HAWKER HUNTER AI AIRCRAFT

For FS9 and FSX (Native code)

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INTRODUCTION

The ACG Hawker Hunter AI aircraft are available in 4 packs as follows:

- RAF – FGA9 and T7, for FS9   (ACG_Hunters_RAF_9.zip)
- Royal Navy – GA11, PR11 and T8, for FS9   (ACG_Hunters_RN_9.zip)
- RAF – FGA9 and T7 for FSX   (ACG_Hunters_RAF_X.zip)
- Royal Navy – GA11, PR11 and T8, for FSX   (ACG_Hunters_RN_X.zip).

The packs have been uploaded to flightsim.com. This one manual serves all the packs.

Do not port the FS9 aircraft into FSX. The FSX packs have been built with native FSX code and will function much better.

Rather than try and produce as many of the different Hunter paint schemes as possible, I wanted to create flight lines for a limited number of squadrons/units with unique serial numbers and nose/tail codes. However, I have included Paint Kits (texture source files) for users to repaint the models as they wish. Some conditions are attached to their use before uploading and these are set out in this manual.

The aircraft are low polygon with 7 LODs in each model. They feature parts that are only visible when the aircraft is parked in the cold state, like chocks, intake covers, ladders etc and others that are visible only when the aircraft is on the move, like the pilots and the brake chute, on some models, when landing.

The aircraft are for AI use, they are not suitable for user-flying. No AFCADs or flight plans are included in the packs, but users familiar with AFCAD, Traffic Tools, AI Flight Planner etc will be able to set up the aircraft at their chosen locations to operate as they wish.

The following screen shots are from the FSX version (the FS9 versions have the same aircraft).

AIRCRAFT – ROYAL AIR FORCE

1 Sqn, RAF West Raynham, Circa 1966

54 Sqn, RAF West Raynham, Circa 1966

79 Sqn, RAF Brawdy, Circa 1974

AIRCRAFT – ROYAL NAVY

738, RNAS Brawdy, Circa 1970

759 Sqn, RNAS Brawdy, Circa 1968

764 Sqn, RNAS Lossimouth, Circa 1972

FRADU, RNAS Yeovilton, Circa 1990
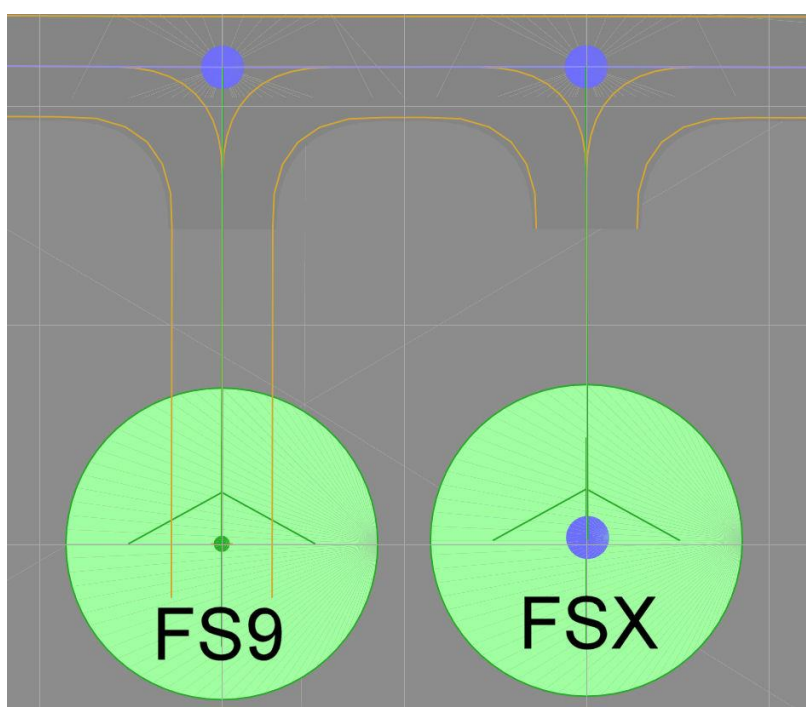

INSTALLATION

To install the aircraft just copy each of the required aircraft folders with their sub-folders and files to either your **FS9\Aircraft** folder or **FSX\sim objects\airplanes** folder, according to the simulator version in use.

DESIGNING AFCAD FILES – INHIBITING PUSHBACK

ADCAD files control the layout of runways, taxiways and parking spots, etc, for AI aircraft. AI enthusiasts will already know how to make those and enable the aircraft with suitable flight plans. Here's a little tip however that might be useful.

The AI aircraft in this package have Ground Support Equipment (GSE) attached to the models that disappears after engine start. Since engine start occurs only after the aircraft is pushed back, the GSE will be pushed back with the aircraft. To overcome this, the pushback needs to be inhibited.

In FS9, it is generally only necessary to place the parking spot exit in the direction of travel like this:

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.

For more ambitious users, the AFCAD "Plumbing Method" can be used to configure "through parking" so that aircraft taxi back in along the rear of the flight line to face the direction they left it.

REPAINTING

I am more than happy for users to repaint these aircraft but subject to the following conditions please:

1. The "paint kits", or rather my source files for the textures, are made available as is. I have tried to make them as user-friendly as possible but please do not ask me to re-map any

surfaces, I don't have the time or interest to do that. Bear in mind that I may have to do it twice in any case - once for FS9 and the other for FSX and then again for every LOD in the model.

2. There is no need to ask me before repainting, but I reserve the right to ask for the files to be removed if I feel that the repaint, documentation or packaging is not appropriate. If in doubt please consult me first.

3. You give me full credit for the original work.

4. You only upload the repainted textures, never the model itself. You will also need to provide a new section for users to go in the aircraft.cfg file for the new aircraft and also provide a link to this package so that users can obtain the model.

5, The AI models in this zip must not be included in another scenery or AI package.

6. The repaint must remain as freeware with no charge whatsoever.

The layered .psd files in the Paint Kit folders were produced with Paint Shop Pro X2 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 PSP can open across the version history. The downside is that these converted files loose the vector data for layers like the panel lines and the serial numbers. That's not a big issue though as items like numbers can be re-typed. 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 PSP program and not by double clicking in Windows Explorer.

The main texture sheet for each aircraft should be fairly self-explanatory. Just one point to note – airframe reflection is only applied to the Royal Navy T8 aircraft finished in natural metal/dayglo orange. An alpha channel for these aircraft is included for importing into the user's repainted Dxt3/Dxt5 texture.

ACKNOWLEDGEMENTS

Discreet Software/Turbo Squid for Gmax, used for the aircraft 3-D design.

Gerry Beckwith for AirWrench, used to tune the aircraft flight dynamics.

LEGAL

Copyright of this package is with John Young unless otherwise stated 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 AI section at:

http://www.airfieldconstructiongroup.org/

Or e-mail me at:

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