

A Animated Flag for Microsoft Flight Simulator X SP1/2

**Created by: Dietmar Loleit
E-Mail: dlleit@t-online.de
October 2014**

COPYRIGHTS

This package is freeware. All rights are reserved.

The use of this development is at your own risk, the author cannot be held responsible for any direct or indirect damages caused.

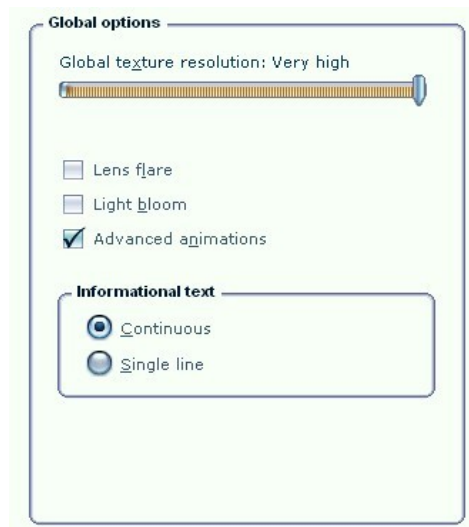
The animated flag model has been developed with GMAX. The following files and folder are included:

AM_Base_Flag.gmax
AM_Base_Flag.mdl
AM_Base_Flag.bgl
AM_Base_Flag.XML
BglComp.exe
bglcomp.xsd
Folder Texture
Folder Animated_Base_Flag (ready to use as an FSX addon)

FSX AddOn Considerations

Important Note:

1) In order to see the flag in FSX moving, you must have the "Advanced Animation" option checked. The flag will be static, if this option is unchecked. The global texture does not have to be very high.



2) In order to see a new scenery or a scenery update you must close FSX first and then perform a new FSX start, or do a FSX scenery refresh.

Initial Test

Copy the Animated_Base_Flag folder into the FSX Addon Scenery folder and activate it in FSX.

Open FSX , select an aircraft of your choice, select EDDM as your airport, and start FSX. You will see the US_Flag at the right side on the beginning of the runway 8R.

If your aircraft has been placed by FSX on a different runway, just go in Slew_Mode and move your aircraft to the runway 8R.

You now must see the waving Flag as shown below:



Change the coord entries in the XML file to place the flag on any other position of the FSX scenery. Do a compile to get a new bgl file and replace it in your FSX addon.

In order to paint your own individual animated flag a basic experience on how to work with graphical tools like Photoshop, GIMP, Paint Shop Pro etc.is required to paint the textures/colors for a new flag.

To repaint the colors for a new flag you just need to replace the texture colors in the Texture file. Be aware that all textures are in 8 bit format and have the size of 256x256 pixel. Do never change the size of this files. The colored part of the texture is 256x128 pixel and must be kept unchanged in size also.

If you are familiar with GMAX, you can generate a new model by using a different GUID number and a different name.

Keep the file names of the textures in your Material Editor ! Do not change the texture in GMAX, you will loose your actual animation.

Note: You cannot just change the GUID with the tool Model Converter X and save it under a new name in order to get more flags for your repaint work as the above. The Model Converter X tool does not support the bone animation for the flag and you will loose the flag animation.

The folder Base/Flag_files contains the GMAX file for the base flag also. This will allow users which are familiar with GMAX to add more animated flag objects for private use.