

2016/4/17 Refer to Readme_Aircraft.txt for details of each setting.

classification	setting name	Helicopter	Planes	Vehicle	tank	Overview
system	Display Name	yes	yes	yes	yes	Name displayed on the screen, non-japanese item name
	AddDisplayName	yes	yes	yes	yes	Item name displayed on screen
	AddRecipe	yes	yes	yes	yes	Added item recipes
	AddShapelessRecipe	yes	yes	yes	yes	Added amorphous recipes for items
	Item ID	yes	yes	yes	yes	Item ID
	Add Texture	yes	yes	yes	yes	Added aircraft textures
	Sound	yes	yes	yes	yes	Specify aircraft audio file
	Smooth Shading	yes	yes	yes	yes	Setting whether to display the model smoothly. True=smooth display, False=normal display
	HUD	yes	yes	yes	yes	Set HUD per seat
	Category	yes	yes	yes	yes	Aircraft category setting. For the sorting order of creative tabs.
	Add Part Camera	yes	yes	yes	yes	\$ camera Add camera model
parts	AddPartHatch	yes	yes	yes	yes	\$hatch Add hatch model
	AddPartSlideHatch	yes	yes	yes	yes	\$hatch Added model for sliding hatch
	Add Part Throttle	yes	yes	no	yes	\$throttle Add a part that rotates/moves in conjunction with the throttle
	AddPartWeapon	yes	yes	no	yes	\$weapon Added weapon model
	AddPartWeaponChild	yes	yes	no	yes	\$weapon0 0 Add a child part of AddPartWeapon.
	AddPartRotWeapon	yes	yes	no	yes	\$weapon Added Gatling barrel model
	AddPartWeaponMissile	yes	yes	no	yes	\$weapon After using a weapon, hide it until it can be used again.
	AddPartTurretWeapon	yes	yes	no	yes	\$weapon Added weapon models. The rotation position of this part changes depending on the orientation of the turret.
	AddPartWeaponBay	yes	yes	yes	yes	\$wb Added weapon bay models
	AddPartSlideWeaponBay	yes	yes	yes	yes	\$wb Added sliding weapon bay model
	Add Part Rotation	yes	yes	yes	yes	\$rotpart Added parts that rotate at a constant speed. You can choose to rotate all the time or only while you are riding.
	AddRotor	yes	no	no	no	\$ blade Added helicopter rotors
	AddRotorOld	yes	no	no	no	\$ blade Deprecation: This setting is deprecated for older models.
	AddPartRotor	no	yes	no	no	\$ rotor Add rotor model
	Add Blade	no	yes	no	no	\$ blade Added blade model
	Add Part Canopy	yes	yes	yes	yes	\$canopy Added canopy model
	Add Part Slide Canopy	yes	yes	yes	yes	\$canopy Added sliding canopy model
	AddPartLG	yes	yes	yes	yes	\$lq Added landing gear model
	AddPartLGRev	yes	yes	yes	yes	\$lq Add a model of the landing gear Do the opposite of AddPartLG
	AddPartSlideRotL.G	yes	yes	yes	yes	\$lq Added Landing Gear Model Move + Rotate Action
	AddPartLGHatch	yes	yes	yes	yes	\$lq Added landing gear hatch that opens and closes when gear is folded or unfolded.
	Add Part Nozzle	no	yes	no	no	\$nozzle Added fighter nozzle model
	Add Part Wing	no	yes	no	no	\$ wings Add foldable wings
	Add Part Pylon	no	yes	no	no	\$wing0_pylon0 Added a pylon attached to the main wing (the position changes according to the main wing and can be rotated individually)
	TrackRollerRot	yes	yes	no	yes	of the tank wheels Sets the rotation speed
	Add Track Roller	yes	yes	no	yes	\$track roller add tank wheels
	Add Crawler Track	yes	yes	no	yes	\$crawler track Add tank tracks
	Part Wheel Rot	yes	yes	no	yes	Setting the tire rotation speed
	AddPartWheel	yes	yes	no	yes	\$ wheel add tires
	Add Part Steering Wheel	yes	yes	no	yes	\$steering_wheel add a handle
	Add Part	no	no	yes	no	\$part Added parts that move according to the direction of the player
	AddChildPart	no	no	yes	no	\$part0 0 Added parts that move according to the direction of the player
	AddSearchLight	yes	yes	yes	yes	Adds a searchlight that illuminates mobs. Rotate according to the direction of the player.
	AddFixedSearchLight	yes	yes	yes	yes	Adds a searchlight that illuminates mobs. The direction of the light is fixed.
	AddPartLightHatch	yes	yes	yes	yes	\$light_hatch Added a model that only opens while the searchlight is on
Mobility	Max Rotation Pitch	yes	yes	yes	yes	The vertical angle limit of the aircraft.
	Min Rotation Pitch	yes	yes	yes	yes	The vertical angle limit of the aircraft.
	Max Rotation Roll	yes	yes	no	no	Aircraft roll angle limit.
	Min Rotation Roll	yes	yes	no	no	Aircraft roll angle limit.
	Mobility Pitch	yes	yes	no	no	The amount of change in the vertical direction of the aircraft. The bigger you are, the faster you can turn up and down.
	Mobility Yaw	yes	yes	no	yes	The amount of change in the left/right direction of the aircraft. The bigger it is, the faster you can turn left or right.
	Mobility Yaw On Ground	yes	yes	no	yes	The amount of lateral movement of the aircraft on the ground. The bigger it is, the faster you can turn left or right.
	Mobility Roll	no	yes	no	no	The amount of change in body roll. The bigger the roll, the faster you can roll.
	Step Height	yes	yes	no	yes	The height of the block that the aircraft can climb over
	Motion Factor	yes	yes	no	yes	Deceleration value of the movement speed of the aircraft. The range is 0 to 1, and the smaller the value, the stronger the deceleration and the lower the speed.
	Pivot Turn Throttle	no	yes	no	yes	The amount of movement when rotating horizontally on the ground. If it is 0, it goes around on the spot.
	Rotation Pitch Max	no	no	yes	no	Deprecation: Limitation of upward visibility. Deprecated for old settings.
	Rotation Pitch Min	no	no	yes	no	Deprecation: Limitation of downward visibility. Deprecated for old settings.
	On Ground Pitch Factor	no	no	no	yes	The speed at which the terrain tilts. faster the bigger
	On Ground Roll Factor	no	no	no	yes	The speed at which the terrain tilts. faster the bigger
	Camera Rotation Speed	no	no	no	yes	Camera rotation speed. If it is a tank, it can be used to limit the rotation speed of the turret
	Weighted Center Z	no	no	no	yes	Z coordinate of the center of gravity when the aircraft tilts according to the terrain
	Set Wheel Pos	no	no	no	yes	Specify the contact point with the ground. The fuselage tilts according to this installation point.
Aircraft specifications	AddSeat	yes	yes	yes	yes	Add seats.
	AddGunnerSeat	yes	yes	yes	yes	Add seats. Unlike AddSeat, it will be the camera's point of view, not the player's point of view.
	AddFixRotSeat	yes	yes	yes	yes	Add seats. It becomes a camera viewpoint with a fixed angle.
	Max HP	yes	yes	yes	yes	body durability. Decreases when taking damage.
	Armor Damage Factor	yes	yes	yes	yes	Coefficient of damage taken. The smaller it is, the less damage it does.
	Armor Min Damage	yes	yes	yes	yes	Minimum damage. If the damage is less than this damage, the aircraft will not be damaged.
	Armor Max Damage	yes	yes	yes	yes	Maximum damage. Anything greater than this damage is rounded to this value.
	EnableBack	no	yes	no	yes	Allow retreat.
	WeightType	no	no	no	yes	Specifies the aircraft weight type. Affects collisions with mobs and breaking blocks.
	Default FreeLook	no	no	no	yes	Turn on FreeLook by default when you get on the aircraft. used for tanks.
	Add Weapon	yes	yes	yes	yes	Add Weapon
	Add Turret Weapon	yes	yes	yes	yes	Added weapons. The firing position changes according to the rotation of the turret.
	Turret Position	yes	yes	yes	yes	The center position of the turret rotation. If possible, do not use this setting and set the X, Z coordinates of the model's turret to 0.
	Rotor Speed	yes	yes	no	no	rotor rotation speed
	Enable Sea Surface Particles	no	yes	no	no	Whether to generate particles on the sea surface. Mainly for aircraft
	Camera Position	yes	yes	yes	yes	Gunner, ground weapon camera position
	Camera Zoom	yes	yes	yes	yes	Gunner, ground weapon camera maximum magnification
	Damage factor	yes	yes	yes	yes	Magnification setting when the player receives damage. 0 is no damage. 1 is 100%.
	EnableEntityRadar	yes	yes	yes	yes	enable radar
	Enable Night Vision	yes	yes	yes	yes	With or without night vision
	Enable Eiection Seat	no	yes	no	no	With or without ejection seat. The GUI now has more space for the pilot and the second seat parachute.
	Enable Parachuting	yes	yes	no	no	Enable parachute drop.
	MobDropOption	yes	yes	no	yes	Additional settings for parachute drop
	FlareType	yes	yes	yes	yes	With or without flare function. 0=no, 1=yes, 2=flares for large aircraft
	float	yes	yes	yes	yes	Allows the aircraft to float on water
	Float Offset	yes	yes	yes	yes	Height adjustment of the aircraft when floating on the water.
	Submerged Damage Height	yes	yes	yes	yes	Specify the water level at which the aircraft will not be damaged. 2 will not take damage up to 2 blocks high
	Inventory Size	yes	yes	yes	yes	Inventory Size Must be a multiple of 9. 54 max.
	Regeneration	yes	yes	yes	yes	Mobs after the 2nd seat automatically recover
	Gravity	yes	yes	yes	yes	gravity on the body. If it is smaller than -0.04, it becomes heavy, and if it is larger, it flies upwards.
	Gravity In Water	yes	yes	yes	yes	Gravity on the aircraft in water. If it is smaller than -0.04, it becomes heavy, and if it is larger, it flies upwards.
	Particles Scale	yes	yes	no	yes	Change particle size. If it is small, effects such as sand smoke will be small.
	Enable GunnerMode	yes	yes	no	yes	Enable Gunner Mode
	Concurrent GunnerMode	yes	yes	no	yes	Make it possible to switch to Gunner even if there is a player in the second seat
	Speed	yes	yes	no	yes	Maximum movement speed of aircraft
	Can Move On Ground	yes	yes	no	yes	Whether it can move on the ground. If False, you cannot move on the ground. Can move on water.
	Can Rot On Ground	yes	yes	no	yes	Whether it can rotate on the ground. When set to False, you cannot rotate on the ground. It can rotate on water.
	Throttle Up Down	yes	yes	no	yes	Sets the speed of the throttle up and down
	ThrottleUpDownOnEntity	yes	yes	no	yes	Sets how fast the throttle goes up and down when riding another entity
	UAVs	yes	yes	no	yes	Make the aircraft a large UAV (unmanned aerial vehicle). It cannot be controlled from a portable UAV control terminal.
	Small UAV	yes	yes	no	yes	Make the aircraft a small UAV (unmanned aerial vehicle).
	TargetDrone	no	yes	no	no	turn the aircraft into an unmanned target aircraft
	onGroundPitch	yes	yes	no	yes	Angle setting on the ground/under water
	Enable Fold Blade	yes	no	no	no	Enable blade folding
	AutoPilot Rot	no	yes	no	no	Rotation angle during automatic turning of the airplane
	DefaultVtol	no	yes	no	no	When enabled, it will always be in VTOL state on the ground when VTOL function is available.
	EnableVtol	no	yes	no	no	Presence or absence of VTOL function
	Vtol Pitch	no	yes	no	no	The magnitude of the change in pitch in VTOL state, the larger it is, the faster you can move even in VTOL state
	Vtol Yaw	no	yes	no	no	The magnitude of Yaw change in VTOL state, the larger it is, the faster you can turn sideways even in VTOL state.
	Variable Sweep Wing	no	yes	no	no	Wing folding can only be done in the air.
	Sweep Wing Speed	no	yes	no	no	The speed when the main wing is folded. Valid only when VariableSweepWing=true.
	Hide Entity	yes	yes	yes	yes	Player becomes invisible while riding
	Entity Width	yes	yes	yes	yes	Set the displayed width of mobs in all seats (judgment does not change just by appearance)
	Entity Height	yes	yes	yes	yes	Set the displayed height of mobs in all seats (judgment does not change only by appearance)
	Entity Pitch	yes	yes	yes	yes	Set the display angle of mobs in all seats (judgment does not change only by appearance)
	Entity Roll	yes	yes	yes	yes	Set the display angle of mobs in all seats (judgment does not change only by appearance)
	Fuel Supply Range	yes	yes	yes	yes	refueling range. If you set it to 1 or more, you can refuel other aircraft.
	Ammo Supply Range	yes	yes	yes	yes	ammunition supply range. If you set it to 1 or more, you can replenish ammunition for other aircraft.
	Bounding Box	yes	yes	yes	yes	Add hitbox
	MaxFuel	yes	yes	no	yes	Fuel capacity
	Fuel consumption	yes	yes	no	yes	fuel consumed per second
	Stealth	yes	yes	yes	yes	Stealth setting (0.0 to 1.0). Default is 0.0. The higher the number, the higher the stealth.
	Add Particle Splash	no	yes	no	no	Add splash when moving on water.
	Exclusion Seat	yes	yes	no	yes	Set exclusions between seats and racks.
	AddRack	yes	yes	no	yes	Add a rack to put the aircraft and container on. This is the setting on the side to put on.
	Ride Rack	yes	yes	no	yes	Specify the aircraft to ride and the rack number (1-). This is the setting on the riding side.
	AddRepellingHook	yes	no	no	no	Add hooks for rappelling.
	Can Ride	yes	yes	yes	yes	If you set it to false, you will not be able to ride the aircraft. Used for decorative installations.
	Unmount Position	yes	yes	yes	yes	Specify where to get off when you get off the aircraft.

classification	setting name	MachineGun1	MachineGun2	Torpedo	CAS	Rocket	AS Missile	AA Missile	TV Missile	ATMissile	Bomb	Mk Rocket	Smoke	dispenser	Dummy	Targeting Pod	Overview
system	Type	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	Set weapon type
drawing	Display Name	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	Weapon name displayed on screen (alphanumeric characters only)
	Model Bullet	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Bullet model specification. If not specified, use the default model for each weapon
	Model Bomblet	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Model designation for cluster bomb submunitions.
	Set Cartridge	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Ejects empty cartridges when using a weapon.
	Bullet Color	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Bullet color settings
	Bullet Color In Water	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Underwater bullet color settings
	Zoom	no	no	no	no	no	no	yes	no	yes	no	no	no	no	no	no	Display magnification of the screen with the setting dedicated to portable weapons (Stinger/javelin)
audio	Sound Delay	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Wait count for weapon audio playback. Used for weapons that fire at very short intervals.
	Sound Pitch	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Pitch 0-1
	SoundPitchRandom	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Randomness of pitch. 0 to 1
	Sound Volume	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Sound volume, 0 to 1 changes the volume, 1 or more makes it audible even at a distance
	Sound	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Specifying an audio file. If not specified, uses weapon filename_snd.ogg.
basic setting	Power	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Damage when hitting entities
	Damage factor	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Damage multiplier when hitting an entity
	Sight	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	The type of site on the screen.
Mobility	ModeNum	no	yes	no	no	yes	no	no	yes	yes	no	no	no	no	no	no	Weapon type switching
	Acceleration	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	no	no	bullet velocity.
	Acceleration In Water	no	no	yes	no	no	no	no	no	no	no	no	no	no	no	no	Bullet velocity in water
	Accuracy	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	the magnitude of the error.
	Gravity	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	gravity setting. Negative values fall downwards.
	Gravity In Water	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Gravity settings in water. Negative values fall downwards.
	Velocity In Water	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	no	no	yes	no	no	Acceleration settings in water. This value is multiplied every Tick in water.
Interval	Delay	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Wait count until the next weapon use. Shorter shoots faster
	Reload Time	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Time until ammunition is replenished when the number of bullets reaches 0
	Round	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Ammunition count. 1 minus for each use.
	Heat Count	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Increased heat per use of barrel heat type weapons.
	MaxHeatCount	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Maximum heat for barrel heat type weapons.
	Group	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	When used, weapons in the same group are reloaded. It is used when weapons are divided by bullet type in a tank.
Explosion setting	Explosion	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Explosive power at impact.
	Explosion In Water	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Explosive power when landing in water.
	Explosion Block	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Block destruction power by explosion at the time of impact. If set to 0, blocks will not be destroyed.
	Explosion Altitude	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Distance from the ground at which it explodes. Since it is intended to be used as a bomb to be dropped, if used on the ground, it will explode immediately and take self-destruct damage.
	DelayFuse	yes	yes	yes	no	yes	no	no	no	no	yes	no	no	no	no	no	Delay fuze: count from impact to bullet disappearance
	Bound	yes	yes	yes	no	yes	no	no	no	no	yes	no	no	yes	no	no	The strength of the rebound on impact. Also set DelayFuse.
	TimeFuse	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	no	no	yes	no	no	Timed fuze: count from firing until the bullet disappears
	Destruct	no	no	no	no	no	no	no	no	no	yes	no	no	no	no	no	A bomb for self-destruct. Only available for UAV helicopters.
	FAEs	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	no	no	no	no	no	Does not destroy blocks when exploded, but spreads flames
	Flaming	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	no	no	no	scatter flames when exploded
	Bomblets	no	no	no	no	yes	yes	no	no	no	yes	no	no	yes	no	no	number of cluster bomb submunitions
	Bomblet Diff	no	no	no	no	yes	yes	no	no	no	yes	no	no	yes	no	no	the size of the scattering range
	Bomblet S Time	no	no	no	no	yes	yes	no	no	no	yes	no	no	yes	no	no	Count until dispersal after firing
	Piercing	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	no	yes	no	no	bullet penetration
ammunition	Max Ammo	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	The maximum number of bullets that the aircraft can hold
	SuppliedNum	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	The number of bullets that can be replenished with one reload
	Items	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	no	yes	no	yes	Items consumed per reload
smoke	Smoke Color	no	no	no	no	no	no	no	no	no	no	no	yes	no	no	no	smoke color
	Smoke size	no	no	no	no	no	no	no	no	no	no	no	yes	no	no	no	Maximum smoke size
	Smoke Max Age	no	no	no	no	no	no	no	no	no	no	no	yes	no	no	no	smoke display time
others	Guided Torpedo	no	no	yes	no	no	no	no	no	no	no	no	no	no	no	no	Switching between guided and unguided torpedoes
	Recoil	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	The strength at which the aircraft tilts due to recoil when used
	RecoilBufCount	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Setting the dropout distance of the gun
	LockTime	no	no	no	no	no	no	yes	no	yes	no	no	no	no	no	no	Missile lock time
	Ridable Only	no	no	no	no	no	no	yes	no	yes	no	no	no	no	no	no	When locking a player, only lockable if they are in a vehicle.
	Rigidity Time	no	no	no	no	no	no	yes	no	yes	no	no	no	no	no	no	Counting up to start tracking after launch
	Dispense Item	no	no	no	no	no	no	no	no	no	no	no	no	yes	no	no	Uses the specified item upon impact
	Dispense Range	no	no	no	no	no	no	no	no	no	no	no	no	yes	no	no	Usage range of the item specified by DispenseItem (unit: block)
	ProximityFuseDist	yes	yes	no	no	no	yes	yes	no	yes	yes	no	no	yes	no	no	Missile/bomb reaction range. Explodes when the mob falls below this distance. For ASMissile, it explodes when the distance to the block is less than this distance.
	Particles	yes	no	no	no	no	no	no	no	no	no	no	no	no	no	no	Particle specification when using. Deprecated since 1.0.0.
	Trajectory particles	no	no	yes	no	yes	yes	yes	yes	yes	no	yes	no	yes	no	no	bullet trajectory effect
	Trajectory Particle Start Tick	no	no	yes	no	yes	yes	yes	yes	yes	no	yes	no	yes	no	no	Start count for bullet trajectory effect
	Disable Smoke	no	no	yes	no	yes	yes	yes	yes	yes	no	yes	no	yes	no	no	Disable smoke effect when moving missiles and rockets
	AddMuzzleFlash	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Weapon use muzzle flash effect
	AddMuzzleFlashSmoke	yes	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes	no	no	Smoke effects when using weapons
	Display Motor Distance	yes	yes	no	no	yes	yes	no	yes	yes	no	no	no	no	no	yes	Display the impact distance. For mortars.
	Fix Camera Pitch	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	The point of view is always horizontal while selecting a weapon. For mortars.
	Camera Rotation Speed Pitch	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	The movement of the viewpoint is slowed down while the weapon is selected. For mortars that require precise angle changes.
	Target	no	no	no	no	no	no	no	no	no	no	no	no	no	no	yes	TargetingPod's spot target or block mark setting
	Length	no	no	no	no	no	no	no	no	no	no	no	no	no	no	yes	Spot possible distance. Mobs within this distance can be spotted
	Radius	no	no	no	no	no	no	no	no	no	no	no	no	no	no	no	Specify the size of the spotting range by angle (radius)
	MarkTime	no	no	no	no	no	no	no	no	no	no	no	no	no	no	yes	TargetingPod's spot target or block mark setting

■ Metasequoia format (.mqo) files can now be read from 0.9.3.

The naming convention is the same as obj. Although it doesn't make much sense, you can also separate mqo files for each part.

- Polygons that can be handled are only triangles or quadrilaterals (only obj format cannot handle quadrilaterals)
- Object mirroring is not frozen (must be frozen and put in the models folder) • Only one material can be handled

• **Smoothing settings for each mqo object are reflected (smoothing ON/OFF and angle).**

Smoothing is disabled by setting SmoothShading=false in the configuration file for each aircraft.

■ From 0.8.0, even if you don't have to separate files for each part, you can now display it with only one object name.obj or aircraft name.mqo by giving the object name as follows.

You can make only some parts a separate file. As usual, there is no problem even if all parts are in separate files.

body	\$body	...until now	Aircraft name.obj	The main body that was read as ... Until now
parts	\$part name	Machine name_	Part name 0	Parts that were loading as .obj

■ **The parent-child relationship of parts is not read, so please set it freely.**

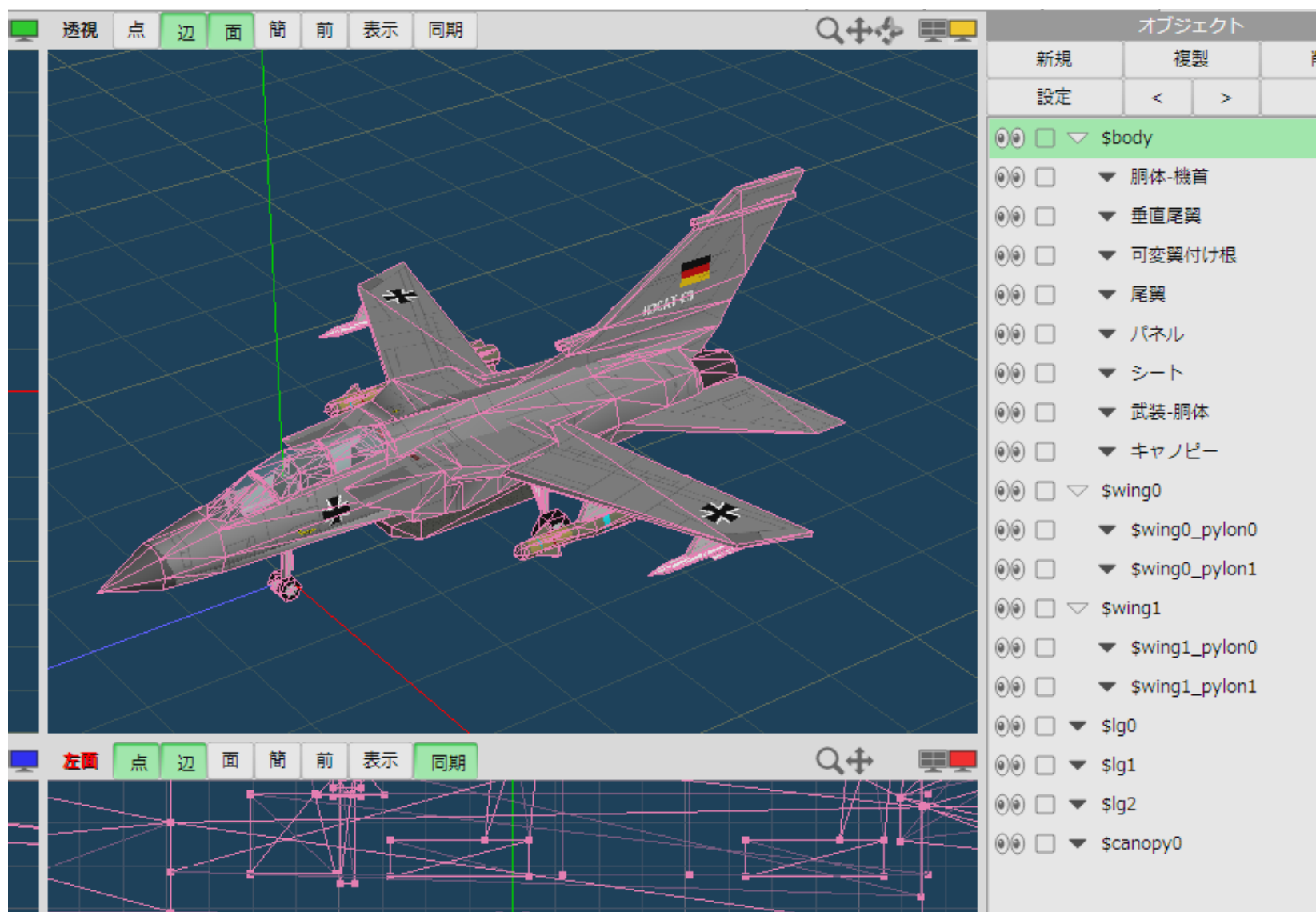
In the example below \$wing0_pylon0 is a small part of \$wing0, but it's just to make it easier to manage.

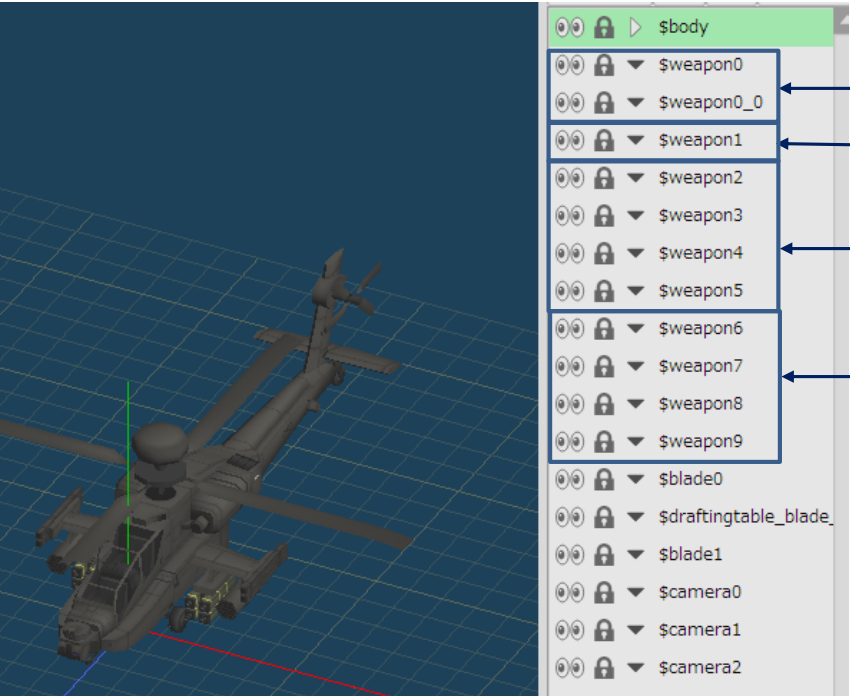
■ Objects that don't start with \$ will stick to parts that start with \$ above them. In the example below, "fuselage-nose" to "canopy" are treated as part of \$body.

* When converting from Metasequoia to obj, the object name will disappear unless you save directly from Metasequoia as obj. —

— Only the paid version can save directly as obj. —

Metasequoia format can be read directly, so there is no need to convert to obj.





ah-64.txt

```
; M230
AddPartWeapon = m230,      true, true, false,  0.00, 0.29, 0.72
AddPartWeaponChild =      false, true,  0.00, 0.29, 0.72
;Hydra70
AddPartWeapon = hydra70, false, false, true, ;  0.00, 0.81, -2.13
agm114
AddPartWeaponMissile = agm114,  false, false, false,  1.72, 0.96, -1.64
AddPartWeaponMissile = agm114,  false, false, false, -1.72, 0.96, -1.64
AddPartWeaponMissile = agm114,  false, false, false,  1.72, 0.96, -1.64
AddPartWeaponMissile = agm114,  false, false, false, -1.72, 0.96, -1.64

AddPartWeaponMissile = agm114tv, false, false,  false,  1.72, 0.96, -1.64
AddPartWeaponMissile = agm114tv, false, false,  false, -1.72, 0.96, -1.64
AddPartWeaponMissile = agm114tv, false, false,  false,  1.72, 0.96, -1.64
AddPartWeaponMissile = agm114tv, false, false,  false, -1.72, 0.96, -1.64
```

```
AddWeapon = m230, 0.00, 0.38, 0.90, 0,-1, true,2, 0,-360,360, -20,80
AddWeapon = hydra70, 2.72, 0.81, -2.13, 1, 0,  true, 1, 0, 0, 0, 0, 25
AddWeapon = hydra70, -2.72, 0.81, -2.13, -1, 0,  true, 1, 0, 0, 0, 0, 25
AddWeapon = hydra70_mpsm, 2.72, 0.81, -2.13, 1, 0,  true, 1, 0, 0, 0, 0, 25
AddWeapon = hydra70_mpsm, -2.72, 0.81, -2.13, -1, 0,  true, 1, 0, 0, 0, 0, 25

AddWeapon = aim92, 2.72, 0.89, -1.00, 1, 0
AddWeapon = aim92, -2.72, 0.89, -1.00, -1, 0
AddWeapon = aim92, 2.72, 0.89, -1.00, 1, 0
AddWeapon = aim92, -2.72, 0.89, -1.00, -1, 0

AddWeapon = agm114, 1.72, 0.96, -1.64, 1, 0,  true,2
AddWeapon = agm114, -1.72, 0.96, -1.64, -1, 0,  true,2
AddWeapon = agm114, 1.72, 0.96, -1.64, 1, 0,  true,2
AddWeapon = agm114, -1.72, 0.96, -1.64, -1, 0,  true,2

AddWeapon = agm114tv, 1.72, 0.96, -1.64, 1, 0,  true,2
AddWeapon = agm114tv, -1.72, 0.96, -1.64, -1,  true,2
0, AddWeapon = agm114tv, 1.72, 0.96, -1.64, 1,true,2
0, true,2

AddWeapon = a10gau8, 0.00, 0.70, 0.95, 0, 0, true, 2
```

M230

Hydra70

Hydra70

AIM92

Hell Fire

Hell Fire TV

CAS