

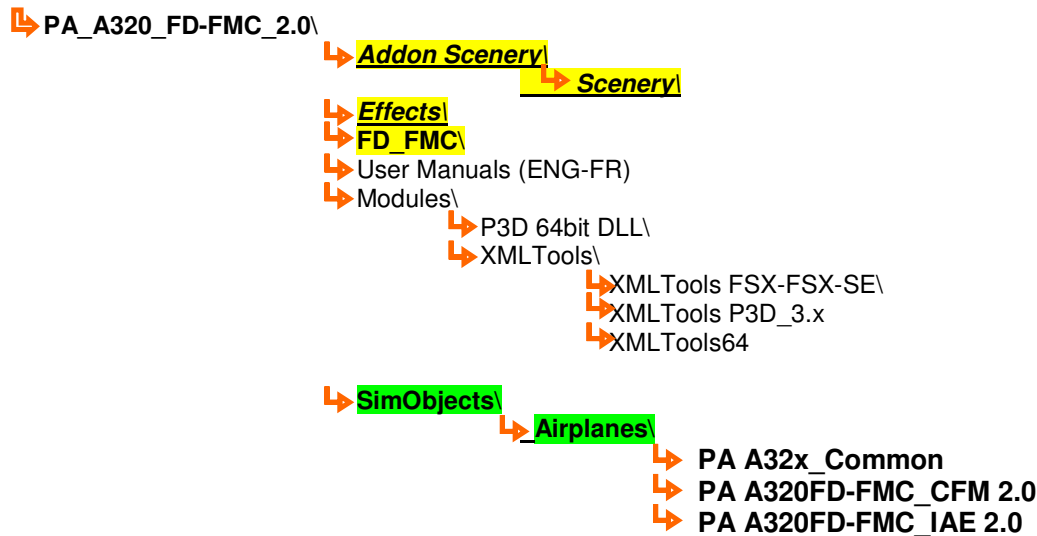
Installation manual

Project Airbus A320 FD-FMC Version 2.0

Please, read the user manual about copyrights

1. First Installation (FSX & P3D) of a FD-FMC 2.0 aircraft:

You must have the following tree directories :



Folder : A FSX/P3D existing folder where you must copy all the content

Folder : The content of these folders are common to all A32x FD-FMC 2.0 (A318-A319-A320-A321). Folders with name underlined are existing in FSX. You have to copy files only at the first aircraft. FD_FMC must be placed in your main FSX/P3D folder.

Note : PA A32x_Common folder is not an aircraft, but it must be placed in the \SimObjects\Airplanes folder, like an aircraft. It contains all common files to FD-FMC aircrafts family. Some subfolders are specific to each aircraft (Gauges and engine sound)

- Copy the 2 BGL files included in the “\Addon Scenery\Scenery” folder into your Sim “\Addon Scenery\Scenery” folder. These 2 files add to your Sim database all missing nav aids. These files can be updated by download newest version on Freenavdbgroup website. Updated each month with new/updated airports data.
- Copy « Effects » folder contents (a « .fx » files list) in your FSX/P3D « Effects » folder. If Windows ask you to overwrite existing files, reply by yes if the pack's file is most recent.
- Copy « SimObjects\Airplanes » pack's folder in your FSX/P3D « SimObjects\Airplanes » folder.
- Copy « FD-FMC » pack's folder, in your main FSX/P3D folder. This is airport database. See chapter 4 about airport database and how configure it.
- Select the right subfolder according your SIM version (FSX or P3D) in the « Modules » folder and install XMLTools module by use the installer provided. Please note that maybe you will have to install vc_redist 2010 (C++ Microsoft libraries available on Microsoft website)

2. If you have already a FD-FMC 2.0 aircraft installed:

- Copy « \SimObjects\Airplanes\PA_320_FD-FMC_CFM 2.0 » and « \SimObjects\Airplanes\PA_320_FD-FMC_IAE 2.0 » folder in your SIM
- Copy « \SimObjects\Airplanes\PA A32x_Common\A320_Gauges » pack's folder in your existing FSX/P3D « \SimObjects\Airplanes\PA A32x_Common » folder.
- Copy « \SimObjects\Airplanes\PA A32x_Common\sound.CFM_A_Murphy » and sound.IAE_A_Murphy » pack's folder in your existing FSX/P3D « \SimObjects\Airplanes\PA A32x_Common » folder

3. Installation P3D v4.x 64bit:

Same procedure that previous page, but after installation, replace the 2 following files located in “\SimObjects\Airplanes\PA_A32x_Common\” folder :

- A32x_Sounds.gau
- A32x_XML_Config.gau

By the 2 files with the same name, included in “\Modules\P3D 64bit DLL\” pack’s folder.

4. About FD FMC folder configuration

When « \FD_FMC\ » folder installed in your Main FSX/P3D folder, Open it and you will find two files with all the ICAO airports folders.

The first one is called « **FMC_Path.ini** » .

Open this file with a text file editor like Notepad or Notepad ++, and you can see that there is a single line inside : This is the path where FSX/P3D saves his flight plan files : But the actual line is the path of my configuration and you have to change this line with your own folder path, otherwise, FD-FMC will cannot saves its modified flight plan files and data files.

This path is generally:

« C:\Documents and Settings\Your User name\My documents\Flight Simulator X Files\ »

You will notice that each « \ » character must be doubled ! And that you must ending the line by a double « \ », **without leading or trailing spaces !**

When you wrote your path, save your « **FMC_Path.ini** » file at the root of « \FD_FMC\ » folder. If this file is not correctly filled, FD-FMC will cannot save its data and flight plan files.

The second file « **Config_A32xFD-FMC.ini** » allows setting some aircraft’s parameters at the start of flight. See text file to more information.

Airport installation:

The FD-FMC gauge can use airport data only if *.csv files are placed in a folder named **only with the 4 characters ICAO name**; In this case, that’s means that airport is FSX/P3D stock airport compliant.

When Airport folder name is not only the 4 ICAO letters, that’s means that airport data requires a AFCAD updated or a specific scenery.

Updated AFCAD are about missing ILS or runway or runway ID changes. In all cases, read instructions included in the readme.txt file into the airport folder, and in final, you will have to keep only the 4 letters ICAO name, and directly the *.csv files in the ICAO folder.

FD-FMC gauges can read data only if folder name is only ICAO code, and CSV files are directly in the ICAO folder and not a subfolder.

Example, EDDF – Frankfort (Germany) comes in 2 versions :

- First folder is called « **EDDF** »
- Second folder is called « **EDDF Aerosoft Mega airport 1.05** »

The first one is designed to be used with the FSX/P3D default Airport then the second, is designed to be used with the Aerosoft Scenery (because it has new Runways, and existing runways haven’t the same name that the FSX/P3D default Airport. This Aerosoft version can work with a Freeware Scenery, which has been updated.

Delete the folder that you will not use. If you have the « Aérosoft », Scenery or a AFCAD updated, delete the « **EDDF** » folder and rename the « **EDDF Aerosoft Mega airport 1.05** » folder in « **EDDF** ».

Other folders have their name like this : « ICAO – Read Install file » ; read the text file include in the folder to know what you have to do ; In the most case, this Airport type is provided with an updated AFCAD, to add a missing ILS for example. You will find this AFCAD in the Airport folder, and you will have to copy it in your FSX/P3D « \Addon Scenery\Scenery\ » folder; After, rename always the airport folder with only the four ICAO letters.

This database, is totally freeware and open source, and if you want update, download new Airports, or download a tools kit to create and participate to the project, go to the Freenav Website

<http://freenavdbgroup.com/>

5. XMLTools manual installation

In case of XMLTools installer doesn't work, you can install it manually. Copy dll module according your SIM version in your main FSX/P3D folder.

: [XMLTools.dll on FSDeveloper website](#)

Now, you must declare this « DLL » in a FSX/P3D configuration file called : « **dll.xml** ».

Note : Folder or files can be « hidden », or « system », so, you must set your file explorer to see hidden files and you must have Admin rights for others users than **XP** » users.

If you have **Windows Vista** or **Seven** , **dll.xml** is located in the following folder :

- [C:\Users\Your User Name\AppData\Roaming\Microsoft\FSX\](#)

Before to do any change on this file, do a backup of the original file !.

Open this file with a text Editor like Notepad or Notepad++ !

Look at :

File, after a header, has a list of sections, which begin by the following tag:

`<Launch.Addon>`

.....

.....

And ending by this tag

`</Launch.Addon>`

A section must always stay undivided, so, never insert a text inside a section.

To add a section, you must always do that after a tag `</Launch.Addon>` .

Section order has no importance. No priority.

To declare **XMLTools.dll**, Copy and paste in the file, the following section :

```
<Launch.Addon>
  <Name>XMLTools</Name>
  <Disabled>False</Disabled>
  <ManualLoad>False</ManualLoad>
  <Path>XMLTools.dll</Path> **
  <DIIStartName>module_init</DIIStartName>
  <DIIStopName>module_deinit</DIIStopName>
</Launch.Addon>
```

** (*XMLTools3D.dll if you use P3D 3.x or XMLTools64.dll with P3D 4.x*)

Save « **DLL.xml** » file

Launch FSX or P3D ; and answer by yes to the message box about the new DLLs.

I many thank **Tom Aguilo**, **Robbie McElrath** to give me the authorization to use their modules for this project. Without them, I would not have been able to create FD-FMC.

Important : If you havn't readings in the FMC gauge (only red '0') and if FMC keyboard doesn't work, that 's means that XMLTools is not correctly installed. Check your install and try again.

You can find support about FD-FMC project on Project Airbus Website:

<http://talk.pafs.wf/viewtopic.php?f=23&t=2823&start=3200>