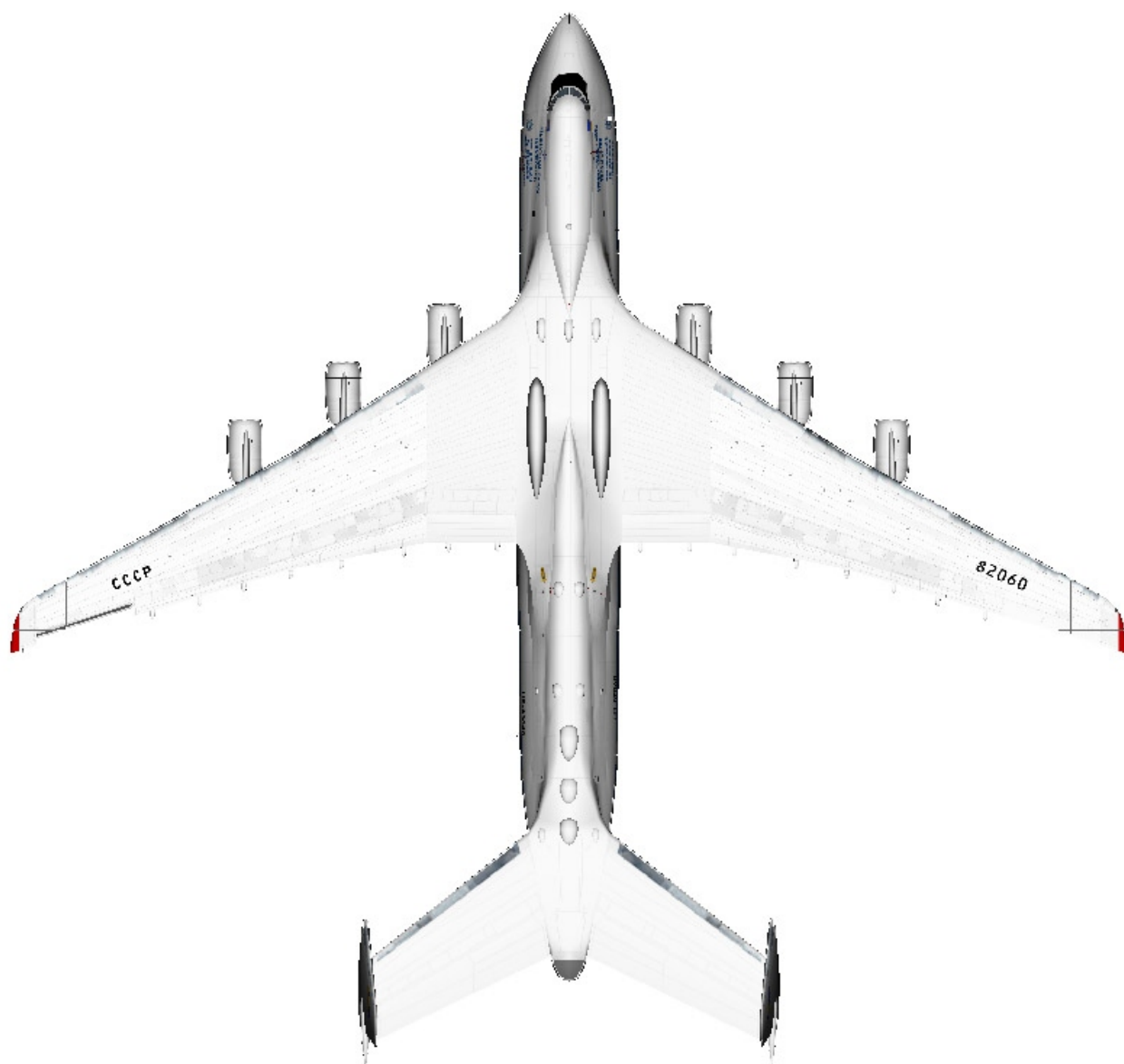


ДИТОИОН ДИ-225



ОРЕЯДИОН and ИИСТАЛЛАДИОН МДИИУДЛ

by Thomas Ruth

ДИТОНОВ ДИ-225

Please read first

This is not a complete new project. It bases on the model which i have released a few years ago for FS2004. The outside model has been partially remodeld. Cleaned fuselage and tires, entire new wings and engines plus a complete set of new FSX compatible textures.

The most important new thing is the Virtual Cockpit. Ive designed the aircraft to be flown from within the VC instead of the 2D-panel which is kept simple. I have almost no knowledge in gauge or panel design, so i had to rely on FSX default gauges. Please dont ask me about a better 2D-panel, i can not do it. It has many, but not all functions of the Virtual cockpit.

cheers

Tom

Whats needed

- * FSX with at least Service pack 1 or 2 installed. The model should be DX10 compatible but has not been tested.
- * A graphic card (and driver) which can handle FSX 2048x2048 pixel size bitmaps.
- * Your default Boeing 747-400 stil in your aircrafts folder.
- * All default AC's gauges stil in the gauges folder

Multiplayer

The model is not multiplayer compatible and may cause a CTD. Ive added multiplayer compatible mdl files for you to replace the standart mdl's in the model folder.

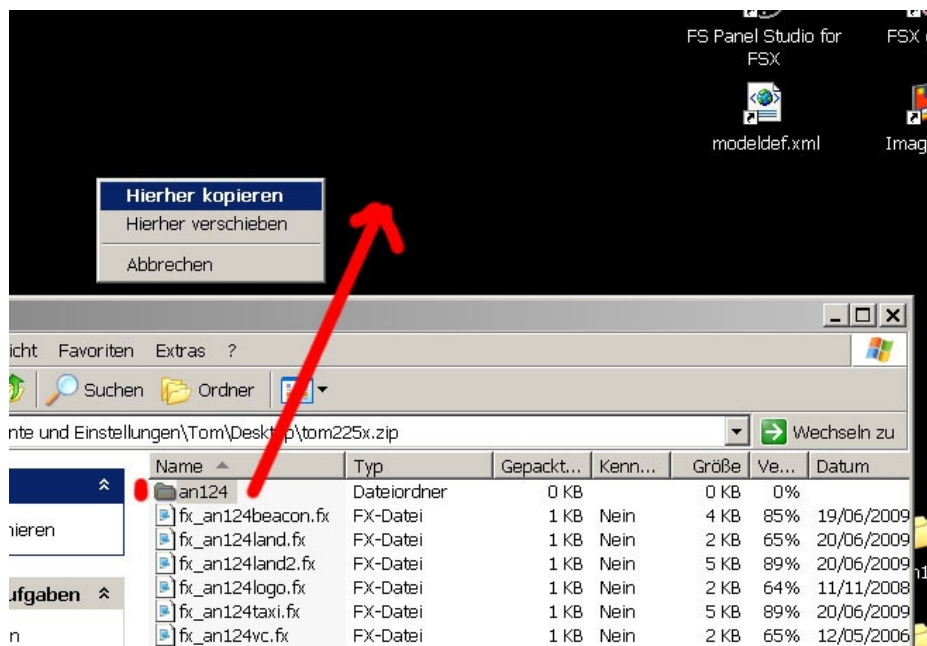
The multiplayer mdl's dont have all the animations of the standart mdls, so you should backup them if you want to fly again in single player mode.

Nose door

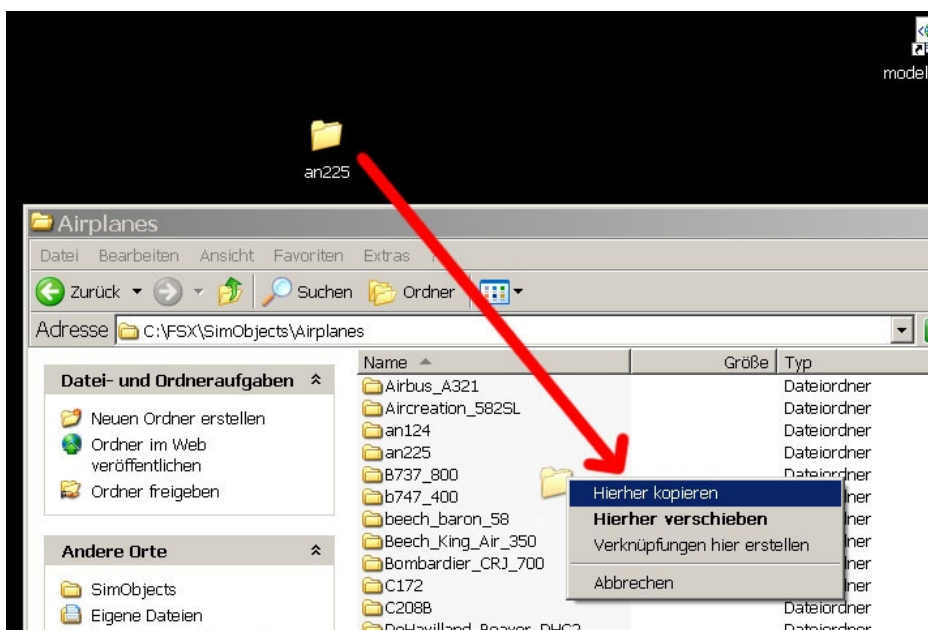
... can be opened ONLY by a switch on the Virtual cockpit pedestal panel. Please read the manual. Same for the nose ramp and nose gear loading operation.

Installation in FSX

1. Unzip TOM225X.ZIP into a temporary location, your desktop for example.



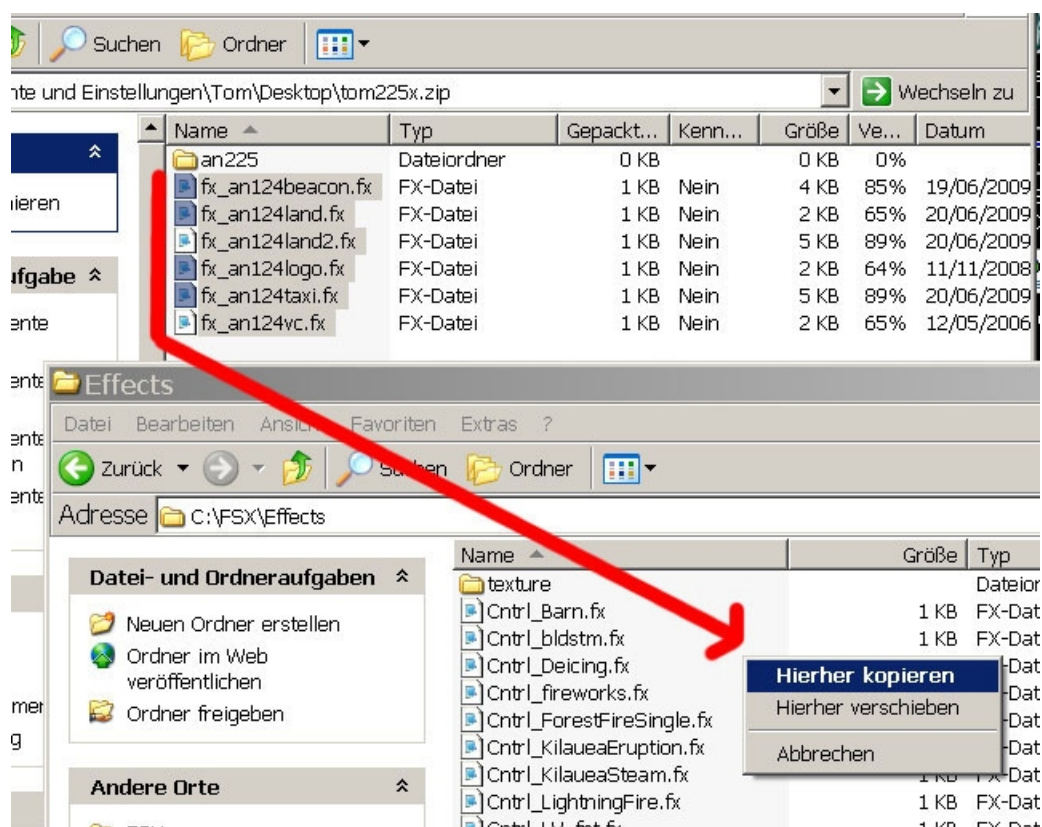
2. Move AN225 folder from your temporary location into your FSX aircrafts folder.
(C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes on a default installation.)



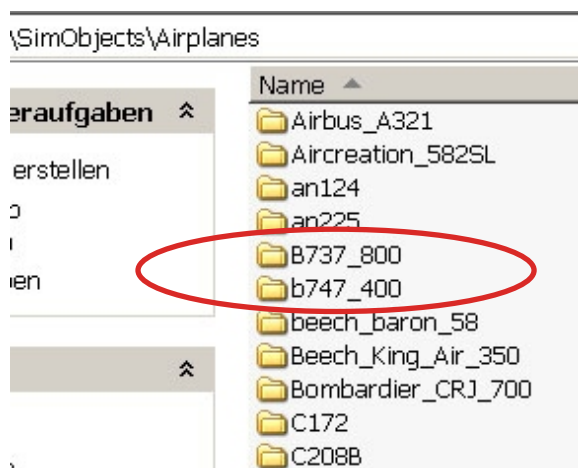
ДИТОНОВ

ДИ-225

3. Copy the six .fx files into your FSX/effects folder.
(C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Effects on a default installation)



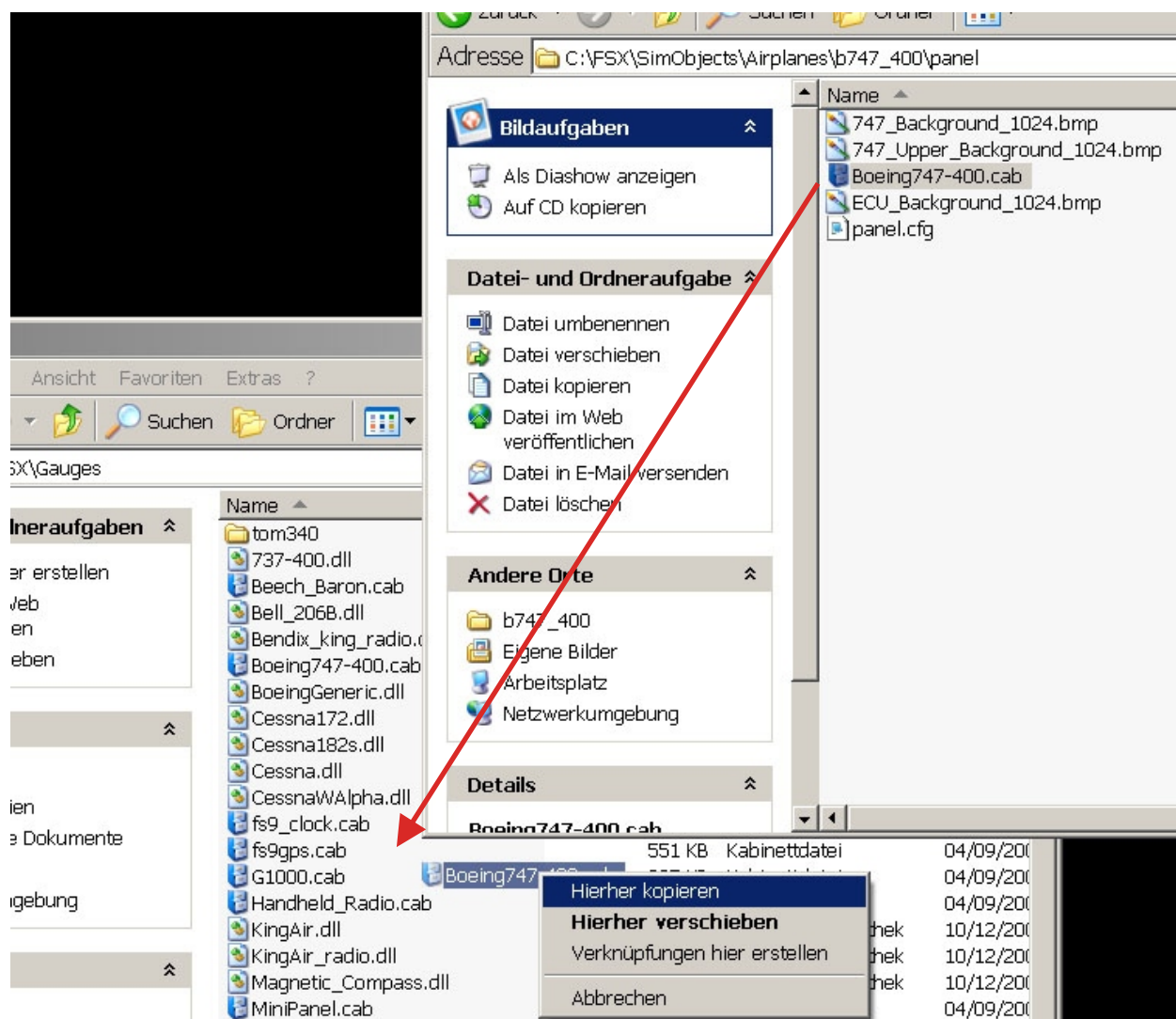
4. Make sure that your default B747-400 and B737-800 are still in place. Otherwise some gauges won't work and your aircraft does not have sound at all!



ДИТОИОВ

ДИ-225

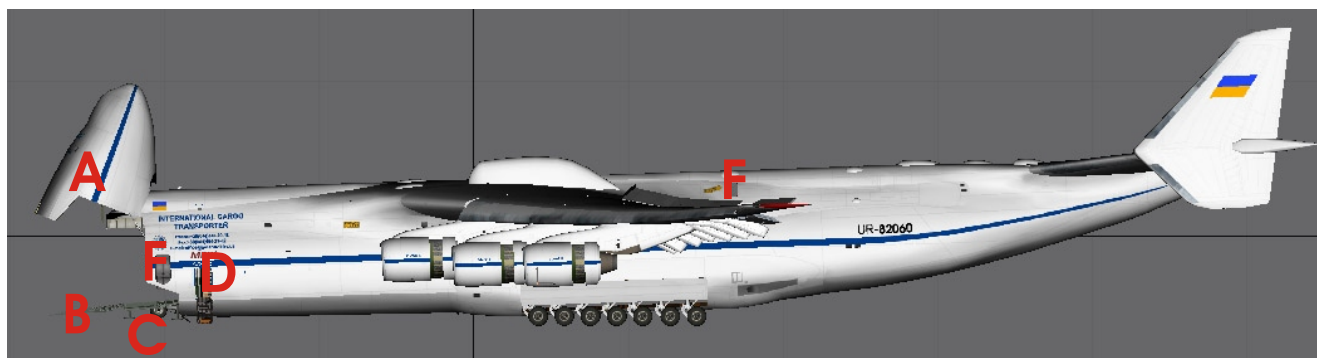
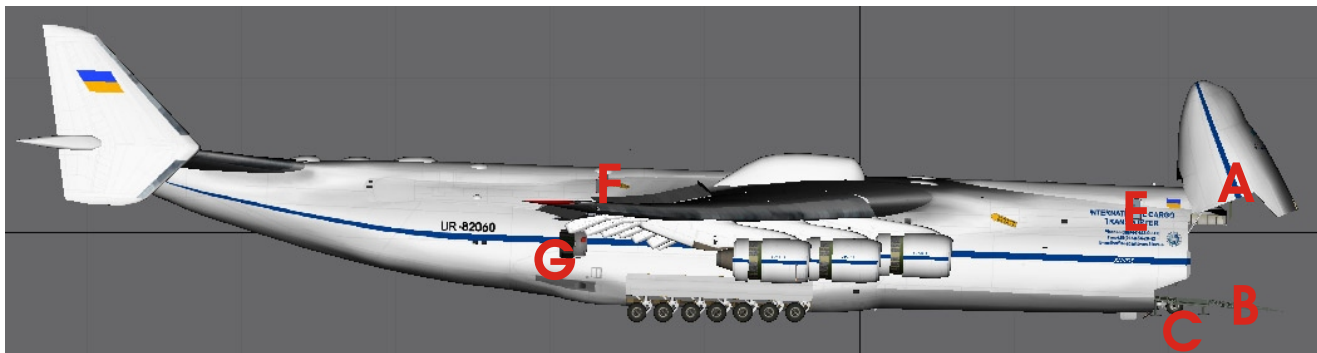
3. Copy Boeing747-400.cab from your default Boeing747 panel folder (C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\b747_400\panel on a default installation) into your FSX gauges folder. (C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Gauges on a default installation)



ДИТОНОВ

ДИ-225

Extrenal doors



- A **Nose cargo door.** *Can be opened by a switch on the VIRTUAL COCKPIT pedestal panel only!*
- B **Loading ramp.** *Works only when the Nose cargo door is open. Can be moved by a switch on the VIRTUAL COCKPIT pedestal panel only!*
- C **Nose gear retraction.** *Works only when the Nose cargo door is open. Can be moved by a switch on the VIRTUAL COCKPIT pedestal panel only!*
- D **Main entrance.** Animated as FSX default Exit-1
- E **Upper deck doors.** Animated as FSX default Exit-2
- F **Emergency exits.** Animated as FSX default Exit-3
- G **Rear access door.** Animated as FSX default Exit-4

The AN-225 does not have a rear loading door.

ДИТОИОВ

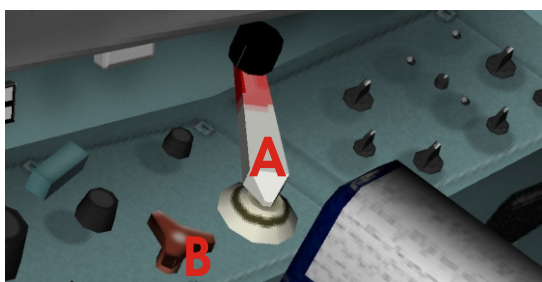
ДИ-225

Virtual Cockpit Main Panel



- A Autopilot Airspeed selector
- B Autopilot Vertical Speed selector
- C Autopilot Altitude and Autopilot Heading selectors.
Autopilot Master, Speed hold, Mach/IAS selector, NAV switch, Altitude hold, Heading hold, Localizer and Approach hold switches. *All Autopilot gauges are default 747-400.*
- D NAV/GPS selection and Autothrottle switch.
- E Captains Instruments. *All gauges come from different default aircrafts.*
- F Standby Instruments.
- G Engine N1 (left) and Vibration (right) Indicators.
- H Control Surface Indicators. Aileron, Spoiler, Elevator , Rudder (left) and Flaps, Slats, Airbrakes (right)
- J Gear lever
- K Parking Brake lever
- L GPS, ATC, Map and Kneeboard Window buttons.

Virtual Cockpit Side Panel

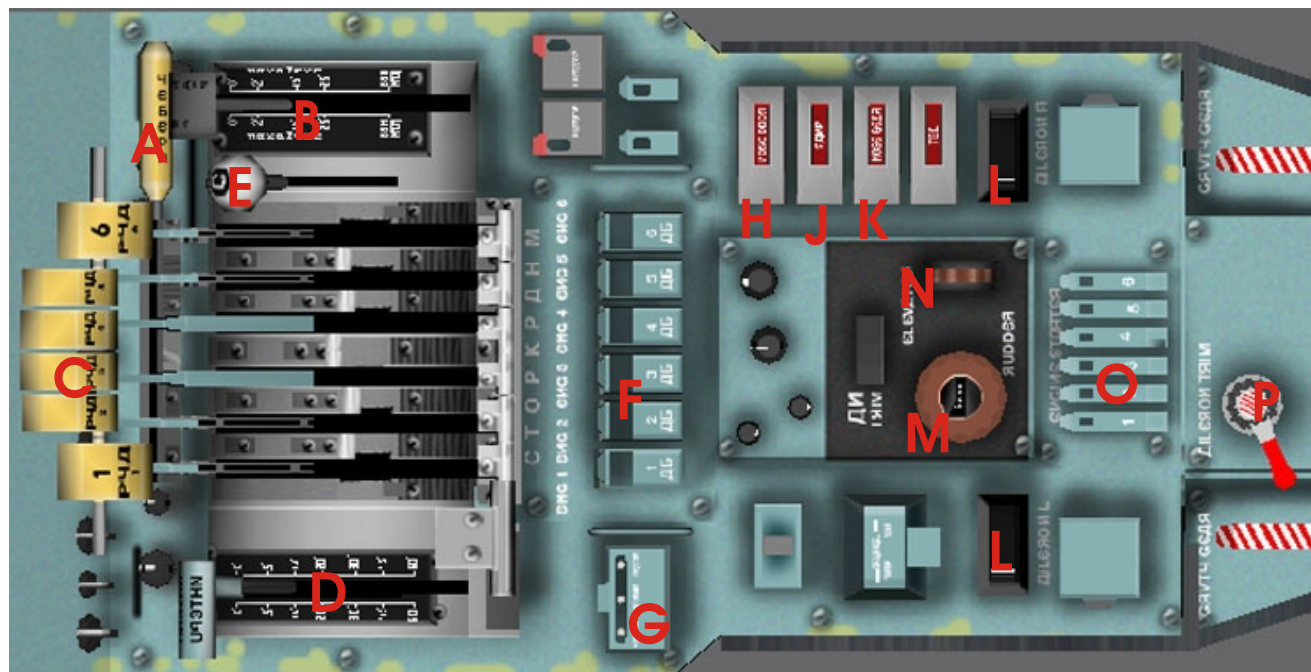


- A Nose gear steering lever.
Turned by right and left mouse clicks.
- B Center/neutralize button.

ДИТОИОВ

ДИ-225

Virtual Cockpit Pedestal Panel

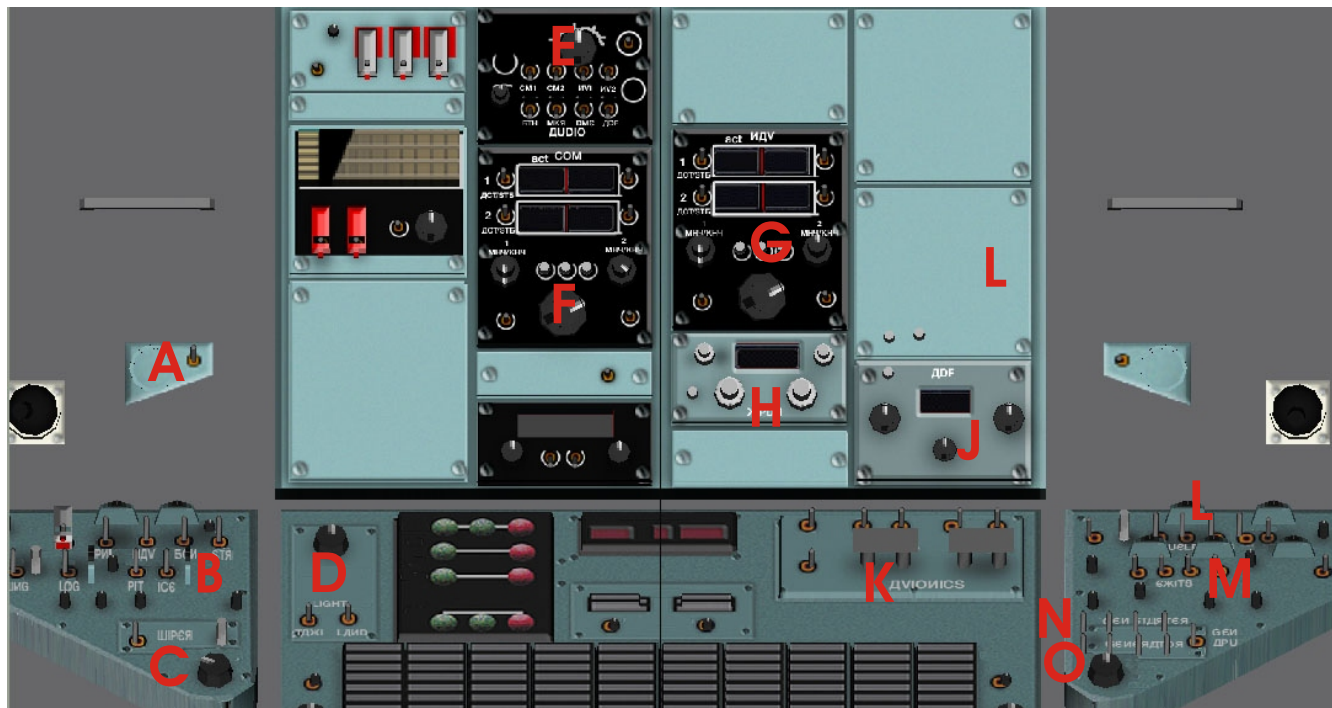


- A Reverser lever
- B Flaps lever
- C Throttle levers
- D Spoiler lever
- E Friction lock lever. *Locks the throttle levers in its actual position.*
- F Fuel cutoff switches
- G Autobrake switch
- H Nose Door switch and protection cover. *Opens the main cargo door of the aircraft.*
- J Loading ramp switch and protection cover. *Unfolds the nose loading ramp. Does not work with closed nose door.*
- K Nose gear retraction and protection cover. *Raises the nose gear. Does not work with closed nose door.*
- L Left and right aileron indicators
- M Rudder trim wheel
- N Elevator trim wheel
- O Engine master starters.
- P Aileron trim lever

ДИТОИОВ

ДИ-225

Virtual Cockpit Overhead Panel

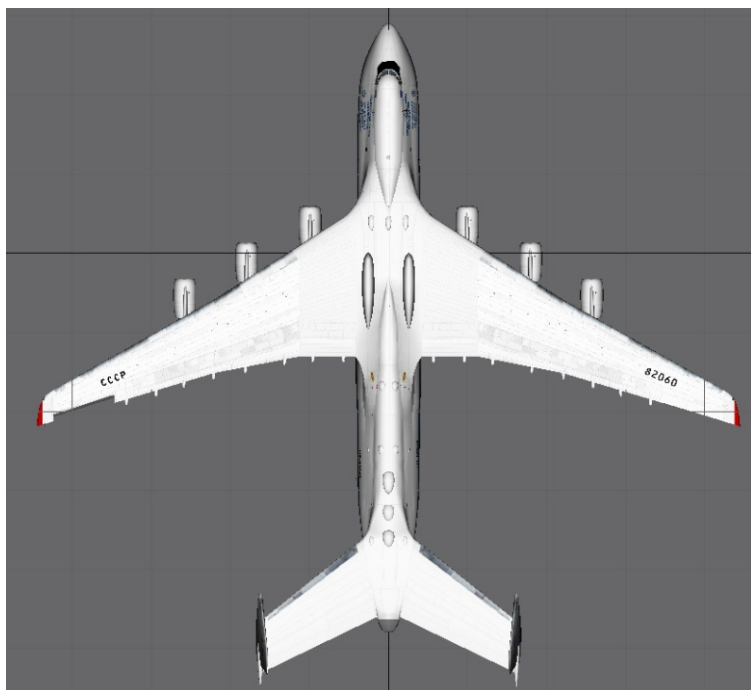


- A Cockpit Aircondition and windscreen anti-mist master switch.
- B Light and Anti Ice switches. (*Upper row: Cockpit, Panel, Nav, Beacon, Strobe. Lower row: Wing, Tail, Pitot heat, Wing Anti Ice*)
- C Wiper switch.
- D Landing light and Taxi light switches.
- E Audio switches. (*Upper row: COM1, COM2, NAV1, NAV2. Lower row: Both, Marker, DME, ADF*)
- F COM Radio panel. Upper display with COM1 active and standby frequency. Left is a switch to toggle active with standby frequency. Lower display with COM2 active and standby frequency plus toggle switch. In the middle, two turning knobs for COM1 (left) and COM2 (right). Right and left mouseclicks on the upper part turn the KHz digits, right and left mouseclicks on the lower part turn the MHz digits.
- G NAV Radio panel. *Function is identical to COM Radio panel.*
- H Transponder. Right and left clicks onn the four big knobs turn the digits on the display.
- J ADF. Right and left clicks onn the three big knobs turn the digits on the display.
- K Avionics Master switch.
- L Fuel Pump switches.
- M Door/Exits switches.
- N Generator Starter switches.
- O Generator switches.

ДИТОНОВ

ДИ-225

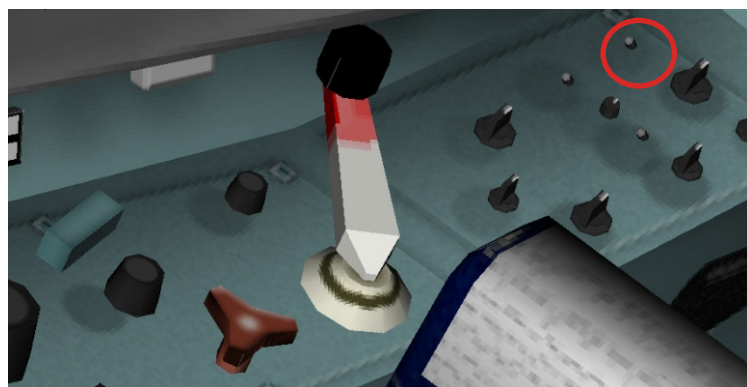
6-Engine automatic Contrails



The model has automatic contrail effects on the outboard engines one and six. These contrails, if active, will start at an altitude of 29500 feet and above. The engines two, three, four and five have default contrails attached.

These contrail effects are not synchronized with the default effects because I don't have information how MS calculated the conditions for the default effects.

Smoke system is available for all six engines.



The automatic contrails can be deactivated by a switch on the virtual cockpit's side panel.

Known Bugs

1) Disappearing or flashing lights:

Try to increase the "NUM_LIGHTS" in the fsx.cfg from 8 to 10

2) Invisible or plain black fuselage and engines?

Some Graphic Cards don't support FSX 2048x2048 pixel bitmaps. Try to update to at least FSX Service Pack 1. If that didn't work, update your Video driver. If nothing works, I've included two texture files for each paint in the texture.simpleburan and texture.simpleur folders. Just copy/paste them into your texture.buran and texture.ur folders. The quality is not as good as original files, so this should be your last option.

3) The flight model 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 whatever you want.

4) **Multiplayer Mode:** As for now, the aircraft is not multiplayer compatible. I don't have a solution yet, but there are multiplayer compatible mdl's in the **model/multiplayer** subfolder. They are identical to the normal mdl's but don't have all of their animations.