

CLASSIC WINGS

Sopwith Camel



http://en.wikipedia.org/wiki/Sopwith_Camel



Installation Instructions

1. Unzip into a temporary directory
2. There will be a folder called "Main FS Folder"
3. Cut and paste the effects and sound folders into you main FS directory

These directories contain the following files

Effects Folder

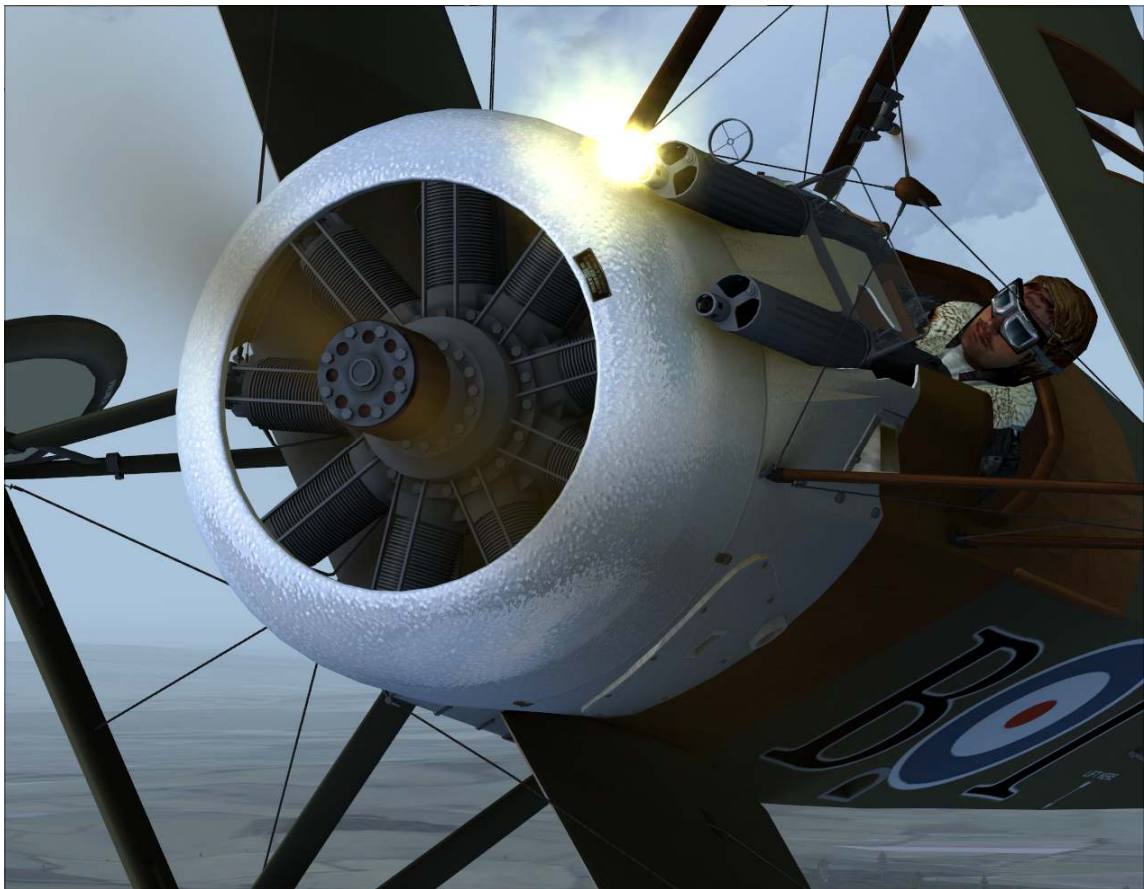
fx_smoke_camel.fx ----- engine smoke effects

fx_spandau_s.fx ----- machine gun effects

Sound Folder

wwi_guns.wav ----- machine gun sounds

4. Delete the now empty "Main FS Folder"
5. Cut the "Sopwith_Camel" folder
6. Paste into your main Flight Simulator X or Prepar3D/SimObjects/Airplanes folder.



The Model

This exquisite model was originally created by Matt Ivey and then given to myself to create a virtual cockpit, animate and texture.

The Flight Model

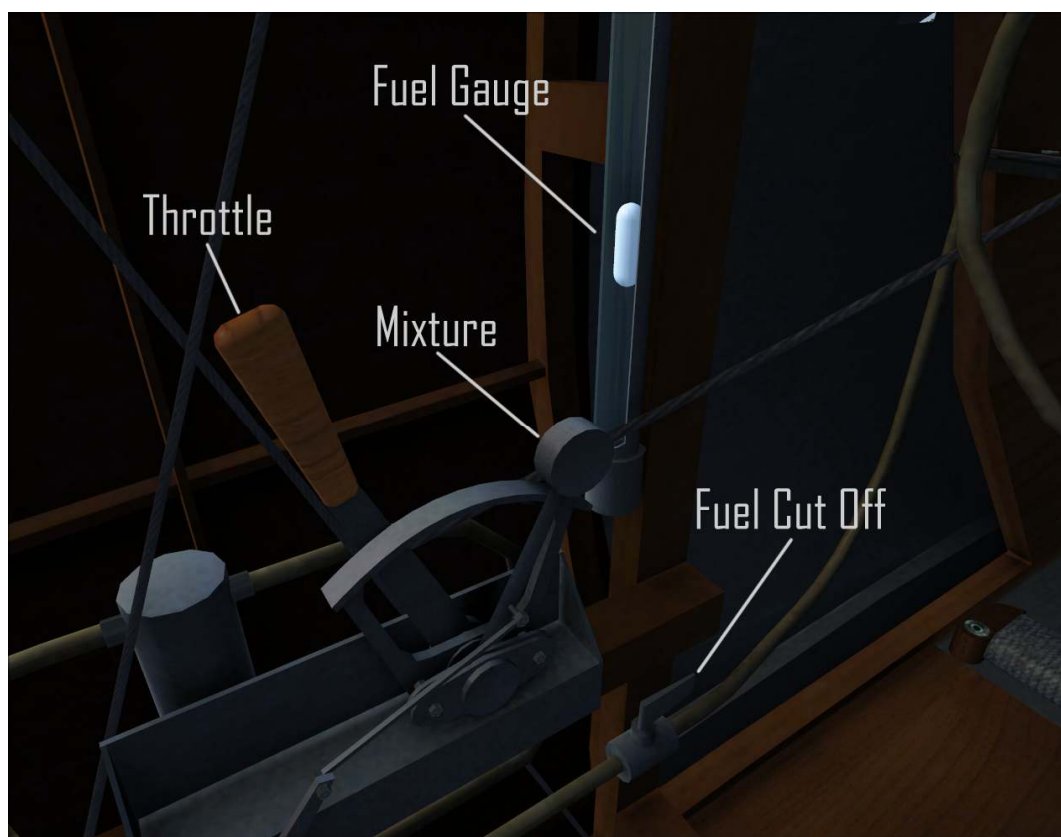
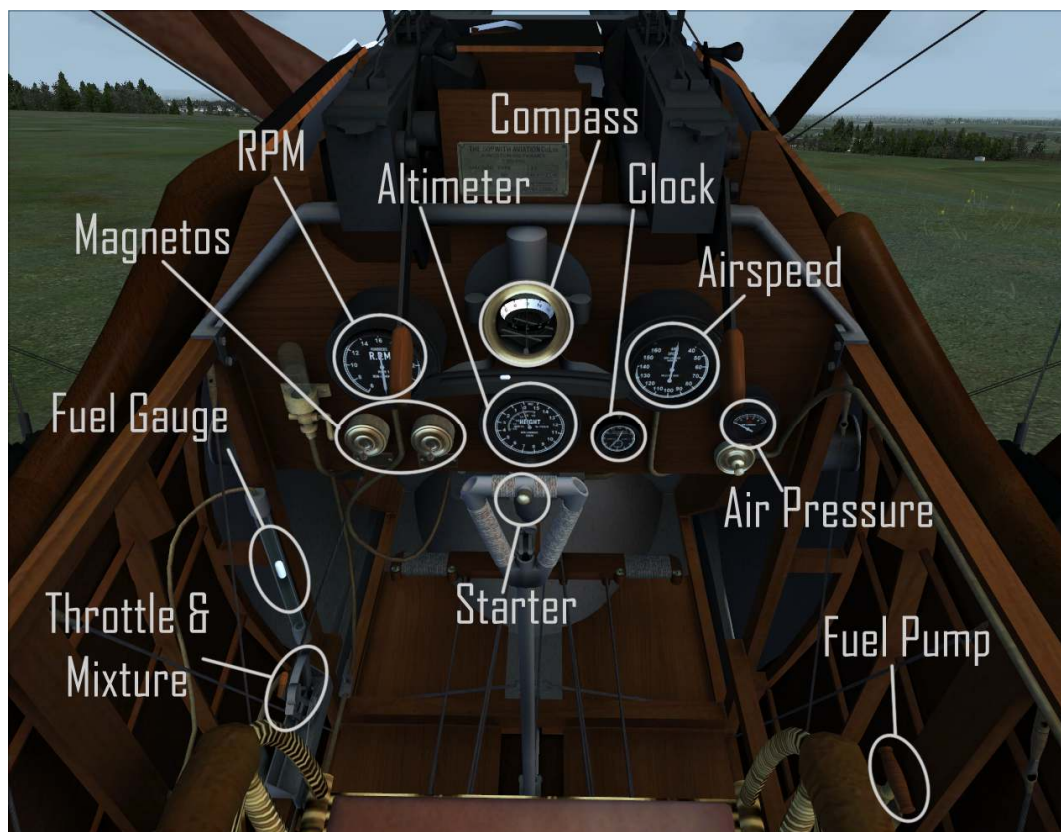
Pam Brooker and Paul Frimston have done the flight dynamics for the Sopwith Camel using pilot notes, stories/accounts and even video's to get it just right. On startup you will notice the aircraft pull to the left as the rotary engine fires up.

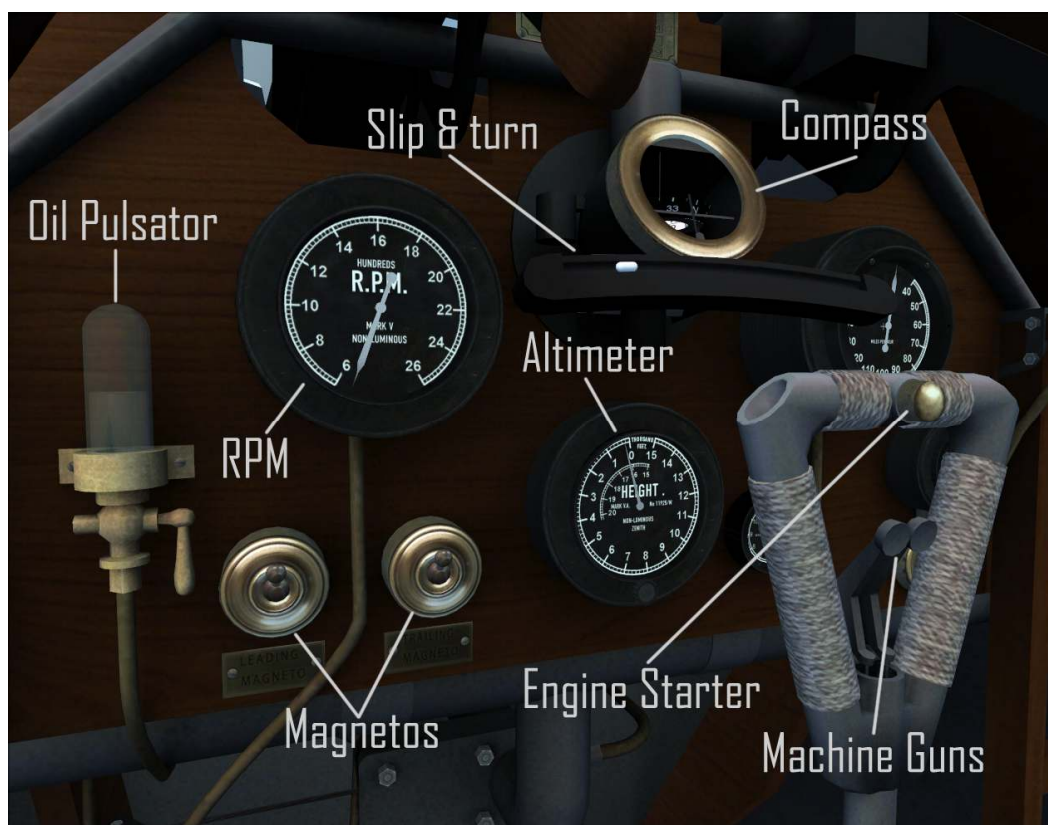
Take off

Before throttling up, move the stick about 80% of the way to the right and hold it there until you start to lift off. You'll also need right rudder to compensate for the p-factor from the prop, since the vertical tail was only 16 feet behind the prop and engine are set at about a 2.0° down angle, there is a lot of propwash hitting the rudder.

This means the plane never really quite fly's in the direction its pointed.. however, that is one of the more historically endearing things about this flight model, the takeoff roll is rapid. about 6 seconds total between throttle up and airborne. Landing is tricky !! come in flat or at a slight flare or she'll want to toss you over.. the rest of the landing procedure is an art form you'll have to develop....









Credits

Original Aircraft – Matt Ivey & Craig Richardson
Gauges – Craig Richardson
Flight Dynamics – Pam Brooker & Paul Frimston
Beta Testers – Matt Ivey, Pam Brooker & Paul Frimston
Textures – Craig Richardson
Sounds – James Banks
Gun effects & sounds – Stuart Green

Software used:

Air Wrench
Aircraft Container Manager
DXTBmp
3DS Max 9
Photoshop CS3



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If you have any question please don't hesitate to contact me at the email address below.

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