

# ***Tom A330***

***Maintenance Facility Planing***

***MFP***



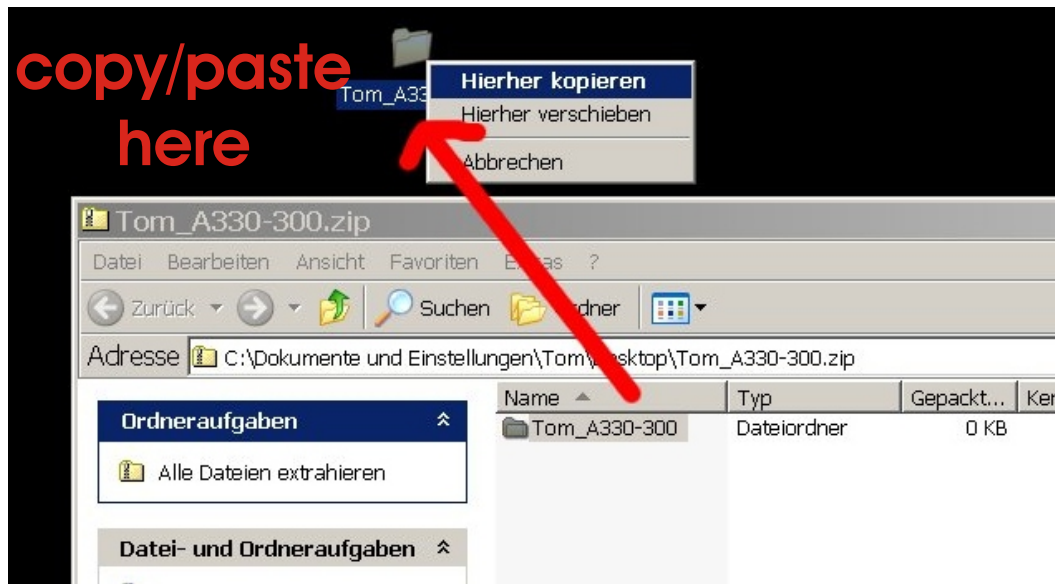
***Version 1.0 02/2008***

# Tom A330

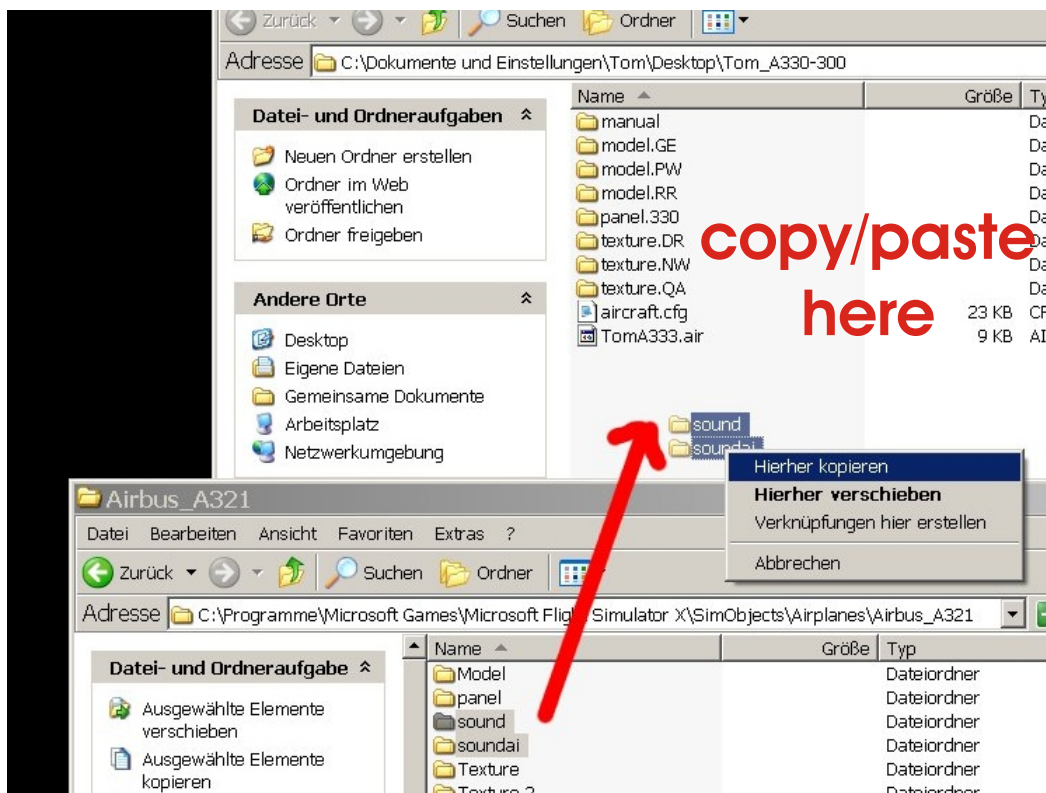
## Maintenance Facility Planing MFP

### 1. Installation in FSX

- 1) Unzip **TOM333.ZIP** to your desktop



- 2) Copy and paste the complete **sound** and **soundai** subfolder from your default **Airbus\_A321** folder into the new **Tom330\_300** folder.



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## Maintenance Facility Planing MFP

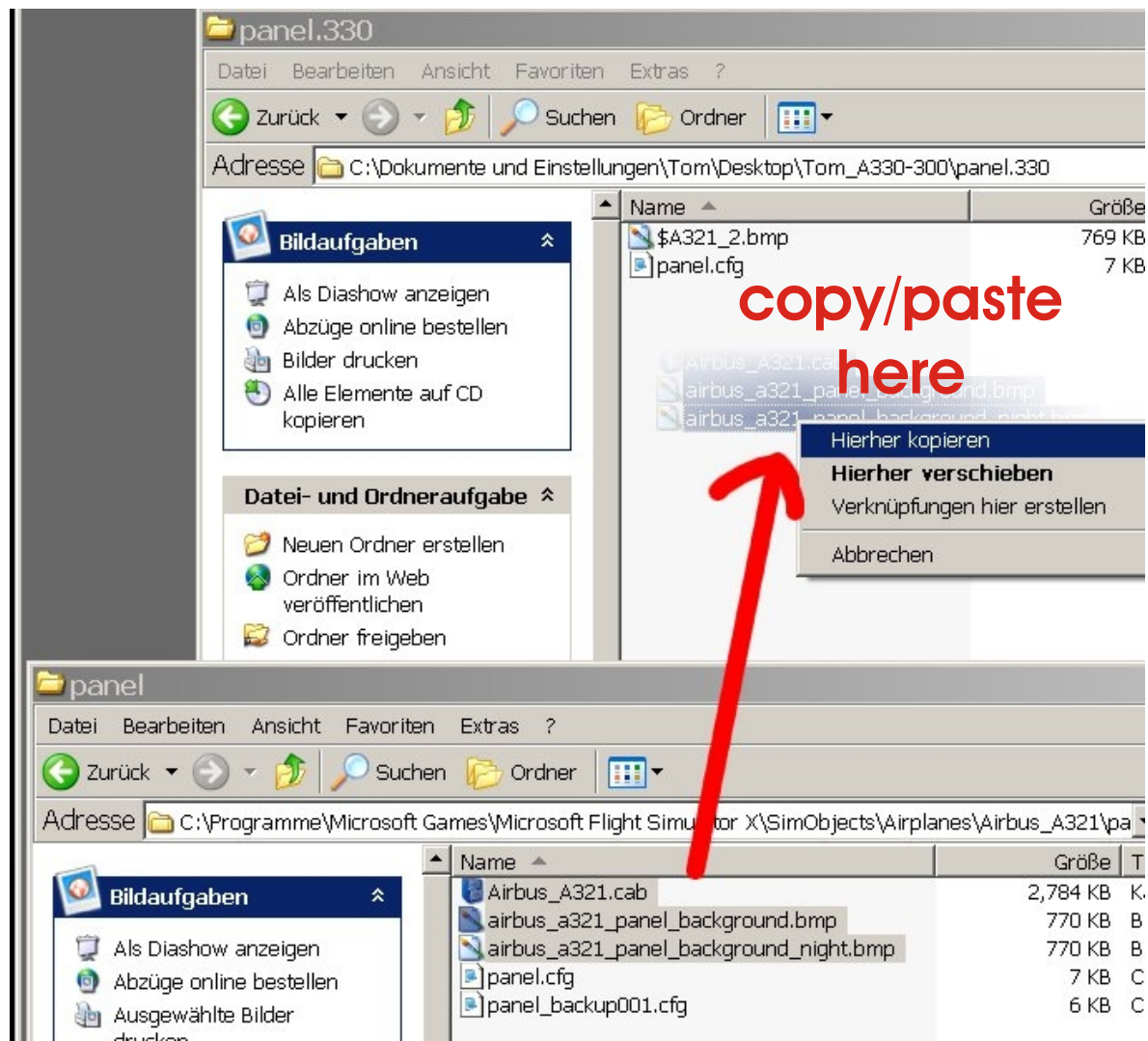
3) Copy and paste the following files from your default **Airbus\_A321/panel** folder into the new **Tom330\_300/pane.330I** folder.

Airbus\_A321.cab

airbus\_a321\_panel\_background.bmp

airbus\_a321\_panel\_background\_night.bmp

**Do not copy other files from this folder !!**



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# Tom A330

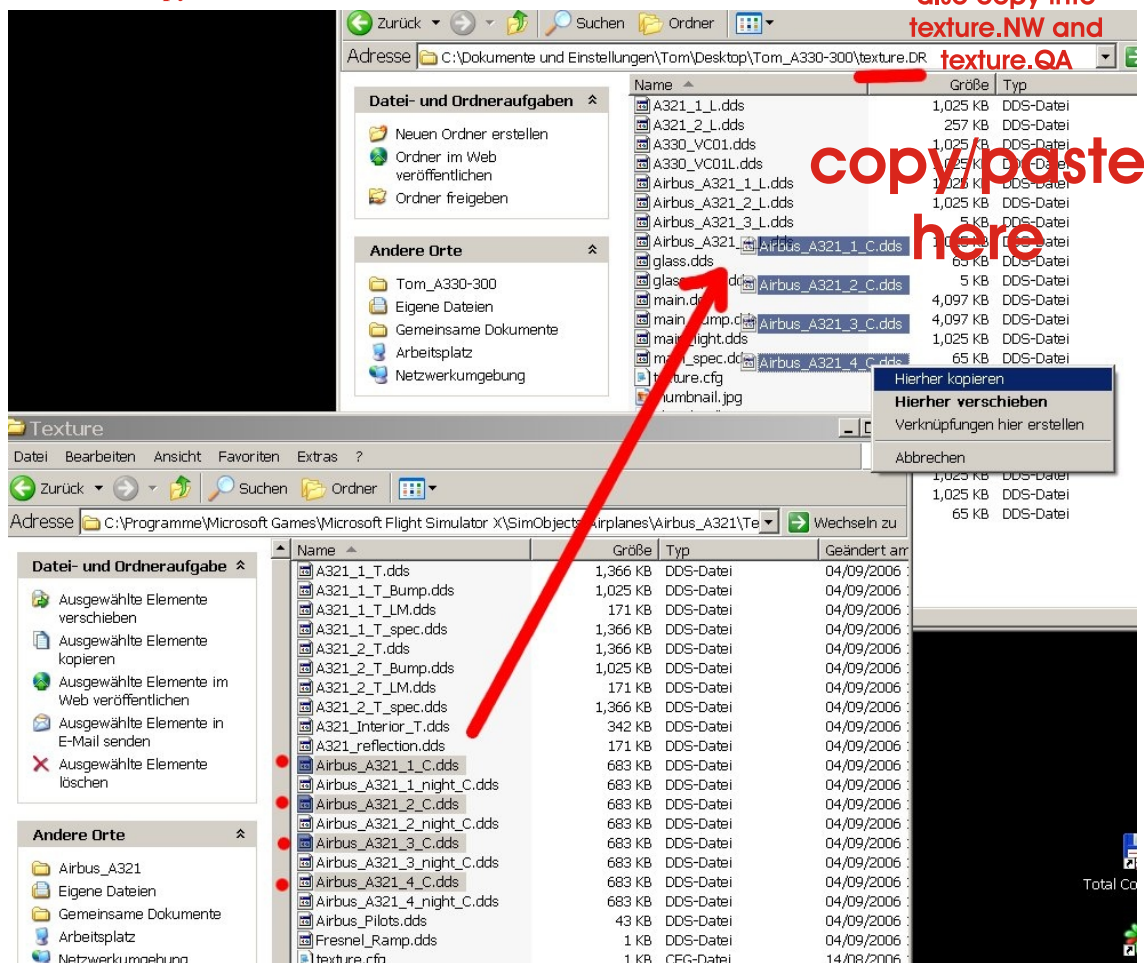
## Maintenance Facility Planing MFP

- 4) Copy and paste the following files from your default **Airbus\_A321/Texture** folder into each of the new **Tom330\_300/texture.DR**, **Tom330\_300/texture.QA** and **Tom330\_300/texture.NW** folders.

Airbus\_A321\_1\_C.dds  
 Airbus\_A321\_2\_C.dds  
 Airbus\_A321\_3\_C.dds  
 Airbus\_A321\_4\_C.dds

**Do not copy other files from this folder !!**

also copy into  
**texture.NW and  
 texture.QA**



- 5) Move the new folder **Tom330\_300** from your desktop to your **FSX aircraft folder**.  
 Usually "**C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes**"

- 6) Dont forget to unzip all files from the **lighteffects** folder of the zip into your **FSX/effects** folder

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# **Tom A330**

## **Maintenance Facility Planing MFP**

### **2. CRT or TFT style virtual cockpit**

- 7) The aircraft's virtual cockpit is equipped with older CRT monitors. If you want to fly the modern TFT monitors, delete the ...\_interior.mdl and rename the ...NG\_interior.mdl to ...\_interior.mdl.

# **Tom A330**

## **Maintenance Facility Planing MFP**

### **3. KnownBugs**

**1) Disapearing or flashing lights:**

Try to increase the "NUM\_LIGHTS" in the fsx.cfg from 8 to 10

**2) Flight envelope protection (Fly by wire)**

If you want to activate the FSX fly by wire function, just open the [aircraft.cfg](#) and remove the // in front of the entrie [fly\\_by\\_wire=1](#) of the [\[airplane\\_geometry\]](#) section.

**3) The flightmodel is not as good as it should be since i am not an FDE specialist, so this is all i can do for now. Feel free to change wahtever you want.**