

Adding General Aviation (GA) aircraft for use with FS2002 AI flight plans

by Holger Sandmann

The sections below contain detailed instructions on how to download and set up AI versions of the following seven add-on GA airplanes:

- (1) **1962 Beech B33 Debonair**, by Geoffrey Applegate and James Eden
- (2) **Aeronca 11AC Chief**, by Mike Stone
- (3) **DHC-2 Beaver CG-DVY green**, by Fred Banting and Yannick Lavigne
- (4) **DHC-2 Turbo Beaver C-FBKB**, by Fred Banting
- (5) **Pitts S-1S Special**, by Mikko Maliniemi
- (6) **Piper Malibu Meridian**, by Mike Stone
- (7) **Found Bush Hawk XP**, by Steven Grant and Fred Choate

Important Notes:

1. The copyrights to all of the add-on files used below remain with the original authors!!! This is the very reason why you have to go through these elaborate procedures to replicate my personal set-up of AI aircraft. As an End-user, you can use and alter any of these files as you please. However, redistributing any combination of original and altered files, or parts thereof, is prohibited without prior permission by the author(s).
2. I have permission from Mike Stone and Fred Banting to include in my template folders the “tweaked” (changed) version of their original aircraft.cfg files. This makes setting up the Chief, the Beavers, and the Meridian so much easier. Thank you, Mike and Fred!
3. The two DHC-2 Beaver models were made with a design tool that does not support the display of dynamic parts when used as AI in FS2002. Therefore, the propeller does not show and there are no moving control surfaces either. In my mind, the unique look of these aircraft, combined with the excellent textures, fully compensate for this lack of dynamic features. The choice is yours...
4. If you want to use the Aeronca Chief and DHC-2 Beavers, you’ll have to download the Beech B33 Debonair, as all of these aircraft require the Debonair’s **F33An.air** file to work as AI aircraft. Alternatively, you can use the F33An.air file included in GA Traffic Maker (see next topic).
5. Three of the add-on aircraft I use---the Debonair, Aeronca Chief, and Malibu Meridian---are also part of Mike Holland’s extended version of his GA Traffic Maker (gatm11ex.zip and gatm_116.zip, available at <http://caphollands.fsgateway.com/>). You can use these instead of the original aircraft and modifications I describe below but you will have to figure out for yourself how to make the necessary changes to your aircraft.txt and/or my GA_aircraft.txt files. Also, only the Piper Malibu Meridian works as is with the very short runways encountered in many of my AFCAD files, and Mike’s versions of the three aircraft use the original flight models without any modifications. That’s

why I recommend using my changes and templates as outlined below. Once you're satisfied with these versions, you can add them to your GA Traffic Maker roster.

General Procedures:

Within the **GA_add-on** folder, you will find a number of folders that contain templates and files for the add-on aircraft described below. Each folder contains **sound** and **panel** subfolders with the respective .cfg files aliased to an appropriate default aircraft. These subfolders will save you hard drive space, since you won't see the AI aircraft's panel and FS2002 uses a fixed sound set for AI aircraft.

In some of the AI aircraft folders you'll find a file called **my_aircraft.cfg**, which contains the changes you need to make to the original **aircraft.cfg** that comes with the downloaded add-on aircraft. To make these changes, follow these general procedures (but don't start just yet):

1. Copy & paste the **aircraft.cfg** file from the folder of the original add-on aircraft into the corresponding **AI_ ...** folder.
2. Open both **aircraft.cfg** and **my_aircraft.cfg** in a text editor, such as Notepad or Wordpad.
3. In **my_aircraft.cfg**, highlight and copy the first section up to, but excluding, the dashed line "//---".
4. In **aircraft.cfg**, highlight the first section (beginning at [fltsim.0] and up to, but excluding, the [General] section) and paste the highlighted section from **my_aircraft.cfg** file.
5. For any other section separated by dashed lines in **my_aircraft.cfg**, find the corresponding section in the **aircraft.cfg** file and replace the corresponding lines (and only those!) with the ones listed in the **my_aircraft.cfg** file.
6. Save the modified **aircraft.cfg** file and close both.

Once you have completed all the necessary steps for your choice of add-on aircraft, you can either delete the original aircraft or, if you want to fly it yourself, complete the installation as directed by the author of that aircraft. All of the originals use different aircraft titles and won't interfere with their AI counterparts.

(1) 1962 B33 Beech Debonair, by Geoffrey Applegate and James Eden

1. Download **B33.zip**, **B33_vcupdate.zip**, and **theB33patch.zip** (at <http://www.avsim.com>) and install as directed.
2. Open the **Debonair** folder, and copy & paste the **model.ai** and **texture.b33** subfolders and the **F33An.air** and **aircraft.cfg** files into my **AI_Debonair** folder (in the **GA_add-on** folder).
3. In the **AI_Debonair** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete all of the replacements as described in General Procedures above.
4. Open the **texture** subfolder and delete the large **B33DEBVC.bmp** file; doing so is optional but will reduce the impact on frame rates the Debonair might have on your system.

5. If you want to add the Aeronca Chief and/or Beavers as well, keep the **AI_Debonair** folder where it is for now. Just remember to move the entire folder into your **FS2002/aircraft** folder once you're done with all installations.

(2) **Aeronca 11AC Chief**, by Mike Stone

1. Download **schief.zip** (at <http://www.pmstone.com/aircraft.html>) and unzip into a temporary directory.
2. Open the **Chief** folder, and copy & paste the **model** and **texture** subfolders into my **AI_Chief** folder (in the **GA_add-on** folder). Do not copy the **aircraft.cfg** file, as the complete modified version already resides in the **AI_Chief** folder.
3. Steps 3 and 4 are optional but will give you the tan and brown textures without the US aircraft registration on the fuselage. Download **chiefupdate2.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.
4. Open the **texture** folder and copy & paste all files into the **texture** subfolder of the **AI_Chief** folder; click on "Yes to all" when asked about replacing files.
5. Open the **AI_Debonair** folder and copy & paste the **F33An.air** into the **AI_Chief** folder.
6. No further edits are required. Move the **AI_Chief** folder into your **FS2002/aircraft** folder.

(3) **De Havilland DHC2 Beaver, wheeled version**, by Fred Banting and Yannick Lavigne

1. Download **beaver7.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.
2. Download **bvr7_upg.zip** (at <http://www.avsim.com>) and unzip into the same temporary directory. When warned about replacing files, click on "Yes to all".
3. Open the **aircraft/Beaver_W** folder and copy & paste the **model** and **texture** subfolders into my **AI_DHC2 Beaver** folder (in the **GA_add-on** folder). Do not copy the **aircraft.cfg** file, as the complete modified version already resides in the **AI_DHC2 Beaver** folder.
4. Open the **AI_Debonair** folder and copy & paste the **F33An.air** into the **AI_Chief** folder.
5. No further edits are required. Move the **AI_DHC2 Beaver** folder into your **FS2002/aircraft** folder.

(4) **De Havilland DHC-2 Turbo Beaver, wheeled version**, by Fred Banting

1. Download **tb4u.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.

2. Download **tbeav4.zip** (at <http://www.avsim.com>) and unzip into the same temporary directory. When warned about replacing files, click on “Yes to all”.
3. Open the **aircraft/Turbo Beaver_Wheel** folder and copy & paste the **model** and **texture** subfolders into my **AI_DHC2 Turbo Beaver** folder (in the **GA_add-on** folder). Do not copy the **aircraft.cfg** file, as the complete modified version already resides in the **AI_DHC2 Turbo Beaver** folder.
4. Open the **AI_Debonair** folder and copy & paste the **F33An.air** into the **AI_Chief** folder.
5. No further edits are required. Move the **AI_DHC2 Turbo Beaver** folder into your **FS2002/aircraft** folder.

(5) **Pitts S-1S Special**, by Mikko Maliniemi

1. Download **s1s_gmax.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.
2. Open the **Pitts s-1s** folder, and copy & paste the **model** and **texture** subfolders (not texture.1 or texture.2!) and the **aircraft.cfg** file into my **AI_Pitts S-1S** folder (in the **GA_add-on** folder).
3. Open your **FS2002\aircraft\c172** folder and copy & paste the **Cessna172SP.air** into the **AI_Pitts S-1S** folder.
4. In the **AI_Pitts S-1S** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete all of the replacements as described in General Procedures above.
5. Save the modified **aircraft.cfg** file and close both files.
6. Move the **AI_Pitts S-1S** folder into your **FS2002/aircraft** folder.

(6) **Piper Malibu Meridian**, by Mike Stone

1. Download **smerid02.zip** (at <http://www.avsim.com>) and unzip into a temporary directory. Note that there's a newer version of the Malibu with night textures available on Mike Stone's website: <http://www.pmstone.com/aircraft.html>. However, I have not tested whether it works as nicely as AI aircraft as the version contained in smerid02.zip.
2. Open the **meridian** folder, and copy & paste the **model** and **texture** subfolders and the **meridian.air** file into my **AI_Meridian** folder (in the **GA_add-on** folder). Do not copy the **aircraft.cfg** file, as the slightly modified version already resides in the **AI_Meridian** folder.
3. No further edits are required. Move the **AI_Meridian** folder into your **FS2002/aircraft** folder.

(7) Found Bush Hawk XP, by Steven Grant and Fred Choate

1. Download **found.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.
2. Open the **Found** folder, and copy & paste the **model.nvc** and **texture** subfolders and the **Found.air** and **aircraft.cfg** files into my **AI_Bushhawk** folder (in the **GA_add-on** folder).
3. Download **foundtextnew.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.
4. Move the **Fuse_1.bmp** file into the **texture** subfolder of my **AI_Bushhawk** folder; click on “Yes” if asked whether to replace the existing file.
5. In the **AI_Bushhawk** folder, open **aircraft.cfg** and **my_aircraft.cfg**, delete the three sections starting at “[fltsim.0]” and ending one line above “[General]” and replace it with the text in the **my_aircraft.cfg** file.
6. Save the modified **aircraft.cfg** file and close both files.
7. Move the **AI_Bushhawk** folder into your **FS2002/aircraft** folder.

Congratulations on your new AI aircraft! Next, please go back to the **readme_first** file and continue with the installation procedures.

Disclaimer:

The author is not responsible for any damage, which may result from the use of this product. Use at your own risk. No warranty is offered.

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My aging system: PIII 750Mhz, 256MB RAM, Radeon 8500 (64MB), 20GB HD, Windows 98SE.

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