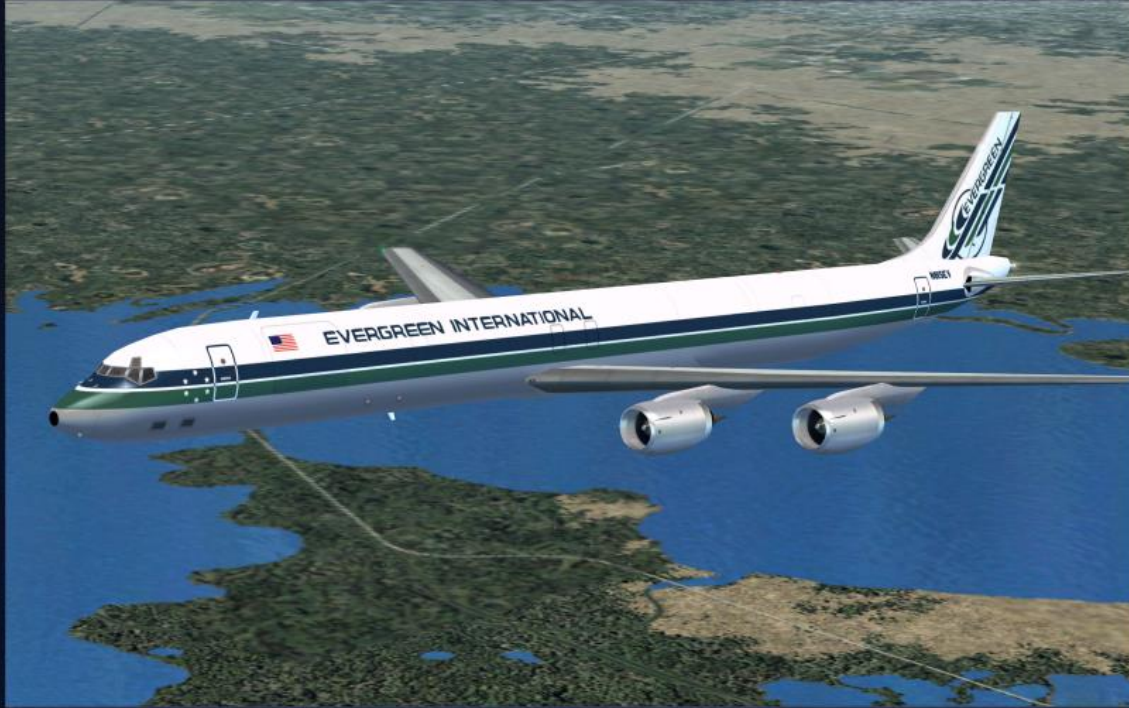




HISTORIC JETLINER GROUP  
The home of classic jetliners



## Evergreen International (1984) Textures for the HJG AI Douglas DC-8-73F for Microsoft FS2004 & FSX Version1.0

Copyright by M Verlin/Y Charland, Historic Jetliners Group, June 2006. <http://www.simaviation.com/hjg/>

### LEGAL DISCLAIMER

The aircraft and their model names and all other products, brands and descriptions appearing in this document may be trademarked. Their use herein is for identification purposes only. These products are neither produced nor endorsed by the manufacturers mentioned or Microsoft® Corporation Inc. Microsoft®, Windows, FS2004, and FSX are registered trademarks of Microsoft® Corporation Inc in the United States and other countries. All other products and brands are trademarks of their respective owners.

Thank your downloading the Historic Jetliners Group's texture set for the AI Douglas DC-8-73F.

The textures are for the HJG AI Douglas DC-8-73F Freighter model.

## Installation

- (1) Unzip the repaint to a temporary folder
- (2) Copy the texture folder to the HJG\_AI\_Douglas\_DC-8-73F\_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, August 2013

## **END USER LICENSE AGREEMENT (EULA) Updated April 2006**

Unless otherwise noted, all files downloaded from the HJG website are the copyright of Historic Jetliners Group. All rights reserved.

Some files have additional copyright belonging to other individuals and/or organizations. Check accompanying documentation of all files for details.

We allow files that you have repainted to be uploaded to FREEWARE ONLY websites, NO file may be sent or uploaded to FSPLANET.

NONE of the files hosted on this website can be directly linked for download from another external website. This is strictly NOT allowed. External direct links are monitored and will be deleted.

By downloading any files from this website, you agree to the following:

No use may be made of these files without the express written permission of the Historic Jetliners Group. Contact information is available on the HJG homepage. (<http://www.simviation.com/hjg/>)

All repaints or modifications for which permission is granted MUST credit the original creators in both the text file in the archive, the model itself, and any text descriptions uploaded with the file.

All model or model manufacturer names, logos, marks, or other identifiable symbols are the copyrights of said airline or airplane manufacturer. The likenesses contained at this site are artists interpretations. The Historic Jetliner Group is in no way associated with said companies.

The files from the Historic Jetliners Group may NOT be sold, traded or bartered for legal tender in any way, shape or form, or uploaded where a per-file fee to download is charged. This includes CD compilations, and bonus disks. In no case will HJG files, or any parts of HJG files be uploaded and posted at the [www.fsplanet.com](http://www.fsplanet.com) site.