

air greenland deHavilland Dash 7

For Microsoft Flight Simulator X



Made by Jesper Isbosethsen

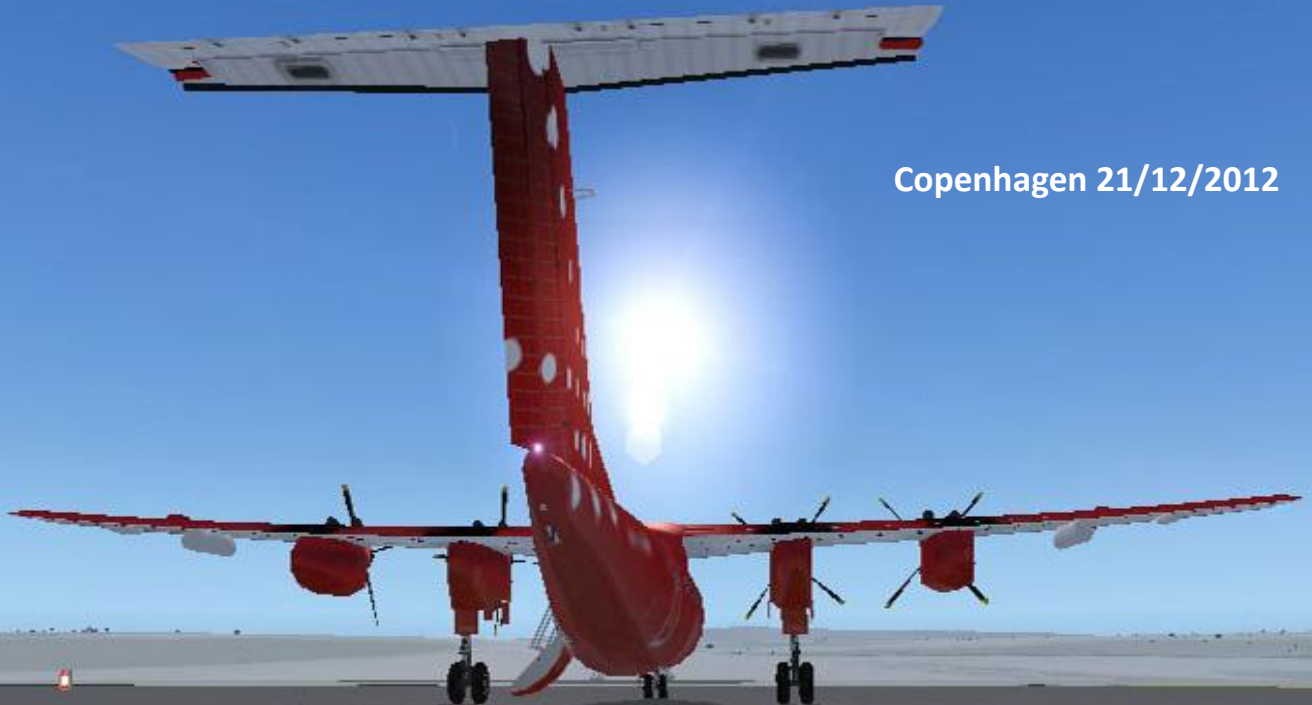
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Introduction

Copenhagen 21/12/2012



This is my air greenland deHavilland Dash 7-102 OY-GRF 'Sululik' for FSX.

For use with Milton Shupe's Dash 7 model.

Filename: d7vcmdla.zip available for download at www.flightsim.com.

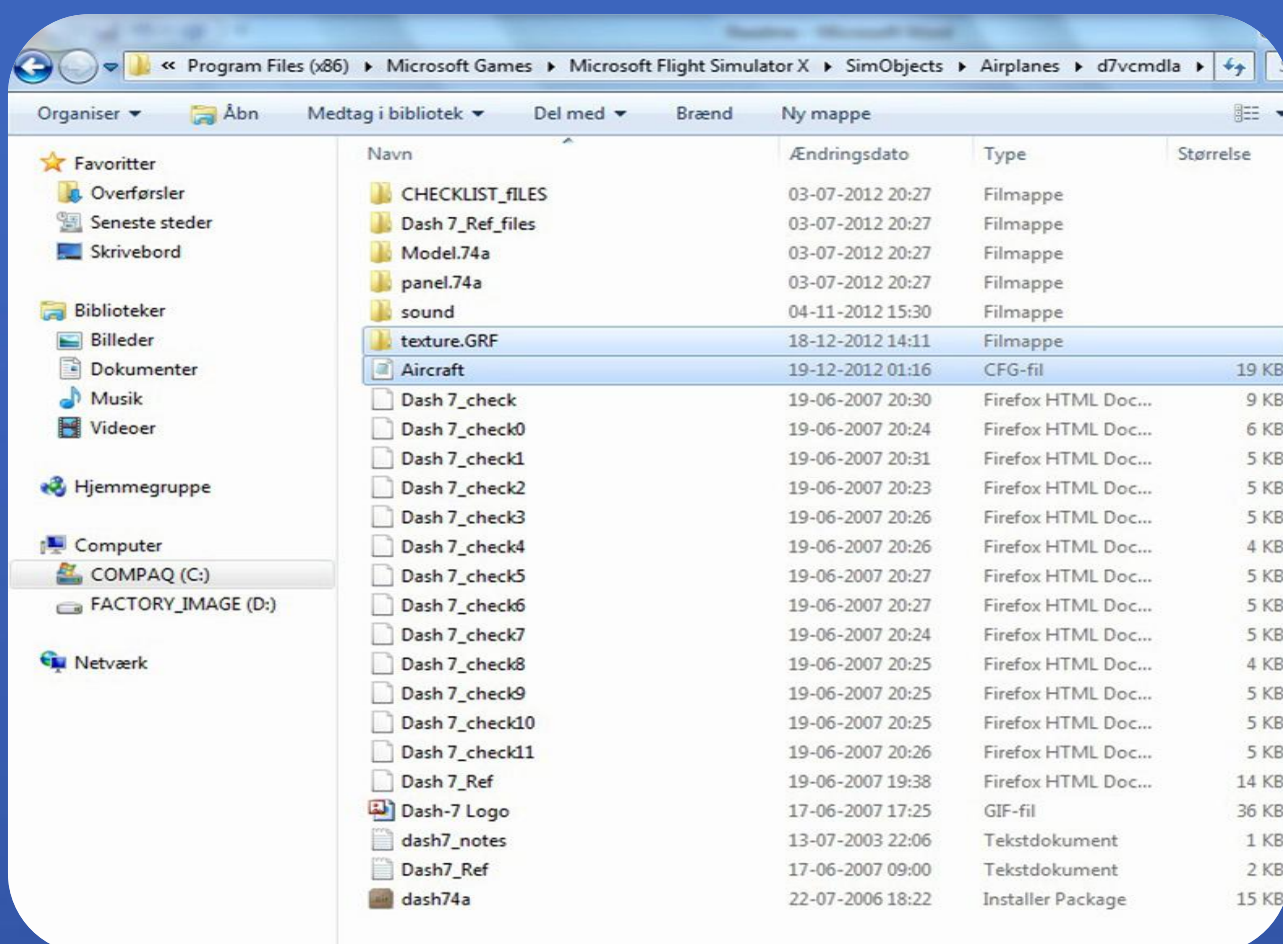
The aircraft's name 'Sululik' means 'The one with wings' in Greenlandic.

This is a highly detailed model and has taken 1 year and 8 months to complete, by studying pictures of this aircraft, to make it look close as possible to the real thing.



Installation

To install the aircraft, unzip the downloaded 'Dash 7 air greenland OY-GRF' folder and put the 'texture.GRF' folder into your FSX Simobjects/Airplanes/d7vcmdla folder directory.





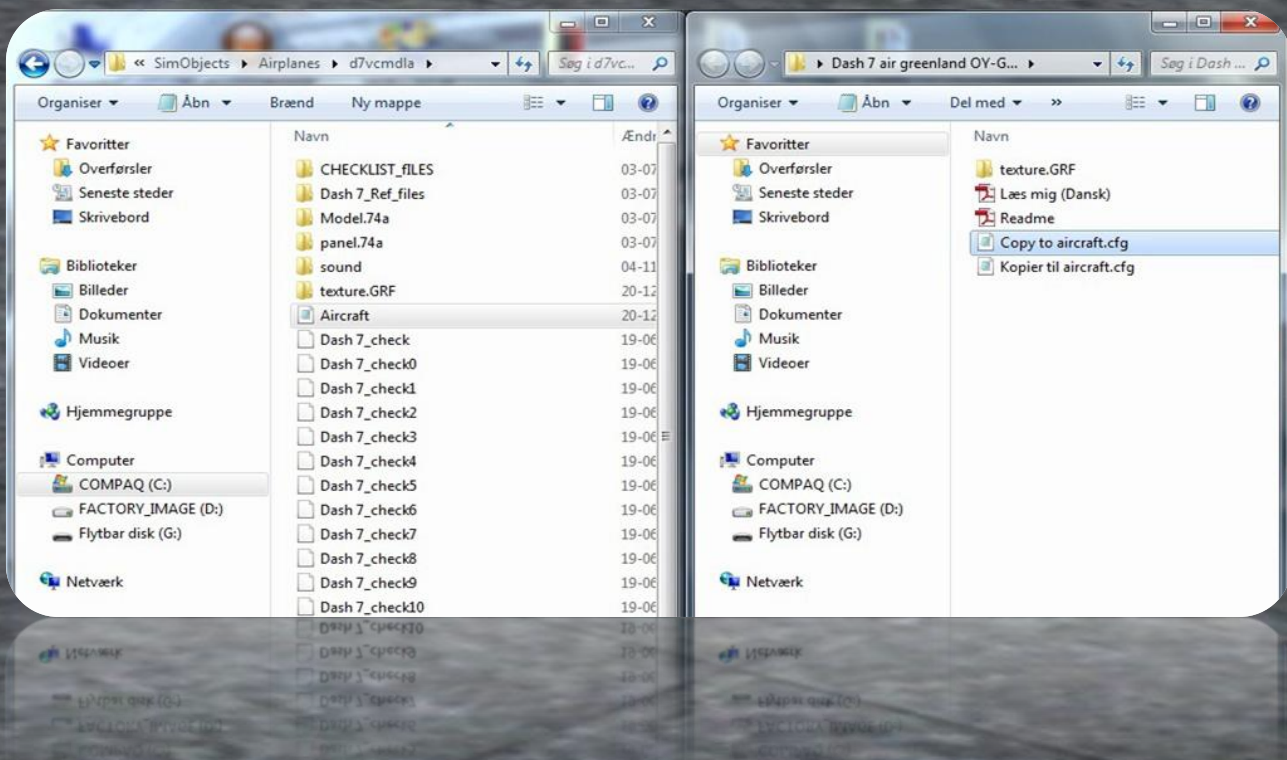
Remember to only copy the files *ST_Dash* and the *annun* from the downloaded gauges folder into FSX main gauges folder if you don't have the aircraft installed.

Microsoft Flight Simulator X ▸ Downloads ▸ Aircraft ▸ d7vcmdla ▸ d7vcmdla ▸ Gauges_Put contents in Gauge folder ▾						
Søg i Gaug...						
Navn	Type	Komprimeret størrelse...	Beskyttet ...	Størrelse	Forhold	
annun	WinRAR arkiv	106 KB	Nej	112 KB	6%	
Dash_flaps.gau	GAU-fil	18 KB	Nej	132 KB	87%	
Dash7_radio_stackG.gau	GAU-fil	9 KB	Nej	50 KB	84%	
Dashfaslow1.gau	GAU-fil	16 KB	Nej	52 KB	70%	
pConcPJD-HP1.gau	GAU-fil	19 KB	Nej	118 KB	85%	
pConcPJD-HP2.gau	GAU-fil	19 KB	Nej	118 KB	85%	
PST_hghb.altalert.gau	GAU-fil	17 KB	Nej	42 KB	62%	
RwyInfo.gau	GAU-fil	766 KB	Nej	3.776 KB	80%	
ST_Dash	WinRAR arkiv	2.164 KB	Nej	2.211 KB	3%	

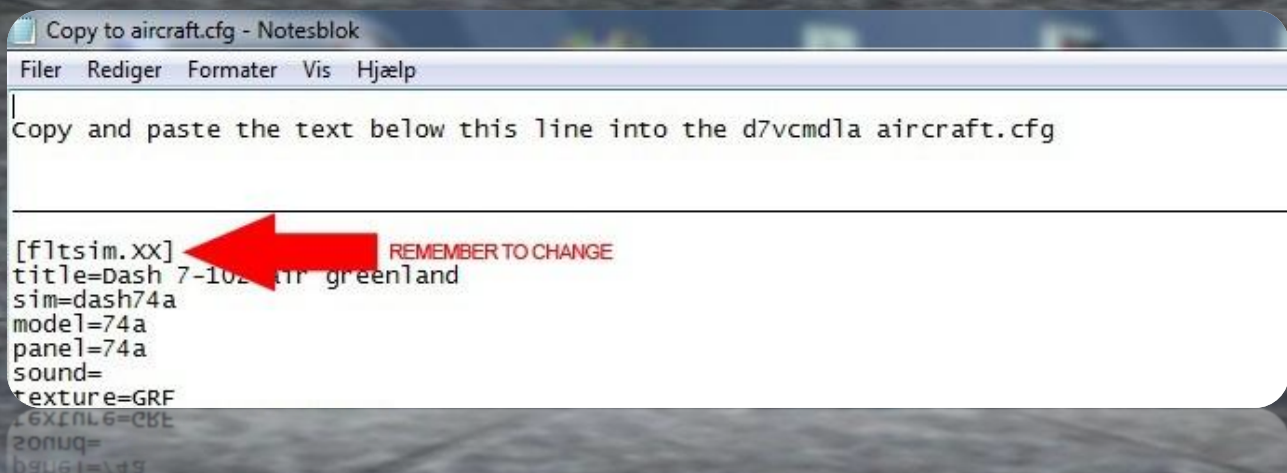
ST_Dash	WinRAR arkiv	2.164 KB	Nej	2.211 KB	3%	
RwyInfo.gau	GAU-fil	766 KB	Nej	3.776 KB	80%	
PST_hghb.altalert.gau	GAU-fil	17 KB	Nej	42 KB	62%	
pConcPJD-HP2.gau	GAU-fil	19 KB	Nej	118 KB	85%	



Copy and paste the text from the 'Copy to aircraft.cfg' into the aircraft.cfg.



Remember to change the digits in the box [fltsim.XX].



Model features

As mentioned in the introduction, this aircraft features new highly detailed textures.

List of details:

- **New virtual cockpit textures**
Features new overheads panel textures, rear cockpit textures and modified side panels.
New yoke, trim wheel, pedestal, captain and first officer seats, throttles and prop feather and modified rudder pedals
- **New propeller blades and spin prop textures**
- **New tire and landing gear (including shock strut)**
- **Real air greenland flight crew suit**
- **Real air greenland cabin interior (features new floor carpet texture, real air greenland seat colors, seat pockets with the real air greenland inflight magazine Suluk, the magazine greenland today, safety onboard folder and air sickness bag)**
- **Dash 7 fasten seatbelt sign**
- **Highly detailed engines (Taken around 40 hours to make)**
- **HD textures (2048 x 2048 pixels)**

Bugs list



Unfortunately this aircraft have some minor bugs I've been unable to fix.

See the complete list below and the pictures of them on the following pages.

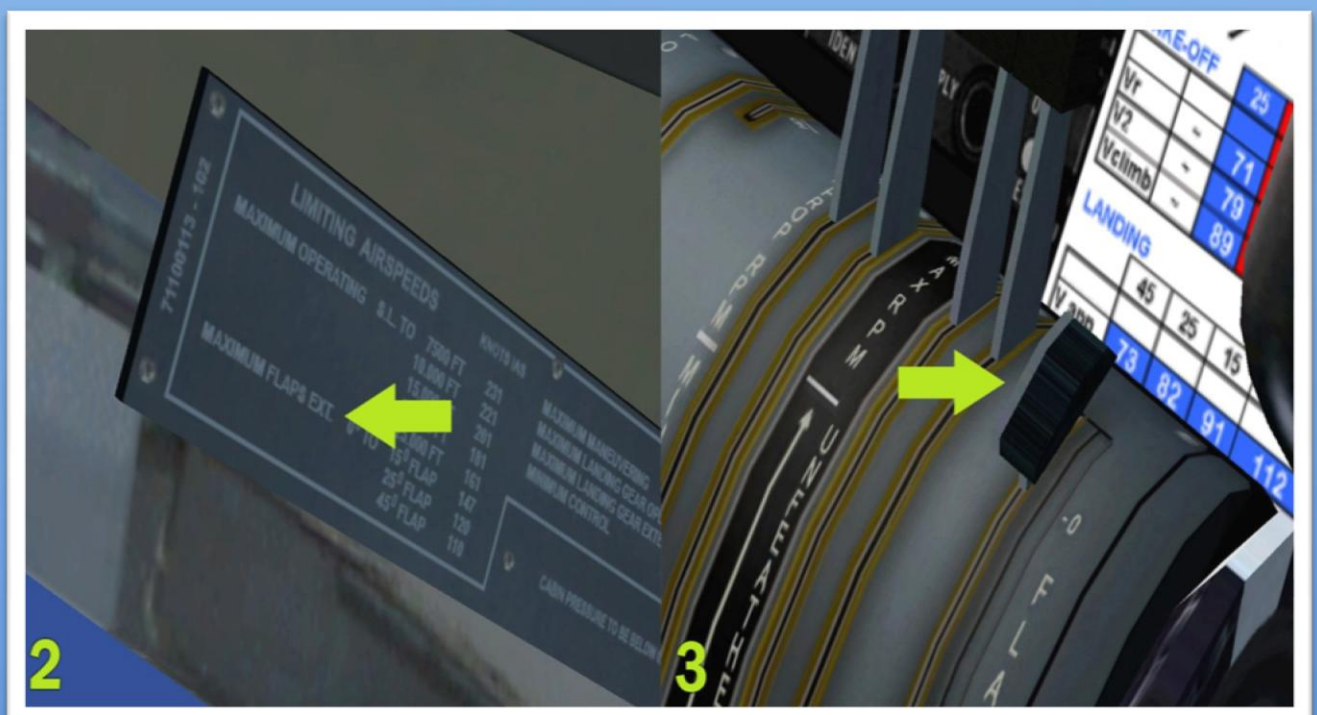
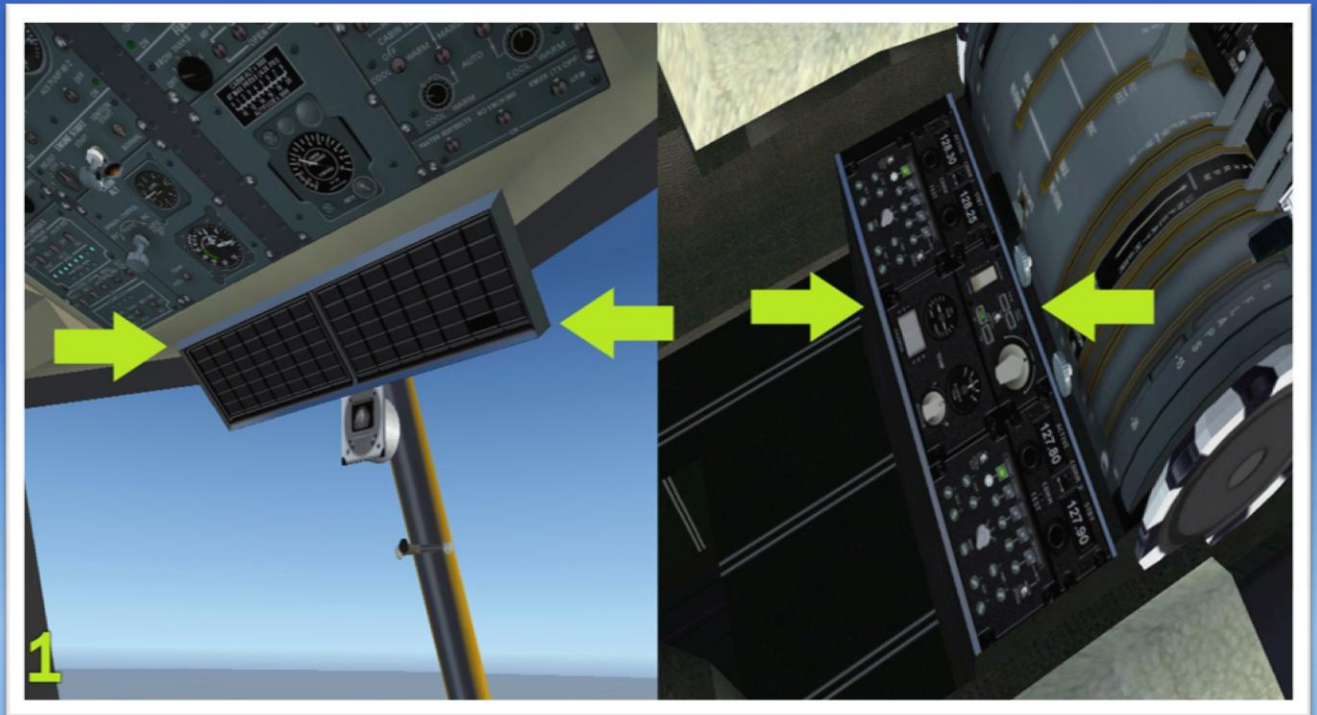
Bugs list:

1. Transparent frames in the cockpit around the radio stack and the annunciator panel.
2. On the limited air speeds chart in the cockpit, the text "Maximum Flaps Ext." has been shortcutted, otherwise the text wouldn't fit. The original text is "Maximum Flaps Extended".
3. The flaps handle in the cockpit is blue. This causes the texture overlays with the blue textures on the stair steps. On the real aircraft the handle is white.
4. In the cockpit, when looking backwards from the pilot's seats the cabin door will appear in two different sizes, but when looking into the cockpit from outside and from the cabin, the door is set normally.
5. In the cabin the air greenland logo on the left seats row, when looking from the front is mirrored, on the right seats row it's normal. The same occurs with the contents of the seat pockets.

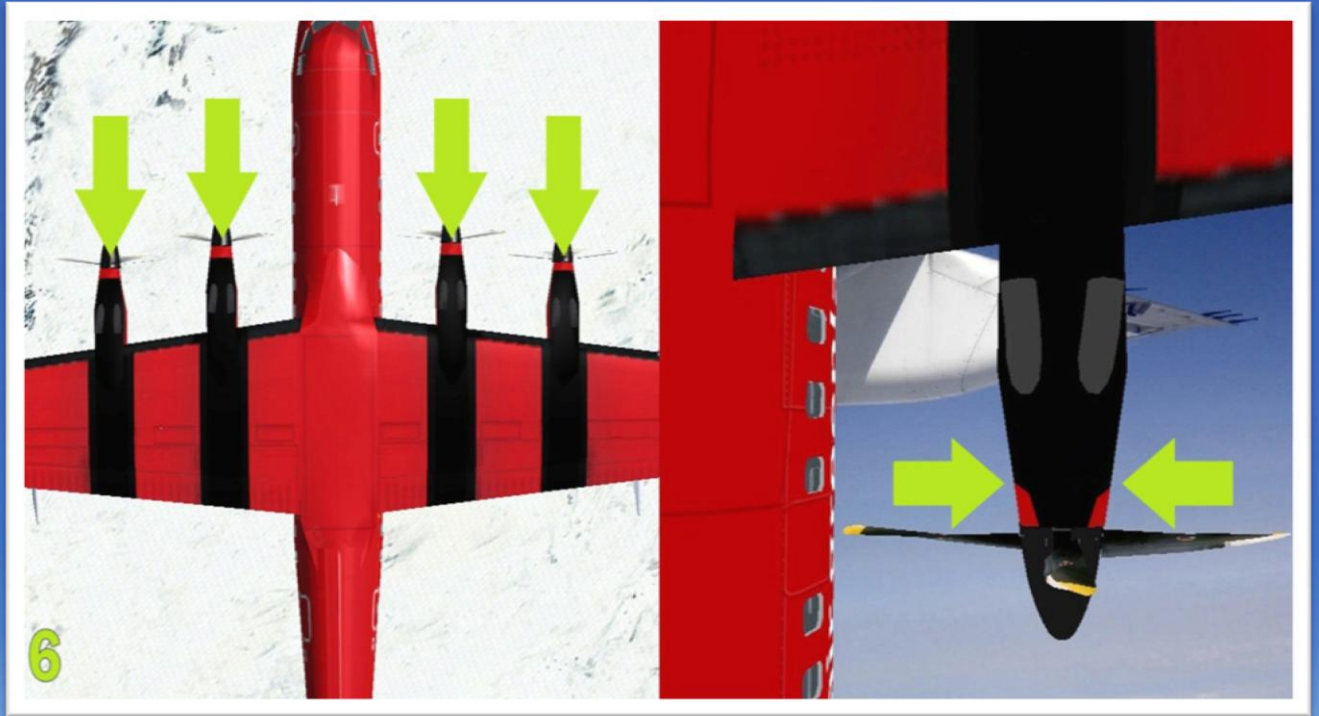


6. The black parts on the engines do not go all the way out to the propellers unlike on the real aircraft. This causes the front parts of the engines does not have the same curves.
7. On the top and bottom of the fuselage, the white colors from the antennas will from some views splash out around them.
8. The black label will only appear on the left main landing gear, it was not possible to duplicate it on the right main landing gear.
9. On the nose gear doors, the letters GRF will appear mirrored inside on both doors. Further a grey scratched texture will occur from some outside views.
10. On the tail section, one of the dots is placed a bit further back than on the real aircraft. But the logo is placed correctly on this model. On the real aircraft, 1/3 of the dot is placed out from the tail section.
11. On some outside aircraft views (back and front) red lines will splash out on the black parts of the engines, just behind the propellers.
12. On the front emergency exits, the text below the handles is at bit stretched out. On the real aircraft the text is inside the length of the handles.

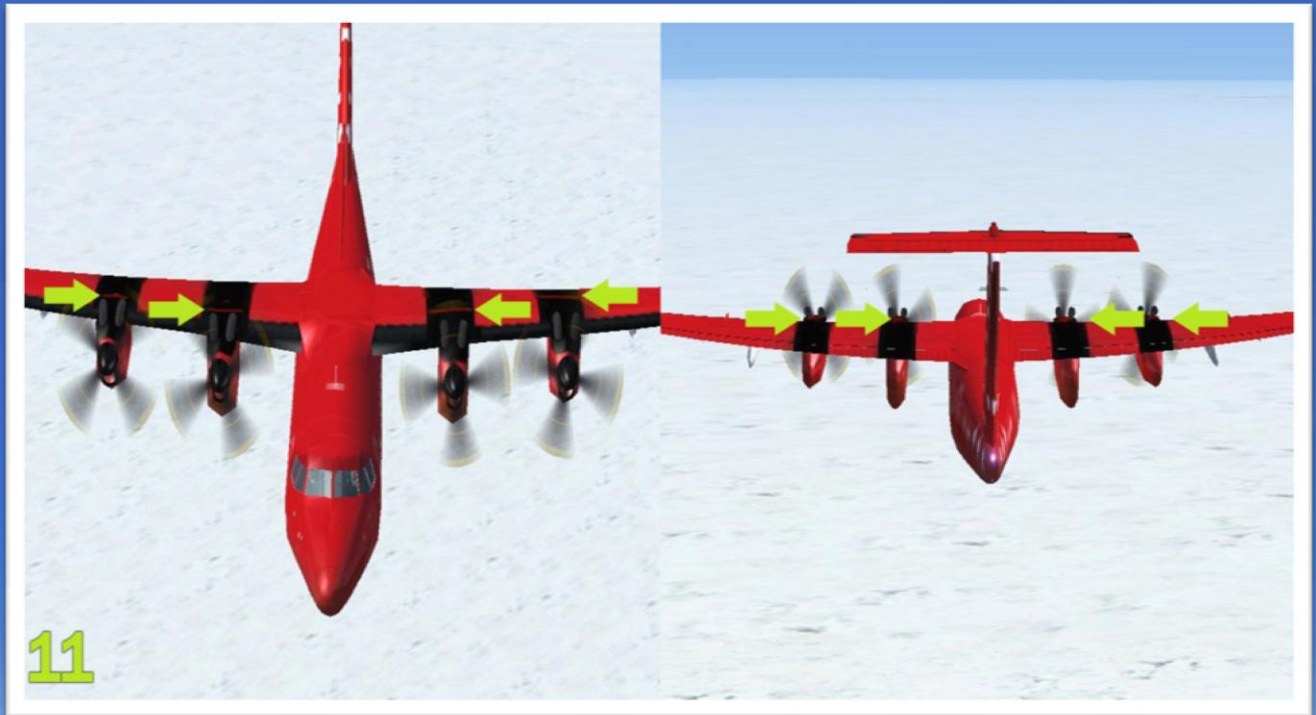
Pictures of bugs











Enjoy your flight



If you should have any questions or comments, please feel free to contact me at jesperisbo@hotmail.com

Enjoy your flight!

Jesper Isbosethsen

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