

Microsoft Flight Simulator V4

Aircraft Design Hacks Hints.

The idea was to create some new shapes for FS4 but after a bit of hacking research it was found that this was beyond the typical Saturday Arvo hack.

FS4 stores a description of each aircraft as a resource, the files that you find in the Aeroplane folder are files of data that mainly provide the characteristics for the way each aircraft would / should fly.

Just to limit things even more, only some of the aircraft can be 'modified', ie, a Jet, a propeller driven aircraft and a sailplane. Not much eh !

So I looked at the data files and after a bit work found which bytes affected which bits of the aircraft and the result is found in two spreadsheet files, one Resolve and one Excel, these are not complete and I didn't give much detail about what actual values may do, but it wouldn't take too long to find out. N.B. If the Power is set high enough, the aircraft flies backwards.

The spreadsheets give you an idea about what can be changed and it is a way of getting around the checking that FS4 does while you are designing your own aircraft. It also shows how to unlock the values of the Standard aircraft supplied with FS4.

Because the Standard aircraft only draw some of the data from the Aeroplane file, some things like colour may not be changed on every aircraft.

Remember that the data for the shape of the aircraft is in the resource fork of FS4, while flying characteristics are in the external files, so FS4 uses your data to modify the envelope of an aircraft and not it's general features, e.g., a jet will always have it's main wings connected at the centre of the aircraft, shape may change based on your data but you can not move them rearward to form a delta wing configuration.

The aircraft that I have supplied,

SATURN IV and SATURN V

These Aircraft are as close as I could get to a rocket with the limited settings that are possible with FS4.

Flying hints:

A light touch on the controls !

Apply Full power, and hang on.

Don't forget the landing gear.

Once you are off and flying, switch to the rearward view.

•• 32,767 lb thrust. ••

Super Camel

This is a lightly modified version of the Original FS4 Sopwith Camel. The changes are in supplying a 1000 hp engine and setting the 'Stall' alarm to come on much later than it normally would.

Flying hint:

The joystick needs to be handled more carefully than normal.

And as the Stall alarm has been doctored, you may 'fall out of the sky' in a steep climb at low speed.

I tried to emulate a rubber band powered aircraft, low weight, low power, large wings set at a high angle, but it either wouldn't move or wouldn't fly level.

N.B. this information is for enjoyment and is presented in this spirit, I apologise for what may be a breach of licence, but that's entertainment.

Enjoy !

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***All of the above information may be wildly in accurate
and I cannot be held responsible if it is or isn't.***