



## **FSX Vietnam War project** (Base Pack Version 0.9)

### **QUICK INSTALLATION GUIDE**

**This version is 0.9 base pack. It will be improved, others airfields will be added later.**

**AI packs, Operations packs and Mission packs will be added later.**

**PLEASE REFER TO FULL DOCUMENTATION IN VnW DOCUMENTATION**

**Take a look at the project website for news : [FSX Vietnam War project](http://vietnamwar.project.free.fr)**

**You will find some airplanes textures, downloads links to airplanes and other objects libraries, and more...**

**This project is open, AI airplanes, objects, sceneries, missions authors are welcome, you can contact us at : [vietnamwar.project@free.fr](mailto:vietnamwar.project@free.fr)**

**We are looking for Navy operations , AI carrier (USS Enterprise, USS Intrepid), and Navy AI airplanes.**

**Also AI helicopters are welcome.**

### **Installation**

**VERY IMPORTANT – BEFORE INSTALLATION:**

**If the sceneries of Vietnam War Pack 0.1 (Pleiku, Cam Ranh, Dak To et LZ Alpha July 2009) have been installed, they must be now removed from FSX.**

**1 - Start FSX. In FSX main page, go to Settings > Addon Scenery, and browse to locate to the location of the sceneries folders called: Dak To, Cam Ranh, Pleiku and LZ Alpha.**

**2 - Select one by one, then click delete a zone, and confirm.**

**3 - Re-start FSX, and check that they no longer appear in the folder C: \ Program Files \ Microsoft Games \ Microsoft Flight Simulator X \ Addon Scenery (default path for FSX in XP environment), otherwise delete .**

**For beta testers the same procedure to remove Vietnam War project test.**

#### **INSTALLATION:**

**To install the new pack, theses procedures must be followed :**

**1 - Extract the archive file into a temporary folder.**

**Then, launch the FSX Vietnam War project.exe file**

**AUTOMATIC INSTALLATION (for any default installation of FSX)**

**check FSX path during installation , you can choose another install path if necessary (if used another drive than C:)**

**OR**

**MANUAL INSTALLATION: when selecting during installation, you can choose another folder temporarily, then**

**1 - copy the Vietnam War project folders (which contain scenery and texture sub-folders) and paste in the Microsoft Flight Simulator X folder / addon scenery**

**2 - copy the contents of the folder: / simObjects / airplanes (VNW AI airplanes) and paste in Microsoft Flight Simulator X / simObjects / airplanes**

**3 - Copy the file VNW Document Library folder and paste in Microsoft Flight Simulator X folder**

**Then:**

**- Start FSX, go to Settings > Addon Scenery, and browse to the location of the Vietnam War project folders that you want to install : Vietnam War project, Vietnam War project Under Fire, Vietnam War project Fictive LZ (normally in FSX / addon scenery) , they should then appear at the top of your Addon Scenery list.**

**VERY IMPORTANT:**

**The Vietnam War Project Under Fire scenery must be above the 2 others Vietnam War project sceneries to take advantage of its additional scenes.**

**- Restart FSX, choose free flight and select airfields from Vietnam, or load a flight plan provided**

**IMPORTANT: Do not forget to disable the Vietnam War project sceneries to go fly in 2009.**

**VERY IMPORTANT – TO BE DOWNLOAD :**

**Other libraries used and must be downloaded separately and installed in each folder Vietnam War project (in the scenery and texture files)**

**- Objects library JGSE (objects airports) John Stinstrom to download: (FS2004 Military Ground Service Equipment) Here at Flightsim: [Military Ground Service Equipment](#)**

**and here at Avsim: :[Military Ground Service equipment](#)**

**- Objects library Vintage Military Buildings SS FS9 scenery objects by Sidney Schwartz**

**Here at Flightsim: [Vintage Military Buildings SS](#)**

**and here at Avsim: [Vintage Military Buidings SS](#)**

**These files are also available from Simviation**

**These libraries (scenery and textures) should be installed in the FSX / addon scenery / Vietnam War project**

### **Thanks and Credits**

**Scenes and objects libraries from Microsoft Flight Simulator X**

**Objects that can be downloaded from the Net :**

- Library Vintage Military Buildings SS FS9 scenery objects : Sidney Schwartz**
- Library JGSE (airport objects) Military Ground Service Equipment : John Stinstrom**

**Objects integrated in the pack, by permission or readme informations.**

- Objets from Vietnam Chu Lai : Al Simms, a great job**
- Radars : Jim Dhaenens (FSXrdrs)**
- Lights and shelters: Jim Dhaenens**
- Static aircrafts : Guy Diotte ( F4, KC-135, C-130, EA-6 Prowler, OV-10 Bronco, AN-2, Mig-21, F-104.)**

### **AI aircrafts**

- OV10 Bronco, OV1 Mohawk, U10 Helio Courier, T-28 Trojan, A-1J**

**Skyraider : Tim Piglet Conrad**

- **Constellation EC121D et EC121R : Manfred Jahn**
- **C123K : Vladimir Zhyhulskiy, Repaints by StteveB**
- **L19 Birdog : Massimo Taccoli**
- **C141, C130, B-57, A-3 : Alphasim now freeware**
- **C118 : Tom Gibson repaint : Jens B Kristensen**
- **S3 Seaking : Rob Nieuwenhoven, Chris Jones and Mal Lloyd. Repaint Lewis Magruder**
- **P3 Orion : KBT Team**
- **Avro Shackleton : Paul Foster**
- **Grumman HU-16 Albatross: Greg Pepper (RIP) and Michael Verlin, updated by David Poulin**
- **Beech D 18 S by Milton Shupe, textures by Andre Folkers**
- **Mig-21 by Mike Pearson and Mehlin Rainer**
- **C-124 by Arik Hohmeyer and fs-design Berlin**

**Thanks to all those authors for having allowed us to integrate their objects in our project.**

**Thanks also for our testers and the support of FS Tutoriels. To all who have encouraged us at Sim-Outhouse and Pilote-Virtuel.**

**Special thanks to Al Simms, Tim Piglet Conrad, Manfred Jahn for « cooking » AI EC-121 for the project, KBT Team for P-3 model and search, Mark Schimmer, Vladimir Zhyhulskiy, SteeveB, Guy Diotte for airplanes adaptation, Pepe Pompero, JM Mabile, Patrick Renaudin**

**Last but not least, thanks for the support and encouragements of Jerry and Bill who provided us with documentation, pictures and experience.**

## **Legal stuff**

### **Copyright**

**The FSX Vietnam War project is Freeware.**

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