

Virtual Cockpit options

Project Airbus A32x* FD-FMC Version 1.55

Please, read the user manual about the Authors copyrights

Virtual Cockpit 3D Model

Project Airbus A32x FD-FMC is based on the FSX A321 VC model, with some improvement

- All mouse area activated with the most features working
- overhead texture fixed about the X-Bleed selector position

But since version 1.55, FD-FMC is provided with a VC model updated, by Björn Kesten. This new model has the Navigation Display location fixed for the copilot (it was inverted in the FSX default VC).

Björn has created a new rain effect, activated by default in the Panel.Cfg file (VCocpit03 section).

This VC is currently under development, so it has some little issue like a dimmed display lights during night.

So, it is activated by default, but if you want use the FSX default VC, edit the model.cfg file located in the Model folder and :

If you want use the FSX default VC use following text :

[models]

normal="don't change this text, this is the 3D aircraft model !!"

//interior=Airbus_A320_Int_Mod

interior=Airbus_A321_interior

If you want use the Björn Kesten VC use the following text :

[models]

normal="don't change this text, this is the 3D aircraft model !!"

interior=Airbus_A320_Int_Mod

//interior=Airbus_A321_interior

VC Textures

In the aircraft's pack, you can find in the "Bonus" folder, the 2 night VC texture set, created by CokiBH.

By default, the orange set is enabled when you install aircraft.

If you want use the white set, copy the 4 texture files located in "\Bonus\VC Textures\White\" folder, in your "Texture" aircraft folder. Answer yes to replace existing files.

If you want come back to orange texture, do the same operation with the 4 files located in the "Orange" folder

Check <http://freenavdbgroup.com> for VC 3D model or texture update.