

Tom A330

Maintenance Facility Planing

MFP



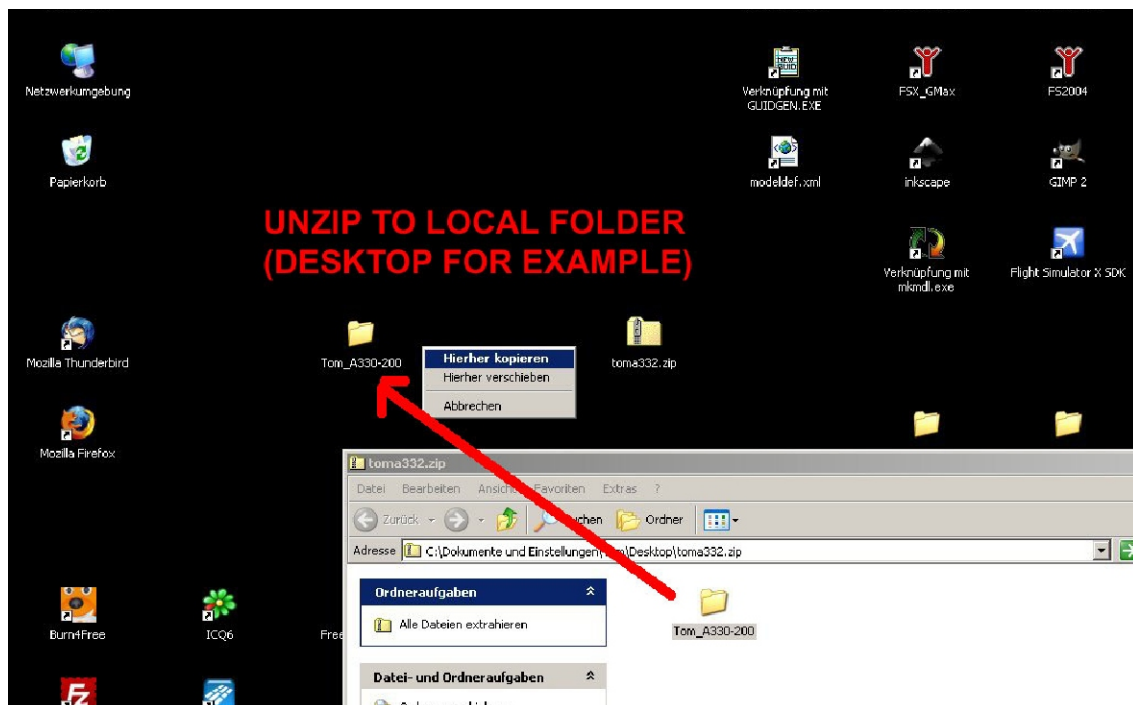
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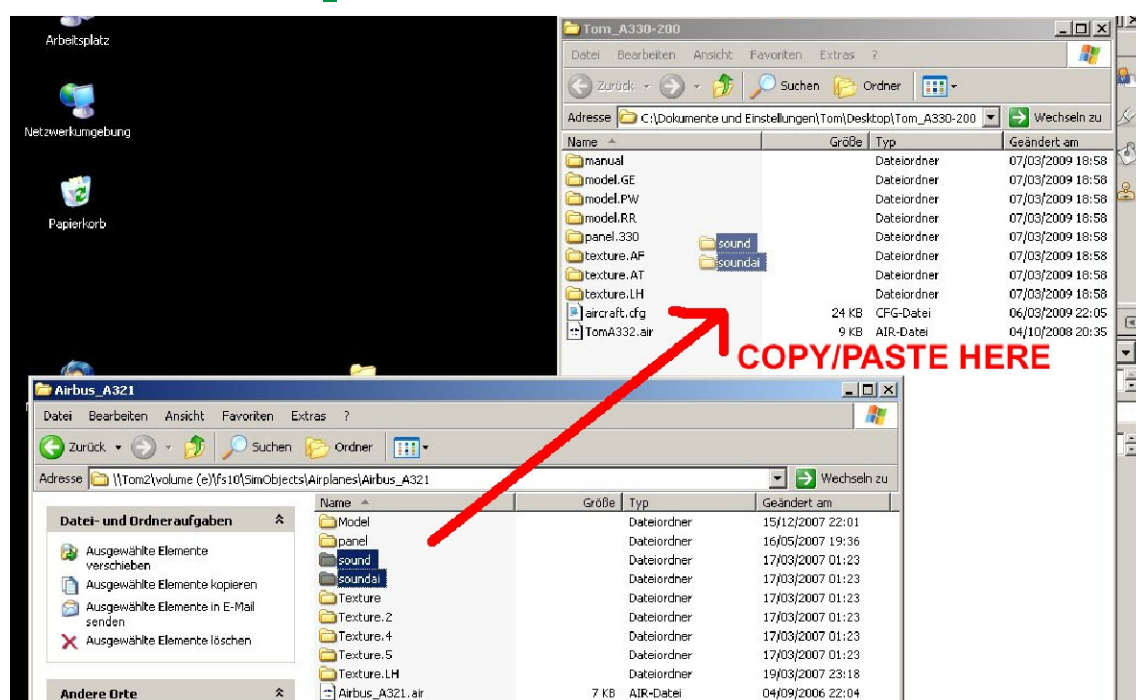
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1. Installation in FSX

1) Unzip TOM332.ZIP to your desktop



2) Copy and paste the complete sound and soundai subfolder from your default Airbus_A321 folder into the new Tom330_200 folder.



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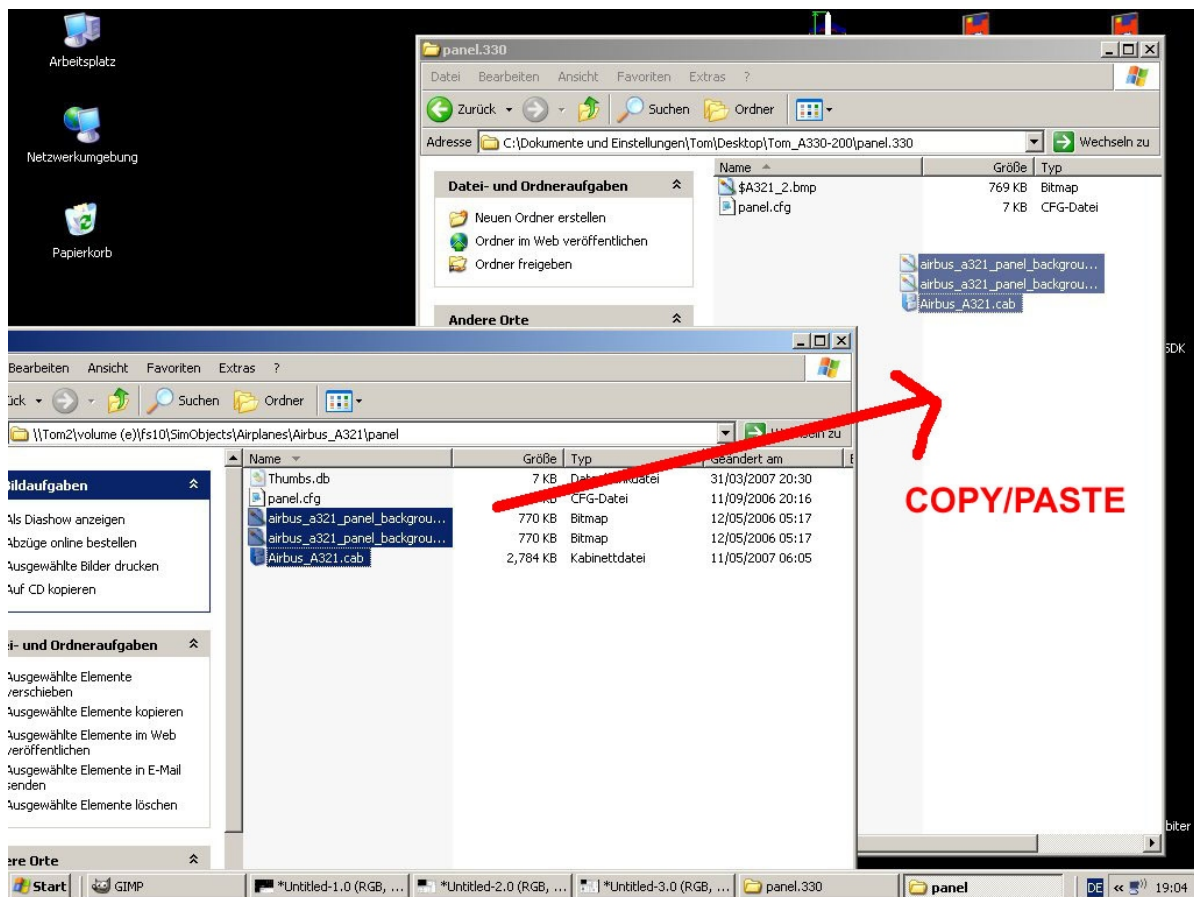
3) Copy and paste the following files from your default **Airbus_A321/panel** folder into the new **Tom330_200/panel** folder.

Airbus_A321.cab

airbus_a321_panel_background.bmp

airbus_a321_panel_background_night.bmp

Do not copy other files from this folder !!



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- 4) Copy and paste the following files from your default **Airbus_A321/Texture** folder into each of the new **Tom330_200/texture.AF**, **Tom330_200/texture.AT** and **Tom330_200/texture.LH** folders.

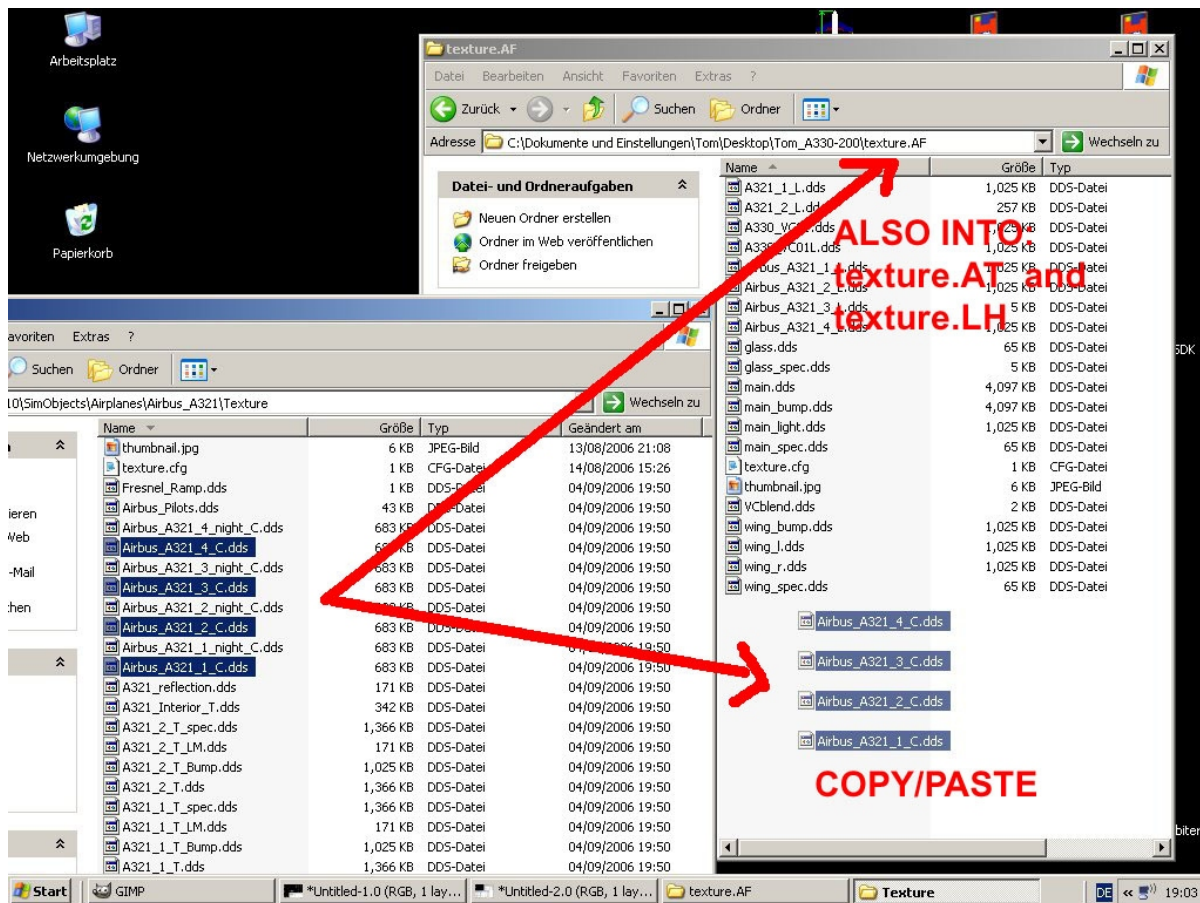
Airbus_A321_1_C.dds

Airbus_A321_2_C.dds

Airbus_A321_3_C.dds

Airbus_A321_4_C.dds

Do not copy other files from this folder !!



- 5) Move the new folder **Tom330_200** from your desktop to your **FSX aircraft folder**.
Usually "**C:\Program Files\Microsoft Games\Microsoft Flight Simulator X\SimObjects\Airplanes**"

- 6) Dont forget to unzip all files from the **lighteffects** folder of the zip into your **FSX/effects** folder

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2. KnownBugs

1) Disapearing or flashing lights:

Try to increase the "NUM_LIGHTS" in the fsx.cfg from 8 to 10

2) Flight envelope protection (Fly by wire)

If you want to activate the FSX fly by wire function, just open the [aircraft.cfg](#) and remove the // in front of the entrie [fly_by_wire=1](#) of the [\[airplane_geometry\]](#) section.

3) The flightmodel is not as good as it should be since i am not an FDE specialist, so this is all i can do for now. Feel free to change wahtever you want.