

Adding Commercial 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 eight add-on commercial airplanes:

- (1) **Airbus A319**, by FS Painter, with Air Canada repaint by Jun Kazama
- (2) **ATR42-300**, by Project AI, with First Air repaint by Peter Liddell
- (3) **British Aerospace BAe 146-200**, by Project AI, with Air BC repaint by Peter Liddell
- (4) **Boeing 737-200**, by Project AI, with Air Canada ZIP (pink) repaint by Kyle Duncan
- (5) **Beechcraft 1900D**, by Mike Stone, with Air Alliance repaint by Mike Stone
- (6) **Beechcraft 1900D**, by Mike Stone, with Central Mountain Air repaint by Gord Spence
- (7) **Bombardier CRJ-100**, by FS Painter, with Air Canada repaint by Jack Woods
- (8) **DH8C Dash 8Q-300**, by Project AI, with Air Canada Jazz (green) repaint by Jeff Sargent

Important Notes:

1. The copyright 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. Navigating the Project AI website (<http://projectai.flight1.net/>) can be pretty confusing and individual pages as well as aircraft and repaint file names get changed frequently. Currently (March 2003), the aircraft models, called “paintkits”, can be found starting from <http://projectai.flight1.net/certified/paintkits.php>, and the individual repaints starting from <http://projectai.flight1.net/files/PAI%20Aircraft%20Library/>.
3. If you want to add or substitute repaints, feel free to do so. Just make sure that the AC#, cruise speed and aircraft title match between the Aircraft.txt, FlightPlan.txt, and “title= ...” line in the aircraft.cfg files.
4. If the Beechcraft B1900s have too much of a frame rate impact on your system, you can use Project AI’s B1900 model and repaints instead (all available at the Project AI website). In my opinion, Mike Stone’s model looks much nicer.

General Procedures:

As with the GA add-on aircraft, I have prepared folders for each aircraft model and placed them in the **COM_add-on** folder. Each of the folders contains **sound** and **panel** subfolders with the respective .cfg files aliased to an appropriate default aircraft, for the same reason as described for the GA add-on aircraft. Since most of the commercial aircraft models used here are specifically designed for AI use, the only required changes to the **aircraft.cfg** files are the aircraft title and some of the general descriptors, as well as three lines in the **[flight tuning]** section. Just replace the first section (between **[fltsim.0]** and the text line above **[General]**) with the text in **my_aircraft.cfg** up to, but excluding, the dashed line “//---“. Then find the three lines in the **[flight tuning]** section and replace them with the corresponding lines in **my_aircraft.cfg**. The only exception is the B1900, for which I have permission from Mike Stone to include my complete “tweaked” (changed) version of their original aircraft.cfg file.

Once you have completed all the necessary steps for your choice of add-on aircraft, you can either delete the remaining files and folders in your temporary folder or, if you want to fly it yourself (not recommended for the Project AI and FS Painter aircraft!), 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) Airbus A319, by FS Painter, with Air Canada repaint by Jun Kazama

1. Download **ac_fsp_a319.zip** (at <http://www.avsim.com>) and unzip into a temporary directory. You may get a couple of error messages that appear to be related to some of the support files having non-English characters; ignore them by clicking “OK” and “Yes” and continue with unzipping.
2. Open the **AC_fsp_a319** folder, and copy & paste the **model.cfm** and **texture.ac** subfolders into my **AI_A319_AC** folder (in the **COM_add-on** folder).
3. In the **AC_fsp_a319** folder, open the **For AI by hiro** subfolder and move the **fsp_a320.air** and **aircraft.cfg** files into my **AI_A319_AC** folder.
4. In the **AI_A319_AC** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete the replacements as described in General Procedures above.
5. Save the modified **aircraft.cfg** file and close both files.
6. Move the **AI_A319_AC** folder into your **FS2002/aircraft** folder.

(2) ATR42-300, by Project AI, with First Air repaint by Peter Liddell

1. Download **atr42pai_paintkit.zip** (from the Project AI Paintkits website) and unzip into a temporary directory.
2. Open the **pai_atr42** folder, and copy & paste the **model** subfolder and the **pai_atr.air** and **aircraft.cfg** files into my **AI_ATR42_FA** folder (in the **COM_add-on** folder).

3. Open the **texture.42** subfolder in the **pai_atr42** folder, and copy & paste **only** the **pai_atr42_l.bmp** file into the empty **texture** subfolder in my **AI_ATR42_FA** folder.
4. Download **Texture.FAB-First Air.zip** (from the Project AI Repaints website) and unzip into a temporary directory.
5. Open the **Texture.FAB-First Air** folder and move **only** the **pai_atr42_t.bmp** file into the **texture** subfolder in my **AI_ATR42_FA** folder.
6. In the **AI_ATR42_FA** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete the replacements as described in General Procedures above.
7. Save the modified **aircraft.cfg** file and close both files.
8. Move the **AI_ATR42_FA** folder into your **FS2002/aircraft** folder.

(3) **British Aerospace BAe 146-200**, by Project AI, with Air BC repaint by Peter Liddell

1. Download **ba462pai_paintkit.zip** (from the Project AI Paintkits website) and unzip into a temporary directory.
2. Open the **PAI BA462** folder, and copy & paste the **model** subfolder and the **BAe146-200.air** and **aircraft.cfg** files into my **AI_Bae146_BC** folder (in the **COM_add-on** folder).
3. Download **Texture.ABL-Air BC.zip** (from the Project AI Repaints website) and unzip into a temporary directory.
4. Open the **Texture.ABL-Air BC** folder and move the two **.bmp** files into the empty **texture** subfolder in my **AI_Bae146_BC** folder.
5. In the **AI_Bae146_BC** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete the replacements as described in General Procedures above.
6. Save the modified **aircraft.cfg** file and close both files.
7. Move the **AI_Bae146_BC** folder into your **FS2002/aircraft** folder.

(4) **Boeing 737-200**, by Project AI, with Air Canada ZIP (pink) repaint by Kyle Duncan

1. Download **b732pai_paintkit.zip** (from the Project AI Paintkits website) and unzip into a temporary directory.
2. Open the **PAI B732 Paint Kit** folder, and copy & paste the **model** subfolder and the **Project Ai 737-200.air** and **aircraft.cfg** files into my **AI_B732_ZIP** folder (in the **COM_add-on** folder).
3. Download **Texture.ZIP-ZIP Airlines PK.zip** (from the Project AI Repaints website) and unzip into a temporary directory.

4. Open the **texture.ZIP-ZIP Airlines PK** folder and move the two **.bmp** files into the empty **texture** subfolder in my **AI_B732_ZIP** folder.
5. In the **AI_B732_ZIP** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete the replacement of the first section as described in General Procedures above. Note that the original **aircraft.cfg** does not have a **[flight tuning]** section. Copy & paste the lines from **my_aircraft.cfg** into the **aircraft.cfg** file just above the **[LIGHTS]** section.
6. Save the modified **aircraft.cfg** file and close both files.
7. Move the **AI_B732_ZIP** folder into your **FS2002/aircraft** folder.

(5) **Beechcraft 1900D**, by Mike Stone, with Air Alliance repaint by Mike Stone

1. Download **sb1900d.zip** (at <http://www.pmstone.com/aircraft.html>) and unzip into a temporary directory.
2. Open the **b1900d** folder and copy & paste the **model** and **texture.4** subfolders and the **b1900d.air** file into my **AI_B1900_MS** folder (in the **COM_add-on** folder). Do not copy the **aircraft.cfg** file, as the complete modified version already resides in the **AI_B1900_MS** folder.
3. Continue with the next Section (6).

(6) **Beechcraft 1900D**, by Mike Stone, with Central Mountain Air repaint by Gord Spence

1. Download **cma.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.
2. In your temporary folder, highlight the 25 **.bmp** files and move them into the empty **texture** subfolder in my **AI_B1900_MS** folder.
3. In the **AI_B1900_MS** folder, open the **texture.4** subfolder and copy & paste the **prop_1.bmp** file into the texture folder (it's missing in this repaint).
4. Find your **Beech King Air 350** in **FS2002\aircraft** and copy & paste the **Beech King Air 350.air** into the **AI_B1900_MS** folder.
5. No further edits are required. Move the **AI_B1900_MS** folder into your **FS2002/aircraft** folder.

(7) **Bombardier CRJ-100**, by FS Painter, with Air Canada repaint by Jack Woods

1. Download **crj100ac.zip** (at <http://www.avsim.com>) and unzip into a temporary directory.

2. Open the **CRJ-100 Air Canada** folder, and copy & paste the **model** subfolder and the **fsp_crj100_200.air** and **aircraft.cfg** files into my **AI_CRJ100_AC** folder (in the **COM_add-on** folder).
3. In the **CRJ-100 Air Canada** folder, open the **texture** subfolder and move the **fsp_crj12_1.bmp** and **fsp_crj12_t.bmp** files into the **texture** subfolder of my **AI_CRJ100_AC** folder.
4. In my **AI_CRJ100_AC** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete the replacements as described in General Procedures above.
5. Save the modified **aircraft.cfg** file and close both files.
6. Move the **AI_CRJ100_AC** folder into your **FS2002/aircraft** folder.

(8) **DHC Dash 8Q-300**, by Project AI, with Air Canada Jazz (green) repaint by Jeff Sargent

1. Download **dash8_q300_paintkit.zip** (from the Project AI Paintkits website) and unzip into a temporary directory.
2. Open the **PAI DH8C** folder, and copy & paste the **model** subfolder and the **pai_dash8.air** and **aircraft.cfg** files into my **AI_DH8_JAZZ** folder (in the **COM_add-on** folder).
3. Download **Texture.ACA-Air Canada Jazz Green.zip** (from the Project AI Repaints website) and unzip into a temporary directory.
4. Open the **Texture.ACA-Air Canada Jazz Green** folder and move the two **.bmp** files into the empty **texture** subfolder in my **AI_DH8_JAZZ** folder.
5. In the **AI_DH8_JAZZ** folder, open **aircraft.cfg** and **my_aircraft.cfg** and complete the replacements as described in General Procedures above.
6. Save the modified **aircraft.cfg** file and close both files.
7. Move the **AI_DH8_JAZZ** 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.

License:

This file package is released as Freeware. As an End User, you can do whatever you want with it. For redistribution on storage media or via the Internet (which I encourage), a number of conditions apply:

- 1) The archive must be distributed without modification to the contents of the archive. Redistributing this archive with any files added, removed, or modified is prohibited.
- 2) The inclusion of any individual file from this archive in another archive without my prior permission is prohibited.
- 3) No charge may be made for this archive other than that to cover the cost of its distribution. If a fee is charged, it must be made clear to the purchaser that the archive is freeware and that the fee is to cover the distributor's costs of providing the archive.
- 4) I request a brief email notifying me of the website and/or procedure used for redistribution.

Author:

Holger Sandmann
hsandman@sfu.ca

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

March, 2003