

# TUTORIAL....

## MAKING AI AIRCRAFT FLYABLE.....

There are many AI aircraft which are not available as regular flyable airplanes and there are some FSX pilots which have fps problems due to their regular pc's which feel FSX is too heavy for them. Also it is fun to tinker with AI models.....

There are many real nice looking AI planes and just by checking some of them you will agree that they make good flying ones.

So, having said that here is the step by step procedure.



Try the "AI An-12 Uralskie Avialinii" by Maksim A. Misin found at AVSIMRUS.com a FS2004 AI aircraft as example. This is a very well made Model which is only 1 576kb and will fly on a regular PC at above 40 fps easily.

- 1) Download the model but be sure that it has: Model, CFG and AIR files
- 2) OPEN THE CFG file and make the changes as per fig 1.

FIG 1....

```
[fltsim.0]
title=Antonov An-12 Ural Airlines
sim=An-12-traffic
model=
panel=
sound=
texture=ural
checklists=
description=Military transport and commercial freighter.\nFirst flew in 1957, s
ui_manufacturer=Antonov
ui_type=An-12
ui_variation=Ural Airlines

[General]
performance=Length:37m\nwing span:38m\nHeight:9m\nCruise Speed: 300 kts\nRange:

[WEIGHT_AND_BALANCE]
reference_datum_position=0.000000,0.000000,0.000000
empty_weight_cg_position=0.000000,0.000000,0.000000
max_number_of_stations=50
station_load.0=0.000000,0.000000,0.000000,0.000000
empty_weight=97000.000000
empty_weight_roll_MOI=1588964.000000
empty_weight_pitch_MOI=2186949.000000
empty_weight_yaw_MOI=2684741.000000
empty_weight_coupled_MOI=1300.000000

[fuel]
LeftMain=0.000000,0.000000,0.000000,1200.000000,0.000000
LeftAux=0.000000,-49.833333,0.000000,1000.000000,0.000000
RightMain=0.000000,0.000000,0.000000,1200.000000,0.000000
RightAux=0.000000,49.833333,0.000000,1000.000000,0.000000
fuel_type=2.000000
number_of_tank_selectors=1
```

ADD THIS THREE LINES IF NOT AVAILABLE

OPTIONAL!!!  
If plane does not fly as well as you would like "COPY" from a regular one that is similar to this model and delete "from here down and paste the new one....."

Make sure you erase all the lines!!!! all the way down!!

Experiment with this untill you find one you like.

Now go to the Plane's directory and ADD--- A PANEL and SOUND Folder from a similiar airplane or download these from the many sources available to the given model.....here you can experiment some.



Now you can look for further TEXTURE files and add them also.

NOTICE... If the plane does not fly very well, just look into your inventory of regular planes and COPY from the plane you choose the lines indicated in FIG 1 Erase the ones in the AI plane and PASTE those you just copied.

That's it..... Go fly your new "Flyable AI"!!!!!!.....

Gera

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