

# C-130E

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## 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](http://www.captainsim.com) or by doing a search in [www.avsim.com](http://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**

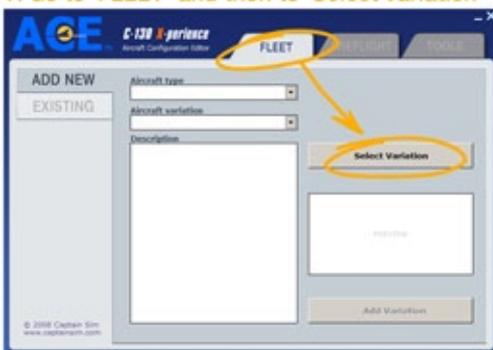
The real Belgian Air Component C-130 CH-02 is in fact a C-130H, just like all other Belgian C-130's. However, I opted to use the Captain Sim E model for this repaint for the simple reason that the model is closer to the Belgian H standard than the included H model.

Installation

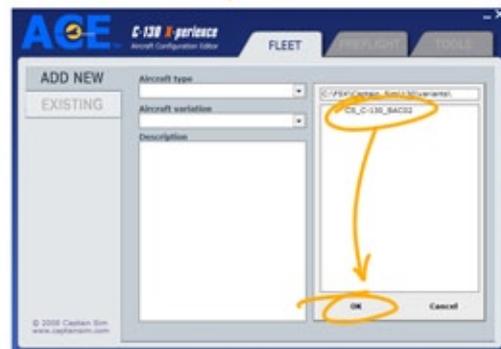
How to install the file?

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'



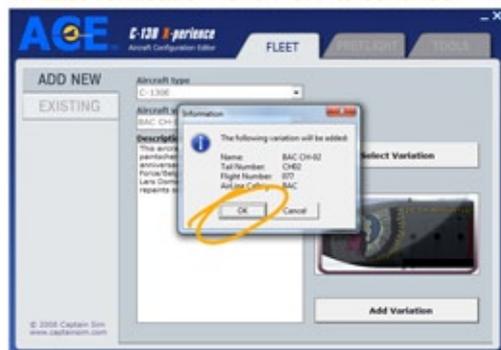
2. Select the variant, and click 'OK'.



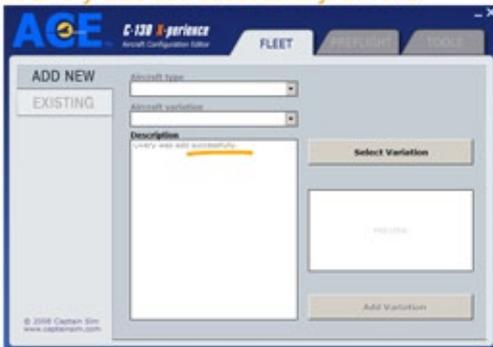
3. There she is! Click on 'Add Variation'



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*
- Terence Klaverweide, *Lead Designer*
- Nicolas Nasti, *Lead Texture Artist*
- Zacharius Acht, *Lead Texture Artist*
- Leen de Jager, *Quality Controller*
- Snorri P Snorasson, *Texture Artist*

