



'Baby Boeings'

Featuring AIS and 'Pushback'

A.I Aircraft for FS2004 and FS2002

Aircraft Models by Jon Murchison, October 2003

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V 1.0 USER GUIDE

- ✓ 'Baby Boeing' Family – B732, 733 and 734
- ✓ 5 LOD models
- ✓ Low polygon shadow model for enhanced framerates
- ✓ Low polygon count in main model (about 2000)
- ✓ Animated flaps, gear, gear doors, spoilers and engine reversers
- ✓ Active 'Pushback' feature in FS2004
- ✓ Varied Animated inbuilt Scenery (AIS©) in all models featuring catering, cargo loading and static refuelling.

Dear User,

I appreciate Readme files can be a real pain in the arse, who wants to read a shit load of words when all we want is to get the files installed and take them for a spin. However, this USER GUIDE does contain important information you do need to be aware of, so once you find things don't work the way you think they should, or you don't understand why the aircraft don't show up in your aircraft list or the panel and/or VC isn't visible, or why the aircraft don't have textures, this GUIDE will be here to hopefully answer all your questions. Please note that I will not be responding to emails where the information was provided to you through this README, but because you didn't read it are having problems. Having said that, if you have read the information provided below and still have an issue it doesn't address, please e-mail me at the address above. Lastly, this is a FREeware product developed by every day people as part of a hobby they love and enjoy. Those involved don't make their work available to then get attitude from people who are only interested in

complaining about the models not being pixel perfect in shape, or the textures are not 100% perfect when compared to their real life counterparts. If you have a genuine idea how I can improve this product, drop us a line, otherwise if you are not happy simply uninstall the files.

INTRODUCTION

The *AIS-AI*© 'Baby Boeings' with 'PUSHBACK' is the third release in a series of new generation AI aircraft for FS2004: ACOF and FS2002. It integrates low polygon modelling and numerous LOD models with the new concept of 'AIS' (Animated Inbuilt Scenery). Now you can fill your virtual skies and airports with aircraft that are not only framerate friendly, but have the enhanced features of animated scenery generated as part of the aircraft model, and in FS2004, real pushback.

Please note these models are not supplied with panels or Virtual Cockpits. They are AI aircraft; you will need to search for alternative models if you require these features.

IMPORTANT: This installer does not contain textures for the 'Baby Boeings' models. These will need to be downloaded separately from AVSIM, FLIGHTSIM.com or ARNZ.

Installation

FS2004 - Simply double click the exe file and 'Baby Boeings' V1.0 will install itself in the correct folders.

Note: If you have changed the default FS2004 installation settings, you will need to manually adjust the install directories and also make sure the installer creates a new folder in your FS2004 aircraft folder. The final two entries should look like this...

Aircraft \BABY BOEINGS

This also applies to all [ARNZ](#) 'Baby Boeings' texture packs.

FS2002 – FS2K users will need to manually change the install directory to point to their Aircraft folder in the main FS2002 program folder. The last two entries should look like this:

Aircraft \BABY BOEINGS

This also applies to all [ARNZ](#) 'Baby Boeings' texture packs.

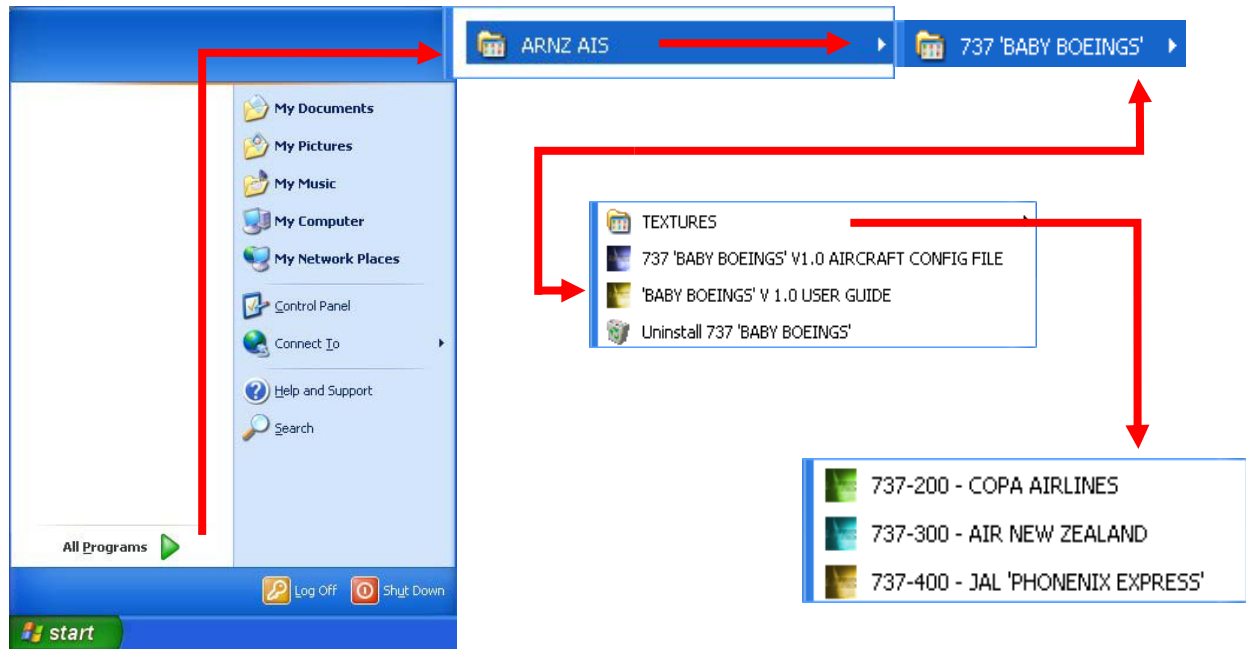
Adding texture sets to the Aircraft Config file - 101

When you install 'BABY BOEINGS' on your PC, you will find that shortcuts to this User guide, the uninstaller and the 'BABY BOEINGS' aircraft config file have been added to the programme lists that you access through the START button on your Desktop. Look for a new folder called ARNZ AIS to locate these. When you install ARNZ 'BABY BOEINGS' texture packs this will also happen. This has been done to make it as quick and easy as possible to add the new config file information needed to allow the various liveries to appear on your aircraft list in FS. To access this information in Windows XP do the following:

Click **START**, then **All Programs**, find the **ARNZ AIS** folder and click it. The '**BABY BOEINGS**' folder will appear and you can then select to open the main '**BABY BOEINGS**' Aircraft config file, this **USER GUIDE** or uninstall the 'BABY BOEINGS'

install pack. (Note, the uninstaller will only remove the main 'BABY BOEINGS' install, Texture sets will require manual deletion).

If you choose TEXTURES a list of shortcuts to the aircraft config file information you will need to activate each texture set will appear. Each texture set is sorted by the aircraft type it is for, and these in turn are represented by a color coded icon. **LIME** – 732, **BLUE** – 733 and **GOLD** – 734.



What version of Windows and your own settings will influence how the above actually appears on your P C

To add new Aircraft config information to the main 'BABY BOEINGS' Aircraft config file, click the '**BABY BOEINGS' V1.1 CONFIG FILE**' shortcut, the file will then open in notepad. Now select what texture set's information you want to add from the list you found under TEXTURES. A second notepad file will open and you will see around 19 lines of information.

You now need to copy this information into the '**BABY BOEINGS' config file**'. To do this click edit on the menu, then select all. Now click edit again and select copy. In the '**BABY BOEINGS' Config file**' you will see two blank lines at the top, click in the very top left hand corner of these 2 lines. Once you see your cursor flashing click edit in the menu and then paste, you will then see the information added.

Once done you will note that the first line reads **[fltsim.X]**. To activate the textures it is important that you change the **X** to the number **0** when you add your first set of information. Increase this value by 1 for each additional set you add to the aircraft config file. This line should now read **[fltsim.0]**, the next texture set you add will read **[fltsim.1]** and so on. If you have completed this process correctly you should be able to run FS and find your new Airbus listed under **AIS** in the aircraft list. If it doesn't appear, review this process once again.

AIS-AI® FAQ

So what's 'AIS' about then?

The principle of AIS-AI® is a simple one, to provide a more dynamic experience for AI aircraft. AIS-AI® is quite simply the inclusion of animated components to the standard 'IS' feature we have incorporated into our models for some years.

The range of AIS-AI® aircraft are designed to replace the default FS2002/FS2004 AI aircraft, or AI aircraft from other sources which may not be as framerate friendly or lack the advanced features AIS-AI® aircraft offer.

Because we don't include textures with our models, file sizes are kept to a minimum and users do not end up with liveries for the models which they either do not want or are not relevant for their part of the world.

What's this 'PUSHBACK' thing?

Pushback is exactly what it says. FS2004 has seen the inclusion of pushback for all AI aircraft. AIS-AI® enhances this feature by adding a pushback truck which only operates when the aircraft moves into pushback mode. It must be noted that even though all AIS-AI® aircraft will work in FS2002, PUSHBACK will not function due to the lack of a pushback feature for 2002 AI aircraft.

So I'll need a super computer to run AIS-AI® then will I?

No. All AIS-AI® models have been made with as low a polygon count as possible, while retaining as much detail as we could. We have also worked to rationalise the use of textures. Some say that its low polygons and a large number of LOD models that makes a good AI aircraft. We disagree with this approach and have worked hard to ensure only those surfaces which need to be textured are, the rest are left 'clean'. More polygons with fewer textures in our view will always beat a low polygon model with full texturing when looking to increase framerates. A minimum of 3 LOD models is included in all our models, and an optimised shadow model has also been built. What this all means at the end of the day is you may actually notice an improvement in framerates when you use AIS-AI® aircraft.

What's LOD?

LOD means Level of Detail. Usually all good AI models are actually a number of aircraft models combined together, rather than just one. Each model is designed to be displayed by Flight simulator at a certain distance from your position within the FS environment. When your view reaches that distance, FS will switch to the model the model maker has determined should be displayed. If the modeller has done his/her job properly, this means that an aircraft that is highly detailed up close and has a polygon count of several thousand, is displayed as a very basic model with only a dozen polygons when it is in the distance and the detail is not visible. If LOD models are not used, then FS must still draw the fully detailed model in the distance, even though you are unable to see the detail. This is why high polygon models make poor AI aircraft, unless LOD models have been included.

What say I want to fly these planes rather than just use them for AI?

All AIS-AI® aircraft can be used as standalone flyable aircraft if you wish, and people with slower computers may well find this to be an option to assist with improving framerates. However the models have not been designed to withstand a high degree of scrutiny in terms of their detail. They are after all AI aircraft, and as a result will

never have, nor are they intended to have, the perfect shape and level of detail models built specifically for flying do. AIS-AI aircraft do not have panels or Virtual Cockpits.

So how do I get these 'AIS' AI aircraft working in Flightsim?

There are two FREEWARE tools available from most Flightsim websites designed specifically to help you install AI aircraft. The first is TTOOLS by Lee Swordy. TTOOLS disassembles the FS2002/2004 AI traffic bgl file into three text files. One lists the aircraft you have assigned to AI use, the second all the airports your AI traffic fly to and from, and the third the flight plans themselves. By editing these text files you can enter new aircraft, add new airport destinations and either add new flight, or change the aircraft your current flight plans have assigned to them. TTOOLS comes with full instructions, and since it is quite a labour intensive and complex way of working with AI, it is important you read the instructions carefully and always back up your original files in case something untoward happens. TTOOLS does require a bit of patience initially, but once you understand what all the files mean it is a powerful tool.

The second utility is called AI Traffic Mover (AITM), and this FREEWARE tool is by Thomas Molitor. AITM allows you to easily edit any and all parts of your AI traffic movements by using fairly straightforward interfaces to each section of the flight plan. Through AITM you can swap, add and remove aircraft, change, add and replace flight plans, and make universal corrections to altitude and speed across all flight plans. AITM comes with TTOOLS but does not require the user to use it separately, as Thomas has integrated its use into AITM. As you read this, a new version of AITM for FS2004 was due for release. AITM takes all the power of TTOOLS, and applies it in a more user friendly interface and adds additional functionality.

As stated during the install process, a shortcut has been added to your START menu allowing easy access to the 'BABY BOEINGS' aircraft config file. All ARNZ 'BABY BOEINGS' texture packs come with the config file updates required to easily cut and paste the information into the config file, you will find these updates in the individual texture folders.

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