

FS2002/FS2004 OADF ADF-01F FALKEN

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FS2004: FS2002/FS2004 OADF ADF-01F FALKEN

FS2002/FS2004 OADF ADF-01F FALKEN. Science Fiction Animation Plastic Model Series No.25. This plane is based on TV Game "Ace Combat" series(Namco Bandai Games) and Plastic Model(BANDAI).This is a fighter that is produced by analyzes the technology that North Osean Grandar I.G Co. was researching. The windshield is abolished and the cockpit is covered with the armor and the technology that is called "Cofin System" to manage outside optical information with all surroundings camera without the blind spot is used. Therefore, the search operation ability surpasses the naked eye. Arms equip with the strategy laser gun of mega-watt class in addition to a usual organization gun and the missile, and have the attack power that far surpasses a past fighter. Three kinds of paint example(Red / Blue camouflage / Gray) are included.by Kazunori Ito.

Category: Flight Simulator FS2004 Aircrafts / FS2004 Downloads Military Aircraft

Compatibility: FS2004

Filesize: 2.91 MB

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Science Fiction Animation Plastic Model Series No.25.

Osean Air Defense Force
ADF-01F FALKEN

(based on AceCombat 5 and AceCombat ZERO)
by Kazunori Ito

- 1.Hope and Description of this aircraft
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Hope you!!

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* Please do not use this airframe in CFS(Combat Flight Simulator) !! *

* *

If this airframe is used in CFS,
Because it is likely to become a copyright violation completely....

This is a fighter that is produced by analyzes the technology that North Osean Grandar I.G Co. was researching. The windshield is abolished and the cockpit is covered with the armor and the technology that is called "Cofin System" to manage outside optical information with all surroundings camera without the blind spot is used. Therefore, the search operation ability surpasses the naked eye. Arms equip with the strategy laser gun of mega-watt class in addition to a usual organization gun and the missile, and have the attack power that far surpasses a past fighter.

[Specification]

Length : 24.0m

Wing span : 15.92m

Height : 6.60m

Weight : 23,300Kg

Engine : WWX-GD-425 X2

Max Speed : mach 2.2

[About the installation]

The airframe must copy the ADF-01F FALKEN folder as it is in the Aircraft folder of FS2002 or FS2004.

FS2002(FS2004)

----Aircraft

-----ADF-01F FALKEN

Please copy all files in the gauges folder onto the gauge in the Gauges folder of FS2002 or FS2004.

A general gauge is saved for the gauge bundled this time.

GPS gauges are not bundled.

Please set up it by yourself.

[About the operations]

This aircraft doesn't have a special operation.

Please operate it very usually.

Shift+"E" = Canopy open/shut

"/" = Airbrake open/shut

Throttle key(Joystick) = After burner Open/Shut

.....
!! A special key operation !!
.....

(Shift+"E")+ "2" = Weapon bay open/shut

Shift and "E" are pushed at the same time. afterwards, please push "2".

"2" Key is "2" of the main keyboard.

It doesn't move by "2" of ten keys.

Concorde Nose Key = Laser beam gun bay open/shut

This key is an arbitrary key that you are setting as key for Concorde Nose operation.

* for special key operation, *

* It is likely not to operate according to a set method of *

* your FS or the state of other Add-on tool. *

[About free software]

All aircraft that I made are free software.

The reprint and the repaint may go freely.

However, please defend the following conditions.

1.The change in contents of this file is prohibited.

(Please distribute it like the Zip file of the current state when distributing it.)

2.Please neither reverse-assembly nor never remodel(convert) it of the aircraft model.

3.Please don't bundle my airframe(MDL file) in the package of your works when you open the repaint to the public.

(Please open only the texture to the public.)

4.Don't use DXT format for making texture.

Please make it by the format that everyone can change.

It is necessary to be able to read and change with usual drawing software.

5.Please don't bundle my airframe in the package of your works when you open the new panel or sound, flight dynamics, scenery etc. corresponding to my work to the public.

(Please open only your works to the public.

6.I maintain the copyright of the aircraft model and the panel background.

7.The copyright of the gauge belongs to the author.

[About the directions point in FS2004]

This aircraft model is made by using FSDS Ver2.24.

Therefore, it is possible to play basically in FS2004(FS9).

However.....!!

For a wide large-scale aircraft, the distortion is caused and the phenomenon of the aerofoil tip's disappearing happens in the spot shooting mode.

If this phenomenon happens, Please switch to the spot shooting mode by using other small aircraft.

Afterwards, if this aircraft is selected, it is normally displayed.

Please give mail to the following mail address when there is a recommendation of making the opinion and the thing that doesn't come.

KzIT16643VT@aol.com

2006/07/12

Fukuoka, Japan