



AIS-AI CONCORDE WITH PUSHBACK

FOR FS2004: A CENTURY OF FLIGHT and FS2002

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CONCORDE flight plans by Matt Dyer

The *AIS-AI© Concorde* with 'PUSHBACK' is the first in a series of new generation AI aircraft for both FS2002 and FS2004: ACOF. It integrates low polygon modelling with the new concept of 'AIS' (Animated Inbuilt Scenery). Now you can fill your virtual skies and airports with aircraft that are not only framerate friendly, but have the enhanced features of animated scenery generated as part of the aircraft model, and in FS2004, real pushback.

INCLUDED IN THIS FILE

1. AIS-AI© Concorde Installer for FS2002 / FS2004

This will install:

- a. Aircraft model – Animated gear, wheels and raising and lowering nose and visor.
- b. British Airways Textures
- c. Air France textures

2. CONCORDE.BGL traffic file for FS2004.

3. Text files to add Concorde to FS2002 AI Flight plans.

4. ACFU – Aircraft config File Updater. This utility designed exclusively for ARNZ by Michael Corcoran, allows for the automatic updating of Aircraft config files when adding official AIS-AI© Concorde repaints.



More information and full instructions on how to use ACFU are available from <http://arnz.myhost.co.nz>



FREQUENTLY ASKED QUESTIONS ABOUT AIS-AI©

So what's 'AIS' about then?

The principle of AIS-AI© is a simple one, to provide a more dynamic experience for AI aircraft. AIS-AI© is quite simply the inclusion of animated components to the standard 'IS' feature we have incorporated into our models for some years. The range of AIS-AI© aircraft are designed to replace the default FS2002/FS2004 AI aircraft, or AI aircraft from other sources which may not be as framerate friendly or lack the advanced features AIS-AI© aircraft offer.

What's this 'PUSHBACK' thing?

Pushback is exactly what it says. FS2004 has seen the inclusion of pushback for all AI aircraft. AIS-AI© enhances this feature by adding a pushback truck which only operates when the aircraft moves into pushback mode. It must be noted that even though all AIS-AI© aircraft are fully FS2002 compatible, PUSHBACK will not function due to the lack of a pushback feature for 2002 AI aircraft.



So I'll need a super computer to run AIS-AI© then will I?

No. All AIS-AI© models have been made with as low a polygon count as possible, while retaining as much detail as we could. We have also worked to rationalise the use of textures. Some say that its low polygons and a large number of LOD models that makes a good AI aircraft. We disagree with this approach and have worked hard to ensure only those surfaces which need to be textured are, the rest are left 'clean'. More polygons with fewer textures in our view will always beat a low polygon model with full texturing when looking to increase framerates. A minimum of 3 LOD models is included in all our models, and an optimised shadow model has also been built. What this all means at the end of the day is you may actually notice an improvement in framerates when you use AIS-AI© aircraft.

What's LOD?

LOD means Level of Detail. Usually all good AI models are actually a number of aircraft models combined together, rather than just one. Each model is designed to be displayed by Flight simulator at a certain distance from your position within the FS environment. When your view reaches that distance, FS will switch to the model the model maker has determined should be displayed. If the modeller has done his/her job properly, this means that an aircraft that is highly detailed up close and has a polygon count of several thousand, is displayed as a very basic model with only a dozen polygons when it is off in the distance and the detail is simply not visible. If LOD models are not used, then FS must still draw the fully detailed model in the distance, even though you are unable to see the detail. This is why high polygon models make poor AI aircraft, unless LOD models have been included.

What say I want to fly these planes rather than just use them for AI?

All AIS-AI© aircraft can be used as standalone flyable aircraft if you wish, and people with slower computers may well find this to be an option to assist with improving framerates. However the models have not been designed to withstand a high degree of scrutiny in terms of their detail. They are after all AI aircraft, and as a result will never have, nor are they intended to have, the perfect shape and level of detail models built specifically for flying do.

So how do I get these 'AIS' AI aircraft working in Flightsim?

FS2004: Simply copy the CONCORDE.bgl file directly into your C:\Program Files\Microsoft Games\Flight Simulator 9\Scenery\World\scenery folder. When you start FS2004 the sim will recompile the scenery files and Concorde flights will be added to your traffic utilising the AIS-AI© Concorde model.

FS2002: There are two FREEWARE tools available from most Flightsim websites designed specifically to help you install AI aircraft. The first is TTOOLS by Lee Swordy. TTOOLS disassembles the FS2002/2004 AI traffic bgl file into three text files. One lists the aircraft you have assigned to AI use, the second all the airports your AI traffic fly to and from, and the third the flight plans themselves. By editing these text files you can enter new aircraft, add new airport destinations and either add new flight, or change the aircraft your



current flight plans have assigned to them. TTOOLS comes with full instructions, and since it is quite a labour intensive and complex way of working with AI, it is important you read the instructions carefully and always back up your original files in case something untoward happens. TTOOLS does require a bit of patience initially, but once you understand what all the files mean it is a powerful tool.

The second utility is called AI Traffic Mover (AITM), and this FREEWARE tool is by Thomas Molitor. AITM allows you to easily edit any and all parts of your AI traffic movements by using fairly straightforward interfaces to each section of the flight plan. Through AITM you can swap, add and remove aircraft, change, add and replace flight plans, and make universal corrections to altitude and speed across all flight plans. AITM comes with TTOOLS but does not require the user to use it separately, as Thomas has integrated its use into AITM. As you read this, a new version of AITM for FS2004 was due for release. AITM takes all the power of TTOOLS, and applies it in a more user friendly interface and adds additional functionality.

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