So you want to fly those splendid HJG 707's in FSX?

This is how to do it (BOAC 1972 B707-320C used as an example):

1. Select a livery/repaint you like amongst all those beautiful repaints available from the Download section.
    http://www.simviation.com/hjg/downloads.htm
    Choose e.g.: 707-320C - BOAC 1972 (the download file is called **707-336c_BOAC_G-AVPB_1972.zip**)

2. Pay a visit to the HJG forum and especially the "About HJG Aircraft" thread:
    http://tonymadgehjg.proboards98.com/index.cgi?board=hjgaircraftlistings
    Based on the livery chosen see which panel and sounds you need. (In the BOAC case:

    B707-320C .... use B707-320B ADVC 1965 panel, or B707-320B ADVC 1970 panel,
    we will use the 1970 panel here (**b707-320badvc_panel1970.zip**)

B707 Manuals	By George Carty Last Updated: 28th Aug 2007		DOWNLOAD
B707 Fuel Management Tutorial	By Harerton Dourado Last updated: 04 April 2007		DOWNLOAD
B707-120 "1959"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-120B	By George Carty Last Updated:28th Aug 2007	PREVIEW	DOWNLOAD
B707-120B "1965"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-220	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-320	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-320B "Early"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-320B/C "Adv"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-320B/C "1970"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-323C "AA config 1965"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD

From the panel download you will also need the core files (**b707_core_files.zip**)

BOEING *Panel*

"THESE PANELS ARE INTENDED FOR FS2004 HOWEVER THEY SHOULD BE COMPATIBLE WITH FSX"

B707, B720 PANELS			
B707 Gauges (required for all panels)	By George Carty Last Updated: 28th Aug 2007		DOWNLOAD
B707 Manuals	By George Carty Last Updated: 28th Aug 2007		DOWNLOAD
B707 Fuel Management Tutorial	By Harerton Dourado Last updated: 04 April 2007		DOWNLOAD
B707-120 "1959"	By George Carty Last Updated: 28th Aug 2007	PREVIEW	DOWNLOAD
B707-120B	By George Carty	PREVIEW	DOWNLOAD

The manual and a fuel-tutorial can also be found here
B707-320C................. Use P&W JT3D-7 fanjet sound pack
(**aeromusica_b707_jt3d-7.zip**)

BOEING Sounds

P&W JT3P TURBOJET B367-80 (NO REVERSERS)	By M. Hambly, M. Cranston & B. Plamondon Last Updated: 22 Jun 2006	DOWNLOAD
P&W JT3C & JT4A TURBOJET B707-120, -138, -220, -320; B720	By M Hambly, M Cranston & B Plamondon Last Updated: 22 Jun 2006	DOWNLOAD
P&W JT3D-7 FANJET B707-120B, -138B, -320C; B720B	By B. Plamondon & M. Cranston Last Updated: 21 Jan 2007	DOWNLOAD
P&W JT3D-3B FANJET B707-320B	By B. Plamondon & M. Cranston Last Updated: 21 Jan 2007	DOWNLOAD
RR CONWAY FANJET B707-420	By B. Plamondon & M. Cranston Last Updated: 21 Jan 2007	DOWNLOAD
CFM 56 TURBOFAN B707-700	By A. Buerger, M. Cranston & B. Plamondon Last Updated: 12 Feb 2007	DOWNLOAD
P&W J57 TURBOJET	By M. Hambly, M. Cranston &

3. in the livery download you will also find a Base pack for the actual aircraft, you need that one as well.
(**HJG_Boeing_707-320C_v6.zip**)

HJG Boeing 707-320C - Windows Internet Explorer

http://www.simviation.com/hjg/aircraft/boeing/b707-320c.htm

BOEING CC-137 *Version 6.0*

NOTE: The CC-137 uses the B707-320C v6 base pack.

REPAINTS			
Canadian Air Force	1994 - 13702 - CC-137 Textures by Michael Verlin Last Updated: 05 Jun 2006	PREVIEW	DOWNLOAD

BOEING 707-320C *Version 6.0*

BASE PACK	Version 6.0 Last Updated: 28 Aug 2007		DOWNLOAD

REPAINTS			
ADC	1997 - 5N-BDD - 707-338C Textures by Ben Hartmann	PREVIEW	DOWNLOAD

4. Get the Effects from the download sections as well:
   (**HJG_Effects_Boeing_B707.zip**)

EFFECTS Files

BOEING			
B367-80, B707, B720	Last Updated: 21 Oct 2006	PREVIEW	DOWNLOAD
C-135, C-137	Last Updated: 05 Jun 2006	PREVIEW	DOWNLOAD
CONVAIR			
880, 880M	Last Updated: 05 Jun 2006	PREVIEW	DOWNLOAD
990A	Last Updated: 05 Jun 2006	PREVIEW	DOWNLOAD

5. Now you've got all you need for your first HJG B707 aircraft.... I'll just list them in the order you need them:

        Core: **b707_core_files.zip**
        Base: **HJG_Boeing_707-320C_v6.zip**
        Texture: **707-336c_BOAC_G-AVPB_1972.zip**
        Panel: **b707-320badvc_panel1970.zip**
        Sound: **aeromusica_b707_jt3d-7.zip**
        Effects: **HJG_Effects_Boeing_B707.zip**

6. The Core files:
        Open the first zip-file (Core)
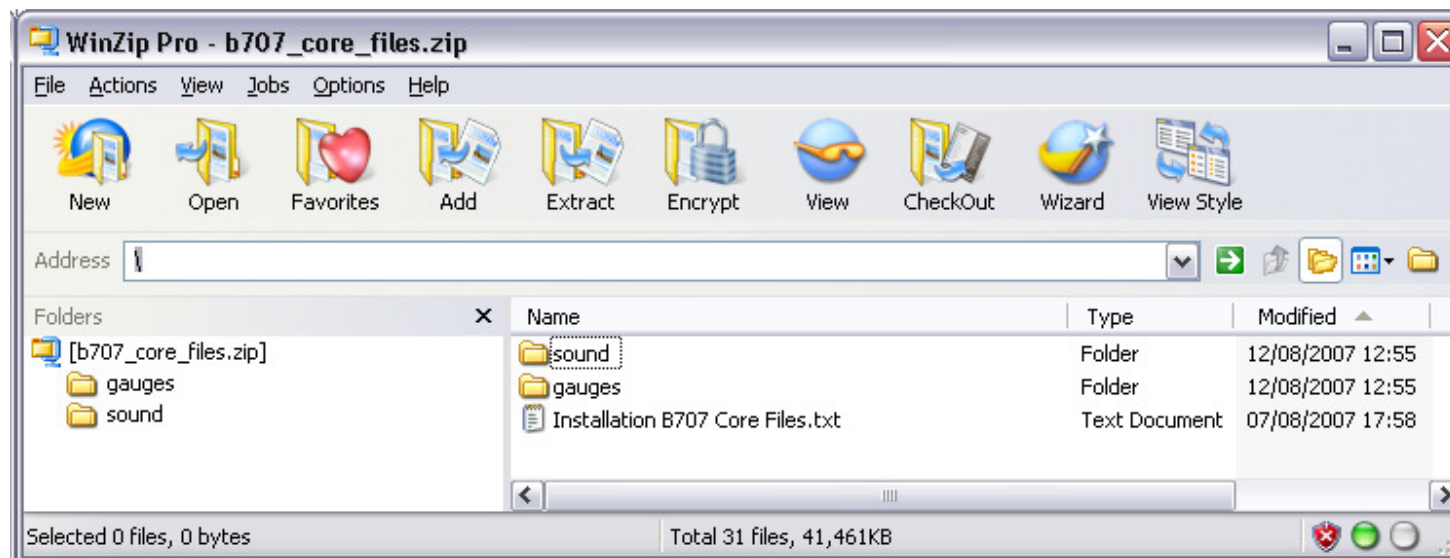
And copy the content of the Gauge-folder in to your Gauge-folder in FSX:
`C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Gauges`
Copy the content of the Sound folder in to your Sound-folder in FSX:
`C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Sound`
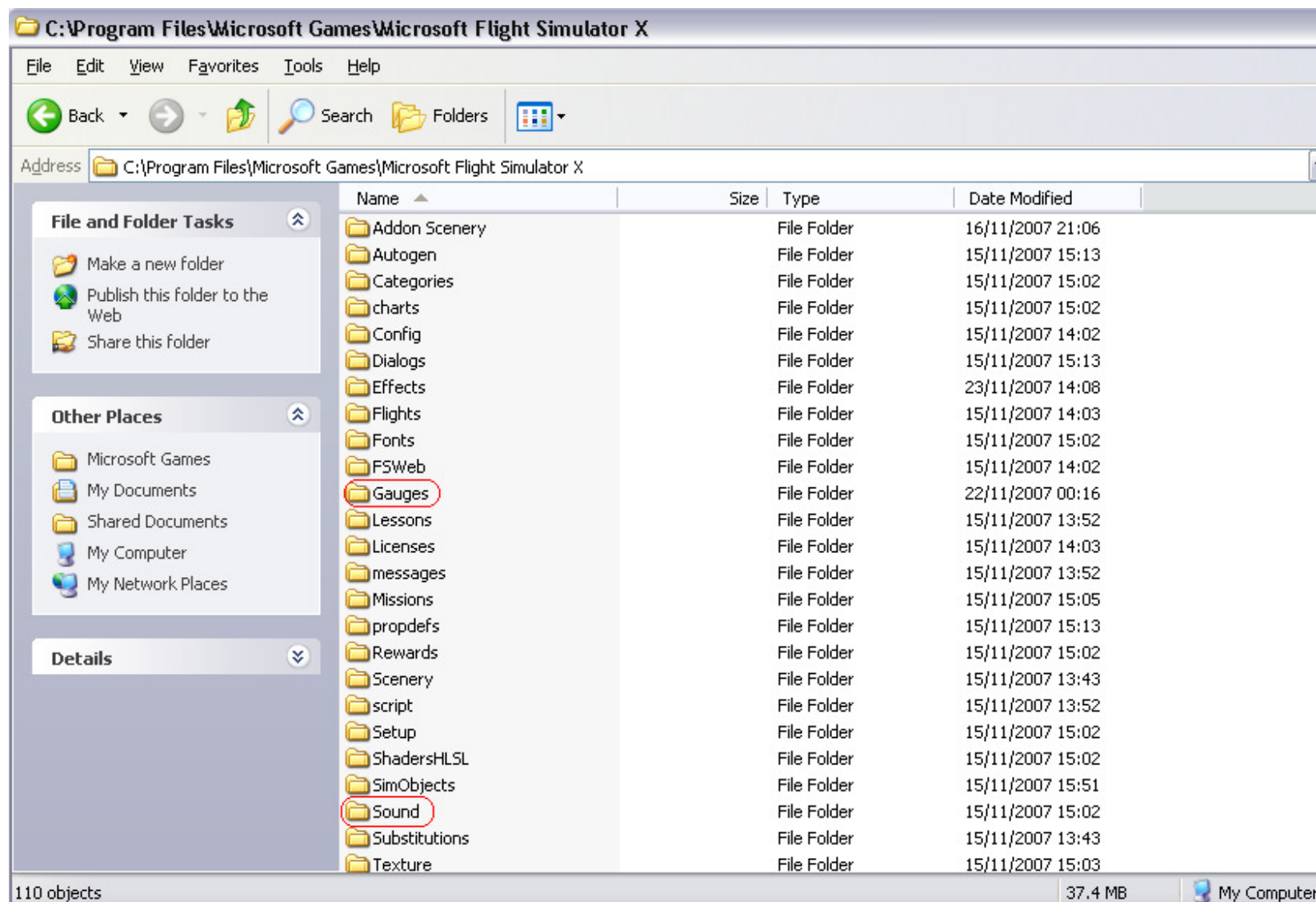
6. The Base:
    Open the second zip-file (Base)
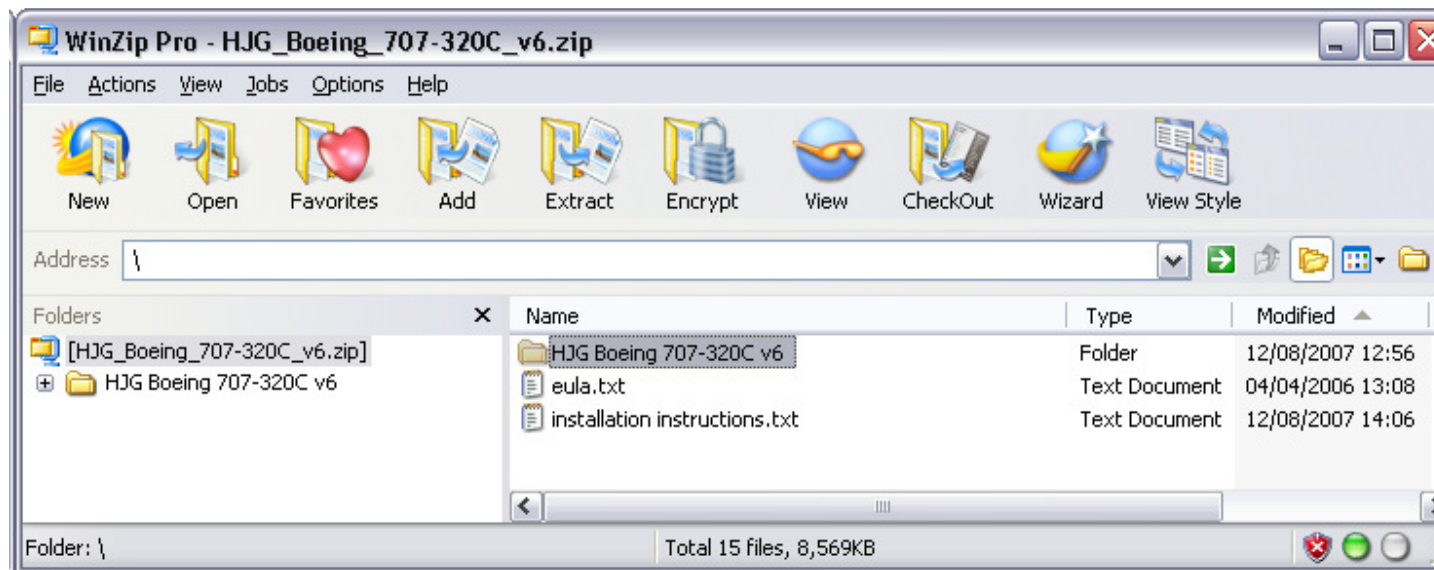
At the same time open the folder "`C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes`" (standard path)
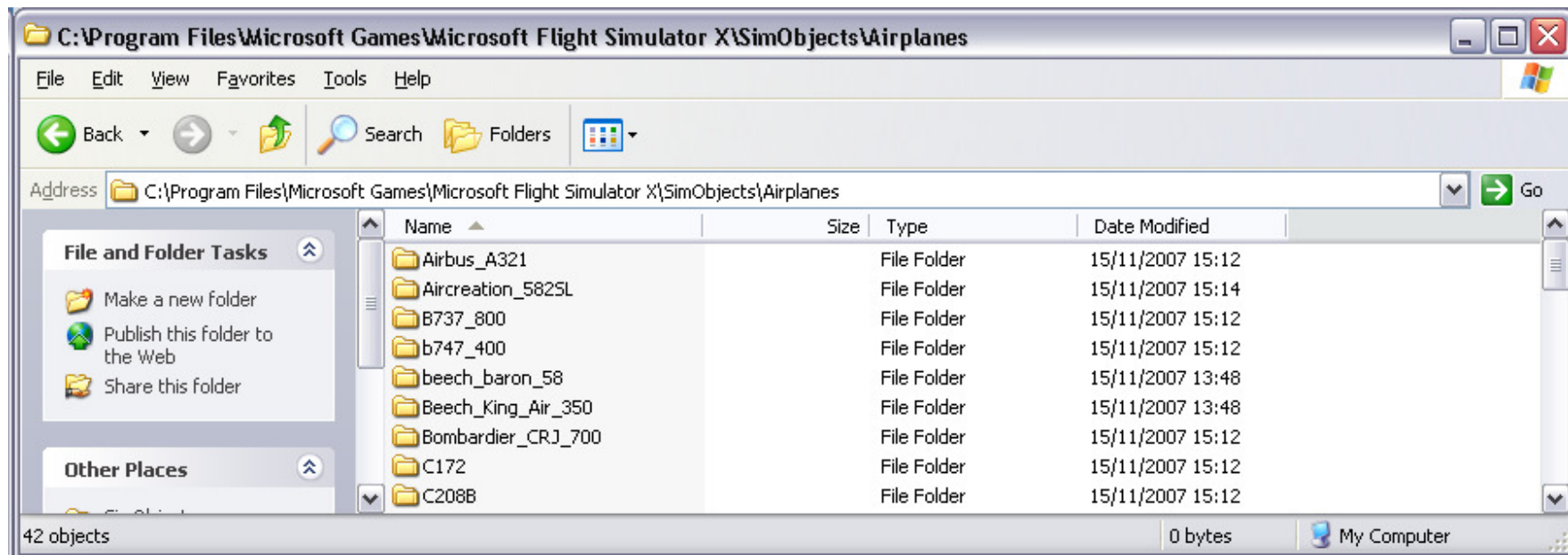
Drag the "HJG Boeing 707-320C v6" - folder from within the zip into the...\Airplanes folder...

You should now have a path like this:
"C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\HJG Boeing 707-320C v6"

File   Edit   View   Favorites   Tools   Help

Back   Search   Folders

Address   C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\HJG_Boeing_707-320C_v6   Go

Folders

Name ▲	Size	Type
DMFS Shared Files		
Douglas_DC3		
Extra300		
FA-18		
Grumman_Goose_G21A		
Handley Page 42		
HJG_Boeing_707-138B_v6		
HJG_Boeing_707-320B-ADVC_v6		
HJG_Boeing_707-320C_v6		
HJG_panels		
HJG_sounds		
JBK Canadair C54GM		
JBK Canadair DC4M		
JBK Canadair DC_4M2		
JBK DH91 Albatross		
JBK Douglas DC6		
JBK Fokker CV-M26		
Lear45		
Maule_M7_260C		
Maule_M7_260C_Ski		
MD_83		
Mooney_Bravo		
P51_Racer		
PA28_180		
Piper_J3Cub		
PropSound		
Vickers Super VC10		
Animals		
Boats		
GroundVehicles		

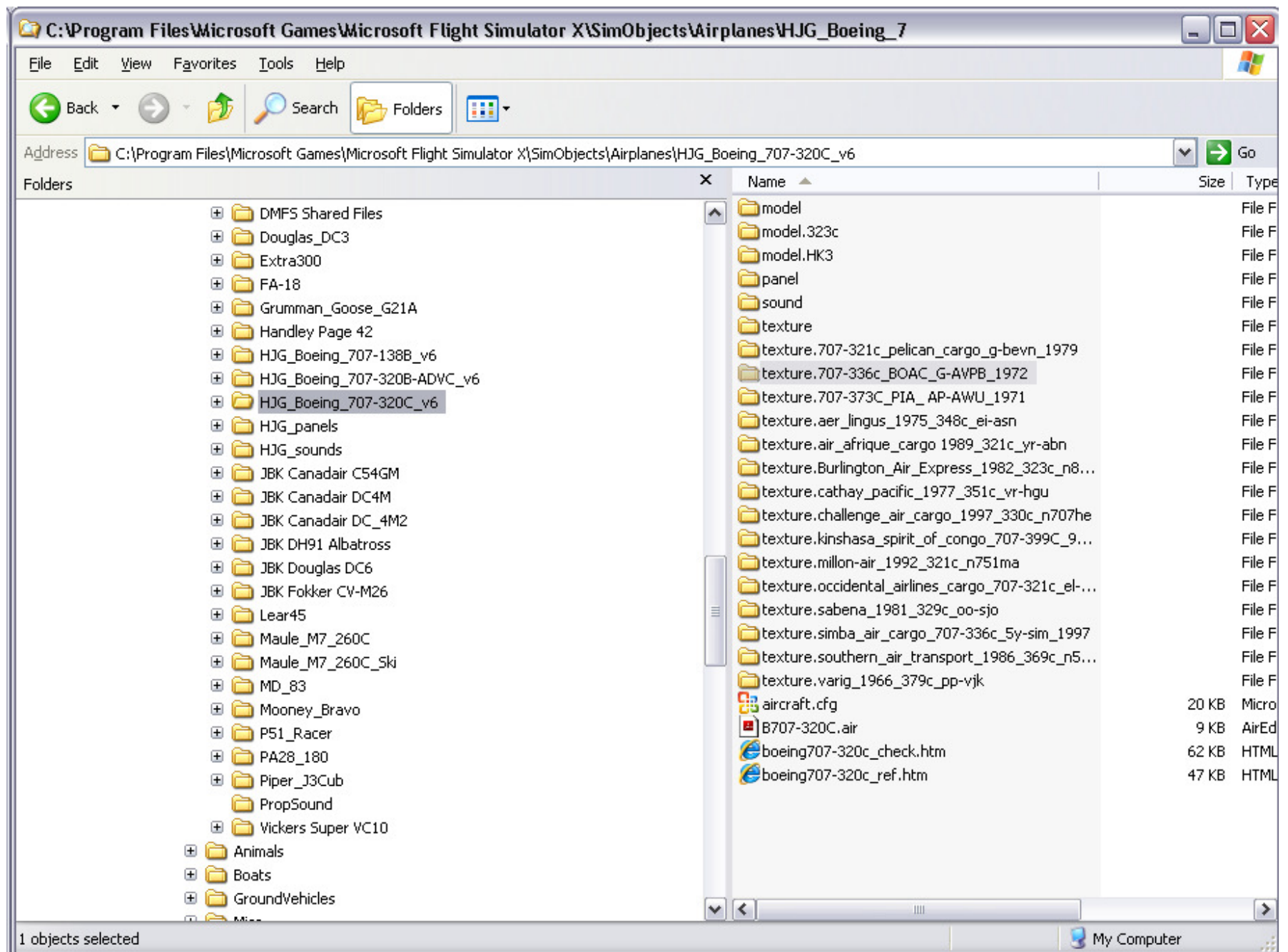| Name ▲	Size	Type
model		File F
model.323c		File F
model.HK3		File F
panel		File F
sound		File F
texture		File F
texture.707-321c_pelican_cargo_g-bevn_1979		File F
texture.707-336c_BOAC_G-AVPB_1972		File F
texture.707-373C_PIA_AP-AWU_1971		File F
texture.aer_lingus_1975_348c_ei-asn		File F
texture.air_afrique_cargo 1989_321c_yr-abn		File F
texture.Burlington_Air_Express_1982_323c_n8...		File F
texture.cathay_pacific_1977_351c_vr-hgu		File F
texture.challenge_air_cargo_1997_330c_n707he		File F
texture.kinshasa_spirit_of_congo_707-399C_9...		File F
texture.millon-air_1992_321c_n751ma		File F
texture.occidental_airlines_cargo_707-321c_el-...		File F
texture.sabena_1981_329c_oo-sjo		File F
texture.simba_air_cargo_707-336c_5y-sim_1997		File F
texture.southern_air_transport_1986_369c_n5...		File F
texture.varig_1966_379c_pp-vjk		File F
aircraft.cfg	20 KB	Micro
B707-320C.air	9 KB	AirEd
boeing707-320c_check.htm	62 KB	HTML
boeing707-320c_ref.htm	47 KB	HTML

1 objects selected   My Computer

Here under you'll see the regular folders you know from FS9: model, panel, sound, texture etc. etc so far so good.
Close the zip-file again, but keep the explorer window open, you will need it later on.

7. The Texture:
Now open the third zip-file (Texture)
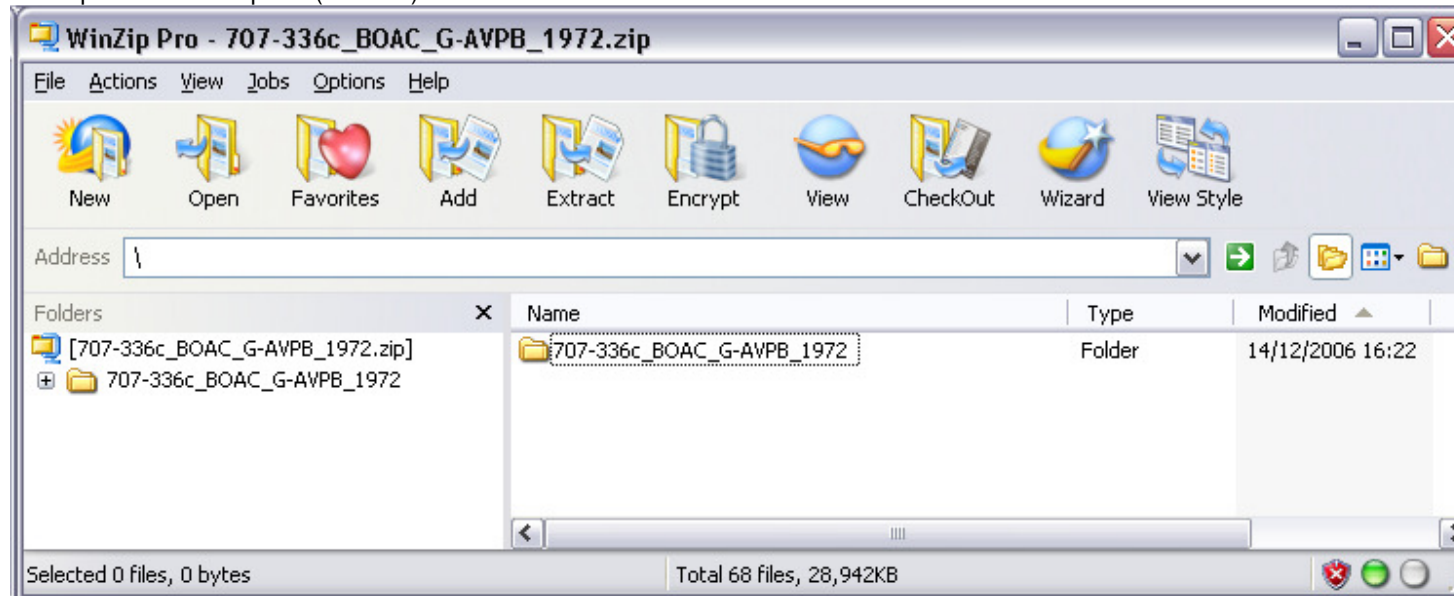
In the zip-file click/open the first folder: "707-336c_BOAC_G-AVPB_1972" and you will see a sub-folder called:
`Texture.707-336c_BOAC_G-AVPB_1972`

Drag this folder in under the folder from before, and you should now have a path like this:

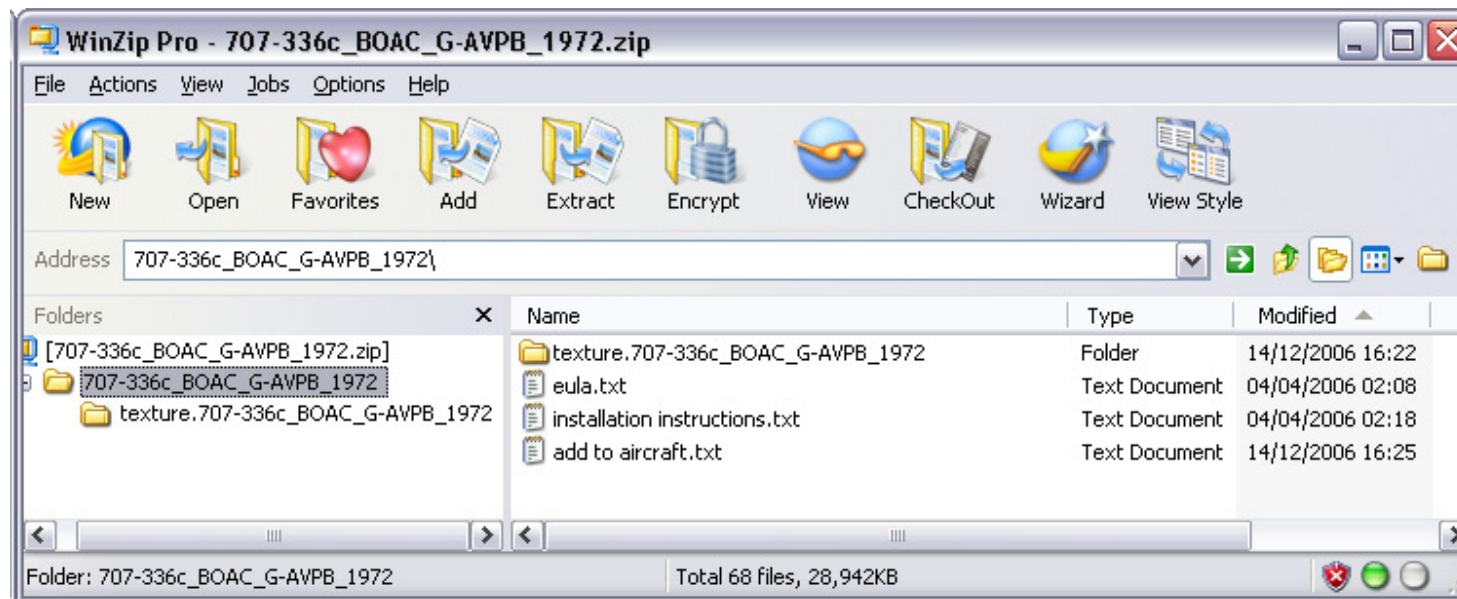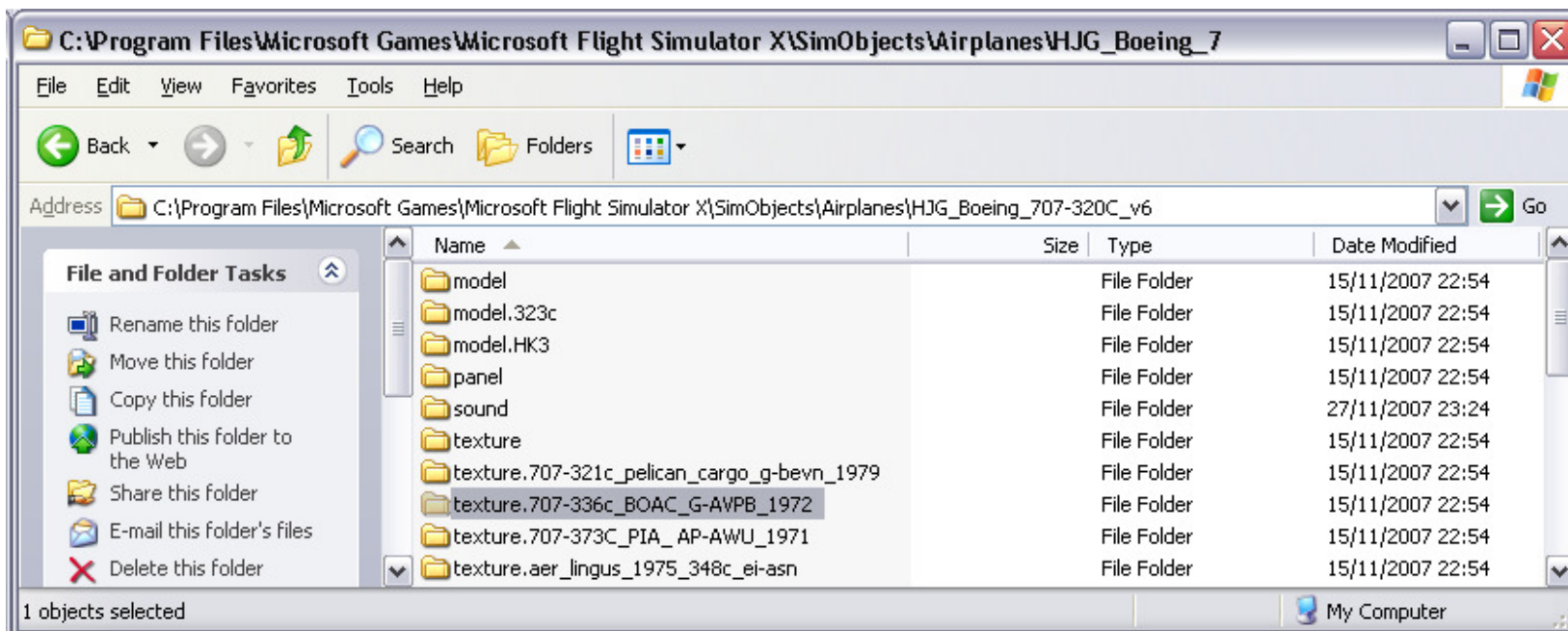"C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\HJG Boeing 707-320C v6\texture.707-336c_BOAC_G-AVPB_1972"

File   Edit   View   Favorites   Tools   Help

Back ▾ | Search | Folders |

Address C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\HJG_Boeing_707-320C_v6   Go

File and Folder Tasks

- Rename this folder
- Move this folder
- Copy this folder
- Publish this folder to the Web
- Share this folder
- E-mail this folder's files
- Delete this folder

Name ▲	Size	Type	Date Modified
model		File Folder	15/11/2007 22:54
model.323c		File Folder	15/11/2007 22:54
model.HK3		File Folder	15/11/2007 22:54
panel		File Folder	15/11/2007 22:54
sound		File Folder	27/11/2007 23:24
texture		File Folder	15/11/2007 22:54
texture.707-321c_pelican_cargo_g-bevn_1979		File Folder	15/11/2007 22:54
texture.707-336c_BOAC_G-AVPB_1972		File Folder	15/11/2007 22:54
texture.707-373C_PIA_ AP-AWU_1971		File Folder	15/11/2007 22:54
texture.aer_lingus_1975_348c_ei-asn		File Folder	15/11/2007 22:54

1 objects selected   My Computer

Business as usual as you knows it from FS9.
Be sure to use the right aircraft.cfg file by renaming aircraft.cfg to aircraft.cfg.bak and then aircraft_fsx.cfg to aircraft.cfg)
Read the "add to aircraft.txt" to copy the fltsim section into the aircraft.cfg file. Renumber the fltsim section(s) starting from 0.
e.g.: [fltsim.0] next section [fltsim.1] etc. etc. there must be no "holes" in-between the section numberings...
You will notice that the texture= part of the fltsim section matches the texture.xxx folder name, this has been preset by HJG,
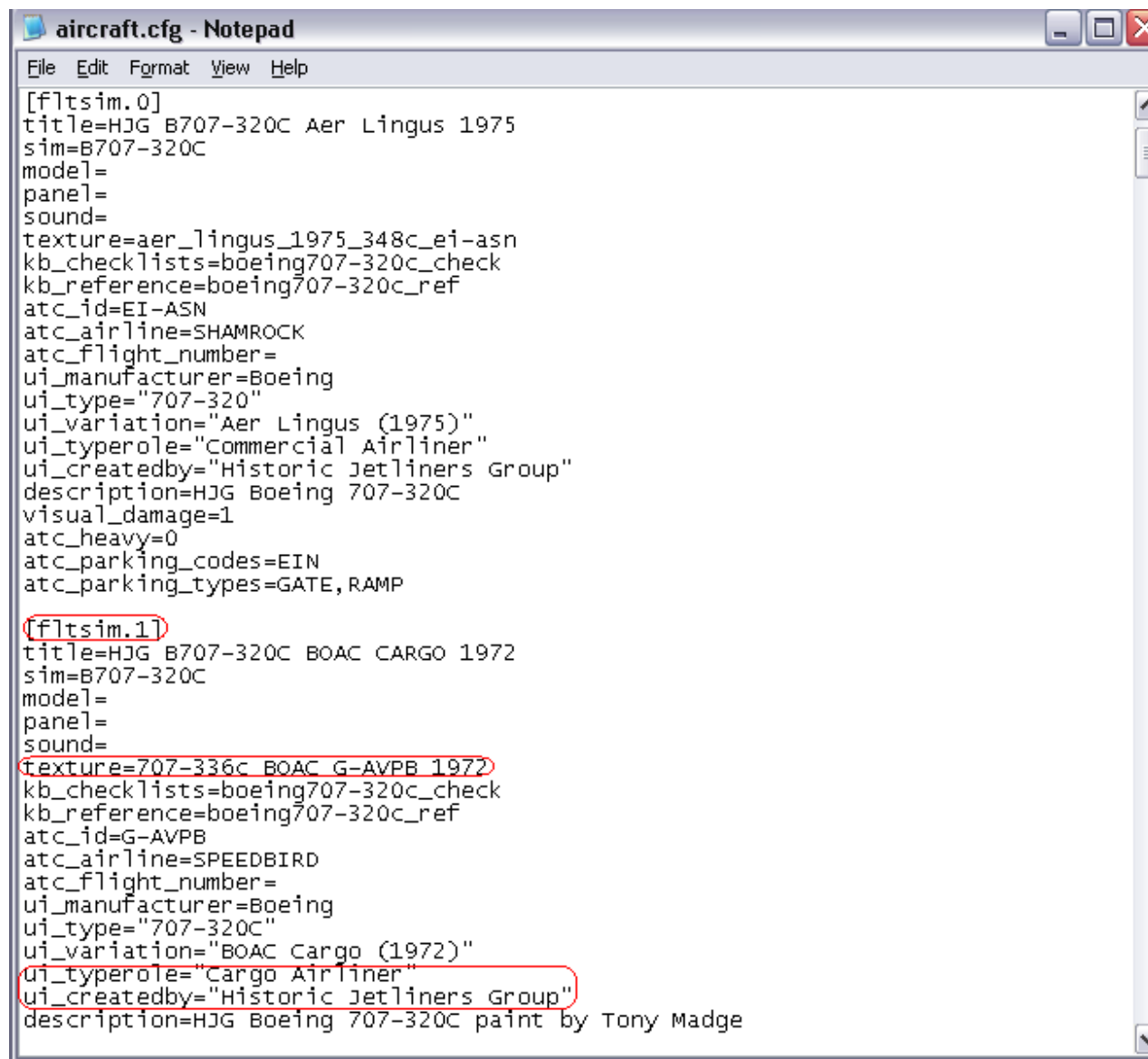But now you're in there, you might as well double-check their work ;-)
So it should say: texture=707-336c_BOAC_G-AVPB_1972
If it doesn't match your aircraft will be "naked" e.g. no textures, and will show up dull-grey or black.
If you want to be able to isolate HJG aircraft in the selection menu within FSX add the following two lines in the fltsim-section:
```
ui_typerole="Commercial Airliner"
ui_createdby="Historic Jetliners Group"
```

aircraft.cfg - Notepad

File Edit Format View Help

```
[fltsim.0]
title=HJG B707-320C Aer Lingus 1975
sim=B707-320C
model=
panel=
sound=
texture=aer_lingus_1975_348c_ei-asn
kb_checklists=boeing707-320c_check
kb_reference=boeing707-320c_ref
atc_id=EI-ASN
atc_airline=SHAMROCK
atc_flight_number=
ui_manufacturer=Boeing
ui_type="707-320"
ui_variation="Aer Lingus (1975)"
ui_typerole="Commercial Airliner"
ui_createdby="Historic Jetliners Group"
description=HJG Boeing 707-320C
visual_damage=1
atc_heavy=0
atc_parking_codes=EIN
atc_parking_types=GATE,RAMP

[fltsim.1]
title=HJG B707-320C BOAC CARGO 1972
sim=B707-320C
model=
panel=
sound=
texture=707-336c BOAC G-AVPB 1972
kb_checklists=boeing707-320c_check
kb_reference=boeing707-320c_ref
atc_id=G-AVPB
atc_airline=SPEEDBIRD
atc_flight_number=
ui_manufacturer=Boeing
ui_type="707-320C"
ui_variation="BOAC Cargo (1972)"
ui_typerole="Cargo Airliner"
ui_createdby="Historic Jetliners Group"
description=HJG Boeing 707-320C paint by Tony Madge
```
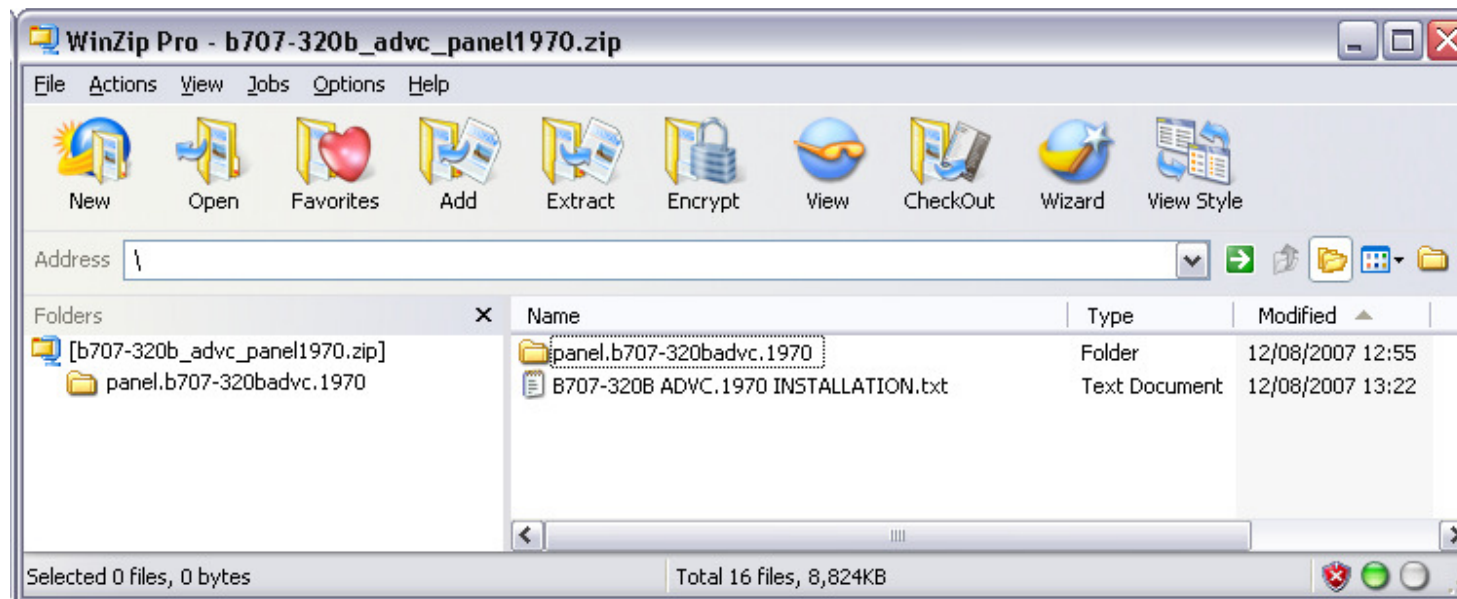
8. The Panel:
Create a folder called FSFSCONV as a sub-folder under Airplanes:
`C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\FSFSCONV`
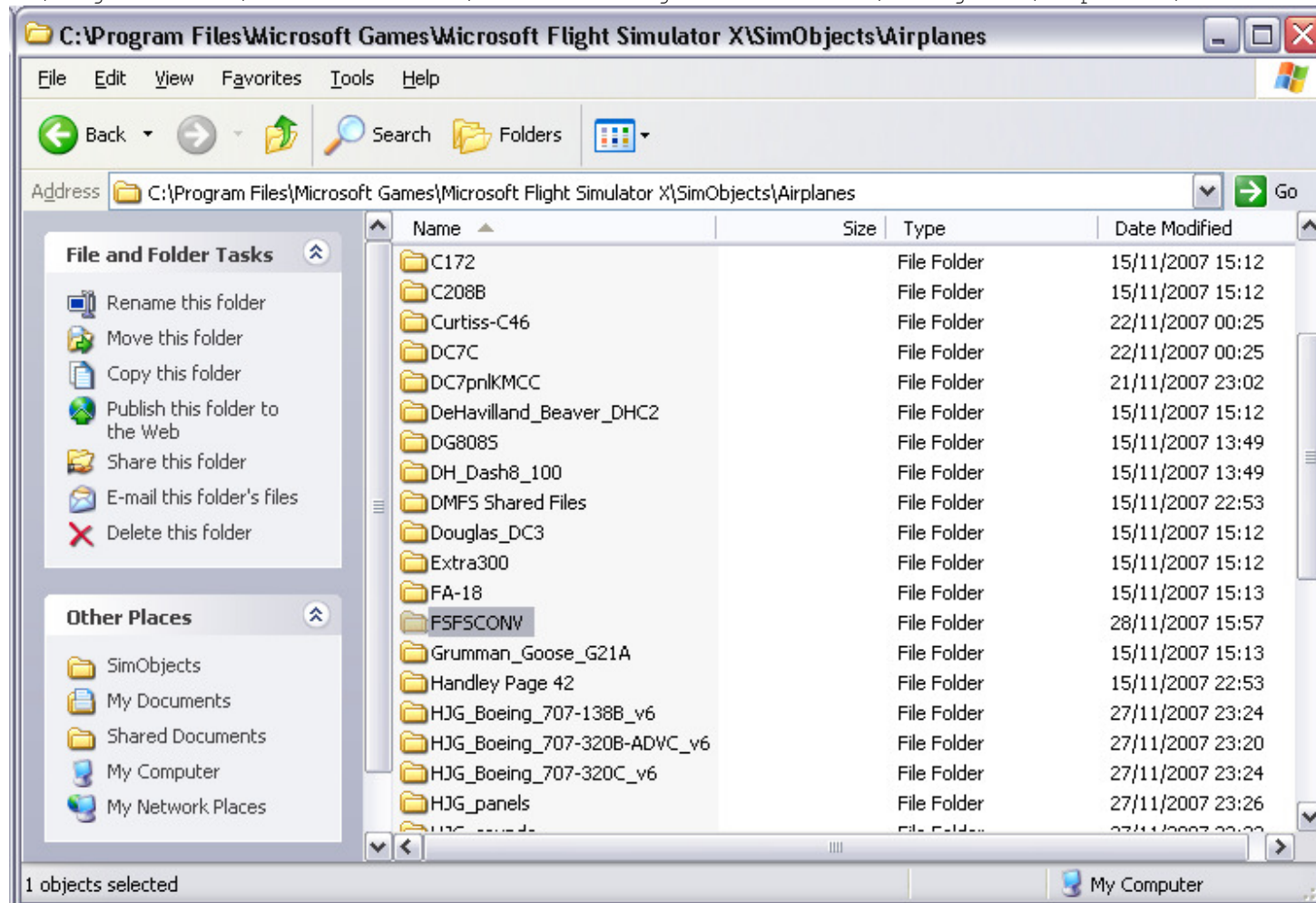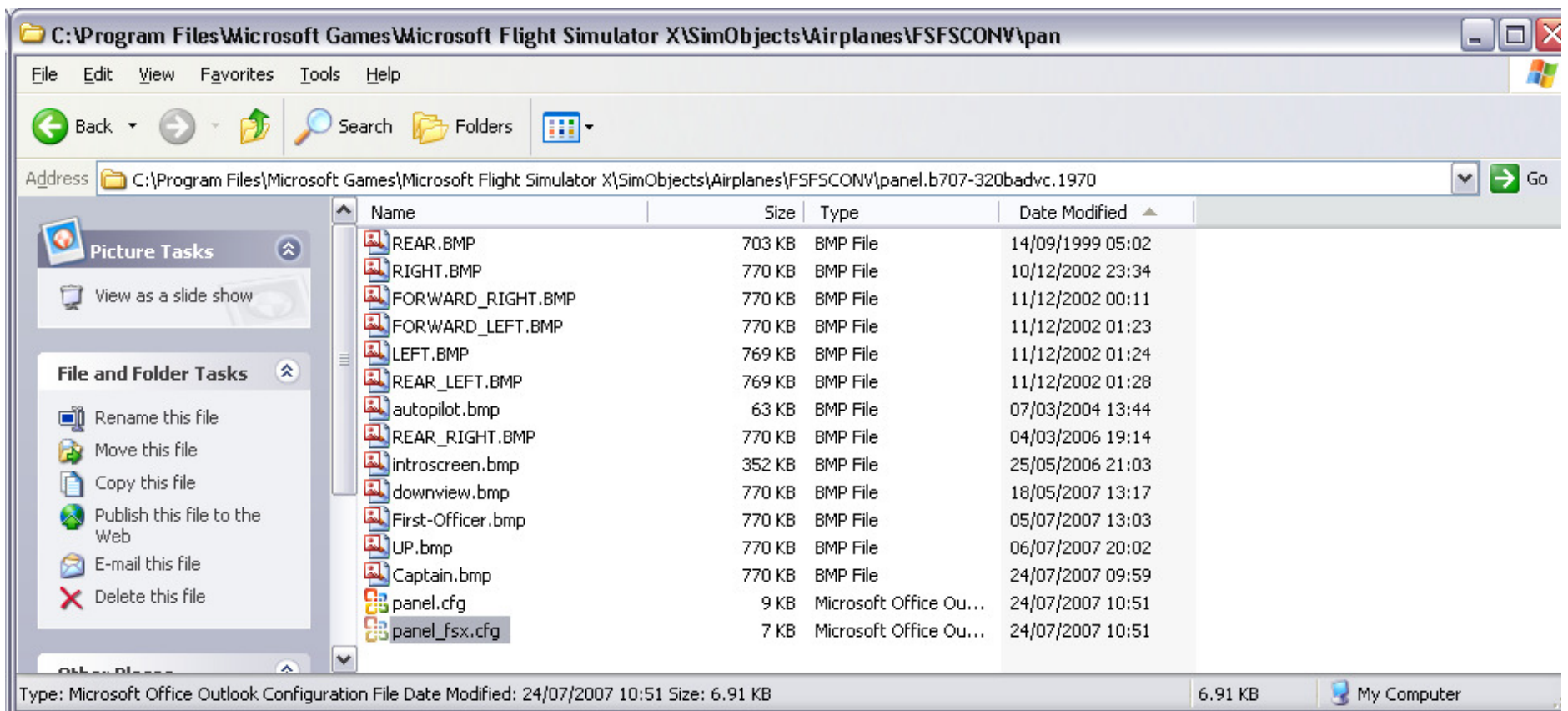

Open the fourth zip-file (Panel)

And drag the folder called `panel.b707-320badvc.1970` into the FSFSCONV folder. You then have:

`C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\FSFSCONV\panel.b707-320badvc.1970`

(Be sure to use the panel_fsx.cfg file by renaming panel.cfg to panel.cfg.bak, and then renaming panel_fsx.cfg to panel.cfg)
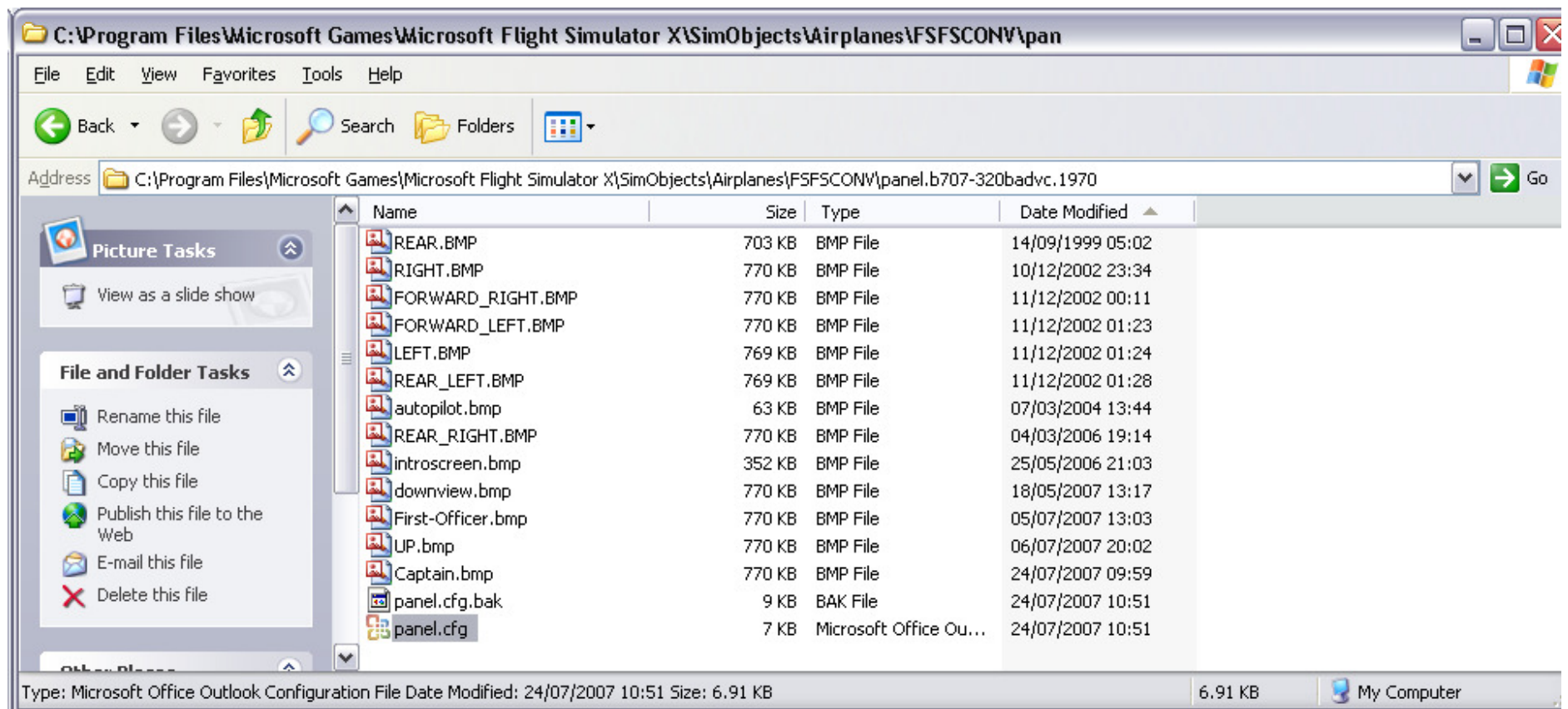
Now go back to your panel-sub-folder in the "HJG Boeing 707-320C v6\Panel" folder and edit the panel.cfg file. Be sure that it reads:

```
[fltsim]
alias=fsfsconv\panel.b707-320badvc.1970
```

You are almost there now....!

9. The Sound
Open the fifth zip-file (Sound)
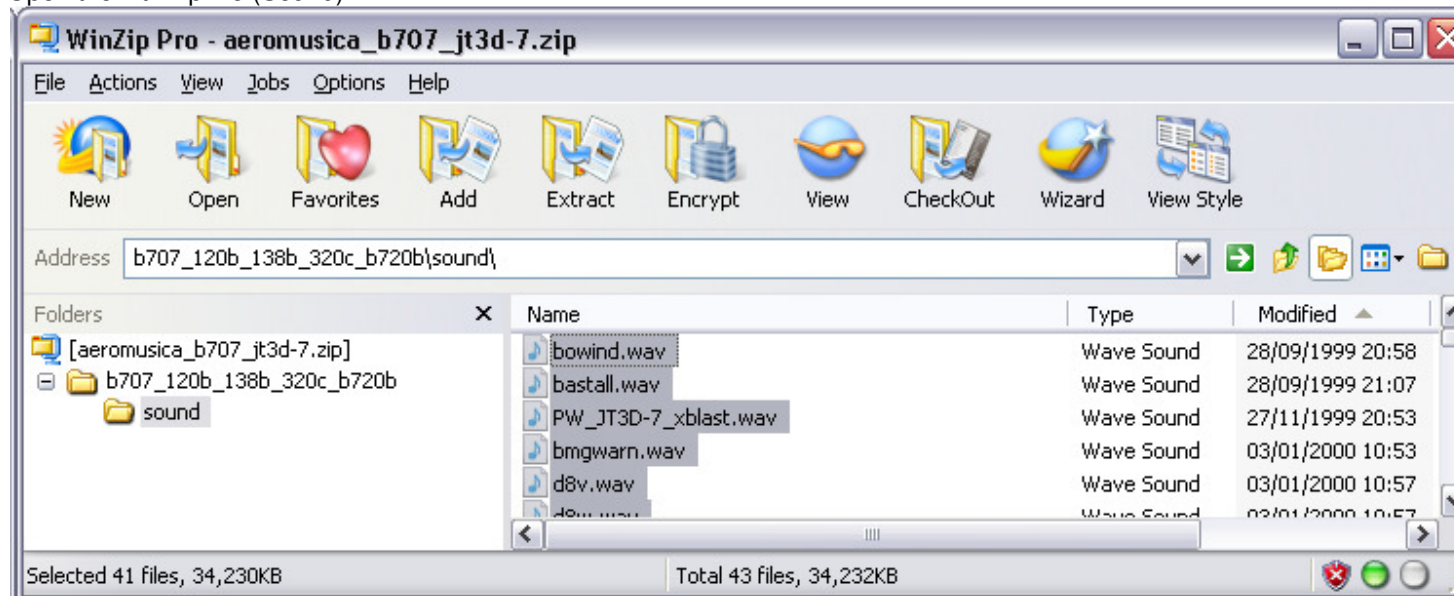
And extract all the content into the
`"C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\HJG Boeing 707-320C v6\Sound"` – folder

Overwriting the original sound.cfg
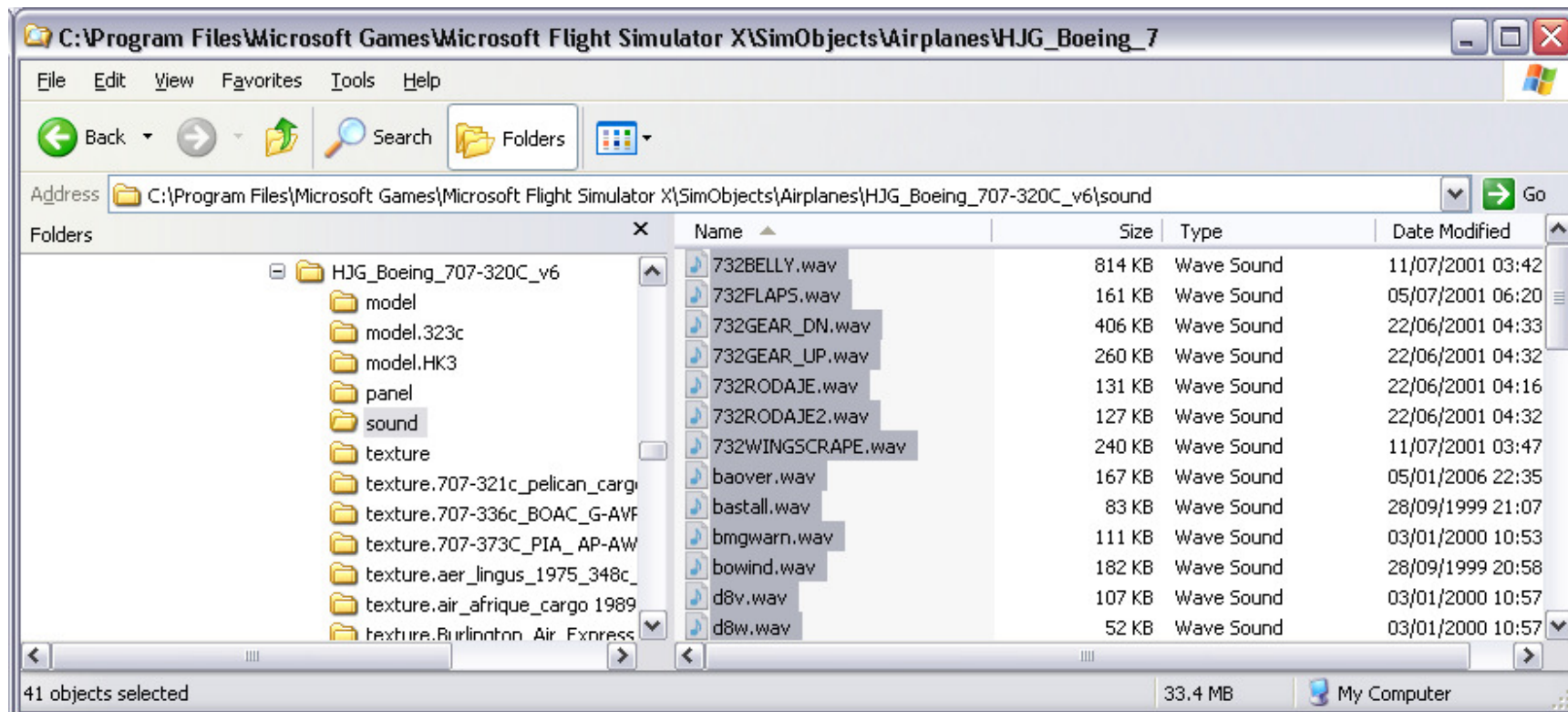
10. The Effects:

Open the sixth zip-file (Effects)

Under the folder called: "HJG Effects Boeing B707" copy all the files with the fx-extension into your:
`"C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Effects"` folder

C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Effects

File   Edit   View   Favorites   Tools   Help

Back   ·   Search   Folders
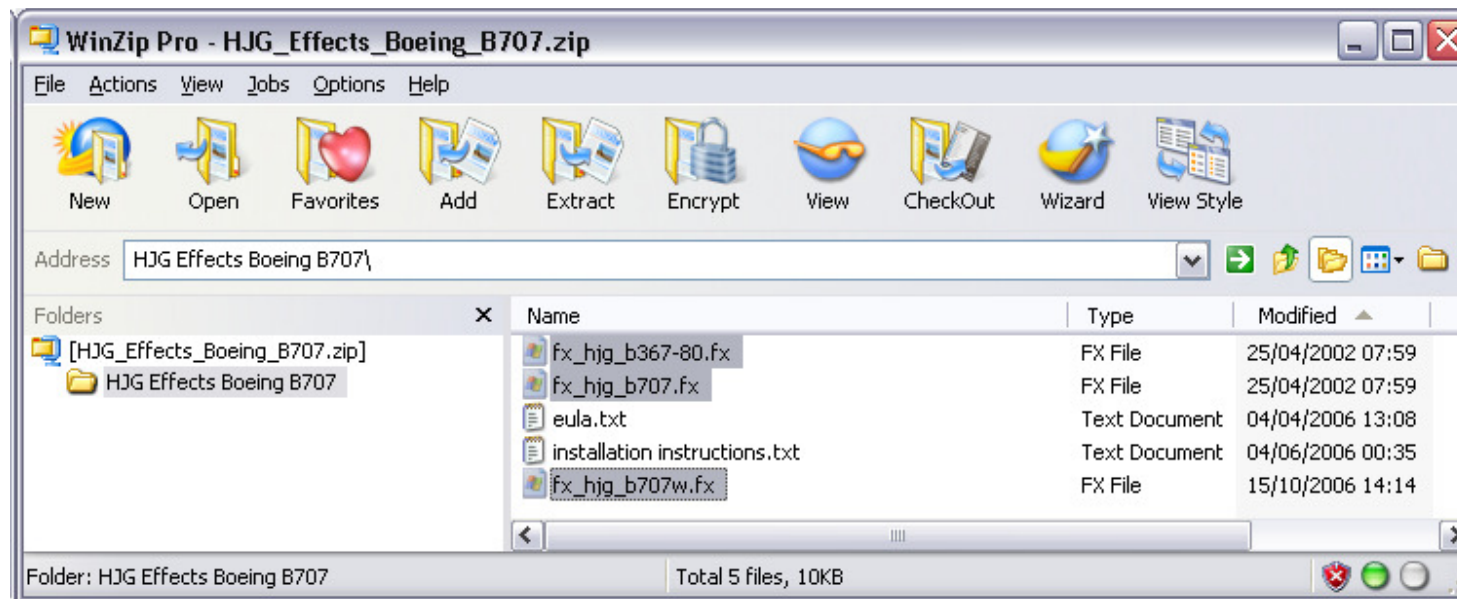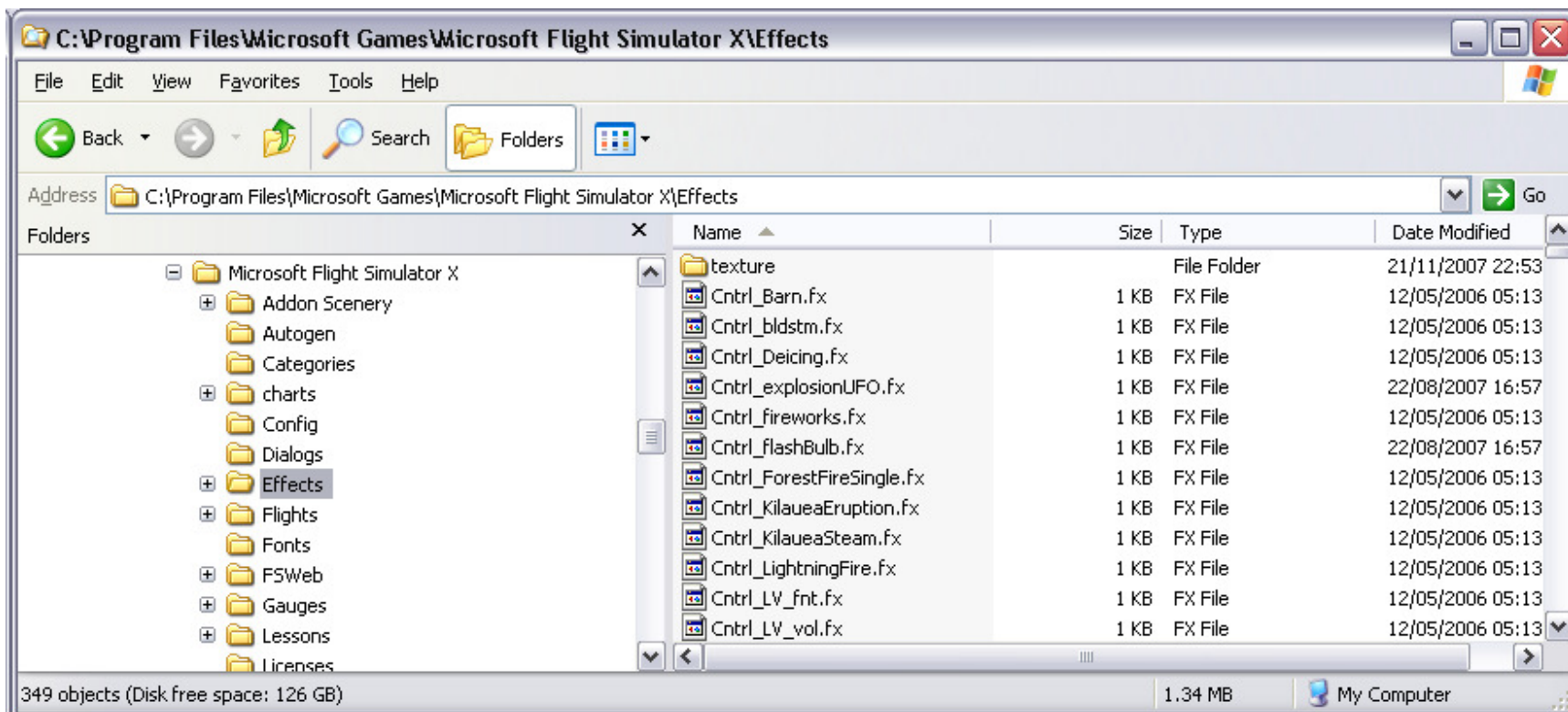
Address   C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Effects   Go

Folders	Name ▲	Size	Type	Date Modified
⊟ Microsoft Flight Simulator X	texture		File Folder	21/11/2007 22:53
⊞ Addon Scenery	Cntrl_Barn.fx	1 KB	FX File	12/05/2006 05:13
Autogen	Cntrl_bldstm.fx	1 KB	FX File	12/05/2006 05:13
Categories	Cntrl_Deicing.fx	1 KB	FX File	12/05/2006 05:13
⊞ charts	Cntrl_explosionUFO.fx	1 KB	FX File	22/08/2007 16:57
Config	Cntrl_fireworks.fx	1 KB	FX File	12/05/2006 05:13
Dialogs	Cntrl_flashBulb.fx	1 KB	FX File	22/08/2007 16:57
⊞ Effects	Cntrl_ForestFireSingle.fx	1 KB	FX File	12/05/2006 05:13
⊞ Flights	Cntrl_KilaueaEruption.fx	1 KB	FX File	12/05/2006 05:13
Fonts	Cntrl_KilaueaSteam.fx	1 KB	FX File	12/05/2006 05:13
⊞ FSWeb	Cntrl_LightningFire.fx	1 KB	FX File	12/05/2006 05:13
⊞ Gauges	Cntrl_LV_fnt.fx	1 KB	FX File	12/05/2006 05:13
⊞ Lessons	Cntrl_LV_vol.fx	1 KB	FX File	12/05/2006 05:13
Licenses				

349 objects (Disk free space: 126 GB)   1.34 MB   My Computer

11. Do yourself a favour of downloading the nice utility: autothumbnail2.zip by Michael Heise from AVSIM and follow the install instructions in the zip file.
        This small utility helps you to create Thumbnails for all your coming HJG aircraft (and others) by a click on a menu-item...top notch!

12. You should now see you HJG aircraft amongst the others in your aircraft selection menu in FSX. It will have a default thumbnail until you've created one your-self, by
        Using the tool mentioned in 11. If you have followed my advice in 7. You will also be able to isolate all HJG aircraft from the dropdowns...

13. Be aware that the first time you start up with your HJG-707 you will be presented for a warning. The Gauge used by HJG is a bit older and does not have incorporated trust functionality,
        So FSX (and the operating system) prompts you if you want to trust this file (you then have the choice of trusting them for one session only or forever...)
        If you choose forever you won't be prompted again, if not you will be asked each time you select an aircraft that uses this particular gauge in

its panel....your choice.

14. FSX default start-up if in the Virtual cockpit (3D) As HJG's doesn't have that (yet) you will be presented for a scenery-screen. Press the A key and you will be returned to the 2D panel.
     (This behaviour is configurable in FSX, so you can set FSX to start up in your 2D cockpit instead....)

16. I've only seen a few mishaps in FSX with the panel currently used. And mostly it is because of two things that separates HJG-panels from others...
     The "panel-splash" screen is not showing, and the viper's not either.
     These two particular windows can be the culprits of making FSX going to its knees.
     But removing them from the panel.cfg file isn't a good idea either, as you might interfere with the numbering of windows, and thus the ICONS won't work in the cockpit.
     So leaving it be, and NOT running full-screen, is a current work-around, and until a better solution is found the one I recommend.
     If you like most of us like to switch to and from the outside view the crashing of FSX could come to an effect. But running in windowed mode should prevent this....
     If you feel like being in the mood, you might try to edit your panel.cfg you self, and try to fiddle with the windows etc. but this isn't recommendable if you aren't willing to take the risk.
     Full support can't be obviously be granted on self-inflicted troubles from tweaking as we can't really for sure tell what the trouble is...

17. Be a happy bunny and go take a flight.....adding new textures should now be a piece of cake. Even adding a new aircraft shouldn't be too difficult now.

18. Alternative method for installing sound, panels and textures
     To be written....