Note: There is no particular reason to implement this update if you do not use P3Dv4 or higher even though these converted models will run in a FSX or P3D environment. It is possible that an FSX/P3Dv3 or P3Dv2.5 user might like the prop spin & blur on these converted models better since they were tailored to look good in FSX as well as P3D. The old TFX AI models were designed to run most effectively in FS2002/FS2004 and do not always look that good in FSX. However, this package of converted TFX SimObjects models __is required__ for anyone who wants to benefit from the full AI as it was designed for TFX in P3Dv4 or higher.

V1.1 Note: If you already put in V1.0, just jump to Step 7 on Page 3 labeled V1.1 Update.

RTMM has identified four TFX AI Airplanes and one Rotorcraft AI that are not completely compatible with P3Dv4 now that Lockheed Martin has removed the SimObjects backwards compatibility for AI models constructed under the FS8 and FS9 SDKs. This update converts these models to be FSX models so that they will work properly in P3Dv4 as well as FSX.

Early adopters of P3Dv4 simply removed the DHC-3 Otter, Turbine Otter, DHC-6 Twin Otter folders from SimObjects after they installed TFX since these are FS8 models and if encountered while flying can cause CTDs. Also, many users (including FSX) never saw the Bell 206L rotorcraft fly for various reasons. This removes quite a bit of the flying AI that comes with TFX. In addition, the Dash 7 AI model does not display correctly but does not seem to cause CTDs even though it is also an FS8 model. The good news is that RTMM, with FSAddon's permission, has developed a quick fix package that avoids having to disable the majority of TFX's SimObjects models that fly.

Since P3Dv4 is compatible with FSX models, RTMM converted the models to be FSX compliant in keeping with our general direction of providing object libraries that are compatible with FSX/DX10 & P3D. The new models do carry a file tag of FSXP3D as do all of our model/object libraries to indicate they would work in the three environments mentioned above. We were careful to retain or possibly even enhance the basic animation including support for the propellers to spin/blur at various speeds. The water rudders go down for the floats when landing and up once airborne. The Dash 7 landing gear extends and retracts and the wheels rotate. See Installation Notes on the next page to install.

I would like to thank Dexter Thomas who spent many hours testing various model versions in a P3Dv4 environment since I was doing the detailed model/texture conversion using an FSX environment. I also would like to thank Gavin Cole who sent me a draft document he was working on that is titled, "Converting FS9 AI models to FSX / P3D". This document along with a bit of counseling from Gavin enabled me to pull out the blur discs that were deeply buried inside the old FS8 models thus creating converted FSX models that animated very much like their previous FS8 versions.

RTMM is glad to continue being a part of keeping Tongass Fjords X (TFX) alive and well in FSX, and in all of the current versions of P3D now including v4. Special note: If you are not a regular RTMM user or missed adding the TFX Ice Floe & PAWG Patch that is on our object libraries page, you need to get it. It allows the TFX user to:

...see the ice floes at all of the TFX glacier feet.
...see the two missing buildings (including Fed Ex Depot) at PAWG.
... see the ice floes at a greater distance for a much more realistic view. RTMM Staff

Enjoy Tongass Fjords X in P3Dv4!

Rod Jackson
Return To Misty Moorings (RTMM) Staff

Tongass Fjords X (TFX) SimObjects AI Model update for P3Dv4_V1.1

Installation Notes:

After installing TFX into P3Dv4, in order to avoid random CTDs, you should immediately update the four AI folders as instructed below in steps 1 through 7.

1. Inside this folder is a folder named TFX SimObjects AI Mods. It contains five model files and four prop texture files (same prop texture file is used in two models) that need to be inserted into their respective SimObjects folders as explained below. It also contains a traffic file that is mentioned in step 6.

2. Open your root Prepar3Dv4 folder and navigate to the SimObjects\Airplanes\AI_DeHavilland_Dash_7_Cargo_TFX folder. Open the folder. For **each** of the texture.xxx folders, backup the file inside the folder named spinprop_t.bmp and then replace it with the spinprop_t.bmp file located in the TFX SimObjects AI Mods folder. Then open the Model folder and copy the dash7cai_FSXP3D.mdl file from the TFX SimObjects AI Mods folder into the Model folder. Do not delete the original Dash7cai.mdl file in case you need to go back. Then edit the model.cfg file to change the "normal=Dash7cai" line to read "normal=Dash7cai_FSXP3D". Note: You only enter the line in between the quotes. Make sure you do not accidentally add a space at the end of the line you entered. Save the model.cfg file.

3. Next open your root Prepar3Dv4 folder again and navigate to the SimObjects\Airplanes\AI_Floatplane_DHC-3_Otter_TFX folder. Open the folder. Copy the otterprop.bmp file located in the TFX SimObjects AI Mods folder into each of the texture.xxx folders. This is a new file and does not replace an old file. Then open the Model folder and copy the otter_FSXP3D.mdl file from the TFX SimObjects AI Mods folder into the Model folder. Do not delete the original otter.mdl file in case you need to go back. Then edit the model.cfg file to change the "normal= otter" line to read "normal= otter_FSXP3D". Note: You only enter the line in between the quotes. Make sure you do not accidentally add a space at the end of the line you changed. Save the model.cfg file.

4. Next navigate to the SimObjects\Airplanes\AI_Floatplane_DHC-3_Turbine_Otter_TFX folder. Open the folder. Copy the otterprop.bmp file located in the TFX SimObjects AI Mods folder into each of the texture.xxx folders. (Note: The turbo other and the otter use the same prop texture). This file does not replace an old file. Then open the Model folder and copy the otter_turb_FSXP3D.mdl file from the TFX SimObjects AI Mods folder into the Model folder. Do not delete the original otter_turb.mdl file in case you need to go back. Then edit the model.cfg file to change the "normal= otter_turb" line to read "normal=otter_turb_FSXP3D". Note: You only enter the line in between the quotes. Make sure you do not accidentally add a space at the end of the line you changed. Save the model.cfg file.

5. Next navigate to the SimObjects\Airplanes\ AI_Floatplane_DHC-6_Twin_Otter_TFX folder. Open the folder. Copy the twotterprop.bmp file located in the TFX SimObjects AI Mods folder into each of the texture.xxx folders. This is a new file and does not replace an old file. Then open the Model folder and copy the twotter_FSXP3D.mdl file from the TFX SimObjects AI Mods folder into the Model folder. Do not delete the original twotter.mdl file in case you need to go back. Then edit the model.cfg file to change the "normal= twotter" line to read "normal=twotter_FSXP3D". Note: You only enter the line in between the quotes. Make sure you do not accidentally add a space at the end of the line you changed. Save the model.cfg file.

6. Most of you have probably never seen the Dash 7 fly since standard TFX requires Airline Traffic Density to be set at 99% or higher to see the Dash 7. Of course, most users do not turn that setting up that high. So, I have modified one of the TFX Traffic files to allow some Dash 7 AI traffic to be seen if Airline Traffic Density is 10% or higher. Navigate to the ....FSX or P3D\FSAddon\Tongass_Fjords\Tongass_Fjords_Higher_Priority\scenery folder and add .org to the end of the Traffic_TF_FSX_dash7.bgl file to disable it. Then copy the Traffic_TF_FSX_dash7.bgl file from the TFX SimObjects AI Mods folder into the ....FSX or P3D\FSAddon\Tongass_Fjords\Tongass_Fjords_Higher_Priority\scenery folder which should still be open. Your Dash 7 update is now complete. You can see the Dash 7 taxi for takeoff at PAPG (for example) at 00:00 GMT. It also departs 4 later times during the day from PAFE (15:59 GMT), PAWG (18:00), PASI (19:49 GMT) and PAKW (21:59 GMT). There is also a separate set of flights that start the same time gap sequence except 1 hour later and begins with PASI at 00:59 GMT, followed by PAKW, PAPG, PAFE and PAWG.

7. V1.1 update: There are several reasons why you might not have seen the TFX Bell 206L operate in P3Dv3 or FSX. Due to a mistake in the TFX release, there is a missing 'X' in the title lines of the aircraft.cfg file for the Bell 206L. If you never made this change, then you never saw the Bell fly. There is also one other thing missing - the Radios section of the config.   Previous versions of FSX or P3D did not care about this. However, apparently, P3Dv4 will not allow AI to takeoff without having a Radios section. In order to make the changes necessary for the Bell 206L to fly properly in P3Dv4 (and previous versions of FSX/P3D), navigate to the SimObjects\Rotorcraft\ AI_Rotorcraft_Bell_206L_TFX folder and open the folder. For **each** of the texture.xxx folders, backup the file inside the folder named prop.bmp and then replace it with the prop.bmp file located in the TFX SimObjects AI Mods folder. Next, backup the aircraft.cfg file and then open the original aircraft.cfg file with notepad and make these three simple changes if they are not there now:

[fltsim.0]
title=AI Bell 206L LongRanger TF USFS
should read
title=AI Bell 206L LongRanger TFX USFS

[fltsim.1]
title=AI Bell 206L LongRanger TF Tongass Areo
should read
title=AI Bell 206L LongRanger TFX Tongass Areo

```
[Radios]
// Radio Type = available, standby frequency, has glide slope
Audio.1      = 1
Com.1        = 1, 1
Com.2        = 1, 1
Nav.1        = 1, 1, 1
Nav.2        = 1, 1, 0
Adf.1        = 1
Transponder.1 = 1
Marker.1     = 1
```

Close and save the aircraft.cfg file and open the Model folder and copy the helicopter_FSXP3D.mdl file from the TFX SimObjects AI Mods folder into the Model folder. Do not delete the original helicopter.mdl file in case you need to go back. Then edit the model.cfg file to change the "normal=helicopter" line to read "normal=helicopter_FSXP3D". Note: You only enter the line in between the quotes. Make sure you do not accidentally add a space at the end of the line you changed. Save the model.cfg file. At this point V1.1 installation is complete. See below for troubleshooting tips for all models.

Troubleshooting tip 1: If you see and AI model cruising and prop has disappeared, make sure you remembered to put the appropriate prop texture (if required) in all of the texture.xx files for that model. If you missed one, the prop will disappear as soon as the engine revs up to speed for that texture.

Troubleshooting tip 2: If you can't see the helicopter check in Sitka north of the bridge on the airport island near the harbor side by the University of Alaska building. There is a helipad there. The Bell 206L departs there at 1629 GMT and 2205 GMT. If you still can't see the helicopter at all, make sure your Traffic_TF_FSX_B206L.bgl is located in

Prepar3D v4\FSAddon\Tongass_Fjords\Tongass_Fjords_Higher_Priority\scenery

 and that it ends in .bgl. If still no helicopter, verify that this file is in place:

 Prepar3D v4\FSAddon\Tongass_Fjords\Higher_Priority\Scenery\AF2_FSX_TF_PTFA_AI_Helicopter_Sitka_heliport.bgl

Note: Both files mentioned above are part of the standard Tongass Fjords X installation.
2nd Note: The Bell 206L usually crashes upon landing....this has always been true for FSX as well as P3D.   It is not something to worry about.

DISCLAIMER

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