

RDJ SIMULATIONS FSX AERIAL FIREFIGHTER

FSX ACCELERATION EXPANSION PACK IS REQUIRED FOR THESE MISSIONS TO APPEAR OR WORK

If you do not have MS acceleration installed then get it first and install it.

INSTALL FOR WINDOWS 7 FOLLOW THESE DIRECTIONS

The installer will install FSX AERIAL FIREFIGHTER (By default) to the (newer) Windows 7 directory

C:\program files (x86)\Microsoft games\Microsoft flight simulator x.

Most FSX users seem to have windows 7 now so having

the installer auto install to this location should be best.

Run the installer. Click (Next) then click (Next) again Then click (Start) The addon will install the addon into your FSX directory.

FSX AERIAL FIREFIGHTER does not overwrite any of your files. It simply inserts the needed files into your FSX

The installer will put all of the files into your Flight simulator X directory and finish and you are about ready to go. There is (NO) scenery activation required. To uninstall-- go to your all programs in control panel and find the game RDJ FSX AERIAL FIREFIGHTER and uninstall it.

READY TO GO

HOW TO FIND THE MISSIONS

Load your FSX. Next in the left area click on the (Missions) tab.

Next in it at the top click in the (Category:) scroll box. Scroll down in it until you find (RDJ_FF_FSX_AERIAL FORESTFIIGHTER_MISSIONS)

You are now in. Choose a mission and click the (Fly now) button at the bottom.

HOW TO OVERRIDE MISSION OPTIONS

Before you load a mission look at the bottom of the screen and find the check box with (Enable changes in selected mission--no rewards given) and check it. This will allow you to use the menu bar and change out aircraft or use slew mode or change weather or time of day.

Remember if you do change out an aircraft then do it at the beginning of any mission. This is to make sure the retardants or smokejumpers will attach to your aircraft. If you change out the aircraft for yours (After) a droppable payload was loaded it will not be on yours after that point.

IF YOU HAVE VISTA OR XP (OR IT IS ON ANOTHER DRIVE) FOLLOW THESE DIRECTIONS

These older operating systems install FSX to C:\program files \Microsoft games\Microsoft flight simulator x . Which is a different path from the newer windows 7.

1 Using the installer to get the game into the older XP or Vista location.

Start the installer and click (Next) On the right is a (Browse box) (...)

Click it to browse to (C:\program files\Microsoft games \Microsoft flight simulator x) Click start to install there. To

uninstall-- go to your all programs in control panel and find the game RDJ FSX AERIAL FORESTFIGHTER and uninstall it.

MANUAL INSTALL

Some customers prefer to do a manual install so they can see everything that will be going into their FSX. Or you may have problems figuring out the above installer. This method simply tells you how to use the installer as an extractor. The disadvantage is that there will be (No uninstaller) so an uninstall will have to be done manually--See below

Manual install

Create a new folder onto your desktop and then run the installer and browse to the desktop\new folder and install it into it. You can then open it (New folder) and manually copy all the folders and overwrite them into your FSX main directory. These folders are (Categories,Effects, Missions,SimObjects and Sound) Left click,scroll and highlight all 5 folders and then right click..then click (Copy) from the selections. Next browse to wherever you have Flight simulator x installed and open the (Microsoft flight simulator x) folder and right click the mouse and click (Paste) You will then get overwrite? messages.. click yes to all throughout. You can also open each of the 5 folders and so on copying and pasting into each individual folder. That is for those who wish to see and check in detail what goes in.

Manual uninstall

Most of the FSX AERIAL FIREFIGHTER folders and files begin with RDJ_FF -For instance in the effects folder one of the effects are (RDJ_FF_Engine_exhaust) for example. So if you wish to uninstall just look in each folder for anything that begins with RDJ_FF

HOW TO FIND THE MISSIONS

Load your FSX. Next in the left area click on the (Missions) tab. Next in it at the top click in the (Category:) scroll box. Scroll down in it until you find (RDJ_FF_FSX_AERIAL_FIREFIGHTER_MISSIONS) You are now in. Choose a mission and click the (Fly now) button at the bottom.

HOW TO OVERRIDE MISSION OPTIONS

Before you load a mission look at the bottom of the screen and find the check box with (Enable changes in selected mission--no rewards given) and check it. This will allow you to use the menu bar and change out aircraft or use slew mode or change weather or time of day.

Remember if you do change out an aircraft then do it at the beginning of any mission. This is to make sure the retardants or smokejumpers will attach to your aircraft. If you change out the aircraft for yours (After) a droppable payload was loaded it will not be on yours after that point.

HOW TO CHANGE OUT TO YOUR FAVORITE AIRCRAFT OR HELICOPTER IN THE MISSIONS

1 Before you load a mission check the (Enable changes in selected mission-- no rewards given) box. Then when the mission starts go to your menu bar up top and click the (Aircraft) button and you can

scroll select your favorite aircraft or helicopter.. If you do not see the menu bar while a mission is loaded press the (Alt+ENTER) keys to bring it up. It will be a bar across the top of your screen.
PERMANENT CHANGE

2 To permanently change out the aircraft requires some simple copy and paste editing. First find the aircraft you want from within the main FSX directory. Open the Microsoft flight simulator x folder and find the (SimObjects) folder and open it. Now open either the (Rotorcraft) folder or the (Airplanes) folder to find your favorite aircraft. It will be in a folder too.. Lets say I want to change it to the (Robinson_R22) helicopter.. I open the (Robinson_R22) folder and in it is a (Sim.cfg) file (Other aircraft may have an Aircraft.cfg file) they are the same thing so open either with notepad. I open it with notepad. At the top of the text is (title=Robinson R22)---make sure it starts with the word (Title) I then copy just the the name (Robinson R22).. Next I want to paste that name into one or all of the FSX AERIAL FORESTFIGHTER missions.. Go to the (Missions) folder and in it find my folder (RDJ_FF_FSX_AERIAL_FIREFIGHTER) and open it. In it you will find all of the (Flt) files for the missions.

EXAMPLE

I open the (RDJ_FF EUREKA FIRE FOR ALL HUEY(CT ON).flt) file with notepad. Next I want to find the helicopter to replace.. Do this by clicking the (EDIT) button up top and scroll to (Find) button and click.

In the (Find what:) box type in the word (RDJ_FF_HUEY) and now click the (Find next) button and it will take you to it highlighted. Now right click click your mouse and click the (Paste) button. You should now see that(RDJ_FF_HUEY)has now been replaced with the new name(Robinson_R22). Click yes to save it when you exit. Now you will have the Robinson helicopter load in that particular mission from then on.

If you think you have made a mistake when pasting either click the (Undo) button or simply do not save the file when exiting. It is best to copy the flight files and paste them all in a temporary folder for backup too.

To change out the DC3 aircraft missions do the same thing above except search for (RDJ_FF_DC3) and overwrite it with your favorite aircrafts name

EXAMPLE

I open the (RDJ_FF GRAND CAN FIRE FOR ALL DC3(NO CT).flt) file with notepad. Next I want to find the helicopter to replace.. Do this by clicking the (EDIT) button up top and scroll to (Find) button and click.

In the (Find what:) box type in the word (RDJ_FF_DC3) and now click the (Find next) button and it will take you to it highlighted. Now right click click your mouse and click the (Paste) button. You should now see that(RDJ_FF_DC3)has now been replaced with the new name(XXXXX). Click yes to save it when you exit. Now you will have your favorite firefighting airplane load in that particular mission from then on.

HOWEVER -- By using your own aircraft in the FSX AERIAL FIREFIGHTER missions the dynamics in the mission may be different. The fire retardants and smokejumpers should work with all aircraft as long as

you change it out before retardant is loaded or have the aircraft permanently changed. The basic game Huey helicopter and the DC3 were tweaked for these missions for playability. HOWEVER again.. We made many missions that were designed for your favorite aircraft over large areas. Those missions are noted in their description box. The two missions above are examples. The NO CT stands for no crash detection. The CT ON stands for crash detection on. There are other missions that change out the aircraft to another aircraft so take note of that if you are flying along in your favorite aircraft you will suddenly be back in the game aircraft.. Those missions are not really intended for your favorite aircraft.

MISSIONS that should be good for using your own aircraft

RDJ_FF EUREKA FIRE FOR ALL HUEY(CT ON) however bambi bucket will only appear on game helicopter

RDJ_FF EUREKA FIRE FOR ALL HUEY(NO CT) however bambi bucket will only appear on game helicopter

RDJ_FF GRAND CAN FIRE FOR ALL DC3(CT ON)

RDJ_FF GRAND CAN FIRE FOR ALL DC3(NO CT)

RDJ_FF GRAND CANYON FORESTFIRE

RDJ_FF OUTBACK A BLAZE

RDJ_FF SMOKEJUMPER_TRAINING

RDJ_FF_Atmore casino wildfire however bambi bucket will only appear on game helicopter

RDJ_FF_BARGE RUNWAY LAND PRACTICE

RDJ_FF_GRAND CANYON A BLAZE

RDJ_FF_HELO BAMBI BUCKET PRACTICE however bambi bucket will only appear on game helicopter

GAME PLAY NOTES

Several things and tips to help you along.

1 Change the key for droppable objects. FSX AERIAL FIREFIGHTER uses the default (Release droppable objects) key to drop retardants or smokejumpers. This key by default in FSX is the (Shift+D keys) We recommend to change this key to an easier (One) touch key so you can have hands on flying and dropping. Go to FSX settings-Buttons and scroll till you find (Release droppable objects) and change it to a favorite key such as your joystick trigger or the spacebar is what I use.

2 The FSX AERIAL FIREFIGHTER retardants and smokejumpers use (aircraft) cfg coding -so they float down realistically--unlike the flower bombs that drop like a rock. So you will have to make drops with momentum and wind in mind. Drop too late over a fire and you are likely to miss.. Or drop right on mid target and the ground yellow smoke marker is blowing hard right ect and your smokejumpers will float with the wind and miss.. You get the picture?

3 Crash detection - FSX AERIAL FIREFIGHTER uses its own crash detection features thus eliminating the FSX crash detection. When used the mission airports or other places you are supposed to land are protected with crash turned off. In other words you cannot land anywhere other than where told to or your aircraft or helo will explode into pieces and mission failure. This crash feature is also over all the helicopter lakes or pools for when you load for water buckets.. get too low and hit and explode.

4 THE BACKSPACE KEY.. The backspace key is pressed to reset zoom

views.. and is important to remember. When in the helicopter you are told to activate the (Bambi water bucket) by pressing the (Shift+E) key... It appears but then you find you cannot zoom out anymore.. Press the (BACKSPACE KEY) to reset that.. Now you can zoom in and out as normal. It is important to see all around for all obstacles and monitor your bucket going into the water.

System requirements FSX and Acceleration expansion pack must be installed for the missions to work or appear.
Suggest having a high end PC with at least 2 gigs of ram for best framerates

MULTIPLAYER

MULTIPLAYER DEVILS TOWER PARTY MISSION – A freeflight in default ultralights (10 players) are slotted to join a forestfighter party on top of devils tower Wyoming. Listen to the blues rock band BLUZELATOR play about 6 looping songs.. Fly around in the default ultralight and thank aerial and ground forest fighters for their honorable service.

Playing rules for the host. (Important) The host must follow these rules for the games to work.

TO HOST -- Go to (Multiplayer) from the main FSX screen.

From here go to (Gamespy) and sign in.. Create your (Free) account if you do not have one.

1 Choose a session option from the drop down bar (Free flight,Adventures,ect) Note- it is best to choose any category other than (free flight) as the traffic is slower in the others making it easier for select friends to find you.

2 At the bottom right click (Host a session)

3 Next at the top left you will see 2 radio buttons one for Free flight and one for Missions. Click on the (Missions) button.

4 Next in the (Session name) box type in a name you choose such as (Devils tower forestfighter party FSX) This is what other players will see.

(Special notes) It is best to pre contact other players about your game. They must have this package installed first.

What will happen if someone trys to enter your game and they do not have the files? They will be disconnected with an internal error. You may see some of these come and go but it will not effect your game.

5 Click (Next) button and you will be taken to the MP missions list. Search for the (RDJ_MP_FF_DEVILS TOWER PARTY) in the mission categories and click it.

6 Click (Next) button and you are now in the (Host options) page. Here you will see the available 10 guest slots.

7 Click (Next) button and you will be taken to the (Lobby) (Do not click the Fly Now button yet) as it is here that you wait for your friends to join whether its one friend or 9 others.

What happens if you click the (Fly Now) button before anyone joins? You will be the only player with nobody to participate with. You must have at least one other player (Joined) in to start.

8 Click the (Fly Now) button. You as host will actually load the other players so you all come online together at the same time.

9 That is the way it is because the aces team designed the mission multiplayer for racing. But it can be used for anything..but all players must load together

10 Finally as (Host) (you the host) must keep the game running for the others of course. Also in order to start a (New) game you as (host) must completely sign out of gamespy and sign back in and set up the mission again. You cannot just go back to the briefing room and start from there. If you do then joining players will get errors and get kicked. That is the way my test went so..

QUIK REFERENCE TO REMEMBER

1 The host must wait for players to join before launching the mission. Do not click the (Fly now) button until others have joined and you tell them by text message or by mic (Here we go).

2 The host (To start a new game after the original has been played) must completely sign out of gamespy and sign back in and start the mission from fresh

BLUZELATOR BAND SONG LIST

A MAN DOWN

CELEBRATION

SITUATION

MAN IN THE MOON

DONT LOOK DOWN

ROON AT THE TOP

Check out other RDJ SIM ADDONS under RDJ SIMULATION

FSX MISSION CH 46

FSX MISSION F 18

FSX MISSION VIETNAM

FSX WW2 PACIFIC MISSIONS

FSX SHUTTLE LAUNCH 2010

FSX SANDSPIT MISSIONS

FSX BIGFOOT MISSIONS

FSX TOP GUN

FSX OPERATION APACHE

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