

ARNZ PRESENTS THE

BAe 146-200
AVRO RJ 85



Aircraft Model for FS2002 By Jon Murchison

Model updates and news:

<http://arnz.myhost.co.nz>

E-Mail comments, questions:

jonmurchison@hotmail.com

Installation

The Model comes as a self Installing file. Simply double click this installer, carefully read the information provided on screen, and the 146 will install. Please make sure you check the install Directory is correct. It automatically defaults to the following:

C:\Program Files\Microsoft Games\FS2002\aircraft\BAE1462

If your system is not set up with the same directory path, you can change this within the installer. One note here is that if you change the installation folder path, you must ensure you also specify the aircraft folder name you want the files installed into, such as BAE1462 or something similar. If you don't do this, the files will be installed into your main FS2002 aircraft folder, making the model unusable. If you do this by accident, use the uninstaller to remove the files and start again.

Once installed, the aircraft will appear under the manufacturer British Aerospace in your aircraft list.

Legal

This file is released strictly as FREeware. That means you cannot make money from selling this file in any form. It cannot be included on any CD, in any commercial Flight sim Add-on package, on any server, hard drive or removable media device which charges money.

The model and its textures remain copyright of the author and may not be modified or duplicated in any form (See below for repaint details).

You install this file at your own risk (minimal if any), the author accepts no responsibility for any damage, real or imagined, as a result of you choosing to install the files.

This package has been scanned for virus's, and was virus free at the time of release. The author cannot guarantee this is still the case as I have no control over either your PC or the website you may have downloaded this file from.

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Model Features

My 146-200 features all the usual bells and whistles you have come to expect from an aircraft model. These are as follows:

- ✚ Fully animated surfaces including the rear spoiler and wing spoilers, which are now only activated when the aircraft is on the ground as in real life.
- ✚ Animated main and nose gear with animated rolling wheels and independent suspension on each gear.
- ✚ New texture set which has reflections as appropriate (probably over done a little as its my first model with this but what the heck)
- ✚ What is being referred to as 'Dynamic Shine' This is basically a highly light reflective finish to the models fuselage and wing leading edge which gives the effect of the sun moving across surfaces as the aircraft fly's.
- ✚ Visible flight deck with detailed crew. Also panel visible with full night effects.
- ✚ Light mapping – This feature replaces the older FS2000 style _LM textures required to replicate night. The use of Light mapping does require you have multi texturing switched on, or you will not see the effect during dawn and dusk.
- ✚ Wing/engine views from the cockpit.
- ✚ Animated front left passenger door.



Images are from the 146-300 but features are the same on both models.

The Liveries

At the time of building this model the 146-200 has not be operated in New Zealand for over a decade, so I have looked to overseas airlines who still use the type.

QANTAS LINK



This was an easy choice; our cousins across the Tasman Sea at Qantas use the 146 on regional domestic flights throughout Australia.

US AIR



I chose this particular livery primarily to show off the reflective texture effects the new model has. I'm not sure if US AIR still use the 146-200, if so it wouldn't appear in this livery now as they have the new all blue look.

LUFTHANSA



For Europe it was a toss up between Air France and Lufthansa, but in the end (and after some strong advice from a friend) I decided on Lufthansa. The livery is a little more interesting and colourful. (Sorry Pierre ☺.)

BRITISH AIRWAYS



I have always liked the 'new' BA livery, and think it looks great on the 146. Where would my 146-200 be without a version painted in this livery? (This ones for you Jonathan)

And lastly...

JAZZ – AIR CANADA



Jazz has been included for a mate in Canada who flew on the aircraft featured shortly before I completed the repaint. I intend to release the full set of Jazz livery shortly. Its also a cool look on the 146.

Repainting

At the moment you cannot repaint or alter the textures supplied with this model in any form what so ever. I have a paint kit available for those who wish to do repaints, and will supply this on request once I establish what livery you wish to do. I have set this policy due to the fact I have a number of liveries I wish to release myself, and do not wish to see others of the same released before these.

Thanks for understanding and respecting this.

Contact me here:

jonmurchison@clear.net.nz

A.I. Use (Artificial Intelligence)



BAe 146-200 (Qantas) seen with its larger brother, the 300.

At this point in time the 1462 makes ideal A.I as it is reasonably frame rate friendly. I am planning on releasing a stripped down version specifically for A.I, but this is still under development.

I recommend you use AITM – AI Traffic Mover by Thomas Molitor to include the 146 in your aircraft lists, and then incorporate it into your flight plans.

The Future

This model is as always a work in progress. I am planning other variants and upgrades I hope to implement over the coming year (2003). These include:

- ✚ BAe 146-100.
- ✚ Freight versions of the 300, 200 and 100 with opening cargo doors.
- ✚ Inbuilt Scenery similar to my earlier models.
- ✚ Full working virtual Cockpit, passenger cabin etc.
- ✚ RJX series, thought it never went into production.

Acknowledgments

I want to say a big thanks to everyone who has offered encouragement, advice and support throughout the years this model has evolved. In particular a big thanks to:

Peter Lohr – Co-founder of ARNZ

Michael Corcoran – The ultimate feedback guy

Jonathon Youngman - Feedback guy

James Eden – Feedback guy

Dave Gibson – The pilot model is his and I have added the headphones and mouth piece. It saved me from having to use 'the Mummy' for this model.

Tom Gibson – Free flight Design model guru. Tom was a huge help getting the light mapping for this model going, thanks for your time and patience tom.

Louis Sinclair – The man behind FSDS 2, another great help in sorting out user problems. Get his work from www.abacuspublisher.com.

Dee Waldron – Dee sussed out how to get ground activated spoilers working, which is a vital component on the 146.

Matthew Murray – Matt hosts our ARNZ forum and was a key figure in pushing me to develop a more advanced model. He also started to produce a great set of textures for the earlier 146 model; these have been used as a template for the new wing textures.