



**McPhat Studios**

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

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# F/A-18D

## Captain Sim's XLoad

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## 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 for Microsoft's Acceleration F/A-18AD

Please note, this repaint is only available for manual installation and all manual installation can be found on page 3.

This is my first repaint for McPhat Studios, but as more will follow, you can find them at [mcphatstudios.net](http://mcphatstudios.net) or on [captainsim.com](http://captainsim.com).

If you feel the need to contact me, you can find me on the McPhat Studios forum and community, and the Captain Sim forum.

Again thank you for downloading my work.

Lars Domen



## Installation (continued from page 3)

### Installation for Flight Simulator FSX

Important: This readme is written only for a manual installation of Captain Sim's XLoad, F/A-18D

### How to install the file?

Unzip the repaint to a temp folder

Locate the main CS\_F/A-18D folder where you will create this new repaint. Normally found at the directory address below.

C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\CS\_F/A-18D

Now return to the temp folder you unzipped the repaint too

Copy the folder named "texture.VMFA(AW)-332" in its entirety and paste it into the main CS\_F/A-18D folder as above. You should now have a folder named:

C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\CS\_F/A-18D\texture.VMFA(AW)-332

Next locate the aircraft config file named "aircraft.cfg" which should be located in the directory below

C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes\CS\_F/A-18D\aircraft.cfg

Create a copy of the aircraft.cfg file and keep in a safe location

Open the aircraft.cfg file.

Locate the last repaint in the list.

They all start with "[fsim XX\_ XX" (XX denotes the number in the list - find the last one).

Next copy the text below by clicking on it and paste after the final repaint in the aircraft.cfg file.

```

[fsim:7
... CS_F/A-18D_7
sim_f/A-18
model_c
pate
source=
texture=FA(AW)-332
ko_checks=boeing_f/A18_check
ko_reference=boeing_f/A18_ref
atc_c=///
atc_arinc=JSMD
atc_flight_number=001
ui_manufacturer="Boeing"
ui_type="F/A-18D"
ui_variation="VMFA(AW)-332"
ui_lycrole="Twin Engine Jet"
ui_createdby="Captain Sim & McPhat Studios"
description="This repaint depicts a Marine Corp F/A-18D from the VMFA(AW)-332. Repaint by Lars Dornen/McPhat Studios. Comments and suggestions are welcome on the McPhatStudios forum. For more info about our textures on - www.mcphatstudios.net."

```

Changed the XX in the title to the next number in your list of repaints.

Close and save the aircraft.cfg file.

### That's it!



## Contact and Credits

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### Contact

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

### Credits

James Dornier, *Editor/Designer*  
David Sweetman, *Texture Artist*  
Thomas Kaveau de Laet, *3D Designer*  
Nicolas Nasr, *Lead Texture Artist*  
Zachary Nash, *Lead Texture Artist*  
Leonidas Jager, *Quality Controller*  
Shawn P. Strassburg, *Texture Artist*