basic features of Pelicandrome4FFX :
  – A flight Sim : FSX, FSX-SE, 32- or 64bit P3D
  – FireFighterX version 1.93b01 or above (a specific FFX Radar Gauge is needed)

The following elements are needed for advanced features :
  – A XML file editing software in case you want to switch to Adjust Mode or change the marshaller position. I use Notepad++, but many other will do
Either :
  – **WhereAreMyAircraft**, another nifty addon from **Lorby-SI** (http://www.lorby-si.com) available from **SimMarket** and **JustFlight**
    or :
  – **SODE**, a free SimObjects Display Engine available here : https://sode.12bpilot.ch

2. Description

Pelicandrome4FFX requires four elements :
- animated 3D models depicting the marshaller/hose crew/ground polygons
- XML gauges managing the animations /visibility conditions depending on ...
- ... data sent by **FFX** about the current status of the refill process and other variables (eg distance to the refill station)
- a module spawning the models into the sim : **FFX** in Basic or Adjust Modes, **FFX** + another tool in Advanced Mode

- **The models**

The differents elements of the models are given below :
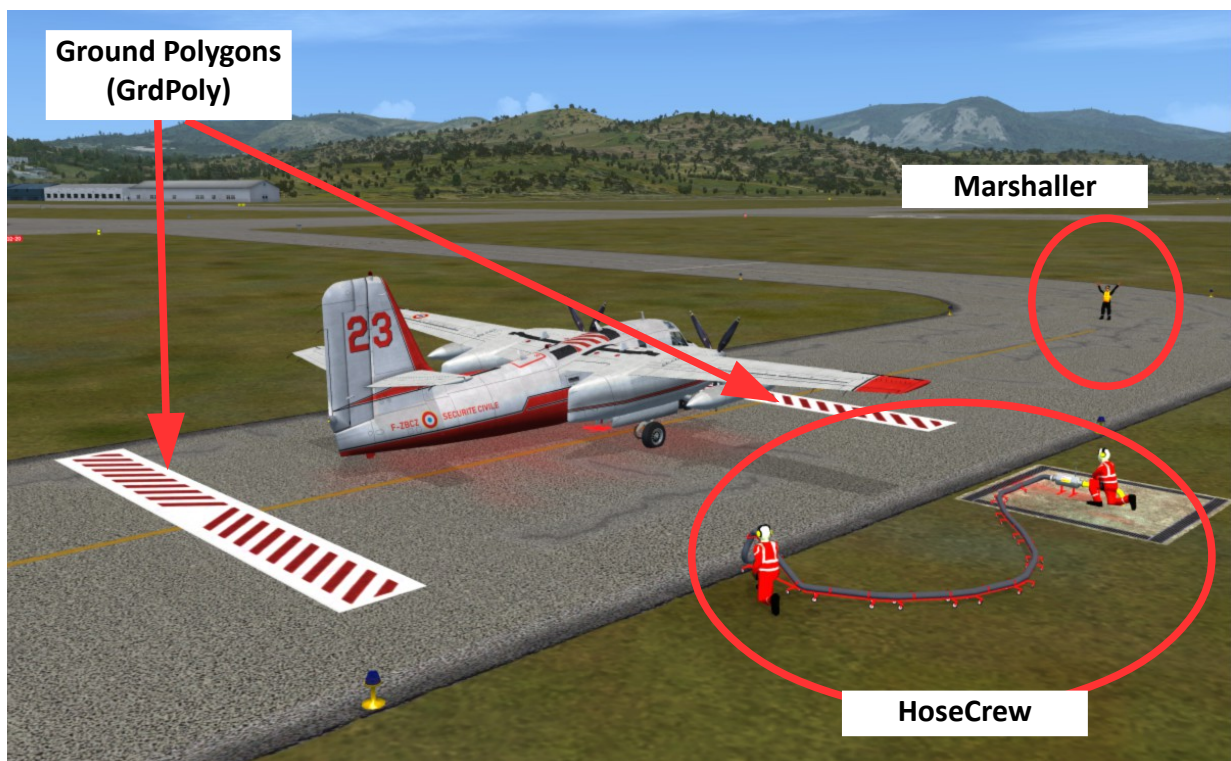
The **Marshaller** is located at one end of the refill station and waves instructions to the pilot (description below).

The **Hose Crew** consists of one firefighter opening and closing the retardant valve, the hose itself and the hose tender who brings the hose to the airtanker, connects it, and takes it back.

The **Ground Polygons** are optional and reproduce the French ground markings. They are eye-candy only and do no signal the actual tolerance zone of FireFighterX.

The SimObjects available as refill stations in **FFX** are a combinaison of the elements above.
- **All** : Marshaller and HoseCrew
- **AllGrdPoly** : Marshaller and HoseCrew and ground polygons
- **Hose** : HoseCrew alone
- **Marshaller** : Marshaller alone
- **MarshallerGrdPoly** : Marshaller and ground polygons

Some airport sceneries include ground markings, so models without ground polygons are best suited for them.

– **The texture sets**

Three texture sets are available. Please do not hesitate to ask for the templates if you feel like creating a new set !

FR : French style **:** red ground crew, dark blue with orange vest marshaller

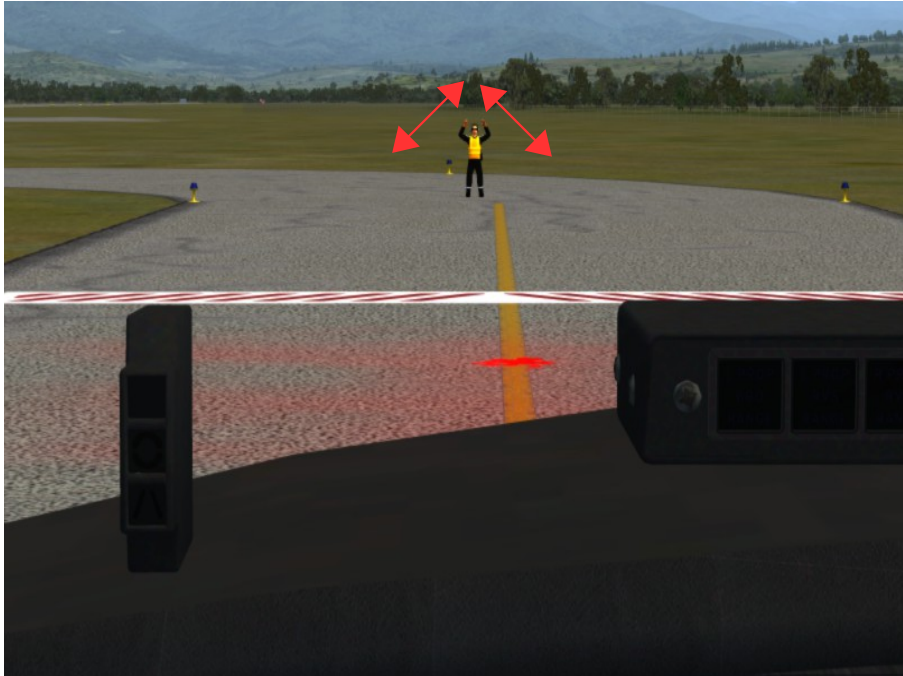**NA** : North American style : gray with orange vest

Aus : Australian style : dark blue with yellow top

3. Marshaller instructions

As per the real-life French procedures, the marshaller will signal the actions required by the pilot as soon as the airtanker moves within 350ft of the refill station :

- Arms are bent continuously : "Come forward" :

- Arms extended, raising : "Almost there, slow down and stop when the arms are vertical" :

Note : Please taxi at **<u>slow</u>** speed to make sure the airtanker does not go past the required spot

- Hands joined above the head : "Stop and set the parking brake" :

- Arm extended on the **right side of the aircraft**, the other arm is bent continuously :
  "Change **right** prop pitch (prop aircraft) or shut down/restart **all** engines (jet)"

Note : Symmetrical signal for the left engine(s)

- Marshaller glances back, then moves out of the way : "You are ready to go" :

Note : the same signal will be used if a ground go around is required, for example if you move out of the refill station zone before you stop the aircraft (sideways or too close to the marshaller).

Note : the marshaller will always walk back toward the **right** side of the aircraft.
This might be of important when creating a new refill station to avoid visual collision between the marshaller and scenery.

Note : The visual sequence is reset if the airtanker is more than 150ft away from the refill station.

WARNING : If the refill procedure is started but not completed before the tanker leaves the refill zone (30ft), the animations may not work properly.
Same if the flight session is started with the tanks full.

Of course, you can choose to start with full tanks at startup from the refill station. In that case, just taxi forward slowly, the marshaller will move out of the way as soon as you leave the 30ft refill zone.

4. Installation and Settings

The installation of **Pelicandrome4FFX** is straightforward and falls down in three simple steps : .

First step : File copy

Please copy the whole content of the archive file and paste it in the ROOT folder of the sim (the one with the FSX.exe or P3D.exe). Answer "Yes" if asked to copy into existing folders.

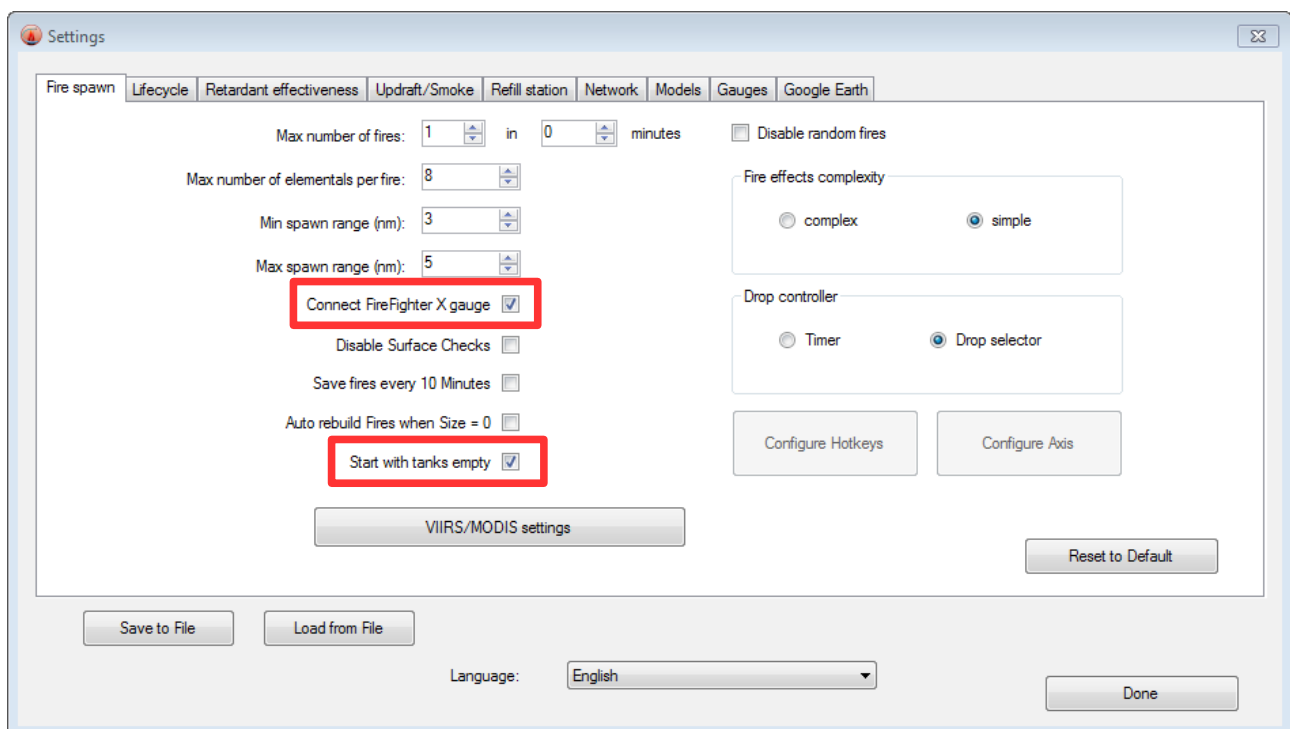The gauges are copied to **YourSimRootFolder\Gauges\Pelicandrome**
The models are copied to **YourSimRootFolder\SimObjects\Misc\Pelicandrome**
This documentation and additional files are copied to **YourSimRootFolder\Pelicandrome4FFX**
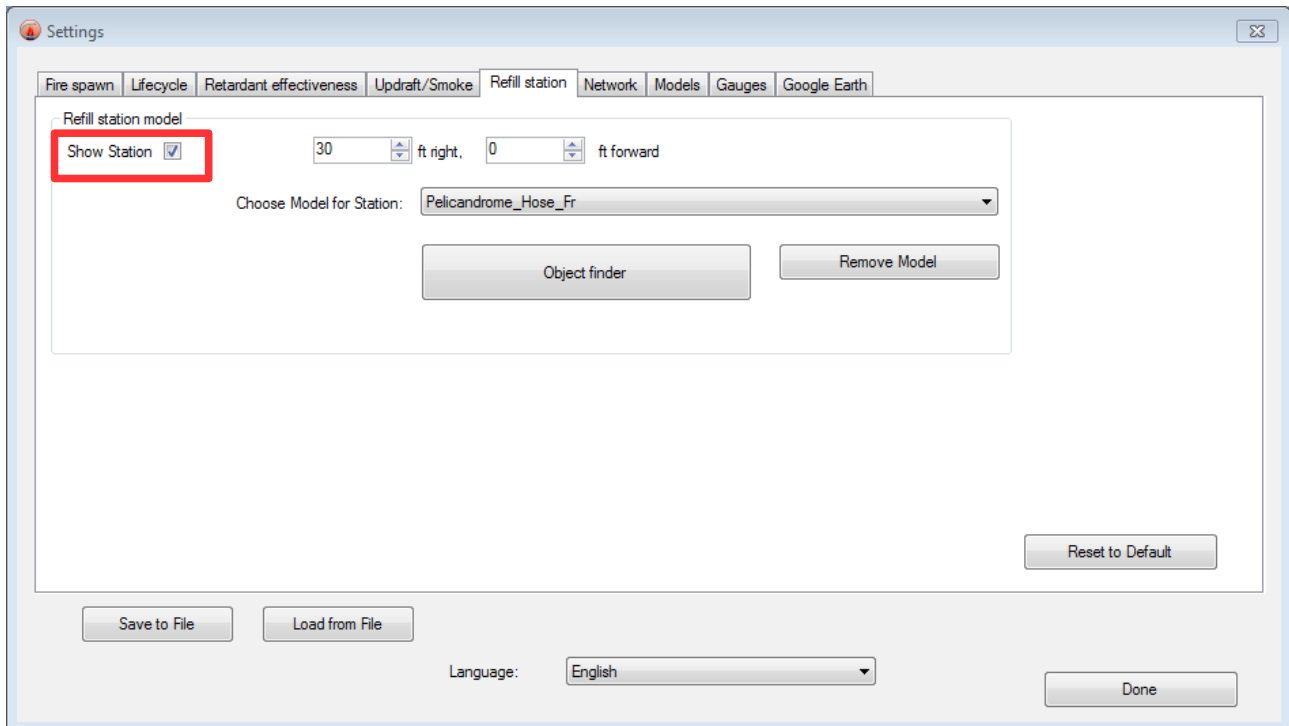
Second step : FFX settings

Please update your **FFX** parameters so that they match what is depicted within the red boxes :

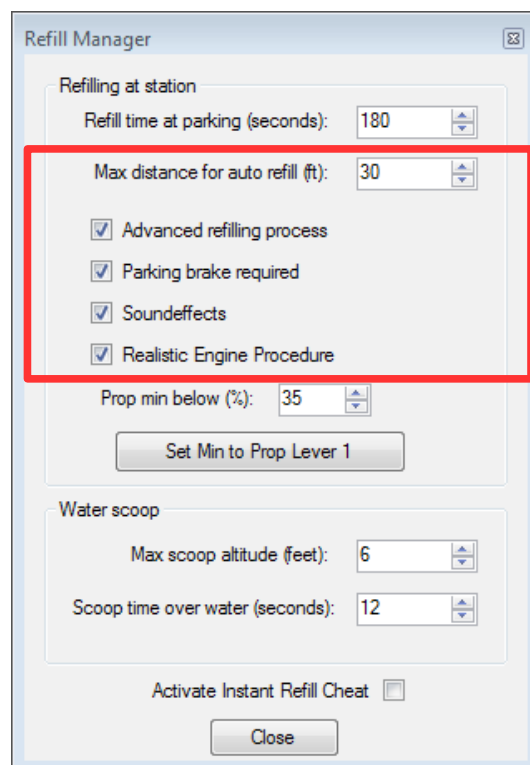General **Settings** window, **Fire spawn** tab :

General **Settings** window, **Refill station** tab :

Note : More on the choice of model further down.

General **Configure refilling** window (the sim must be running and **FFX** must be connected) :

Side Note : 1 min per 1000L is a realistic refill rate.

Third step : Gauge declaration in the aircraft's panel.cfg

Important Note : This gauge declaration must be done for **EACH** aircraft that you intend to use as an airtanker.

      a) Browse to the **panel.cfg** file of your airtanker in its **Panel** folder :
                    YourRootSimFolder\SimObjects\Aircraft_YourAirtanker_\Panel

      b) Backup the **panel.cfg**, eg copy it and rename the copy **panel.cfgori**

      b) Open **panel.cfg** and scroll down to the **[Vcockpit01]** section

      c) Add the following lines at the end of the **[Vcockpit01]** section :

```
gaugeXX=Pelicandrome!pelicandrome,  1,1,1,1
gaugeXX=Pelicandrome!Pelicandrome_CustomSettings,  1,1,1,1
//gaugeXX=FFX_Gauge!FireRadarGauge, 1,1,1,1          // FSX Boxed
//gaugeXX=FFX_Gauge_SE!FireRadarGauge, 1,1,1,1  // FSX-Steam
//gaugeXX=FFX_Gauge_P3D!FireRadarGauge, 1,1,1,1 // P3D v2.5
//gaugeXX=FFX_Gauge_P3D_V3!FireRadarGauge, 1,1,1,1   // P3D v3.x
//gaugeXX=FFX_Gauge_P3D_V4!FireRadarGauge, 1,1,1,1   // P3D v4.x
//gaugeXX=FFX_Gauge_P3D_V5!FireRadarGauge, 1,1,1,1   // P3D v5.x
```

      d) Delete the // in front of the line corresponding to your sim

      e) Change the XX so that the numbers follow the sequence

Example of the gauge declaration for the QualityWings Bae-146-200 in P3Dv3 :

```
[Vcockpit01]
…
…
…
gauge64=Qwings146!QW146-200_CabPressGauge,  320,362,140,141
gauge65=Pelicandrome!pelicandrome,  1,1,1,1
gauge66=Pelicandrome!Pelicandrome_CustomSettings,  1,1,1,1
//gaugeXX=FFX_Gauge!FireRadarGauge, 1,1,1,1          // FSX Boxed
//gaugeXX=FFX_Gauge_SE!FireRadarGauge, 1,1,1,1 // FSX-Steam
//gaugeXX=FFX_Gauge_P3D!FireRadarGauge, 1,1,1,1// P3D v2.5
gauge67=FFX_Gauge_P3D_V3!FireRadarGauge, 1,1,1,1     // P3D v3.x
//gaugeXX=FFX_Gauge_P3D_V4!FireRadarGauge, 1,1,1,1   // P3D v4.x
//gaugeXX=FFX_Gauge_P3D_V5!FireRadarGauge, 1,1,1,1   // P3D v5.x


//---------------------------------------------------
[Vcockpit02]
...
```

End of the installation process for a **Basic use** of **Pelicandrome4FFX**.
Additional steps are required for **Adjust** or **Advanced modes.** They are described in the corresponding paragraph below.

5. For what reason are Basic, Adjust and Advanced modes available?

Basic, Adjust and Advanced modes allow the simmer to balance the realism of the visuals versus the ease of installation.

In **Basic Mode**, the whole refill station model is fixed, and the hose extension will reach the same spot irrespective of the current airtanker position. Hence a probable visual gap between the extended hose and the port on the tanker.
No file editing is required.

In **Adjust mode**, the whole refill station model will adapt to the current tanker's position when the parking brake is set to start the refill process. This allows to greatly reduce the visual gap at the expense of a misplaced marshaller, hose valve and ground polygons.
One value must be changed in a XML gauge to switch the Adjust mode on.

Basic and Adjust modes rely on **FFX** only to spawn the models.

In **Advanced mode**, the marshaller and ground polygons are spawned at a fixed position by an additional display engine (**WhereAreMyAircraft** or **SODE**), while the hose crew is used as **FFX** refill station model and its position is adjusted to reduce the visual gap.
WhereAreMyAircraft can be purchased from **SimMarket** or **JustFlight**. Using the freeware **SODE** for Pelicandrome4FFX requires in-depth editing of XML files.

The following pictures illustrate how the modes impact the position of the models.

Initial situation (before the parking brake is set) :

The airtanker is **grossly** misplaced and misaligned to highlight the limitations of each mode

Results (after the parking brake is set) :

Mode : Basic
FFX model selected : AllGrdPoly
Additional model : None

Pros : Marshaller, Hose, GrdPolys position and
      alignement are correct
Cons : The extended hose is misplaced relative to the
      airtanker's port

Mode : Adjust
FFX model selected : AllGrdPoly
Additional model : None

Pros : The extended hose matches the airtanker's port
      position (under the wing)
Cons : Marshaller, Hose crew and GrdPolys position
      and alignement are incorrect

Mode : Advanced
FFX model selected : Hose
Additional model : MarshallerGrdPoly

Pros : Marshaller and GrdPolys position and
      alignement are correct
      The extended hose matches the airtanker's port
      position (under the wing)
**Cons** : Hose crew position and alignement are incorrect

I bet that you can taxi your airtanker much better than what is depicted on the pictures above, so the misplacements and misalignements should be much more benign.
I would suggest starting in the basic mode, then move on to the other ones if the hose / port gap is bothering you.
Anyway, the ultimate choice is yours!

6. Tutorial in Basic Mode

1) Install Pelicandrome4FFX as described above
2) Open **FFX**
3) Click on the **Settings** button, then on the **Refill Station** tab
4) Click on **Object Finder**, then on the **Scan folder** button
5) When the scan is completed, browse to **/Misc/Pelicandrome/** in the **Choose model** window
6) Click on the **All...** model you want to use (with or without GrdPoly, and with the appropriate texture set)
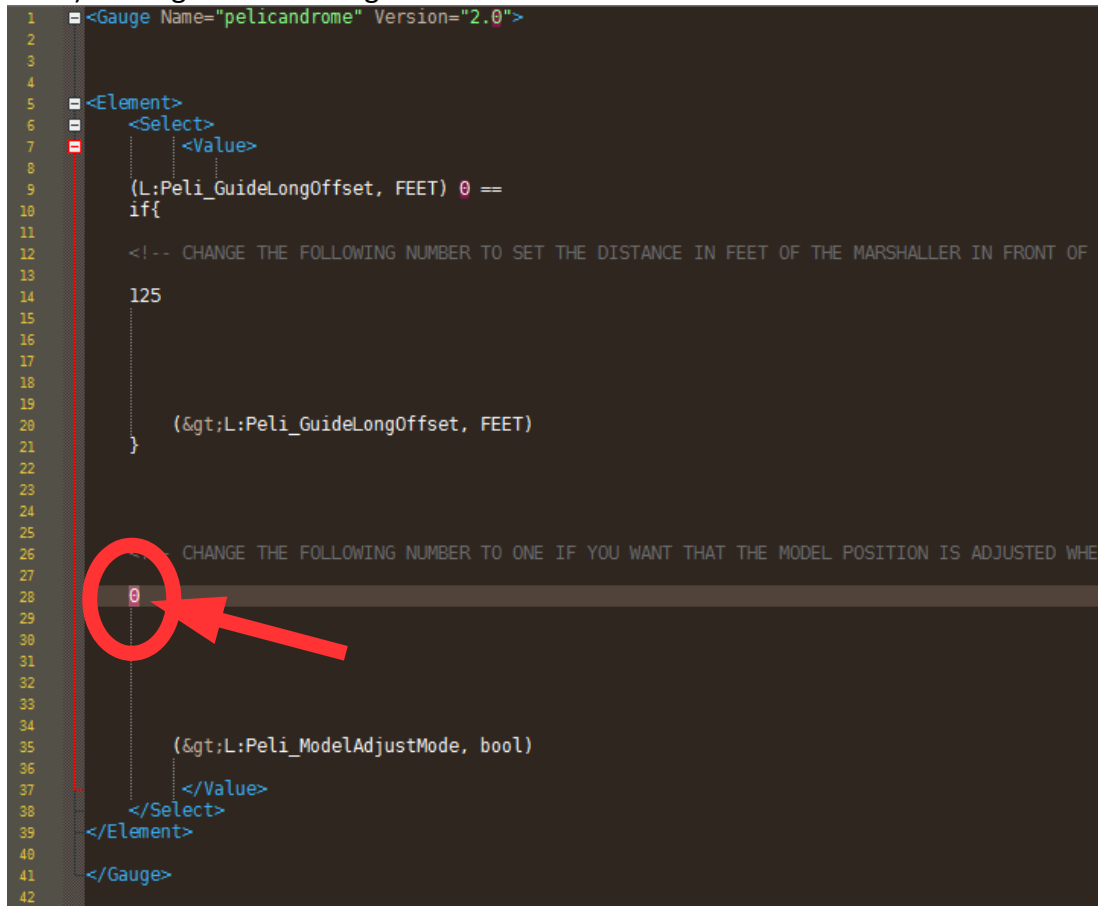7) Click on **Submit**
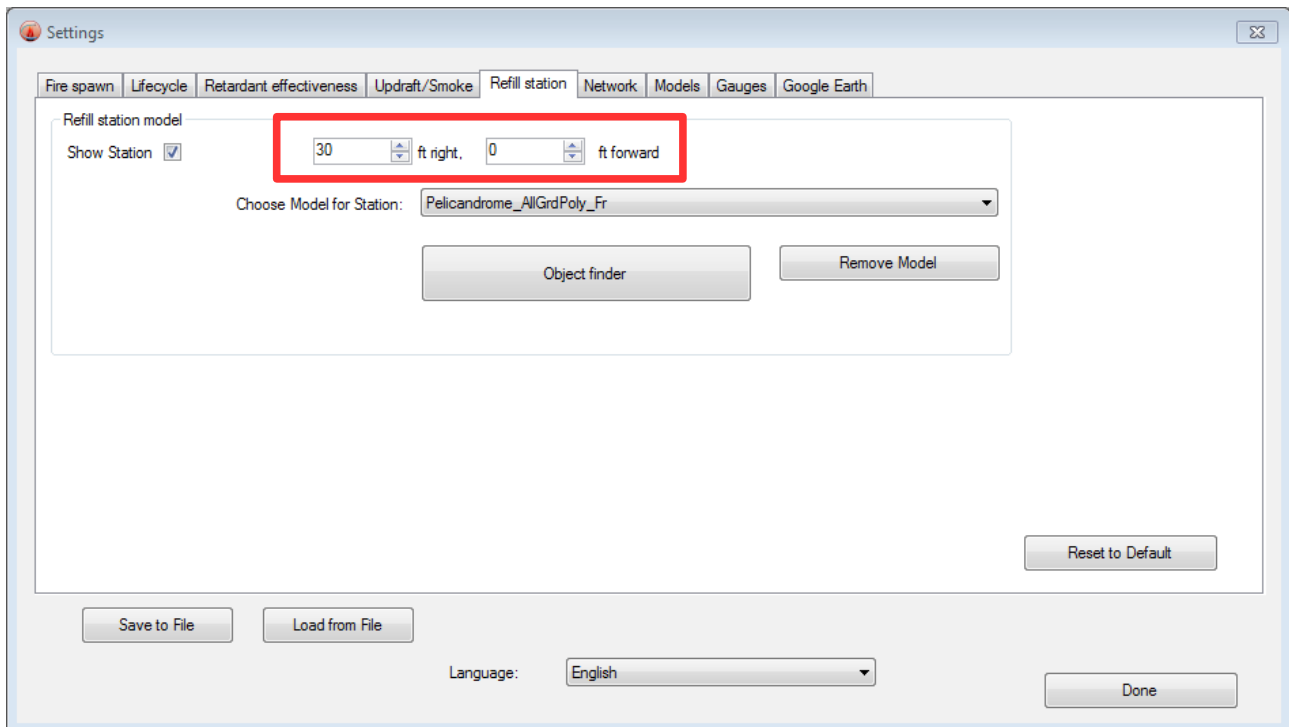
8) Back in the Refill Station tab, select 30 ft right and 0 ft forward. Click on Done
9) Launch your flight sim, fly with your favorite airtanker to your favorite airtanker
10) Once the flight is loaded, move your aircraft to the refill station position (in Slew mode for example)
11) Connect **FFX**
12) Et voilà! You are facing the marshaller, and the hose crew is waiting for your action to begin the refilling process!

Note : The 30ft right, 0ft forward offsets are the ones required for the AllXXX models to work with my beloved TurboFireCat. They may not be suited to your favorite airtanker. If so, please refer to the "**Finetuning the extended hose position relative to the airtanker's port**" paragraph below.

Note : **FFX** refill stations have headings! So the marshaller will always face South (for example) of the refill station if you created it this way (airtanker heading North). Neither he nor the hose crew will not turn around to the other side if you taxi to the refill station from the North end!

7. Additional Steps for Adjust Mode

1) Follow the first 9 steps of the tutorial in Basic Mode
2) Before you launch your flight sim, browse to
   YourSimRootFolder/Gauges/Pelicandrome folder
3) Open the **Pelicandrome_CustomSettings.xml** gauge (I use Notepad++, but WordPad will do too)
4) Change the following 0 to 1


5) Save the file
6) Proceed with the remaing items from the Basic Mode Tutorial

Now, the refill station will be reset to the current airtanker's position and heading every time the parking brake is set with the tanker within 30ft of the previous refill station position.

Note : Returning the 1 value to 0 will switch the Adjust Mode off.

CAUTION : Because of this position reset, the refill station position may drift slowly away after several refillings. Bringing back the refill station at its original position can be done by simply taxi to the desired position, and using the **Reset refill position** from **FFX** main window (picture below).
A ground go-around might be required to reset the animation variables so that the Pelicandrome anims work as expected.

Please bear this "drifting" in mind when using the **Save** and **Load fires** functionalities of **FFX**.
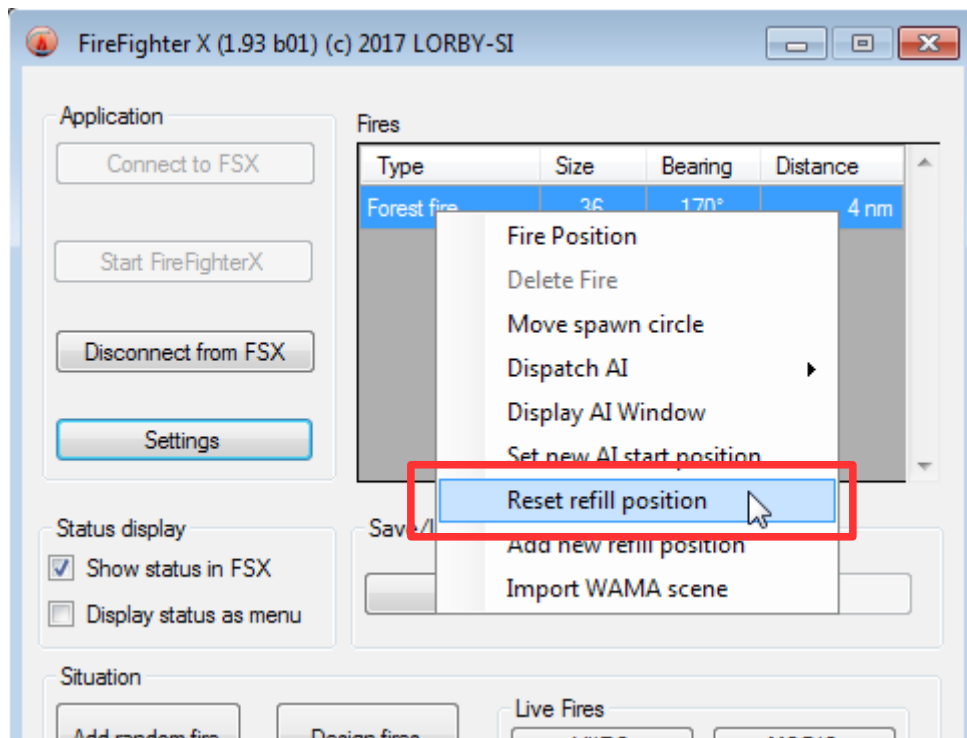
8. Additional steps for Advanced Mode

Prerequisite : Follow the Adjust Mode tutorial to enable the required model position reset function
The rest of the sequence depends on the choice of an additional model display engine :
**WhereAreMyAircraft** (**WAMA**) or **SODE**. Creating refill stations in Corsica (in French : Corse) will be used as an example.

Advanced Mode with WAMA

WAMA is another fine Lorby-SI addon that amongst other things " remembers where you left all your aircraft in the simulator world. When connected, it will display all your parked aircraft in the simulator where you left them when you get close to their position. ", as Lorby-SI puts it.
WAMA also allows for easy objects placements with a purely mouse click based process that we are going to use for our pelicandrome.

1) Make sure that **WAMA** is installed and runs correctly
2) Launch your flight sim and start a flight
3) Connect **FFX** click on **Settings**, go to **Refill Station** tab, and select the required **Hose...** model with **3ft right**, **-5ft forward** offsets (for the TurboFireCat). Please refer to "**Finetuning the extended hose position relative to the airtanker's port**" section for custom settings
4) Start **FFX**, start **WAMA**, and connect the database
5) Position your aircraft where you want the refill station to be located
6) Click on **Edit the Database**, then on the **Scences** tab
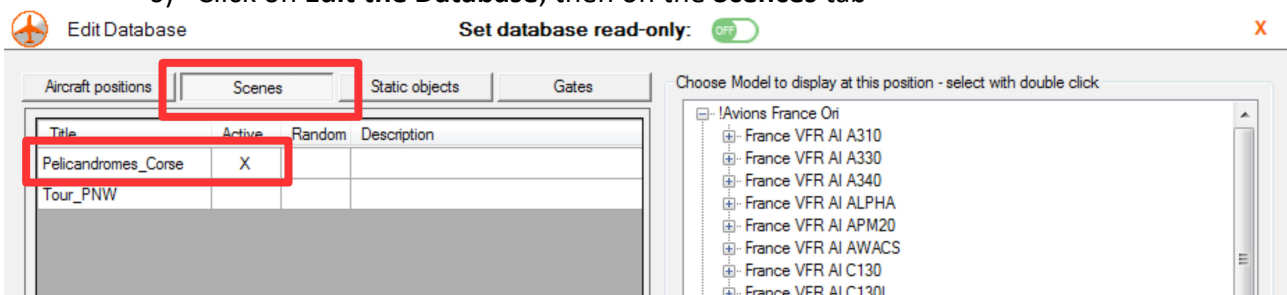
7) Create a new empty scene, then name it (here Pelicandromes_Corse). Make sure the scene is active
8) Switch to the **Static Objects** tab. Browse the right window to the **Misc/Pelicandrom**e selection list
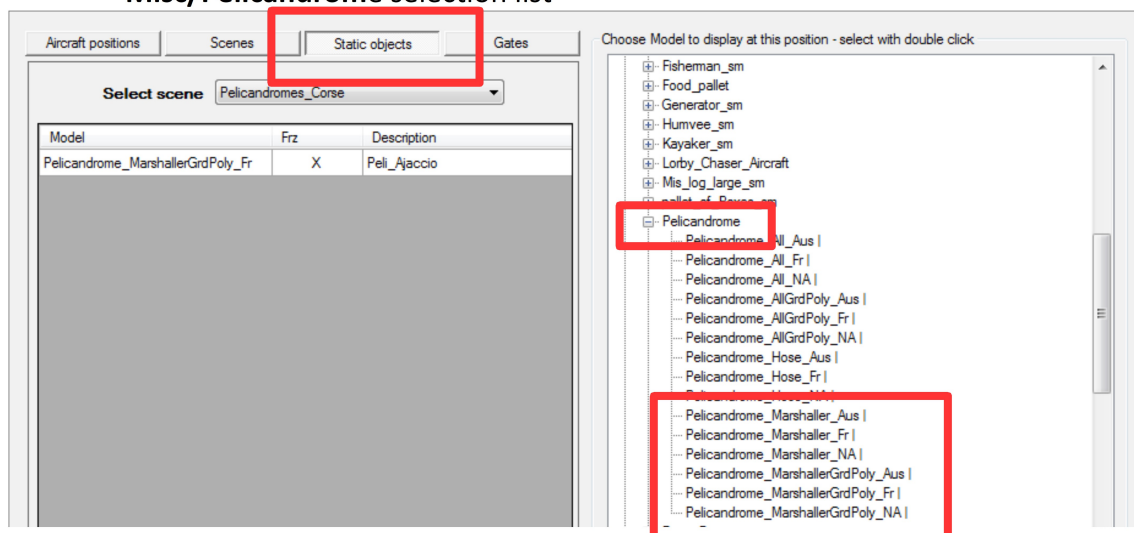
11) Double-click on the suitable **Mashaller** model (which texture set? With ou without ground polyons?). This will spawn the model into the flight sim slightly forward of the current aircraft position. The model is now added to the Static Objects list on the left.

12) Kick the **Frz** zone, and give your model a explicit name. In the exemple, I name it with the airport name (Ajaccio LFKJ)

If you wish to adjust the model position so that ground polygons match the position of the airtanker, continue with step 13. If not, please go to step 17**.**

13) In the sim menu, click on **Add-ons/WAMA/Movement Controls On**
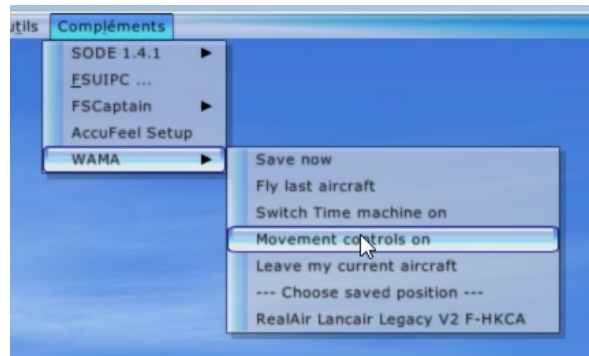
14) Switch to **WAMA** window. Right-click on the model, and click on **Shift**
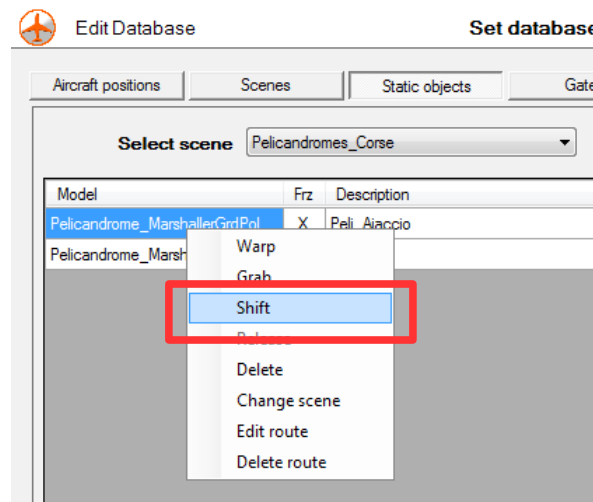
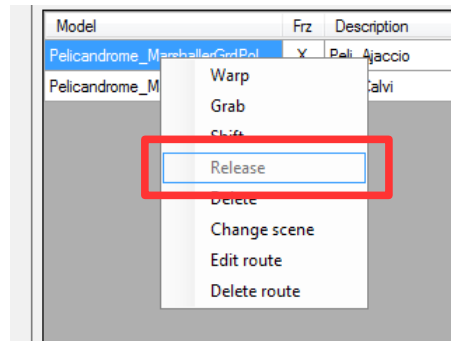15) Back in the flight sim, move the model to the desired spot with the **WAMA** movements controls :

   Shift & Ctrl & NumPad 4 = move left
        Shift & Ctrl & NumPad 6 = move right
        Shift & Ctrl & NumPad 8 = move forward
        Shift & Ctrl & NumPad 2 = move back
        Shift & Ctrl & NumPad 7 = turn left
        Shift & Ctrl & NumPad 9 = turn right

        Make sure Num Lock is not engaged!

16) When done, right-click on the model then click on **Release**

17) Switch to **FFX** main window. Right-click on one of the fires to access the menu, and click on **Reset refill position**, so that the positions of the visual models and of **FFX** refill stations match.
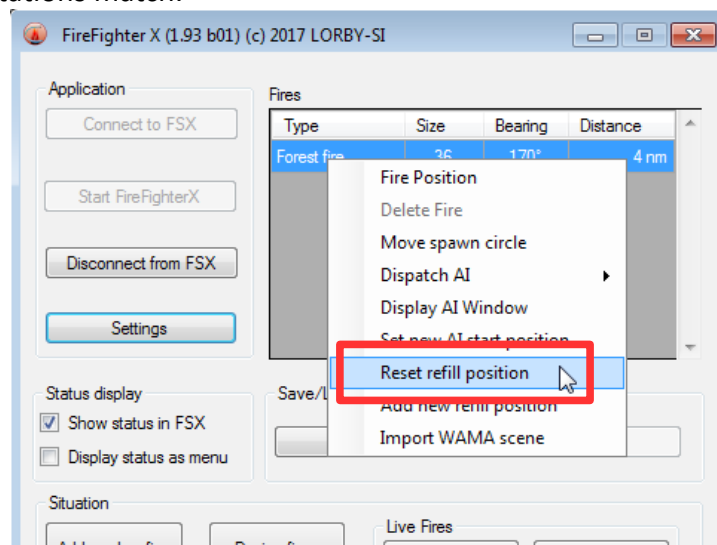
18) If you want to add refill stations to other airports (for the 4 other pélicandromes in Corsica for example), go back to step 11 and repeat the procedure for each additional refill station. Just replace the **Reset refill station** by **Add new refill position**.

19) When all refill stations are treated, switch to **WAMA**'s **Scenes** tab. Right-click on your scene and **select Export to file**
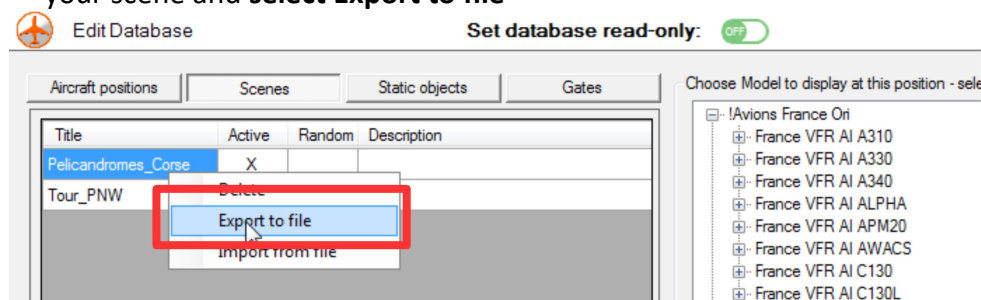
20) Save the file with a explicit name (here WAMA_Pelicandromes_Corse.xml).
    You are done with **WAMA** as long as **Pelicandrome4FFX** is concerned

21) Save the corresponding FFX refill stations by clicking on **Save Fires** on **FFX** main window and save the data with a explicit name

At each new firefighting session :
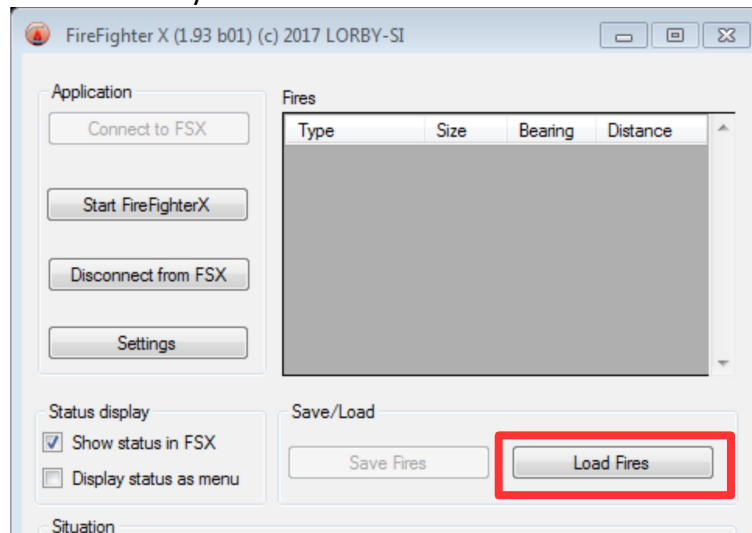
1.   Connect **FFX** to your sim

2.   Click on **Load Fires**
3.   Browse to your
         WindowsPartition/Users/YourUserName/MyDocuments/FireFighterX Files folder,
         and open the xml file you had exported in step 21
4.   Right-click on any active fire and select **Import WAMA scene**
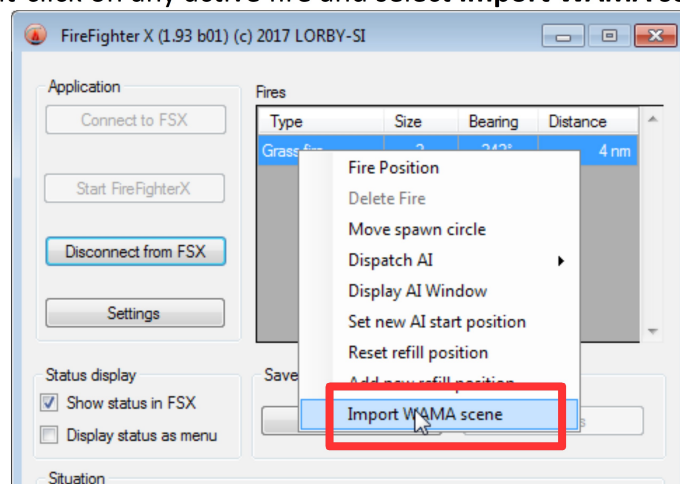
5.   Browse to your
         **WindowsPartition/Users/YourUserName/MyDocuments/WhereAreMyAircraft
         Files** folder, and open the xml file you had exported in step 21

6.   You are ready to go !

Advanced Mode with SODE

The idea is roughly the same one as for **WAMA**, except that all the creation of the revelant XML files with the refill station that is automatic with **WAMA** has to be carried out manually with **SODE**.

Hence <u>**CAUTION**</u> if you are not fluent with editing XML files. Make back-ups of files to be modified beforehand.

1) Make sure that **SODE** is installed proprely and works as expected (**SODE** tab in the **Add-ons** menu bar)
2) Launch your flight sim and start a flight
3) Connect **FFX** click on **Settings**, go to **Refill Station** tab, and select the required **Hose...** model with 3ft right, -5ft forward offsets (for the TurboFireCat). Please refer to **"Finetuning the extended hose position relative to the airtanker's port"** section for custom settings
4) Start **FFX**
5) Position your aircraft where you want the refill station to be located
6) Right-click on one of the fires to access the menu, and click on **Reset refill position**

7) If you want to add refill stations to other airports (for the 4 other pélicandromes in Corsica for example), go back to step 5 and repeat the procedure for each additional refill station. Just replace the **Reset refill station** by **Add new refill position**.
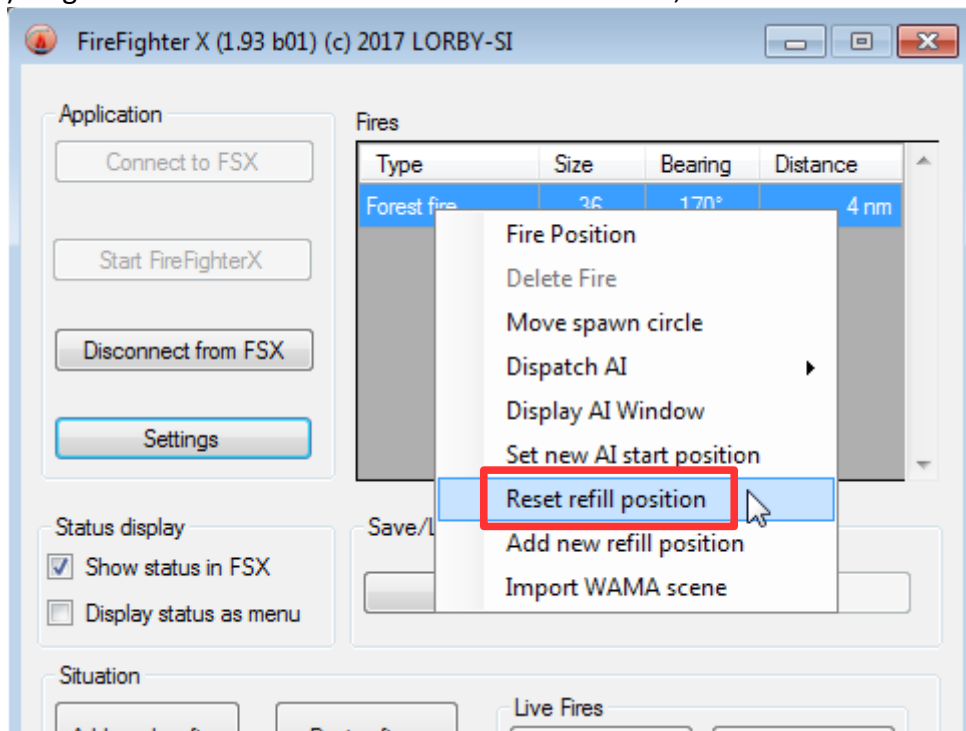8) Save the corresponding FFX refill stations by clicking on **Save Fire**s on FFX main window and save the data with a explicit name

Now the fun begins... :)

9) Copy the whole YourSimRootFolder\SimObjects\Misc\Pelicandrome folder
10) Paste it into your **WindowsPartition\Program**Data**\12bPilot\SODE\SimObjects** folder

11) Open the **sim.cfg** file in the newly pasted folder, and the last line from :

```
static_cg_height=1.0
```
    to
```
static_cg_height=0.0
```

FFX and SODE do not handle the height the same way. Leaving the CG heigth to 1 would result in models floating above the ground.

12) Browse to **YourSimRootFolder/Pelicandrome4FFX/SODE** folder and copy the filled named **Pelicandrome_SODE_sample.xml**
13) Paste it into the **WindowsPartition\ProgramData\12bPilot\SODE\xml** folder
14) Rename the file to a suitable name (for instance **Pelicandrome_Corse.xml**)
15) Open this file. It reads

```
<SODE>

    <SimObject Name="Pelicandrome_Corse1">
        <Placement Lat="41.921492" Lon="8.803501" Alt="0#AGL" Hdg="24.382174"/>

        <Model SimTitle="Pelicandrome_MarshallerGrdpoly_Fr" />
    </SimObject>

</SODE>
```

One SimObject called **Pelicandrome_Corse1** is defined with a set of parameters : its coordinates, altitude above ground level, heading, and the name of the model to be displayed.
What we want to do it is to duplicate this entry and modify them so that they match our **FFX** refill stations. So :

16) Open the Saved fires file you created at step 8 to be found in the **WindowsPartition/Users/YourUserName/MyDocuments/FireFighterX Files** folder
17) It reads in my example :

```
<?xml version="1.0" encoding="utf-8"?>
<FireList xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <refills>
    <RefillPosition>
      <latitude>41.921492</latitude>
      <longitude>8.803501</longitude>
      <altitude>24.567316</altitude>
      <heading>24.382174</heading>
      <truckModel>Pelicandrome_Hose_Fr</truckModel>
      <truckLat>41.921476</truckLat>
      <truckLon>8.803503</truckLon>
    </RefillPosition>
    <RefillPosition>
      <latitude>42.552898</latitude>
      <longitude>9.480188</longitude>
      <altitude>32.467615</altitude>
      <heading>162.809993</heading>
      <truckModel>Pelicandrome_Hose_Fr</truckModel>
      <truckLat>42.552909</truckLat>
      <truckLon>9.480172</truckLon>
    </RefillPosition>
    <RefillPosition> etc etc
```

One can easily spot the correponding figures between the **SODE sample** and the **FFX Fires** files. The parameters to be copied from the **FFX** file are **<latitude>**, **<longitude>** and **<heading>**. The **SODE** altitude is defined as 0 above ground level, so we don't have to take the one from **FFX** into consideration. We don't need to pay attention to the truck (refill station model) data neither.

REMEMBER : the **hose crew** model is being taken care of by **FFX**, so the model we want to be displayed by **SODE** is the **marshaller** !

18) The first entry in the **FFX** file is the one I used to create the sample file, quite obvisouly. The second entry is added to the **SODE** file that now reads :

```
<SODE>

    <SimObject Name="Pelicandrome_Corse1">
        <Placement Lat="41.921492" Lon="8.803501" Alt="0#AGL" Hdg="24.382174"/>

        <Model SimTitle="Pelicandrome_MarshallerGrdpoly_Fr" />
    </SimObject>

     <SimObject Name="Pelicandrome_Corse2">
            <Placement Lat="42.552898" Lon="9.480188" Alt="0#AGL"
Hdg="162.809993"/>
        <Model SimTitle="Pelicandrome_MarshallerGrdpoly_Fr" />
    </SimObject>

</SODE>
```

19) Just proceed with creating the new entries in the **SODE** XML file for all the ones in the **FFX** file.
20) The file editing is done. Congrats!

At each new firefighting session :
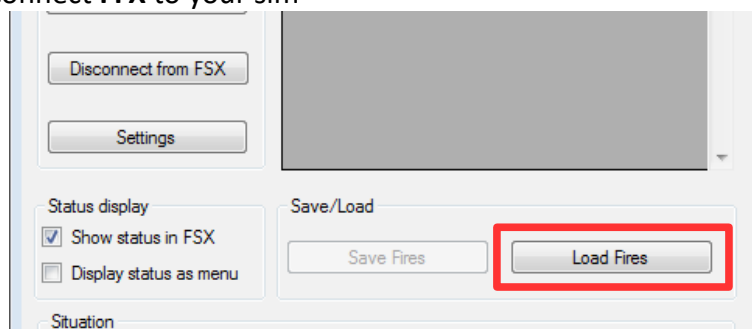
1.   Connect **FFX** to your sim

2.   Click on **Load Fires**
3.   Browse to your **WindowsPartition/Users/YourUserName/MyDocuments/FireFighterX Files** folder, and open the xml file you had exported in step 8
4.   SODE automatically displays all models defined in the XML files, so no additional actions required
5.   You are ready to go !

9. Finetuning the extended hose position relative to the airtanker's port

Since the connection port is located at a specific place for each airtanker, the hose extension can not fit all aircraft with one single setting.

It is possible (and easy) to reduce the gap between the extended hose and the connection port to less than 1 foot in the longitudinal and spanwise directions. No adjustment in the vertical direction is possible.

To do so :

1) Make sure the model position reset function is enabled (**Adjust Mode** or **Advanced Mode**)
2) Open **FFX** and select the required refill station model in **FFX**, **Settings**, **Refill Station** tab
3) Launch a flight for the specific purpose of finding the best settings for a reduced gap
4) Connect and start **FFX**
5) When you are located within 30ft of the refill station, open the main exit (Shift+E), this will bring the hose into its extended position
6) Switch to **FFX**, **Settings**, **Refill Station** tab. Change the values for the right and forward offsets, you can type in any whole number.
7) Reset the refill station (and its model) position either by **setting the parking brake** (Adjust Mode or Advanced Mode), or by clicking on the reset refill position in the menu :
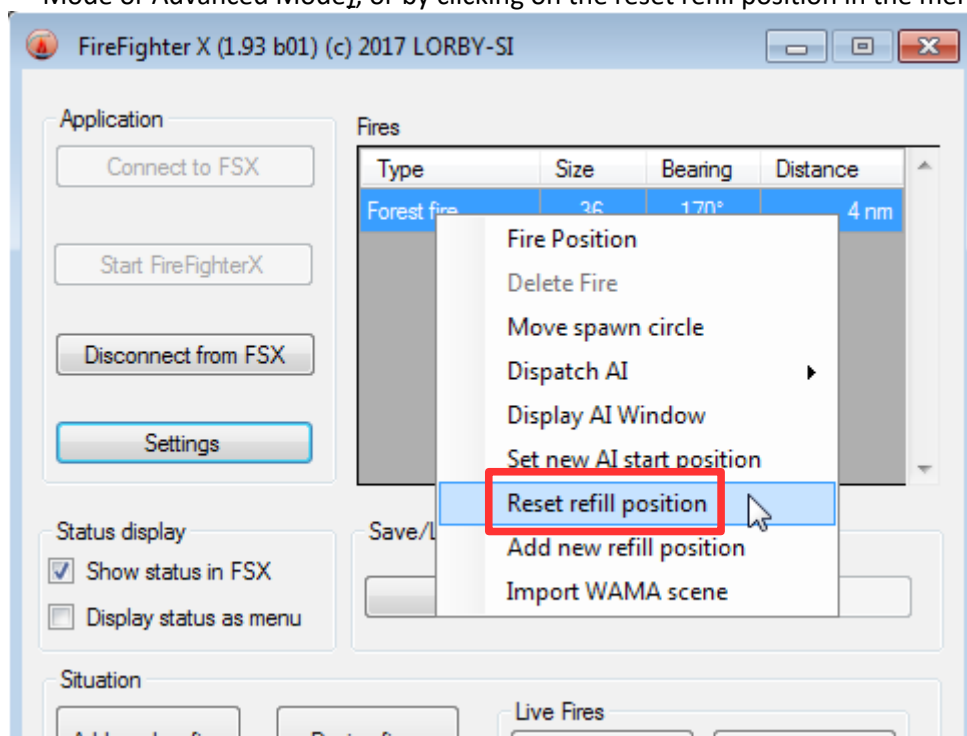
8) Go back to step 6 if more finetuning is required
9) Write down the offset values.
10) Start another flight for actual firefighting

NOTE : You must change the offset values in FFX every time you fly another airtanker type. Hence the writing down of the values for each aircraft.

NOTE : The 0ft right, 0ft forward setting won't work.

10.Finetuning the position of the marshaller

The marshaller is positioned 125ft in front of the airtanker by default.
You can modify this distance as follows :

1) Before you launch your flight sim, browse to **YourFlightSim/Gauges/Pelicandrome** folder
2) Open the **Pelicandrome_CustomSettings.xml** gauge
3) Change the following 125 to anything between 30 and 300. The smaller the number, the closer the marshaller is located

```
1    <Gauge Name="pelicandrome" Version="2.0">
2
3
4
5    <Element>
6        <Select>
7            <Value>
8
9        (L:Peli_GuideLongOffset, FEET) 0 ==
10       if{
11
12       <!-- CHANGE THE FOLLOWING NUMBER TO SET THE DISTANCE IN FEET OF THE MARSHALLER IN FRONT OF T
13
14       125
15
16
17
18
19
20           (&gt;L:Peli_GuideLongOffset, FEET)
21       }
22
23
24
25
26       <!-- CHANGE THE FOLLOWING NUMBER TO ONE IF YOU WANT THAT THE MODEL POSITION IS ADJUSTED WHEN
27
28       0
29
30
31
32
33
34
35           (&gt;L:Peli_ModelAdjustMode, bool)
36
37           </Value>
38       </Select>
39    </Element>
40
41    </Gauge>
42
```

4) Save the file

Note : Changing the value back to 125 will restore the default positioning.

11.Known Issues/Limitations

– Due to some limitations of FFSX/P3D regarding bone chains and the limited skills of yours truly, the hose tender is not animated as the marshaller is. He moves around in a frozen posture.
– A vertical displacement of the refill station model may be spotted when its position is reset
– The whole pelicandrome animations work as expected as long as the refill procedure is followed. The gauge may not be able to follow-up if the airtanker moves out of the refill tolerance zone (30ft) in the middle of the refilling, or if the proper action is not carried out.
– Don't forget that opening the main exit will switch the hose to its extended position if the airtanker is located within 30ft of the refill station!

12.Change Log

v1.00 : Initial Release

13.Copyright and Distribution

This package is freeware and is to remain freeware.
This package may not be used by commercial organisations, flying schools, flight simulator operations or other organisations for any commercial purpose (i.e. where money is being charged) without prior consultation with the author.
The contents of this package may not be modified or in any way altered without the express permission of the developer of this package.
Do not upload this aircraft to any site without the permission of the author.
I do not believe that this file can in any way harm you or your property (computer). It is used at your own risk.

14. Credits

A huge thanks to **Oliver** from **Lorby-SI**, first for **FFX** itself, and for the many modifications he has implemented in **FFX** in the last months so that **Pelicandrome4FFX** could exist and work fine! Vielen Dank dafür Oliver!
Thank you too to :
– the creators of the Blender2P3D/FSX toolset : **Manochvarma Raman** and **Vitus**
– **Arno Gerretsen** for the incredible ModelConverterX tool and the FSDeveloper.com goldmine
– **krispy1001** for his Blender tutorials
– **Didier "Lagaffe"** and **Vitus** for helping with the modelling, export and debugging
and all at FSDeveloper.com, pilote-virtuel.com, SimOutHouse, FlightSim and Avsim.

Happy flights! "Tuo lentokoneeni laulaa jos voisi"