

Nose AZ/AD Mod

Mod that adds the nose of the AZ/AD model of the Mirage F-1.

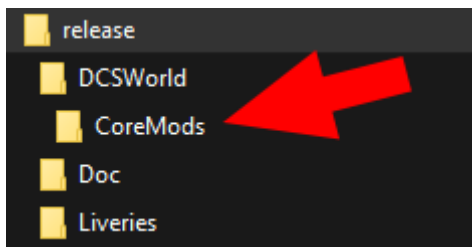
Installation:

- I recommend creating a backup of the files entry.lua and Payloads.lua, localizado, example :

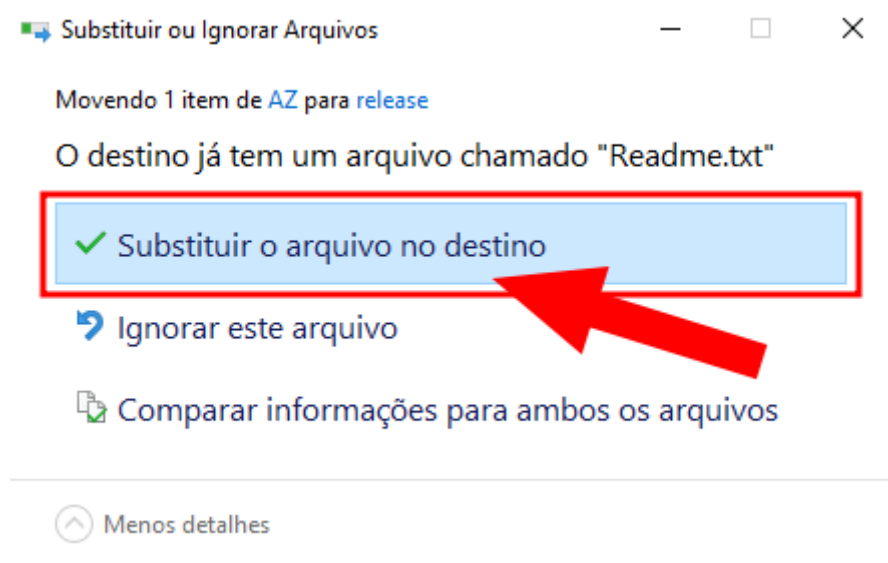
E:\SteamLibrary\steamapps\common\DCSWorld\CoreMods\aircraft\Mirage-F1

- Copy the “CoreMods” folder to your default DCS World folder, example:

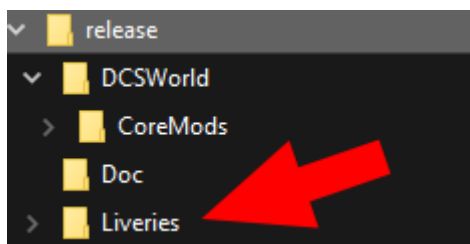
E:\SteamLibrary\steamapps\common\DCSWorld



- When I lost if you want to replace the files, click yes:



- Copy the Liveries to **C:\Users\seuUsuario\Saved Games\DCS**

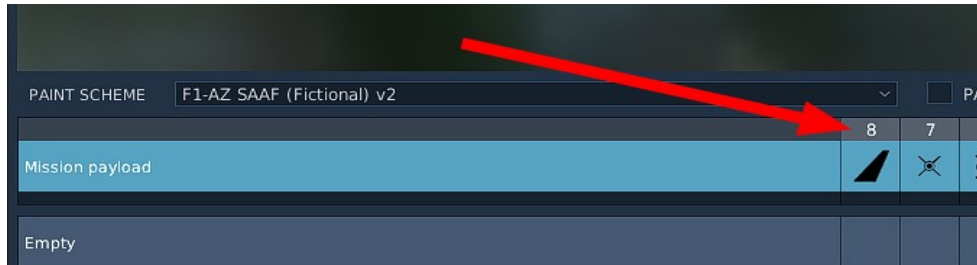


It should look like this:

C:\Users\seuUsuario\Saved Games\DCS\liveries\Mirage-F1CE
C:\Users\seuUsuario\Saved Games\DCS\liveries\Mirage-F1EE

Settings:

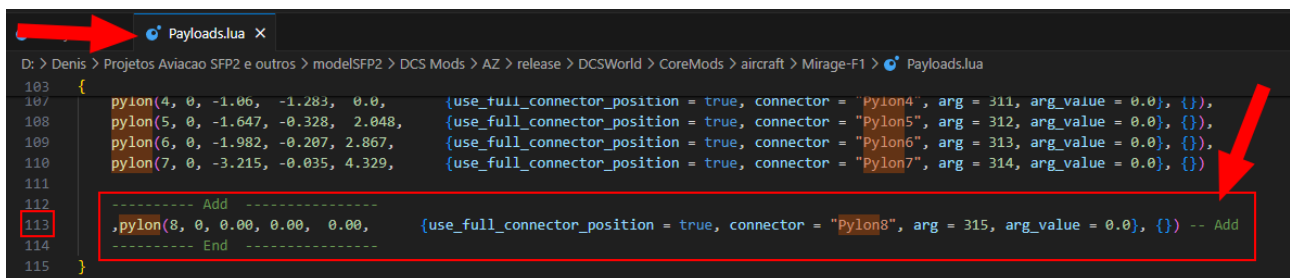
- The mod is a POD, it is located on pylon 8;



MOD reinstallation:

It may happen that an update erases the code and the mod does not appear. the files entry.lua and Payloads.lua are documented with the codes that must be included, are among `----- ADD`
`----- e ----- END -----`.
Just look at the original mod files.

Exemplo:



entry.lua

F:\> SteamLibrary > steamapps > common > DCSWorld > CoreMods > aircraft > Mirage-F1 > 1ModsConfig > entry.lua

```
1  declare_plugin("Mirage F1 Assets by Aerges",
2  {
3  installed      = true, -- if false that will be place holder , or advertising
4  dirName        = current_mod_path,
5  displayName    = _("Mirage F1"),
6  version        = __DCS_VERSION__ .. " EA",
7  state          = "installed",
8  info           = _("The Mirage F1 is a third-generation air superiority fighter and attack aircraft"),
9  encyclopedia_path = current_mod_path..'Encyclopedia',
10 binaries       = {'MirageF1Core',},
11 })
12 mount_vfs_model_path(current_mod_path.."/Shapes/Mirage-F1")
13 mount_vfs_model_path(current_mod_path.."/Shapes/Mirage-F1B")
14 mount_vfs_model_path(current_mod_path.."/Shapes/Mirage-F1common")
15 mount_vfs_liveries_path(current_mod_path .. "/Liveries")
16 mount_vfs_texture_path (current_mod_path.."/Textures/Mirage-F1_common.zip")
17 mount_vfs_texture_path (current_mod_path.."/Textures/Mirage-F1_common_fuse.zip")
18 mount_vfs_texture_path (current_mod_path.."/Textures/Mirage-F1_common_tail.zip")
19 mount_vfs_texture_path (current_mod_path.."/Textures/Mirage-F1_common_wings.zip")
20 mount_vfs_texture_path (current_mod_path.."/Textures/Weapons.zip")
21 mount_vfs_texture_path (current_mod_path.."/Textures/miragef1_pilot.zip")
22 mount_vfs_texture_path (current_mod_path.."/Textures/Mirage-F1_RoughMet.zip")
23 mount_vfs_texture_path (current_mod_path.."/Textures/miragef1_damaged.zip")
24
25 mount_vfs_model_path(current_mod_path.."/1ModsConfig/Shapes") -- Add
26 mount_vfs_texture_path (current_mod_path.."/1ModsConfig/Textures/AZ_1.zip") -- Add
27 dofile(current_mod_path.."/1ModsConfig/configs/AZ_nose.lua") -- Add
28
29 -- Tools
30 dofile(current_mod_path.."/Tools.lua")
31
32 -- Weapons definitions
33 dofile(current_mod_path.."/Weapons.lua")
34 dofile(current_mod_path.."/Payloads.lua")
35
36 -- Common aircraft definitions
37 dofile(current_mod_path..'Mirage-F1.lua')
38
39 -- Single-seater definitions
40 dofile(current_mod_path..'Mirage-F1C.lua')
41 -- Versions below inherit Mirage F1C definition and override specific parts of it
42 dofile(current_mod_path.."/1ModsConfig/configs/Mirage-F1CE_addNose.lua") -- Add
43 dofile(current_mod_path..'Mirage-F1CE.lua')
```

