

README:

FSX Photorealistic panel for Antonov AN-22. The 2D-panel includes a navigator/observer panel and it can be used for all FS-models of that huge airplane.

As option there is a nonfunctional basic VC, which should work with most of the available AN-22 models. There are many AN-22 FS-models in the net, from FS2002 up to FSX but some models are not FSX-compatible and even some FSX-models shows transparent wheels. Therefore I recommend the FSX-update with the successfully tested texture "ADB" (an22dtup.zip) for Enrique Del Rosarios original model.

Included are also five external and two internal cameras. FSX-Panel reconfiguration by Michael Pook.

2D-panel graphics and camera definitions by Erwin Welker.

----- Optional basic VC:



This is the instrument panel you can normally only see from an external view, looking through the windows of the aircraft. There are no working gauges because the model is not designed for a VC. If it works you have the panel in front of the pilot, just hit F9.

Please check it out if the VC works together with your model in use:

1. Paste the model.Vc into your AN-22
2. Edit the line "model= " on top of the aircraft.cfg and change it to "model=VC"
3. Backup the texture "panelz" by renaming like panelz-bak, then paste my texture "panelz" into the texture folder.
4. Replace the default eyepoints with this parameters:

[Views]

eyepoint = -19.60, -1.67, 3.55 ; Long-, Lat- and Vertical position

Views:

To get the camera views please copy the lines from the cameras.cfg somewhere into the aircraft.cfg.

F10 shows you the 2D-panel. Please choose an appropriate zoom factor to zoom out the virtual bow. Instead of the pilots panel you can choose also a wide angel cockpit view or the view of the navigator/observer.

F9 shows you the VC. Please toggle with the A-key to get the camera views. One camera position allows you to insert the cockpit or the navigator/observer view without having the virtual bow in front.

The second camera shows you the cargo room with the animated crane rails. Hit Shift E 2 to open the tail ramp.

Attention: This option requires the correct FS-model, f.i. (an22dtup.zip)

Credits:

Enrique Del Rosarios is the author of the model. I tried to reach him via e-Mail without success. Anyway, thanks for his model.

Many thanks to Michael Pook for this and his other Gauges-reconfigurations to make older FS-airplanes usable in FSX.

Many thanks to all unnamed creative persons who makes gauges, effects, sounds etc.

Legal:

This AddOn is freeware and may strictly not been sold.

It is not permitted to use it for commercial-purpose and strictly not allowed to make money with this files!

It should not harm your computer, but you install it on your own risk.

More Files with my work at Flightsim.com or Simviation.com (Searchkey: WELKER)

Any comments to: er_welker@web.de

Happy landings

Erwin Welker

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