



HISTORIC JETLINER GROUP
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Hi-Fidelity AI Douglas DC-8-72/72F for Microsoft FS2004 & FSX Version1.02

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DC-8-72 passenger aircraft

Thank your downloading the Historic Jetliners Group's AI model of the Douglas DC-8-72.

Unlike most AI aircraft, which are only designed for being looked at as a distance, this model is designed to be looked at close up, a Hi-Fidelity AI model.

It has opening main deck doors, and the freighter has an opening cargo door which also set it apart from other AI aircraft.

It has been built from the ground up in FSDS V3.51 to fit in the footprint of the existing HJG DC-8 series.

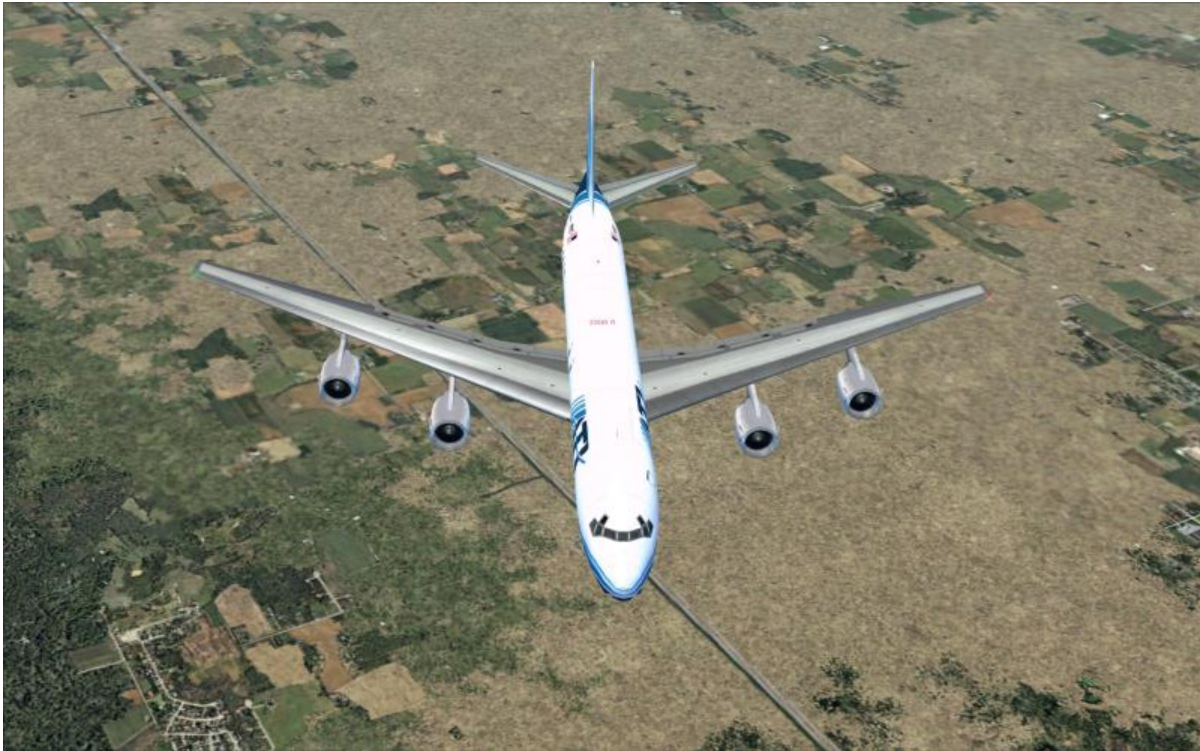
It achieves this goal quite well, but is not and cannot be a perfect clone, but with the help from Dee Waldron and his source files, it has got a lot closer. Thank you Dee.

This enables the use of the existing library of textures for the HJG DC-8-72 to be used with this model.

There are two base models:-

The DC-8-72 PAX version and the DC-8-72F freighter version.

The main difference is that the dedicated freighter does not have an opening main entry door, but an opening main deck cargo door.



DC-8-72F

The doors are controlled by XML, which also controllers the flaps for takeoff and landing. The thrust reversers are fully modelled with sliding cowls and working clam shell doors. The fuselage , engines and some other areas have the shine built into the model material, so as to avoid those over bright colours and totally over the top shiny engines that some people seem to produce.

There are many more small details like pitot tubes, engine fans, compressing gear etc.

The fuselage and vertical tail use standard HJG textures, which have been converted to DXT1 with a white alpha and no Mip Maps. This gives smaller texture sizes and reduces the chance of having blurred textures, but still gives good resolution on the fuselage compared to most AI aircraft.

The takeoff run is longer than most AI big jets, and the landing run is about the right distance. This can cause go a rounds at busy times.

The XML control of the main deck freight door and rear service door is set to open and close when the navigation lights are turned on and off. This is normally about fifteen minutes before pushback, and fifteen minutes after she has parked on stand or gate.

The front entry door is shut just as pushback starts, and opens as soon as she stops at the gate.

Because of how the doors are operated, the textures and models fall into two categories.

DC-8-72, passenger model .

All combi and convertibles are included in this section. This model has opening entry and service doors.

Model:- HJG_AI_Douglas_DC-8-72_vx.x

Texture set :- dc-8-72x.xxxxxxxxxxxxxx

DC-8-72F, freight only version with opening main deck cargo door.

All AF,CF models in pure freight layout. Has opening main deck cargo door and service door.

Model:- HJG_AI_Douglas_DC-8-72F_vx.x

Texture set :- dc-8-72fx.xxxxxxxxxxxxxx

Be careful not to install PAX textures into the freight version. You will end up with texture less fuselages!
There is a warning on the textures to remind you to put the textures in the correct model folder.

Model statistics

Each model has nine level of detail models (LODS).

Here is the polygon count for each model and LOD as measured in ACM V2.5.

DC-8-72		DC-8-72F	
LOD1	11302	LOD1	11293
LOD2	7487	LOD2	7496
LOD3	7294	LOD3	6867
LOD4	4861	LOD4	4859
LOD5	4202	LOD5	3960
LOD6	3444	LOD6	3414
LOD7	1700	LOD7	1768
LOD8	954	LOD8	1022
LOD9	183	LOD9	183

There are two aircraft.cfg files supplied.

One for use with Shockwave Lights, and one using the standard Flight Simulator lights.
Shockwave lights are used as standard

Shockwave Lights dramatically improve the light effect in FS2004 and FSX.



Armee De Lair DC-8-72CF

Installation

Base packs

To install the DC-8-72 base pack, just unzip into your Aircraft folder for FS2004.
For FSX, unzip the base pack into your SimObjects\AI Aircraft folder.

One texture pack for each model is included, so she is ready to fly immediately.

Texture packs.

- (1) Unzip the repaint to a temporary folder
- (2) Copy the texture folder to the HJG_AI_Douglas_DC-8-72_vx.x or HJG_AI_Douglas_DC-8-72F_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 model.

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/>

My thanks to Tom Gibson who supplied the XML code that operates the front entry door. Thanks again for your help Tom.

Dee Waldron who supplied me with the HJG V5 source file enabling me to improve the model considerably.
Christian Gold, who helped beta test the model.

I hope you enjoy using this AI model.

Paul

V1.00 Initial release
V1.01 Light Map issue corrected
V1.02 LOD 3 missing No 4 pylon corrected



Aramco DC-8-72

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