

F-5EBR (v3.0)

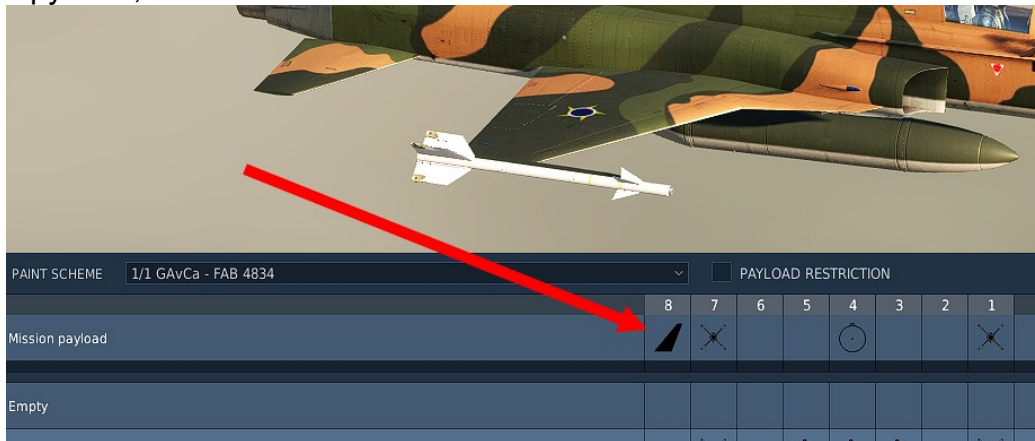
Mod that adds a fuel probe. So far I haven't been able to find a way to enable refueling, now you can contact "texaco" and connect the basket. The model is free, any modifications, please contact me.



File replacement installation:

1. Backup the entry.lua and F-5E.lua files(**C:\SteamLibrary\steamapps\common\DCS Mods\F5\release\CoreMods\aircraft\F-5E**) and the comm.lua file in (**C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E**);
2. Copy the DCSWorld folder to the root folder of your DCS installation (**C:\SteamLibrary\steamapps\common**) and the Liveries Folder for **C:\Users\seuUsuario\Saved Games\DCS** .

3. On pylon 8, choose a mod.

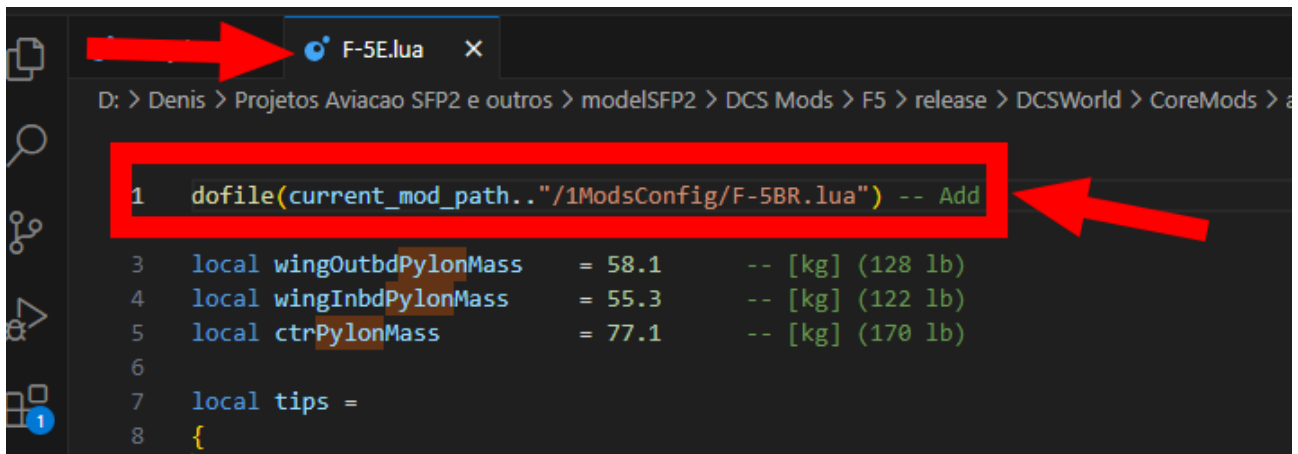


Reinstallation:

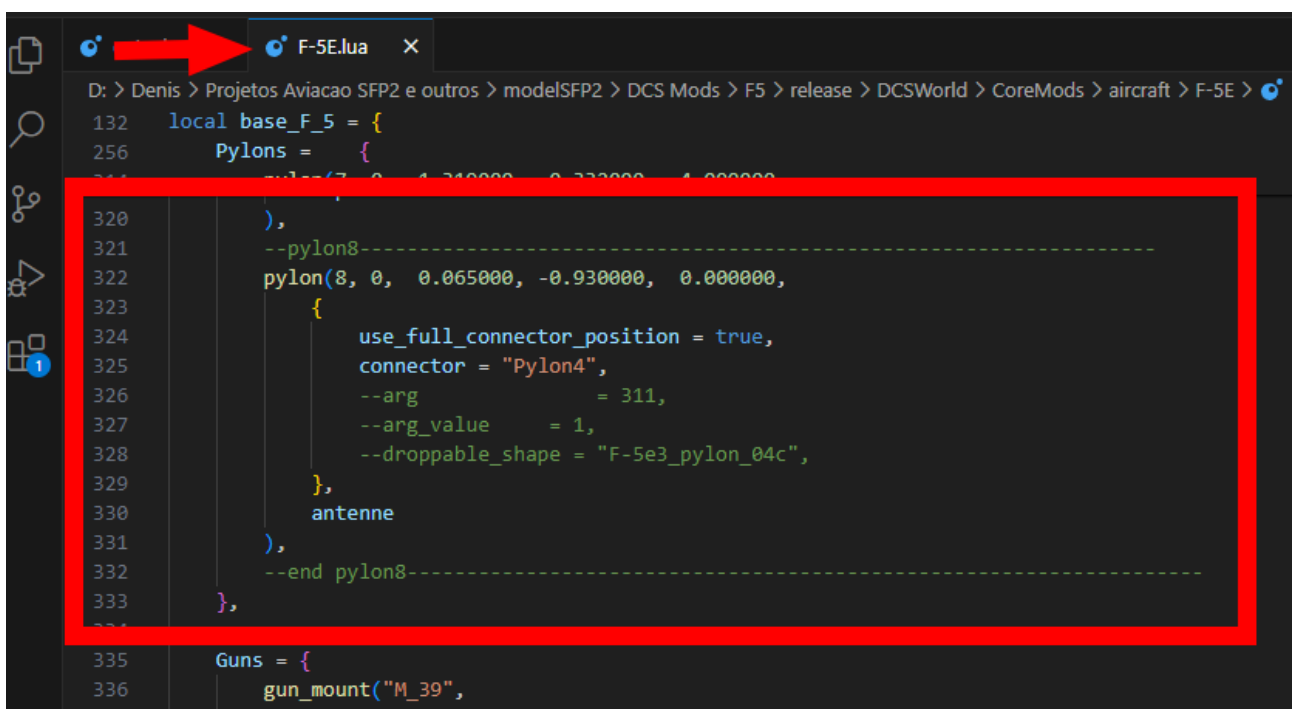
There may be an update that may replace the entry.lua and F-5E.lua files, so this installation option will help to add the mod back.

1. Backup the entry.lua and F-5E.lua files(**C:\SteamLibrary\steamapps\common\DCS Mods\F5\release\CoreMods\aircraft\F-5E**) and the comm.lua file in (**C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E**);
2. I recommend downloading Microsoft Vscode or Notepad++, you will need to locate the lines that will be added;
3. Open the file in the editor (vscode or notepad++) and add the codes;

```
1 declare_plugin("F-5E/E-3 by Belstimtek",{
2   version      = __DCS_VERSION__,
3   state        = "installed",
4   info         = _("A lightweight, supersonic fighter-bomber second generation. Armed with
5   encyclopedia_path = current_mod_path..'Encyclopedia'
6 })
7
8 mount_vfs_model_path      (current_mod_path.."/Shapes")
9 mount_vfs_liveries_path   (current_mod_path.."/Liveries")
10 mount_vfs_texture_path    (current_mod_path.."/Textures/f-5e_tiger_II_textures")
11 mount_vfs_texture_path    (current_mod_path.."/Textures/f-5e3_tiger_II_textures")
12
13 mount_vfs_model_path      (current_mod_path.."/1ModsConfig/Shapes") --Add
14 mount_vfs_texture_path    (current_mod_path.."/1ModsConfig/textures") --Add
15
16 -----
17 dofile(current_mod_path..'F-5E.lua')
18 dofile(current_mod_path..'F-5E-3.lua')
19 -----
20 plugin_done()
```



```
1 dofile(current_mod_path.."/1ModsConfig/F-5BR.lua") -- Add
3 local wingOutbdPylonMass = 58.1 -- [kg] (128 lb)
4 local wingInbdPylonMass = 55.3 -- [kg] (122 lb)
5 local ctrPylonMass = 77.1 -- [kg] (170 lb)
6
7 local tips =
8 {
```



```
132 local base_F_5 = {
256     Pylons = {
320     },
321     --pylon8-----
322     pylon(8, 0, 0.065000, -0.930000, 0.000000,
323     {
324         use_full_connector_position = true,
325         connector = "Pylon4",
326         --arg = 311,
327         --arg_value = 1,
328         --droppable_shape = "F-5e3_pylon_04c",
329     },
330     antenne
331     ),
332     --end pylon8-----
333 },
335 Guns = {
336     gun_mount("M_39",
337
```

Credits

The original textures are found in the link below:

by - Hotel TangoDate - 07/07/2024

<https://www.digitalcombatsimulator.com/en/files/3339382/>

<https://www.digitalcombatsimulator.com/en/files/3339381/>

<https://www.digitalcombatsimulator.com/en/files/3339380/>

<https://www.digitalcombatsimulator.com/en/files/3339379/>

<https://www.digitalcombatsimulator.com/en/files/3339377/>

<https://www.digitalcombatsimulator.com/en/files/3316853/>

by - AlgherghezghezDate - 07/04/2022

<https://www.digitalcombatsimulator.com/en/files/3324771/>

