



ARMSTRONG WHITWORTH ARGOSY

AI AIRCRAFT

FOR FS9 and FSX (native code)



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

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INTRODUCTION

These AI aircraft have been built at the request of Brian Clarke and Daryl Payne at MAIW who have produced a retro version of RAF Benson scenery for FS9 at the time that the Argosy was coming to the end of its service life there – around 1971. I have provided 14 aircraft there in a mix of white/grey and sand camouflage, plus two visiting red-tailed aircraft from Boscombe Down. While the performance of the scenery is very good in FS9, it has an extremely low frame rate when used in FSX and it has the inevitable transparency problem with objects like trees and fences. However, I have as usual made a version of the Argosies in FSX native code for users of that simulator version to set up as they wish.

These multi-LOD AI Argosies are in separate FS9 and FSX packs that are available for download at flightsim.com with the following file names:

- **JYAI_Argosies_FS9_1.Zip**
- **JYAI_Argosies_FSX_1.Zip**

The MAIW RAF Benson retro scenery for FS9 can be downloaded from AVSIM.com. The file name is:

- **bc_benson_70.Zip**



THE AIRCRAFT

I have made 7 aircraft of each of RAF 114 and 267 Sqns. Here's an example of the white/grey finish:



10 aircraft in the RAF Argosy fleet were painted in a dark earth and light stone camouflage scheme and I have included 2 examples for each of the two squadrons. Here's one of them:



The two examples from Aircraft & Armament Experimental Establishment and the Empire Test Pilots School are similar in colour. Here's the ETPS example:



The models come in two forms with a choice of animated rear clamshell doors and a loading ramp that closes/retracts when the aircraft starts to taxi, or a fixed closed option. The models can be allocated to any of the aircraft/paint schemes in the aircraft.cfg file to give a mix as desired.



INSTALLATION

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.

There are no flight plans included for the aircraft but users can of course use the FS9 Benson set or create them for themselves for the specific airfields 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>

CAN'T SEE THE AI AIRCRAFT?

Here's a checklist to help users with a problem not being able to see AI aircraft that have been set up:

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:

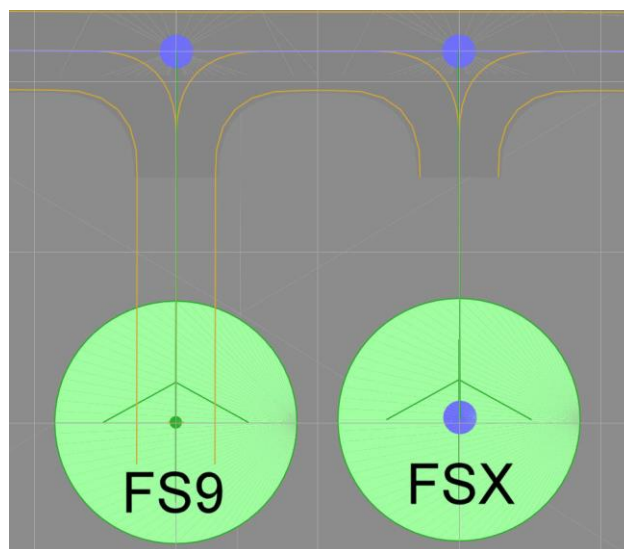
5. **MOST IMPORTANT:** If you have any traffic files in FSX that were designed for FS9 and have not been

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

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/>

ACKNOWLEDGEMENTS

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

Brian Clarke and **Daryl Payne** for the incentive to tackle this project and for producing a really nice FS9 home for these aircraft.

LEGAL

Copyright of this package is with John Young and other contributors mentioned in this manual 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.

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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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