



User's Manual

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Introduction

It started all when I needed frame-rate friendly AI Mil Mi-8 Helicopters for my Engels-2 Airbase rendition (now under Beta-testing). There are two Mi-8 versions on the net: The Mi-8 by Vladimir Zhyhulskiy, which is infact a beautiful flyable helicopter, and an AI version by Dmitriy Shnurov. Since the first one is a flyable version it lacks take-off and landing animations and has a big impact on frame-rate, the latter did not land as desired, it hovered over the runway and taxiways and even on parking point it did not get back to the ground. So I decided to make one of my own (coming soon). But... when you have a Mi-8, why not try to create a Mi-14? The Mi-14 is the amphibious version of Mi-8 and is missing in the MSFS world up to now, so it's quite simple I thought ;-). Actually it was more work than I supposed... but here's the result. Again there have been problems with the flight dynamics when I used Stemme based FDE's but the Michael MacIntyres turbo prop MAIW FDE's worked fine for me. Since they are his property and I could not get in contact with him, I can not upload them with my helicopters. Since I am no FDE guru, maybe some expert may write one and upload it.

But there is Flight One's HeliTraffic 2009 which uses the real MSFS Helicopter FDE's. I tested this with their demo and the Bell, and the helicopter worked fine, too. It also turned out, that even a bunch of 20 helicopters has no severe impact on the frame-rate.

Features

For AI-traffic or HeliTraffic 2009 only.
FSDS V3.5 created 4 LOD visual model.
Built in take-off and landing animations for fixed-wing FDE's.
Two visual models (Generic and Polish Navy).
Three liveries.
Layered Paint-Kit.

Installation

HeliTraffic 2009 users:
Simply unzip the contents of this archive to your FS-2004 aircraft folder.
Be sure, that "keep folders" is tagged in your zip program.
Activate the three helicopters in HeliTraffic 2009. You may use it in random traffic or create scheduled flights in HeliTraffic 2009. That's all.

Traffic Tools users:

There is a little bit more work to do... ;-)

First unzip the contents of this archive to your FS-2004 aircraft folder.

Then find a suitable AI-helicopter FDE.

Replace the "Mi 14 AI Helicopter.air" file with the ".air" file. Ensure that the new file has the exact spelling "Mi 14 AI Helicopter.air" again.

Open the file "aircraft.cfg" in the Mi-14 directory with a text editor like Notepad.

```
[fltsim.0]
title=vdhht Mi-14 Polish Navy
sim=Mi 14 AI Helicopter
model=PL
texture=
prop_anim_ratio=2.10
atc_airline=Polish Navy
ui_manufacturer=vdh_ht
ui_type=Mil Mi-14
ui_variation=Polish Navy
description=Mil Mi-14 for AI Traffic only
atc_parking_types=RAMP
atc_parking_codes=AF8,MI8

[fltsim.1]
title=vdhht Mi-14 Shark
sim=Mi 14 AI Helicopter
model=PL
texture=1011
prop_anim_ratio=2.10
atc_airline=Polish Navy
ui_manufacturer=vdh_ht
ui_type=Mil Mi-14
ui_variation=Polish Navy 1011 (Shark)
description=Mil Mi-14 for AI Traffic only
atc_parking_types=RAMP
atc_parking_codes=AF8,MI8

[fltsim.2]
title=vdhht Mi-14 UKAF
sim=Mi 14 AI Helicopter
model=
texture=UKAF
prop_anim_ratio=2.10
atc_airline=Ukrainian Navy
ui_manufacturer=vdh_ht
ui_type=Mil Mi-14
ui_variation=Ukraine Navy Red 54
description=Mil Mi-14 for AI Traffic only
atc_parking_types=RAMP
atc_parking_codes=AF8,MI8

[General]
atc_type=MIL
atc_model=mi8t
editable=1
performance=Model Designer : Hannes von der Heide\nFOR HeliTraffic 2009 USE ONLY

[contact_points]
//0 Class <0=none,1=wheel, 2=scrape, 3=skid>
//1 Longitudinal Position (feet)
//2 Lateral Position (feet)
//3 Vertical Position (feet)
//4 Impact Damage Threshold (Feet Per Minute)
//5 Brake Map (0=None, 1=Left, 2=Right)
//6 Wheel Radius (feet)
//7 Steer Angle (degrees)
//8 Static Compression (feet) (0 if rigid)
//9 Max/Static Compression Ratio
//10 Damping Ratio (0=Undamped, 1=Critically Damped)
//11 Extension Time (seconds)
//12 Retraction Time (seconds)
//13 Sound Type
//14 Airspeed limit for retraction (KIAS)
```

```

//15 Airspeed that gear gets damage at (KIAS)

static_pitch = 0
static_cg_height = 6.67
tailwheel_lock = 0
gear_system_type = 1
max_number_of_points = 3

point.0= 1.000, 23.333, 0.000, -7.70, 3003.699, 0.000, 0.98, 88.000, 1.121, 2.500, 1.261,
5.000, 5.000, 0.000, 0.000, 0.000
point.1= 1.000, -8.333, -9.333, -6.67, 3003.699, 1.000, 1.64, 0.000, 1.003, 2.500, 1.416,
8.000, 8.000, 2.000, 0.000, 0.000
point.2= 1.000, -8.333, 9.333, -6.67, 3003.699, 2.000, 1.64, 0.000, 1.003, 2.500, 1.416,
9.000, 9.000, 3.000, 0.000, 0.000

[LIGHTS]
//Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit
light.0 = 4, 12.240, 0.000, 1.600,fx_vclight_grn

//1-5: remove if fixed wing FDE is used
light.1 = 3, -8.451, -1.552, 3.038,fx_navred
light.2 = 3, -8.451, -1.552, -3.038,fx_navgre
light.3 = 3, -41.953, 0.000, 4.806,fx_navwhi
light.4 = 1, -20.782, 0.000, 6.819,fx_beacon
light.5 = 2, -20.782, 0.000, 6.819,fx_strobe

```

<= New FDE goes here!!

Delete until end of File

Delete all lines below the light.0 line. Copy and paste the new FDE (from the aircraft.cfg of the desired FDE below the light.0 line. Delete any subsequent [fltsim.x], [contact_points], [general] and [lights] sections from the pasted data. Save your work and exit. Your Mi-14 is now ready for flight-plan generation and AI operation.

Repaints

Along with this archive comes a layered paint kit (PSP 7 format). Feel free to use it and distribute your work to share with the FS community.

Known Issues

- No water landings supported

When using with Helitraffic 2009

- the animations for landing- and taxilight don't work and the light beams are not visible.
- The Pilot figures will not show up on running engine
- Reflecting Textures are not supported (Will become semi-transparent instead)

Disclaimer

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Happy Flying

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