# Freeware texture update for the Aerosoft F-16.

This package includes (with install instructions):

- New diffuse textures for the dds-textures covering the external canopy colouring (**F-16C_4_T.dds)** for all paint schemes in the Aerosoft original release. Updated canopy textures for Dag's repaints found at avsim.com, where the canopy texture isn't already updated, are also included.
These new textures needs to be pasted in individually to each aircraft specific texture folder. We know this is awkward but the reason is that we want to give the user full freedom.
Paints that originally had fresnel ramps for the fwd transparency coloured blue/green have been updated with one with a more vivid green tone
(Front_Canopy_Fresnel_Ramp.dds).
- We have included 4 different fresnel ramps for the fwd transparency (fwd canopy part) in addition to the original golden one.
Folders are:
New Green fresnel
New darker Golden fresnel
New Green Gold fresnel
New Clear fresnel.
This will give the user great freedom in choosing what colour they want to apply to their favorite F‑16 aircraft. Personally we like the Green Gold version the best. In the real world, canopies basically look golden on the shadow side and greenish purple on the sunny side. Canopies are made by many manufacturers and to many specifications so we have included some alternatives.
- In the "Texture" folder you will find **F-16_11_T.dds** (several versions both in 512x512 or 256x256 pixels). This texture is the internal canopy colouring and reflection seen both from the outside (spot view for instance) and from inside (VC). We found the original too intense white so Vincent created some new ones with variety. There are 3 versions, **F-16_11_T.dds** is the default one with some reflection, **F-16_11_T_high.dds** with more reflection and **F-16_11_T_low.dds** with very faint reflection. To install you will need to paste in and replace in the main fallback "Texture" folder and rename the file to **F-16_11_T.dds** if not done already. This is found in the **Simobjects/Airplanes/Aerosoft F-16C Clean folder.**
- Vincent made new afterburner textures with a more orange tint and added intensity and these are also located in the same folder as above;
Simobjects/Airplanes/Aerosoft F-16C Clean folder.
- Some more adjusted textures for in the main "Texture" folder: **f16_HUDGLASS.dds** and **HUD_Fresnel_Ramp.dds** for a slightly greener look of the HUD.
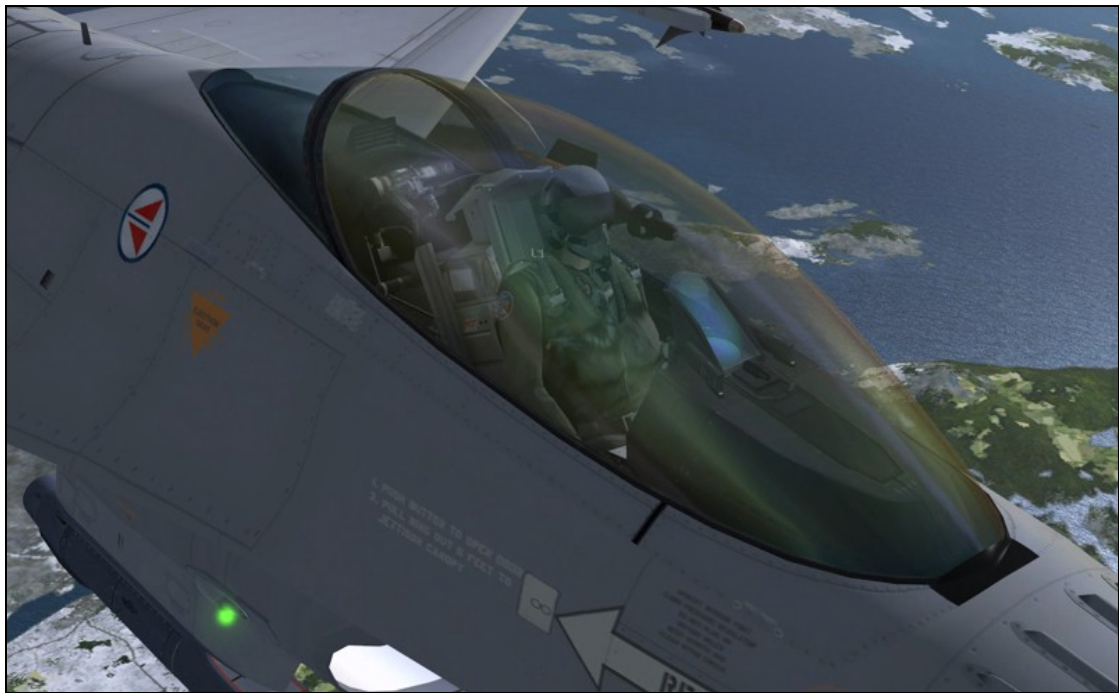
New diffuse texture for the canopy shown on RNoAF F-16AM. This one has the Green/Golden fresnel ramp.

New afterburner texture, again on a Norwegian.

In general we want to add the following:
The reason for updating the canopy textures was that it appeared too white and unrealistic and this was pointed out by users at the Aerosoft forums. I fully agree and this should not have been overlooked at the beta stage. However, we were a limited group and we had limited time on an already huge project that dragged out for almost 3 years (correct me if I'm wrong). That's why we did not go back and redo for initial release. Besides, we had 61 textures to redo after I (Dag) discovered that the gun was modelled half a metre too fwd on the fuselage. That got our sweat running, but that's another story ☺
Basically we felt this package should give the user great freedom in choosing what files he/she wants to update. That is the main reason we did not use the standard folder structure for these files. Besides, many might have shuffled paints to other model folders.

Thanks
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March 2009

PS: Should there be any problems whatsoever, feel free to ask us at the Aerosoft forum under F-16 support or by e-mail.