



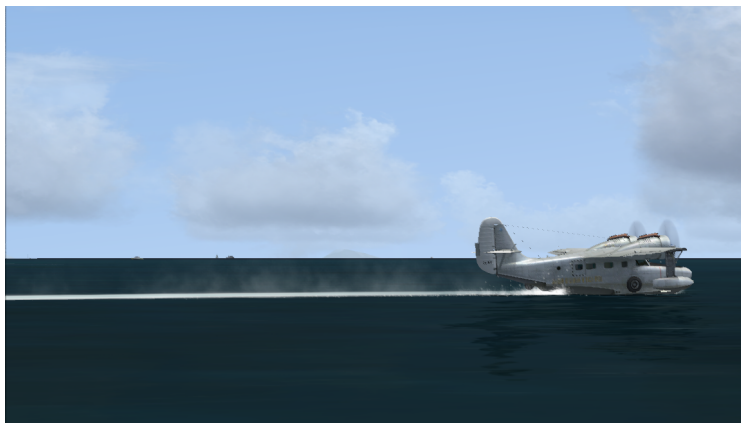
Version "MAX" shown

Thank you for downloading my Water Landing Effect v2.0, this is the final version, it has been extensively tweaked for more realism. Four Versions are included, Max, High, Medium and Low, each version now contains titles for each group making adjustments easier. Other changes for 2.0 include improved physics, all airborne particles are now effected by drag so the faster the aircraft travels the more the particles are pushed backwards. The lifespan of some particles have been randomized for a slightly less uniform look, airborne spray mist has been cut in half, surface contact splash has been cut by about 40% from v1.0 and emitters have been adjusted for better frame rate. The wake reacts quicker to aircraft bounce and all effects now display properly at night. The sound file no longer loops and all effects will end quicker so shut downs look more plausible. Now tested with FS2004, all four versions use existing FSX texture and sound files which are included.

Below are screen shots of version "MAX", it has nine emitters and two wakes making it the longest.



Below are screen shots of version “HIGH”, it has eight emitters, the effect called “Surface Wake (Secondary)” has been removed which greatly shortens the overall length and reduces foam. All other effects remain unchanged.



Below are screen shots of version “MED”, it also has eight emitters but all air born particles have been cut approximately in half from versions “MAX” & “HIGH”.



Below are screen shots of version “LOW”, it has seven emitters, airborne spray has been removed.



Installation for FSX

1. Un-zip the contents of this file anywhere you please, check the “Use Folder Names” box when un-zipping.
2. Copy all four effect files located in the Effects Folder to your FSX Effects Folder, below is the default path although you may have installed Flight Simulator to a different drive or folder.
Example: C:\Program Files (x86)\Microsoft Flight Simulator X\Effects
3. Go to the aircraft you intend to upgrade.
Example: C:\Program Files (x86)\Microsoft Flight Simulator X\SimObjects\Airplanes\Grumman_Goose_G21A. Backup the existing aircraft.cfg file first.
4. Edit the aircraft.cfg as shown below using either the MAX, HIGH, MED or LOW version. Locate the [EFFECTS] section and revised the value of the two lines shown below. Make sure that “wake=” is left blank, then save and close.
Example:

```
[EFFECTS]  
wake=  
water=fx_McCoyWaterLanding2HIGH
```

That's it, happy water landings...

Installation for FS2004

Other than the obvious difference in folder names installing these effects are essentially the same as above for FSX with the added step of copying all texture files to the main TEXTURE folder and the sound file to the main SOUND folder. DO NOT overwrite any file unless it is backed-up first.

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