Milton And Co. XP-72

Converted To CFS2 by Dvslats

This package contains Milton's and his gang Republic Xp-72 aircraft for use in CFS2.

Everything needed is included, weapons profile, weapons, textures, air file, aircraft configuration file, sound, and panel with gauges. No hunting around for errant zip files.

The damage profile includes multiple load outs.

Installation

Create a temporary folder on your desktop and extract the contents from this zip file to it.

With that done, just follow the folder structure for copying over to your CFS2 installation i.e. Objects dp to Cfs2 Objects dp, Aircraft to CFS2 Aircraft, Gauges to CFS2 Gauges and so on.

Add to your mdlnames in CFS2 root folder, the text from inside DB_P47_Weapons folder. Not a necessity, but helpfull. Especially if you use Dped.

Be cautious not to make double entries.

And that is it. Go fly!

Important Notes

Milton's air file requires that your throttle be set to 10% to 20% for engine start up. Make sure the parking brake is set. This is in "Hard" setting. I've not tested it on the others, but if you get a no start, this is the fix.

The 28-cylinger Pratt & Whitney R-4360 Wasp Major, the most powerful piston engine produced during World War 2, is a beast. You do not have all that power available for free. Watch your throttle and prop pitch settings. Otherwise the fuel tanks will be dry in no time flat.

The 2D panel by Morton uses an offset gun sight. The aim point for this is set in the Panel.cfg. If you fly with no panel, Hud only, your aim point will be incorrect. To fix it open the Panel.cfg with Notepad and edit the text;

VIEW_FORWARD_DIR=13.5, 0.0, 0.0

To

VIEW_FORWARD_DIR=0.0, 0.0, 0.0

You will have to choose one or the other. Another option is to use a different 2D panel with a centered gun sight from another designer/author.

Braking strength is set medium for this big heavy bird. Give yourself plenty of space on the runway to come to a complete stop. Be careful you also do not bury your prop into the runway by keeping the braked nailed @100% .

To make use of the different aircraft textures, re-name the texture folder you prefer to "Texture" and the others to anything else. i.e. Texture1 or TextureSEAC.

CFS2 does not like having them added in the aircraft.cfg, plus this will keep the aircraft count down.

Textures, I would have also included the bare metal paint schemes but they are colored to FS 2004 standards. In CFS2 they would show as being dark grey instead of aluminum. There is a paint kit though, put out by Nigel Richards @ S.O.H.

Credits

Original authors;

Model Designer: Milton Shupe

Pilot Figure: Jan Visser

Exterior Textures FS9: Nigel Richards, Damian Radice

Flight Model Designer: Tom Falley

Technical Advisors: Tom Falley, Steve Bryant

Tested-Beta: Sim-Outhouse Membership

Panel, Gauges, textures: Scott Thomas, Milton Shupe, Nigel Richards, Microsoft, and other authors as noted

Sounds: Nigel Richards

Conversion, Air file and cfg edits, damage profile, texture conversion, vc panel gauges and some other stuff;

Dvslats

fde_bressy

Air File & Cfg for CFS2;

Milton Shupe

Panel 2D;

Morten

Weapons;

Dbolt and K. Malinowski

Alpha Texture for Prop;

K. Malinowski

Tools Authors;

Ivan Hsu's MDLC

Martin Wright's DXT .Bmp converter and Mdl_Mat.

Jerry Beckwith's AirEd

Yusaku Homma's DPED

If I missed anyone's names, please let me know and it will be corrected.

With the "72" model completed, look forward to XP-47H next.

All of the main components are done so these will be much easier. ☺

Enjoy, Dvslats

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The Legal

Disclaimer

I have had no problem using the files ,however there is NO warranty, guarantee of any kind and I am not liable for any problems on hardware or software you may encounter while using this file.

You use this software at your own risk.