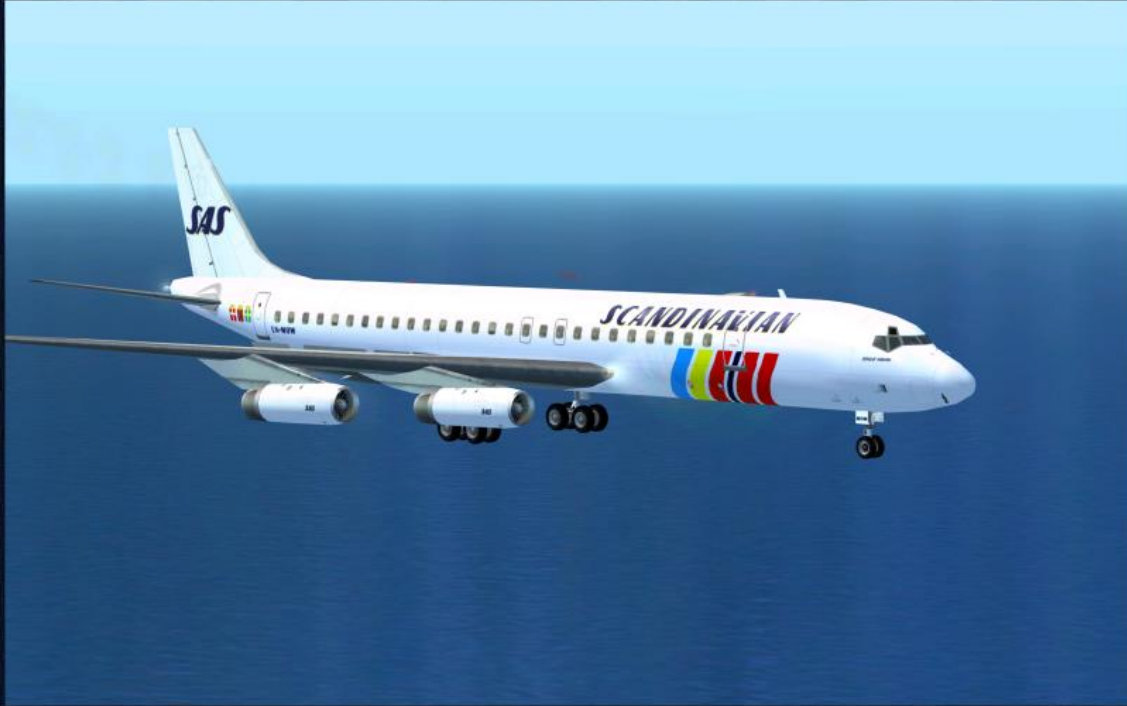




HISTORIC JETLINER GROUP  
The home of classic jetliners



## SAS (1984) Textures for the HJG AI Douglas DC-8-62 for Microsoft FS2004 & FSX Version1.0

Copyright by Michael Verlin & Camilo Luengas, Historic Jetliners Group, November 2009. <http://www.simviation.com/hjg/>

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Thank your downloading the Historic Jetliners Group's texture set for the AI Douglas DC-8-62.

The textures are for the HJG AI Douglas DC-8-62 passenger model.

## Installation

- (1) Unzip the repaint to a temporary folder
- (2) Copy the texture folder to the HJG\_AI\_Douglas\_DC-8-62\_vx.x folder.
- (3) Open the aircraft.cfg and add the [fltsim.xx] section that was in the add to aircraft.txt file that came with the repaint, making sure to edit the "xx" to the next number in sequence.

For use in AI flight plans, it is important that the aircraft name matches that used in the flight plan.

EG, example used from the American Flyers 1970 flight plans available from Retro Ai ( [retroai.webatu.com](http://retroai.webatu.com)).  
This example uses a DC-8-63.

The contents of the aircraft text file.

AC#1,459,"FF LOE"

AC#2,459,"FF 727"

AC#3,459,"FF D8S"

AC#3 is the DC-8-63, so the aircraft.cfg file must be changed to match this.

Portion of the existing configuration file.

```
[fltsim.0]
title=HJG AI Douglas DC-8-63CF American Flyers Airline 1970
sim=HJG AI DC-8 63
model=
```

The title must be changed to match the name in the flight plan.

```
[fltsim.0]
title= FF D8S
sim=HJG AI DC-8 63
model=
```

This is the biggest cause of AI aircraft not showing up in the sim.

For any questions regarding HJG aircraft or installation problems, visit the HJG website at:  
<http://www.simviation.com/hjg/>

Textures converted to AI use by Paul Haak, June 2013

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