



RFN - PAN Charles de Gaulle Moving Carrier for FSX Acceleration

**Version 1.00
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History

It is the first and only ship with nuclear propulsion built in Western Europe and France is the only country outside the United States to have begun the construction of an aircraft carrier with nuclear propulsion. (Extract from Wikipedia)

For more information see also:

[http://fr.wikipedia.org/wiki/Charles_de_Gaulle_\(porte-avions\)](http://fr.wikipedia.org/wiki/Charles_de_Gaulle_(porte-avions))

<http://www.netmarine.net/bat/porteavi/cdg/index.htm>

FSX Model v1.00

The two versions represent the Charles de Gaulle in two configurations which allow deck-landing and catapulting. "Configuration 1" presents a clear deck, particularly adapted to multi-player flights and "Configuration 2" presents a more operational take-off deck with more planes.

Remarks:

- These models integrate a numbers of "air-sea" features of FSX/ACCELERATION. They were tested only for FSX/Acceleration. There is no guarantee if used in other simulations.



Animations

In order to have all the animations working:

- The "advanced animations" option must be selected in your FSX Settings
- The aircraft must be equipped with the RFN Gauge
- The TACAN frequency must be selected to that of the Charles de Gaulle.

List of the integrated animations:

- The officer of launch raises the green flag (order of "full throttle") and touches it to the deck to order launch of the catapult.
- Meatball with the red lights for Wave Off and the white lights for Add Power.
- During catapulting, the mirror bends, the housing of catapulting and the jet blast deflector raise up
- Steam effect of the catapult
- Lights of deck are synchronized with the phases of catapulting and deck-landing
- Clocks are on FSX time
- The radar antennas turn
- The flags float in the wind
- The wake effect of bow and the stern are visible when the ship moves forward
- The elevator in front (conf 1 and 2) is mobile and controlled with Ctrl + Shift + Z

Carrier TACAN and meatball

In order to have this feature working with the Charles de Gaulle you need to install the RFN carrier gauge.

<http://royalefrenchnavy.perso.sfr.fr/index.htm>

Textures

All the textures are original and, by default, converted into DDS format, without MIPMAPs.

The flight deck textures have been kept to the highest possible resolution (2048X2048 pixels).

- Edit manually the fsx.CFG file (for WinXP or Win7 user, you can find it here: C:\Documents and Settings\[username]\Application Data\Microsoft\FSX)
 - Make a back up copy
 - Look for [GRAPHICS] section
 - Modify TEXTURE_MAX_LOAD value, by setting 2048 or above
TEXTURE_MAX_LOAD=2048
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Moving ship utilization

For moving ship utilization, it's highly recommended to use Lamont Clark's tools like AIBTC and/or AICarriers2

1) Using AICarriers2:

- Copy the formations which are in the file For_Aicarriers.cfg in Options/For AICarriers.
- Paste it at the end of the file aicarriers.cfg that you will find into the AICarriers folder.
- Number these formations in the chronological order of the previous ones.
Example: if the last installed formation in aicarrier.cfg is number 10, then Charles de Gaulle conf1 will be formation 11 and Charles de Gaulle conf2 will be formation 12.
- Launch FSX, and then launch a free flight, when over the sea strike "Shift+J" to display AICarriers menu and follow the instructions

2) Using Traffic AI

- Copy the directory "RFN" which is in Options/Add-on Scenery and paste it in FSX/Add-on Scenery. Then declare the "RFN" Scenery in Scenery Library. If the "FSX/Add-on Scenery/RFN" folder already exists, copy and paste the individual BGL files to the "FSX/Add-on Scenery/RFN/scenery" folder.
- The CDG in configuration 1 and 2 will always be inserted into the scenery if you take-off at LFTH Hyères, LFBC Cazaux, LFRH Lorient Lann-Bihoué, or LFRJ Landivisiau. By default the TACAN frequency is 47X for configuration 1 and 47Y for configuration 2.

Users can create custom nav tracks from Google Earth path files by using the AI boat tool (AIBTC).

Installation

- Copy the Effects files to FSX/Effects and those for Effects/texture to FSX/Effects/texture.
- Copy the directory VEH_Charles_de_Gaulle to FSX/SimObjects/Boats.
- Check the "advanced animations" option is selected in your FSX Settings.
- The gauge RFN must be installed on the used aircraft.
- If, in "Settings/Realism", you selected the option "Detect crashes and damage", then it is advised to check only "Aircraft stress causes damage" and **not to check "Allow collisions with other aircraft"** at the risk of causing unexpected crash during movement on the aircraft carrier deck.
- In "fsx.CFG" put 2048 in TEXTURE_MAX_LOAD = 2048 in replacement of default 1024.
(See the procedure in "textures" section).
- To prevent flickering, you can add MIPMAPs to the 3 main flight deck textures.
 - Copy the 3 files from Options/Textures MipMap/texture.1 to FSX/SimObjects/Boats/VEH_Charles_de_Gaulle/texture.1
 - Copy the 3 files from Options/Textures MipMap/texture.2 to FSX/SimObjects/Boats/VEH_Charles_de_Gaulle/texture.2

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Crédits

- 3D Models: Pierre Marchardier (PAN Charles de Gaulle, Hawkeye), Sylvain Parouty (SEM, crew, vehicles, etc...)
- Texture: Sylvain Parouty
- Documentations: Michel Panattoni, Patrick André

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- Michel Panattoni, retired Navy pilot and beta tester, my Carrier special advisor.
- Pierre Marchardier, my exclusive 3D models provider and the one who did this PAN Charles de Gaulle model.
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- Frank Safranek and Benoit Dubé for the translation.
- All the carrier creators who post at the Sim-OutHouse and FS Developer forums, thanks to our discussions, a lot of FSX SDK mysteries have collapsed...

Recommendations

Recommended websites:

<http://royalefrenchnavy.perso.sfr.fr/index.htm>

<http://restauravia.com/>

<http://www.sim-outhouse.com/index.php>

<http://www.fsdeveloper.com/>

Recommended free airplanes for Naval ops:

- Etendard IVM available on Royale French Navy website.
- Fouga Zephyr CM175 from André Chancel and Restauravia's team, available on Restauravia website.
- T-45C Goshawk from Dino Cattaneo, a great full model. Search for 'Goshawk' on Flighsim library to download it or on the website of the author <http://indiafoxtecho.blogspot.fr/>.

For another moving ships (the FlyingStations HMS Ark Royal for example) or adding a beautiful navy scenery (NAS Meridian of Jim Dhaenens), have a look to the RFN web site (see above) and his recommendations.

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Enjoy and have nice flights/traps

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Sylvain Parouty