

USER GUIDE

Version 2.5



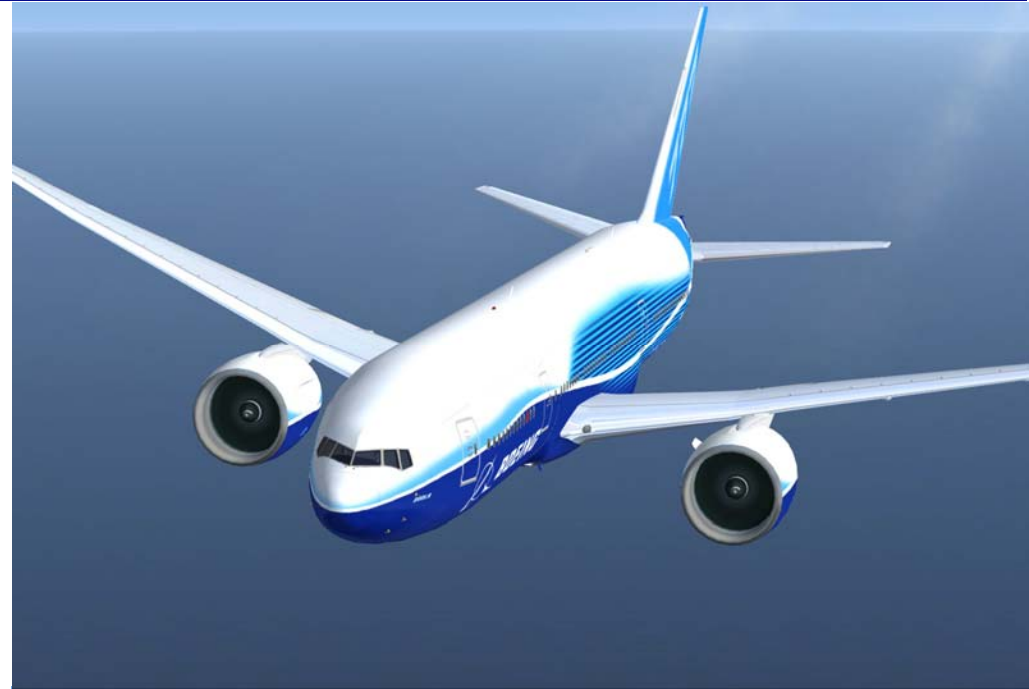
Boeing 777

add-on expansion for Flight Simulator X

developed by
MEIJET

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Overview

Hi there, and thank you for downloading the MelJet Boeing 777, updated for Microsoft Flight Simulator X. I hope that this aircraft expansion will positively add to your flight simulation experience.

The Boeing 777 first took to the skies in the mid 1990s. Designed to fill the gap between the 767 and 747, this twinjet became a huge success soon after its launch. Today, the 777 family includes the 777-200, -200ER, -200LR, -300, -300ER, and 777F. Now, almost a decade and a half later, the 777 family has repeatedly proven it's versatility and prowess as an efficient, reliable, and technological-advanced transport aircraft. If you've flown recently, chances are you've either stepped aboard a Boeing 777, or if not, have glimpsed upon one as you were making your way around the airport.



A Little Bit Of History

MelJet first released a rendition of the Boeing 777 model for Microsoft Flight Simulator 2002 in early 2003. At the time of release, the model was 'state-of-the-art' as far as add-on aircraft for MSFS went. It introduced features such as Maintenance Mode (with user-operated engine cowl doors, maintenance bay doors, etc) and Cruise Mode (with reclining seats, opening tray tables & PTVs, etc). Eyecandy aside, the model was intentionally designed to be of extremely high-fidelity and accuracy - from the animated hydraulic hoses on the landing gear assemblies, to the internal workings of the powerplants, to the details of the pistons used to drive the control surfaces, to the flexing of the wings under aerodynamic load, to the highly detailed interactive 3-class virtual cabin.

The model was well-received amongst flight simulator enthusiasts, for which I am humbled and very grateful.

As the newer versions of MSFS arrived, there was a constant need to update and revive the MelJet Boeing 777 model. However, due to other commitments, this has been harder said than done.

While the original model is still compatible even with today's FSX, it was not specifically *made* for FSX. Having been designed with FS2002 in mind, it did not harness the newer capabilities that FS2004 and FSX had to offer. Thus, I finally sat down and decided to revive the MelJet Boeing 777 model for FSX.

It's with much pleasure that I finally present to you this release, which is a very minor update of the MelJet Boeing 777 model, designed to integrate with Microsoft Flight Simulator X.

Please read on.

The MelJet Boeing 777 for FSX

I should first mention that this is not a full re-work for FSX, it is merely a 'revision' of the current model that you have seen, for FSX. What does this mean? In short, it is **not** a *native* FSX aircraft. The MDL files are still the same as before, as are the common textures and such.

What's new is that the flight dynamics have been reworked to some extent, to better run within FSX, and the aircraft has been re-packaged to specifically integrate with FSX. Also, to coincide with this release, a new collection of paints and liveries have been commissioned.

As you have probably noticed, I have mentioned on several occasions that this is a very minor update. The scope of this update was not to add major new content to the feature set, but to provide an official release which was configured specifically for FSX.

The good news is that your old repaints and textures from the days of FS2002 and FS2004 will still work, as long as you place them in the respective texture directories.



Version History

March 2012 / Version 2.5 / Release 3

This version does not add significantly to the featureset, but instead re-configures the existing model to specifically integrate with FSX, harnessing some newer FSX features that the previous models did not take advantage of. In addition, the flight dynamics have been updated to an extent to give better aircraft handling and to better run within FSX. All features from previous versions remain.

July 18, 2003 / Version 2.0 / Release 2

Version 2 builds on the first version and adds several updates to the model. The most significant update is the addition of "Cruise Mode", which features animated reclining seats, animated stowable PTVs and tray tables, and animated footrests. Also, the Virtual Cabin has been extended with the addition of First and Economy Classes. "Maintenance Mode" has also been expanded, with the addition of opening doors. Minor additions in the way of detail have also been made to the model. The bug in the flight dynamics, causing the MTOW to be exceeded, has also been corrected. Version 2 also features the 777-300ER and 777-200LR, making the MelJet rendition of the Boeing 777 family complete.

January 4, 2003 / Version 1.0 / Release 1

A completely scratch-built model. This model is designed Discreet's GMax and is a product of three months of work. This new release features many brand new features. Noteworthy features include a brand new "maintenance mode" featuring opening engine cases, deployable Ram Air Turbine, opening gear bay doors on ground, opening Captain's window; virtual cabin (Business Class); Flexing Wings; dynamic wingviews; animated reversers with animated fan air blocker doors; see-through engines; animated landing gear with fully modeled struts and hydraulic pistons, also featuring animated flexible gear hoses; animated flaps, slats, ailerons, elevators, and spoilers with animated hydraulic pistons; advanced logic nosegear and main gear steering; animated primary and secondary rudder; dynamic shine and reflective surfaces; 3D APU; 3D gear, flap, slat bays; seamless wing-root fairing; extremely detailed all round.

Using the MelJet Boeing 777 Model

Maintenance & Cruise Modes

To use either of the Maintenance Modes, Cruise Modes, or Passenger/Cargo Doors, you will need to have keys assigned to these functions within FSX. The internal tagging for each of the above operations is detailed below.

	FSX Internal Tag	Key Assignment*
Maintenance Mode	Passenger Doors	Shift + E
Cruise Mode	Cargo Doors	Shift + E, then 2
Passenger Doors	Tailhook	Shift + T

*The key assignments may be a combination of your choice, and need not follow those specified above.



Using the MelJet Boeing 777 Model

Moving through the Preset Aircraft Views

One new feature of this release is the inclusion of pre-configured viewpoints positioned at locations around the insides and out-sides of the aircraft.

To scroll through the outside views:

Press the '**S**' key until you are within the 'Aircraft View' mode (indicated by the red text on the top left of the screen). Then, press the '**A**' key to scroll through the preset views.

To scroll through the inside views:

Press the '**S**' key until you are within the 'Cockpit View' mode (indicated by the red text on the top left of the screen). Then, press the '**A**' key to scroll through the preset views.

Alternatively, you may select the preset views from the Views menu within FSX.



Aircraft Repaints

To facilitate your repaints, you may use the available Paint Kits as a base for your repaint. I've strived to make the Paint Kits as easy to use as possible. I hope you will enjoy repainting these aircraft models. To start, use the following as a guide.

- 1) Open the PSD files in your favorite graphics program and start painting.
- 2) Once you're done with the PSDs, open the PSDs in "ImageTool" (found in the FSX SDK), convert the textures to the DXT3 format, click on "Save as", and save it over the respective BMP textures in aircraft's texture folder.
- 3) That's it. Note that just painting the PSDs alone is not enough. You must convert the textures to DXT3 bitmaps.

Also, please be sure to comply with the terms of redistribution of your repaint as stated in the Terms and Conditions of Use at the end of this document.



Closing Comments

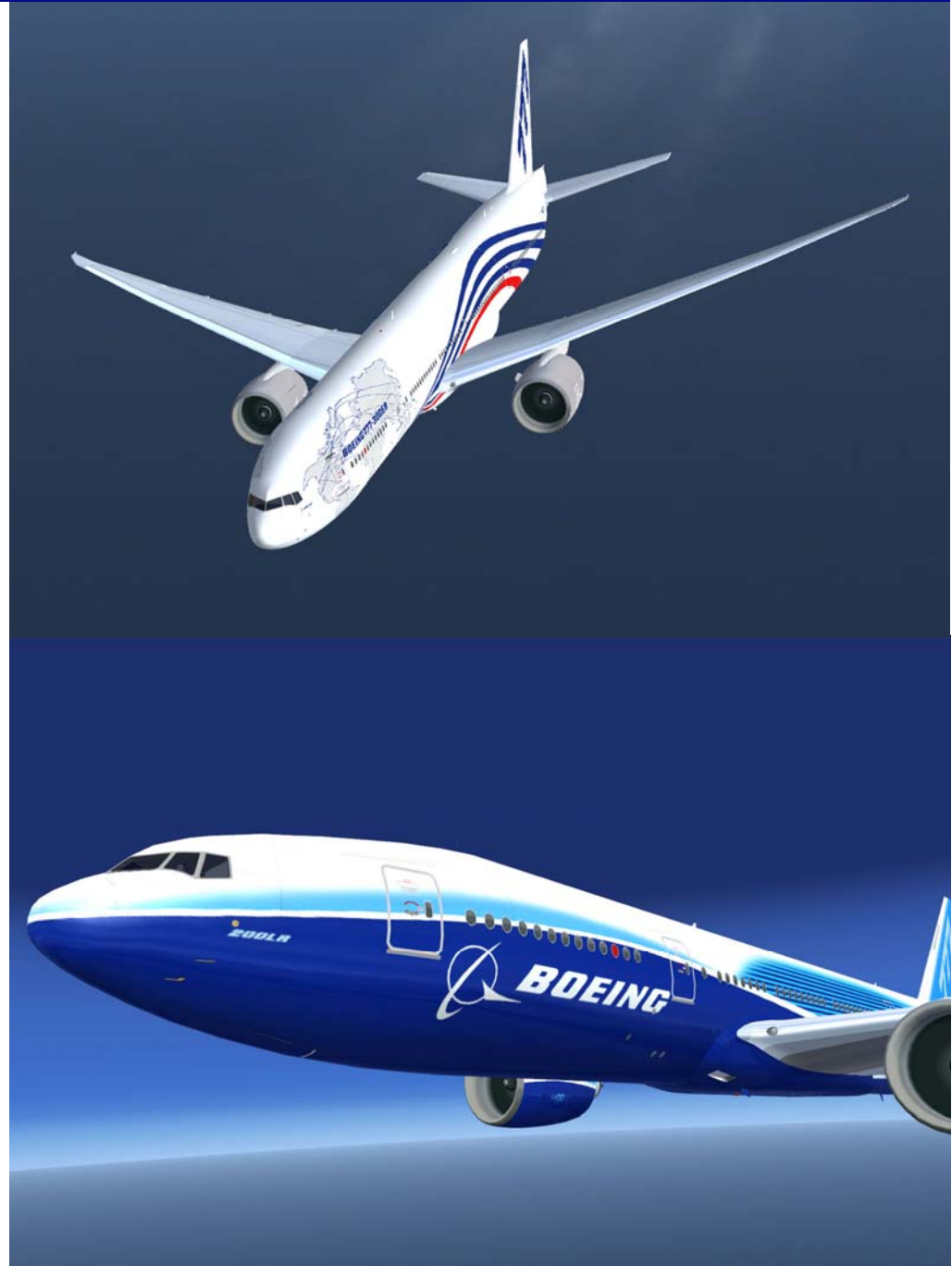
Thanks again for downloading the MelJet Boeing 777 Model for FSX. I truly hope that you will have many hours of enjoyment using this add-on aircraft expansion.

Please visit my website at **www.meljet.com** for the latest news and updates.

If you have any technical support questions, suggestions, or would just like to say hello, please feel free to contact me through the Contact Page on my website. Although I may not always be able to respond, I'll endeavor to do so whenever I can.

Have a pleasant flight!

*With thanks,
Melvin Rafi
March 2012*



Terms of Use

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- 3) You clearly indicate that the livery of your repaint was created by your own self, and is not endorsed by MelJet

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