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Airbus A319 Series

for the Microsoft® Flightsimulator 2000

Model: Holger Ellerbrock

Textures: Allan Ogilvie

Flightdynamics: Alexander M. Metzger

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About IADG

The group was brought together in spring 2000 by:

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Our aim is to bring you high class FS2000 aircraft, now and in the future. Your feedback is welcomed, so that we can update our aircraft to one of the best available.

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Installation

To install the aircraft into your FS2000 you just unzip the file into the "aircraft" folder of your FS. Be sure, that the unzip-function "using folder names" is marked. Otherwise you have to create yourself new folders in your aircraft-folder of the FS and to place the model.cfg and *.mdl files in the subfolder called "model", the panel.cfg in the subfolder "panel" and the sound.cfg in the subfolder "sound". Then all textures (*.bmp) have to be moved in a subfolder called "texture". The documantation, the aircraft.cfg and the *.air-file stay in the aircraft-folder.

The aircraft is designed for FS2000 only. It will not work in older versions of FS.

Recommendations

For this aircraft we recommend you:

CPU: PentiumII at 450MHz minimum and 256 MB of RAM.

This model is very highly detailed, so the frame rates will be low with lower CPU power. The model is tested on a PentiumII 450MHz and the frame rate was about 15 during flight and 8-10 during approach (with all display options activated!).

About flightdynamics

The flightdynamics are complete new and build up by Alexander M. Metzger. The informations are taken during some flights as a passenger in the cockpit and reviewed in the betatest by real pilots. For closer details take a look at the separated file for the FDX. In the file are the different variables on the flightdynamics of the aircraft listed.