



"Sapphire" livery for the Cirrus Jet:

I have created these extras to compliment the Cirrus Jet (Cirrus TheJet) aircraft included with X-plane. All of the files have been created and mapped using AC3D, so there should be no need to move them around in Plane-Maker, and I have spent a lot of time ensuring they also match the paint located at each mounting point.

The attached "Extras" files includes:

- Anchoring Hooks, mounted beneath the front of each wing
- Antennae, mounted beneath the forward fuselage, above the engine, and beneath the rear fuselage
- Elevator components, linked to the same dataref as the elevators
- Fins, located beneath the forward fuselage, either side of the rear fuselage, and above the engine
- Flap components, fully animated and linked to the same dataref as the flaps
- Fuel cap on each wing (instructions and flammable warning in the included livery)
- Mounts for rotating beacons on each tail fin
- Sensors, including an AOA sensor, multi-purpose sensor and pitot tubes
- Rotating turbine (courtesy of [mid7night](#))

Credit where credit's due:

While I've spent lots of time creating these extras for the Cirrus Jet, credit for the jet itself goes to Max at www.dmax.it whose 3d modelling and artwork have been inspirational, and to Andy Goldstein for his modifications. The included spinning turbine is provided with thanks to the talent and permission of [Mid7night Creations](#).

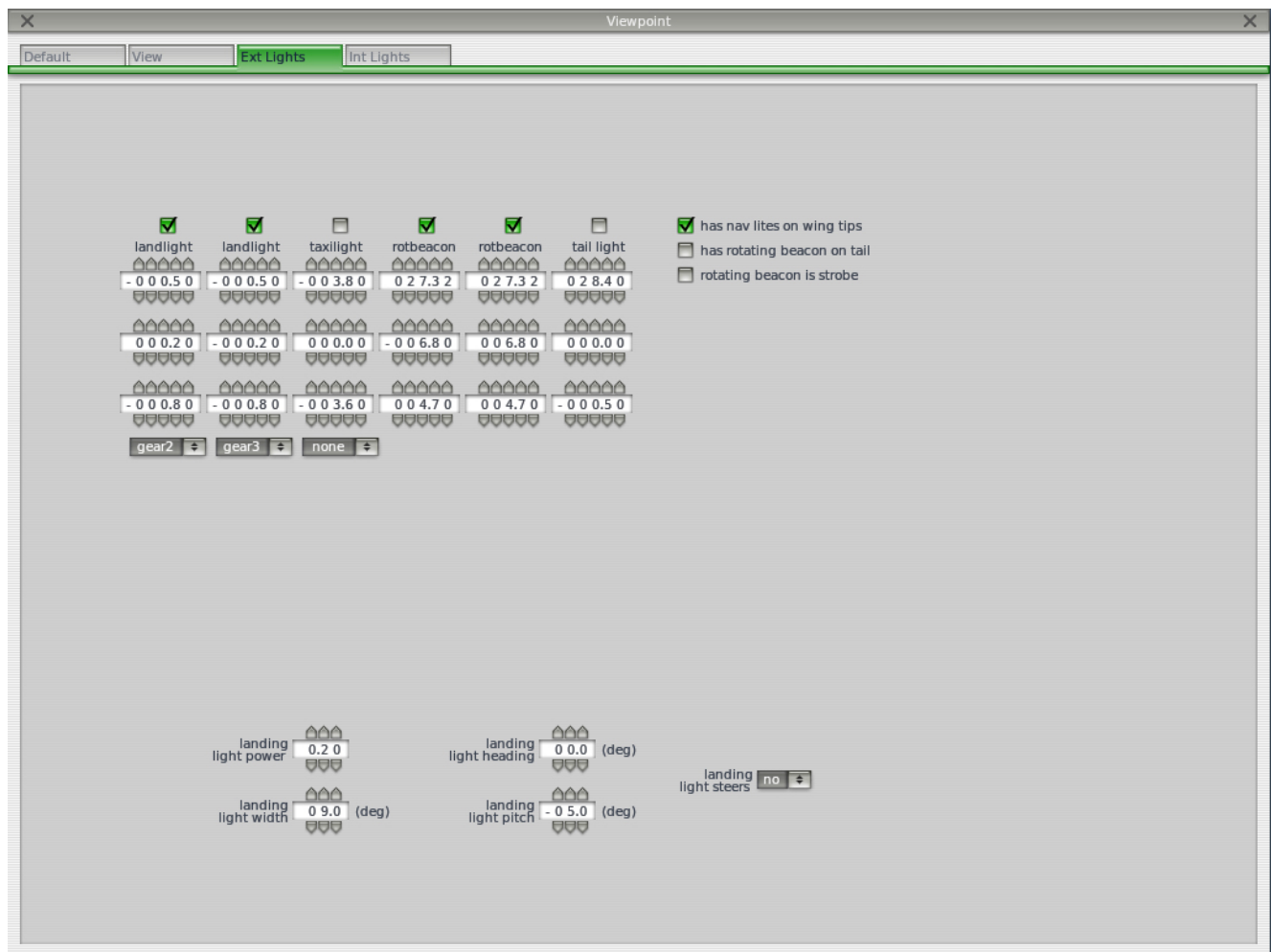
Installation:

- 1) Open the "X-Plane" folder
- 2) Open the "Aircraft" folder
- 3) Open the "General Aviation" folder
- 4) Open the original "Cirrus TheJet" folder
- 5) Place the "Sapphire" folder in the "Livery" folder
- 6) Open the "File" menu and select "Open Liveries"
- 7) Select "Sapphire" (Livery should now change)
- 6) Place the "Extras.obj" file within the "Objects" folder
- 7) Open Plane-Maker and then open "Cirrus TheJet" from the file menu
- 8) Select "Misc Objects" from the "Standard" menu
- 9) Find an unused space and click on the clear square icon next to it to open directory
- 10) Locate and select the "Extras.obj" file from the "Objects" folder (new objects should appear on the plane now)
- 11) Select "Save" prior to closing PlaneMaker

Adjusting the rotating beacon positions:

By default, the standard Cirrus Jet shipped with X-Plane doesn't have the rotating beacons on the tail enabled, but if you want to add these in Plane-Maker it's very easy.

- 1) Open the Plane-Maker
- 2) Go to the "Standard" menu and select "Viewpoint"
- 3) Select the "Ext Lights" tab, then configure the two "rot beacon" lights as per below.



Free to download, but not to sell:

I'm happily making these objects available for free download and use, and should you wish to redistribute for free, all I ask is that you acknowledge my work. No permission is granted for any commercial use.