

HISPANO BUCHONS

AI AIRCRAFT

FOR FS9 and FSX (native code)



Note: These aircraft are not designed to be user-flyable

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INTRODUCTION

The Hispano Buchon is essentially a Messerschmitt BF-109G, built under licence by Spain. The final single seat variant was the 1112-M1L that was produced in 1954 but with a Merlin engine. The aircraft remained in Spanish service until December 1965. Numerous examples were used in the 1969 film "The Battle of Britain" to represent the Bf-109.

I built these two aircraft as an addition to the AI traffic for the ACG Duxford scenery. The aircraft appear regularly at the annual Flying Legends display. They also make a nice addition to the Junkers Ju-52s that appear there too and have also been modelled and released in separate packs concurrently (details below).

The two multi-LOD Buchons are in separate packs in FS9 and FSX code that are available at flightsim.com with the following file names:

- **JYAI_Buchons_FS9_1.Zip**
- **JYAI_Buchons_FSX_1.zip**

Amended AFCADs (AFX) and traffic files for ACG Duxford are included in the packs.

The individual aircraft are:

G-AWHE



G-BWUE:



INSTALLATION - AIRCRAFT

Extract the contents of the zip file to a temporary folder on your hard drive. Ensure that the **“Use folder names”** check box is activated in the “Extract” screen of Winzip and the files in the archive will stay in the intended folders.

Step 1 - Place the aircraft in your **FS9\aircraft** or **FSX\simobjects\airplanes** folder according to the version of MSFS in use.

Step 2 - Move the effects files to your **FS9** or **FSX\Effects** folder. You may already have some of them.

AFX and TRAFFIC FILES

A revised AFCAD (AFX) file is included that provides parking for the two Buchons in the ACG Duxford scenery (download details below).



A flight plan (traffic file) is also included that enable the aircraft to depart and fly a circuit of the airfield as an addition to the Air Show scenario that features in the original Duxford packs.

Users can of course create flight plans themselves for any other airfield they want to utilise. To produce flight plans, a suitable program is needed. "AI Flight Planner" is a very versatile tool that will produce plans (traffic files) in both FS9 and FSX format. It is available as a free download from:

<http://stuff4fs.com/newpage.asp?JS=True&Folder=AIFP>

Here's how to install the Duxford files:

Users will need the original Duxford scenery and AI packs that were produced by Stevo and me plus the 2013 update. The files for the appropriate MSFS versions are at flightsim.com with the following names:

- **Acg_iwm_duxford_fs9.zip**
- **Acg_iwm_duxford_fsx.zip**
- **Acgduxford2013update.zip (contains files for the FS9 and FSX versions)**

Additional AI packs are also available as follows:

- **jyai_seavixens_fs9_1.zip**
- **jyai_seavixens_fsx_1.zip**

- **jyai_b25_fs91.zip**
- **jyai_b25_fax_1.zip**

If users wish to download my Junkers Ju-52s the files are called:

- **JYAI_Buchons_FS9_1.zip**
- **JYAI_Buchons_FSX_1.zip**



Installation instructions for these aircraft are in their respective zips. To install the updated AFX and new traffic file for the Buchons at Duxford:

- Move the file “**AFX_EGS2.bgl** (Fs9 or FSX) to the **ACG Duxford\Scenery** folder that can be found in **FS9** or **FSX Addon Scenery** if the original auto-installer was used. This will replace the original and updated file from the earlier zips.
- Move the file “**Traffic_Duxford_Buchons.bgl** or “**Traffic_Duxford_Buchons_FSX.bgl**” to your FS9 or FSX **scenery\world\scenery** folder.

The two aircraft depart at 15:15 GMT each day and fly one VFR circuit before landing. They use the grass runway controlled by the AF2_EGS2.bgl AFX file.

TAIL MARKINGS

I understand the sensitivity of the tail markings, particularly in Germany, where laws prohibit the display of the symbol in certain circumstances. I have therefore provided an alternative texture for each aircraft with the symbol removed.

CAN'T SEE THE AI AIRCRAFT?

Here's a checklist to help users with a problem to see the AI aircraft:

1. The scenery for the AI aircraft must be installed and activated in the scenery library.
2. The FS9\aircraft or FSX\sim objects\airplanes folder should contain the AI aircraft.
3. The FS9 or FSX\scenery\world\scenery folder should have the traffic files.
4. AI should be enabled in the simulator traffic slider and set to 100% initially.

For FSX, if the AI aircraft can't be seen after checks 1-4 then go to check 5:

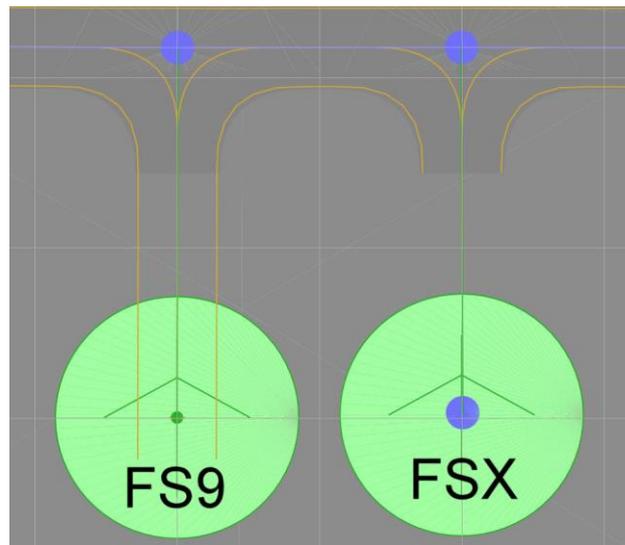
5. **MOST IMPORTANT:** If you have any traffic files in FSX that were designed for FS9 and have not been converted to FSX format, they will generally kill all AI traffic in FSX in a large radius. First temporarily remove any other traffic files found in your FSX\scenery\world\scenery folder while you check to see if the missing AI is now visible. If it is then you know you have a rogue file.

“**AI Flight Planner**” (see introduction) has a simple checking tool in the top drop down menu that scans for FS9-formatted files. It will then save a backup copy and convert the file to FSX format. It's a really quick and useful program to scan your FSX\scenery\world\scenery folder and other FSX scenery folders with.

INHIBITING PUSHBACK

This note is included for anyone who wants to modify the AFCAD (AFX) files. Microsoft Flight Simulator (FS9 and FSX) is really geared to Commercial AI traffic and that will usually include a push back from the parking spot. AFCAD files control the layout of runways, taxiways and the parking for AI aircraft. Pushback

can however be inhibited in these files. In FS9, it is generally only necessary to place the parking spot exit in the direction of travel. In the case of FSX an additional blue node is needed. This should be placed on the parking link and dragged to the centre of the parking spot and aligned precisely like this:



Several programs are available for producing ground layouts and parking spots, but Airport Design Editor (ADE) is probably the most versatile of the freeware offerings. It can be downloaded from: <http://www.airportdesigneditor.co.uk/>

REPAINTING

Repainting is permitted, subject to the following conditions please:

1. There is no need to ask me before repainting, but I reserve the right to ask for uploaded files to be removed if I feel that the repaint, documentation or packaging is not appropriate. If in doubt please consult me first.
2. You may only upload the repainted textures, never the model itself. You will also need to provide a new section for users to be included in the aircraft.cfg file for the new aircraft and also provide a link to this package so that users can obtain the model.
3. Full credit is given to me for the original work.
4. The AI models in this zip must not be included in another scenery or AI package.
5. The repaint must remain as freeware with no charge whatsoever.

Example “paint kits” or rather my source files for the textures, are made available as is. Please do not ask me to re-map any surfaces, I don’t have the time or interest to do that.

The layered .psd files in the Paint Kit folder were produced with Paint Shop Pro X5 as .pspimage files. However, files drawn with this version are not compatible with earlier PSP versions. I have therefore also saved the images as .psd (Photoshop) which is a format that Paint Shop Pro can open across the version

history. The downside is that the vector data for the serial numbers and panel lines will be lost, making editing a bit more difficult. The .psd extension is also detected by Quicktime and if you encounter that problem either change the association in Windows or simply open the file from the program and not by double clicking in Windows Explorer.

ACKNOWLEDGEMENTS

Stevo at ACG, for producing the Ambient Occlusion layer (3ds Max) in the texture files to give some subtle shading.

LEGAL

Copyright of this package is with John Young and the archive may not be altered in any way without permission. The package is freeware. It has been designed for the benefit of the flight sim community world-wide with thanks for all the great downloads that I have obtained over time.

The package must not be used, uploaded or placed on any medium that may cause money to be made in any way.

The archive must not be uploaded to any web site without permission from the author.

This software is provided "as is" with no guarantees or warranty of fitness and you use these files at your own risk.

FEEDBACK AND SUPPORT

I would be grateful for any feedback on the package and/or if you have any problems, please visit the ACG Forum at:

<http://www.airfieldconstructiongroup.org/>

Or the MAIW "Retro" Forum at:

<http://www.militaryaiworks.com/>

Or e-mail me at:

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