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General AI fault finding Version1.0

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If you reading this, then you have an issue getting an AI aircraft or texture set to show.

This guide assumes that you know the basics of installing flight plans and AI aircraft.

Firstly, we will re-print the part from the texture file that deals with setting up the aircraft.cfg file.

- (1) Unzip the repaint to a temporary folder
- (2) Copy the texture folder to the HJG_AI_Douglas_DC-8-xx_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).
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.

That is the basic installation of any AI aircraft.

To make installation of AI easier, I use an airport in the middle of nowhere to check that AI are present after installation of new AI aircraft and flight plans.

That way you do not have to search among countless other AI to find what has just been added.

I set them to do I take off and one landing, which makes it easy to see if they are all present and all have the correct textures as well.

I use:- test_ai_airport_v1.1.zip by Julius van gilst, which I obtained from Avsim a long time ago, but any out of the way airport will do.

With the included "add to aircraft.cfg" file included with each texture set, it should be simple to set up AI and have them appear in the SIM.

As above, the most important thing is to have matching names in the aircraft.cfg file to what is called up in the flight plans aircraft text file.

One to watch, and caused me hours of fun (NOT!), is this.

During the cut and paste of the title, I inadvertently added a space after the "Titles=" and before the name. This proved impossible to find. It was only found much later when updating the repaint.

```
title= FF D8S  
title= FF D8S
```

The above shows the problem, but it was not at all obvious when looking for it.

The other standard problem is missing the last digit of the name when doing the copying.

Hopefully I have not made this mistake to many times in the hundreds of texture sets that I have converted.

If you find one, please report this in the AI support forum, and I will correct it.

This problem is one of the most common for textures not displaying on the model, along with using the wrong textures sets on the wrong model. This can also cause complete no shows, as the SIM= name will be different.

Example "add to aircraft.txt" file.

```
////////////////////////////////////  
//This texture set is for use with the HJG AI Douglas DC-8-63 Passenger model//  
////////////////////////////////////
```

```
[fltsim.xx] //REPLACE XX WITH THE NEXT NUMBER AVAILABLE IN YOUR AIRCRAFT.CFG//  
title=HJG AI DC-8-63 Lineas Aereas Paraguayas 1990  
sim=HJG AI DC-8 63  
model=  
texture=AI_lineas_aereas_paraguayas_1990_63_zp-cch  
ui_manufacturer=Douglas  
ui_type=DC-8-63  
ui_Lineas Aereas Paraguayas (1990)  
atc_id_color=0x00000000  
atc_heavy=0  
atc_id=ZP-CCH  
atc_airline=PARAGUAY  
atc_flight_number=863  
atc_heavy=0  
atc_parking_codes=LAP  
atc_parking_types=GATE  
description=HJG AI DC-8-63 HI-FI Model by Paul Haak, Textures by Tony Madge  
ui_variation=Lineas Aereas Paraguayas (1990)
```

Cutting the last digit of the texture file will result in the following example, taken from above

```
title=HJG AI DC-8-63 Lineas Aereas Paraguayas 1990 becomes  
title=HJG AI DC-8-63 Lineas Aereas Paraguayas 199
```

No textures on the model, and another subtle error that is hard to spot. Again I hope that there is not too many of these faults that I introduced.

From the DC-8-62 onwards I used a new method for preparing the "add to" files which totally eliminates the possibility of this happening, as this file is used for testing the texture sets.

Another common no-show for the model is getting the “fltsim” number wrong.

[fltsim.0] must be followed by :-

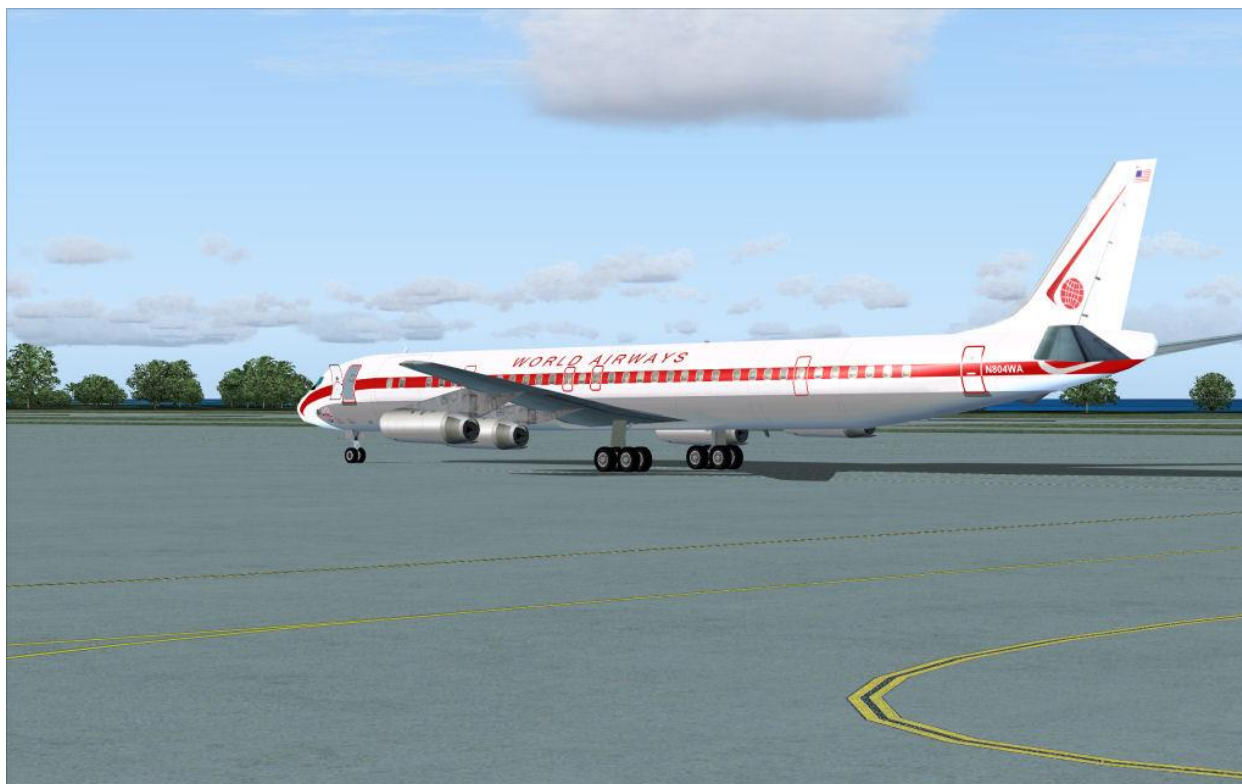
[fltsim.1]
[fltsim.2]
Etc, etc , etc,

Any wrong number in the chain kills that repaint and every one that follows it.

The most common mistake is not to remove the xx and replace it with the correct number, and the second biggest culprit is using the proceeding number again.

Take time to check the files and all changes made. It can save hours of fault finding later.

Well that’s the basics of fault finding, Enjoy your HJG Hi-Fi AI aircraft.



Prototype DC-8-63 at the testing airport

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

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