AI AIRCRAFT PACK 2

10 Spitfires MK1a, 19 Squadron Royal Air Force 1940

FS9 Version

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Airfield Construction group

INTRODUCTION

The Spitfire AI model in this pack was originally built for our modern-day Duxford scenery as a single aircraft. I thought it might be a bit of fun to go one step further and build 10 of them with individual serial numbers and letter codes for use on a WWII airfield.

I chose 19 Squadron that was based at Duxford and after some research on the Net I found 10 serials and letter codes that are hopefully authentic. All of the aircraft are low polygon with multi-LODs and should perform well in FS9.

Do not port the aircraft into FSX - a separate pack built with native FSX code is available.

In addition to the aircraft, a Paint Kit (texture source files) is also included for users to use as they wish for their own personal use. Some conditions are attached to use before uploading anywhere and these are set out in this manual.

INSTALLATION

To install the aircraft just copy the folder **"ACG Spitfires AI-19Sqn",** with its sub-folders and files to your **FS9\aircraft folder**.

The pack contains the aircraft only and you are free to create your own flight plans and whatever AFCAD (AF2 or AFX) file you are going to use for your chosen airfield. Please do not ask me to change the flight dynamics to suit your particular runway length.

REPAINTING

The layered .psd file in the Paint Kit folder was produced with Paint Shop Pro X2 as a .pspimage file. However files drawn with this version are not compatible with earlier PSP versions. I have therefore saved the image as .psd (Photoshop) which is a format that Paint Shop Pro can open across the version history. However, 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 program and not by double clicking in Windows Explorer.

Repainting is permitted, but subject to the following conditions please:

1. The "paint kit" or rather my source files for the textures, are made available as is. The files were created as part of my learning process over the past 12 months specifically for the Duxford project. They may not always be re-painter friendly, nor will it always be possible to re-paint some surfaces different to others, like upper and lower sides of wings or tail planes. 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 [flightsim.X] to go in the aircraft.cfg file for the repainted 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.

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.

The package must not be used, uploaded or placed on any medium that may cause money to be made in any way.

The archive or must not be uploaded to any web site without permission from the author.

This software is provided "as is" with no guarantees or warranty of fitness and you use these files at your own risk.

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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November 2011