

Tom A330F

Maintenance Facility Planing

MFP



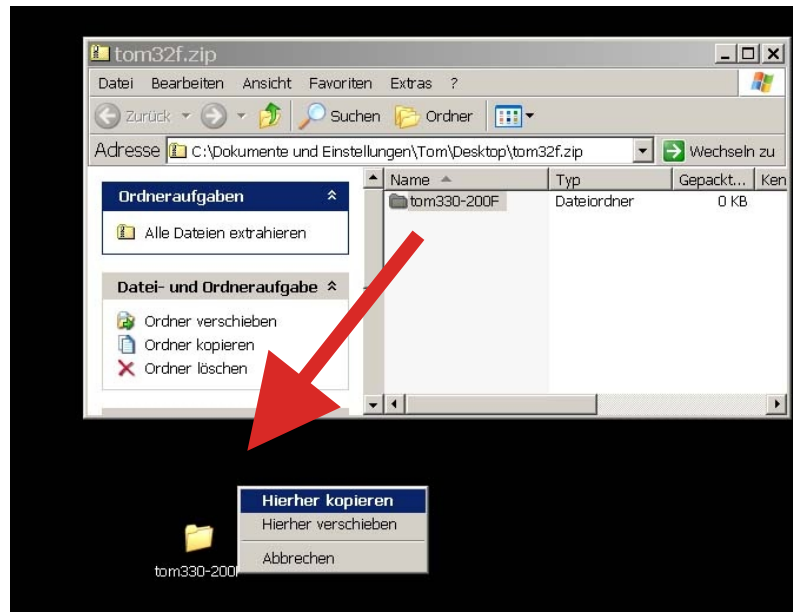
Version 2.0 06/2009

Tom A330F

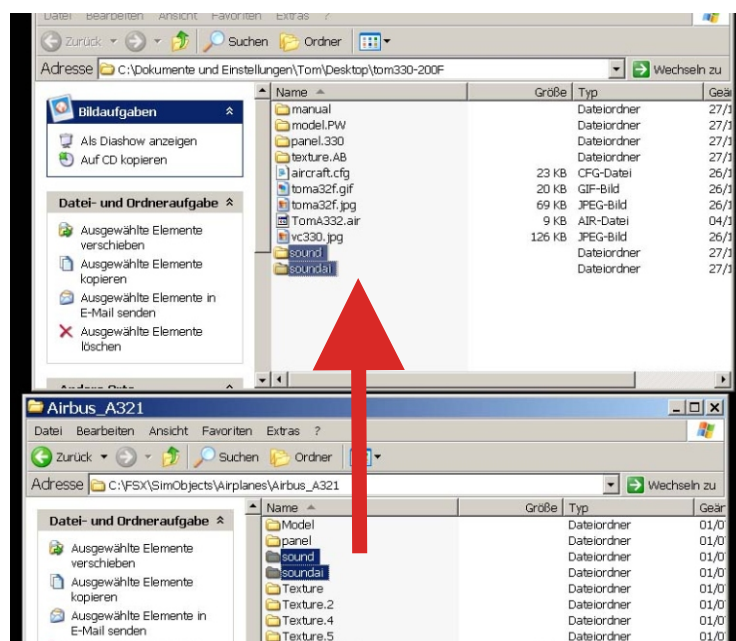
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1.Installation in FSX

1) Unzip TOM32F.ZIP to your desktop



2) Copy and paste the complete sound and soundai subfolder from your default Airbus_A321 folder into the new Tom330_200F folder.



Version 2.0 06/2009

Tom A330F

Maintenance Facility Planing MFP

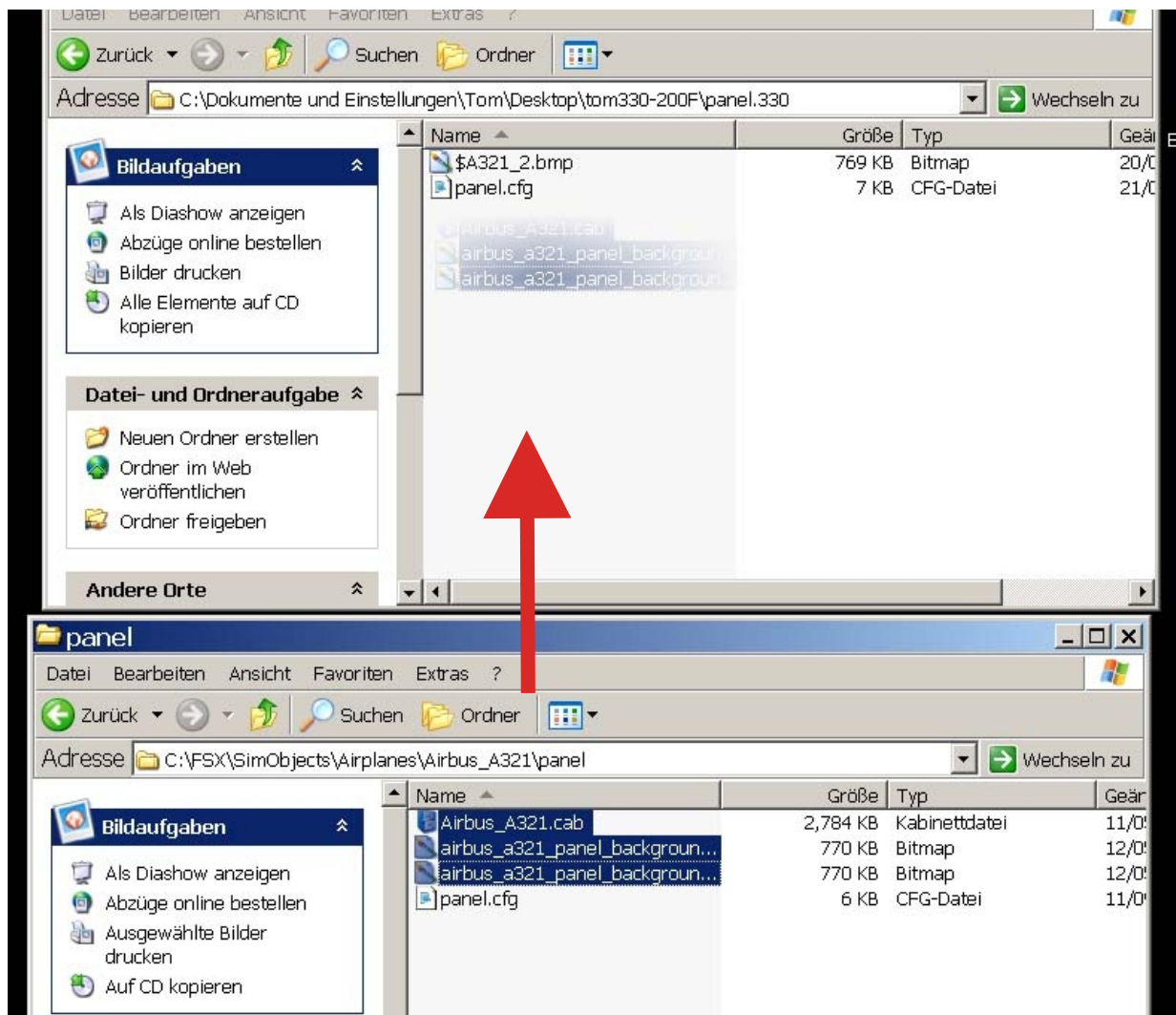
3) Copy and paste the following files from your default **Airbus_A321** folder into the new **Tom330_200F/panel.330** folder.

Airbus_A321.cab

airbus_a321_panel_background.bmp

airbus_a321_panel_background_night.bmp

Do not copy other files from this folder !!



Version 2.0 06/2009

Tom A330F

Maintenance Facility Planing MFP

- 4) Copy and paste the following files from your default **Airbus_A321/Texture** folder into the new **Tom330_200F/texture.AB** folder.

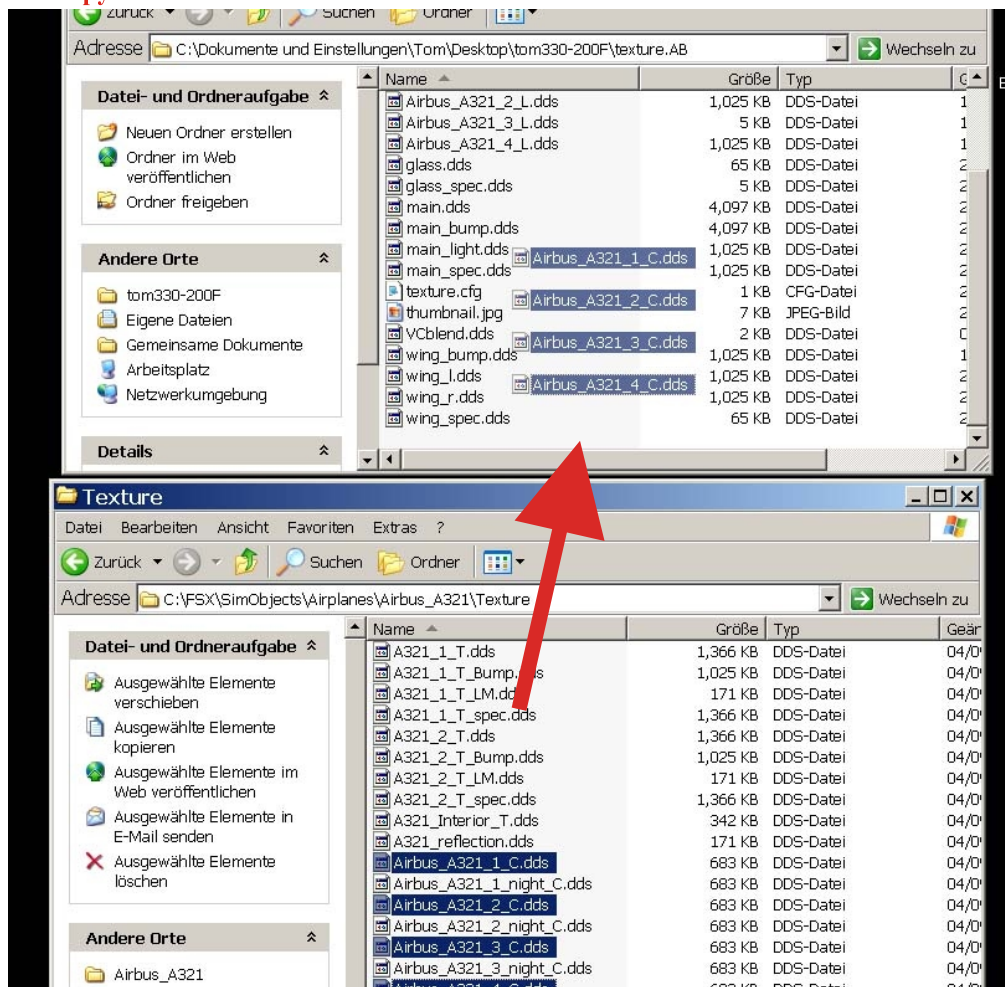
Airbus_A321_1_C.dds

Airbus_A321_2_C.dds

Airbus_A321_3_C.dds

Airbus_A321_4_C.dds

Do not copy other files from this folder !!



- 5) Move the new folder **Tom330_200F** 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

Version 2.0 06/2009

Tom A330F

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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.
- 4) **Multiplayer Mode:** As for now, the aircraft is not multiplayer compatible. I dont have a solution yet, but theres a multiplayer compatible mdl in the **model/multiplayer** subfolder. Its identical to the normal mdl but does not have all of its animations.

4. Changes and fixes

- 1) Weird tire rotation fixed
- 2) Red/Green navlights changed
- 3) FSX jetways dock on L1 exit now
- 4) Main gear contact points changed on all versions
- 5) Multiplayer compatible mdls created for al versions