



McPhat Studios

We tear 'em up, we wear 'em down... (for you to fly)

C-130E

Captain Sim C-130

Readme

by McPhat Studios, 2010



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Welcome to a product from McPhat Studios.

Thank you for downloading one of our repaints. I hope you enjoy our work. This repaint for the C-130 X-perience (FSX) has been made to be 100% ACE compliant and are compatable with Captain Sims C-130 X-perience(FSX) and Justflights C-130 Hercules (FSX version).

A full list of all my texture sets made for Captain Sim products can be found at www.captainsim.com or by doing a search in www.avsim.com library using my name : Domen

If you feel the need to contact me, you will find my details on page 4.

Again thank you for downloading my work.

Lars Domen

Release Notes

The real Belgian Air Component C-130 CH-13 is in fact a C-130H, just like all other Belgian C-130's. However, I opted to use the Captain Sim E model for this repaint for the simple reason that the model is closer to the Belgian H standard than the included H model.

Installation

How to install the file?

Locate the "variants" folder located in the directory below :

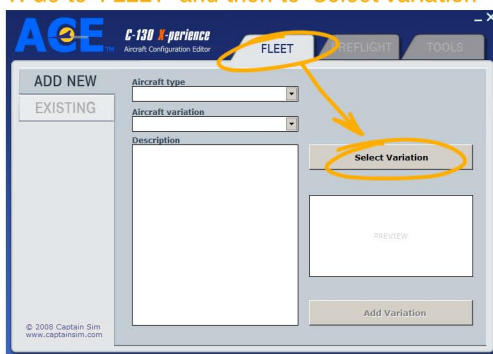
FSX - X:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Captain_Sim\130\variants

If the "variants" folder is not there then create one.

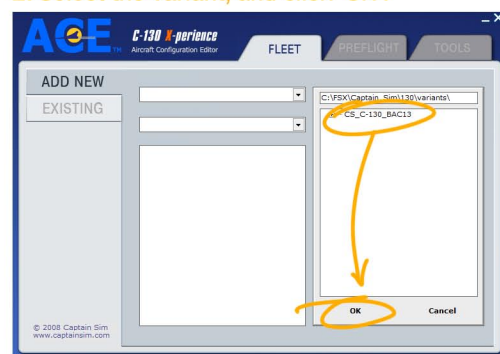
Unzip the contents of the compressed file into this folder keeping the file name.

Next run the relevant ACE program and follow the instructions below.

1. Go to 'FLEET' and then to 'Select Variation'



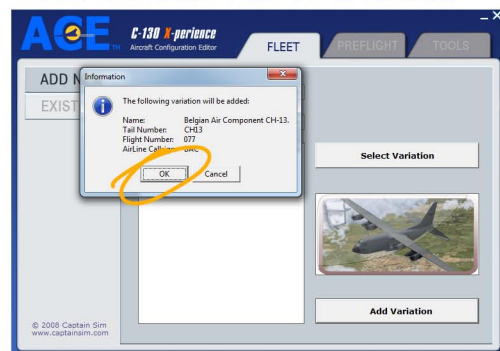
2. Select the variant, and click 'OK'.



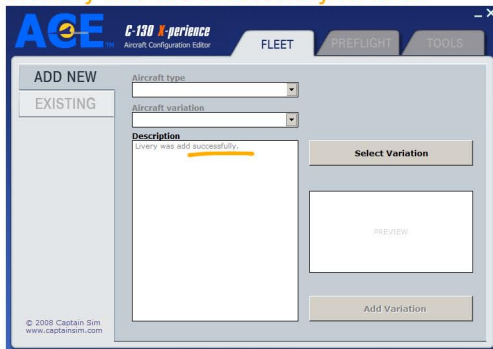
3. There she is! Click on 'Add Variation'



4. Last verification! Click 'OK' to continue.



5. Livery was add successfully. Et voila!

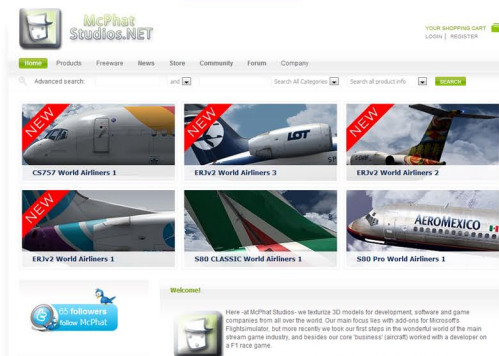


Contact and Credits

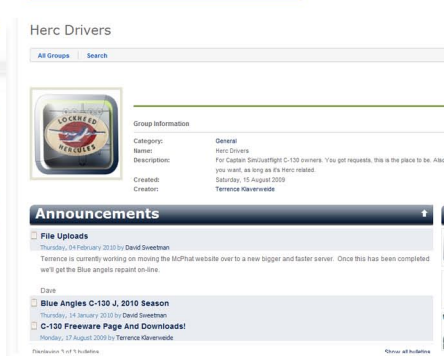
Contact

Visit our forums at : <http://www.mcphatstudios.net/> (you can even log in with your facebook account)

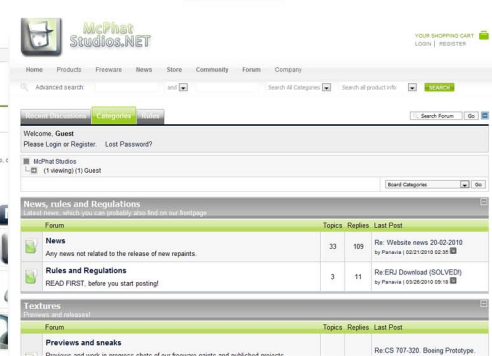
Our website :



The Herc Drivers group pages:



Our forum!



Credits

Lars Domen, *Junior Repainter*
Dave Sweetman, *Texture Artist*
Terrence Klaverweide, *Lead Designer*
Nicolas Nastri, *Lead Texture Artist*
Zacherius Acht, *Lead Texture Artist*
Leen de Jager, *Quality Controller*
Snorri P Snorasson, *Texture Artist*

