Adding the FASER model to FlightGear

1. Copy the "FASER" directory in this folder to your FlightGear aircraft directory:
   (e.g. C:\Program Files\FlightGear\data\aircraft)
2. When you start FlightGear, select FASER as your aircraft. The "Start_FlightGear.bat" file does this for you.

How to add a new model to FlightGear

- Access the FlightGear aircraft directory wherever you installed it
  (i.e. C:\Program Files\FlightGear\data\Aircraft)
- Create new folder with "Name of aircraft" as title
- Inside folder write an xml file called "Name containing at least the following script (or borrow and change from a different aircraft folder):
  ```
  <PropertyList>
  <sim>
  <model>
  <path archive="y">Aircraft/Name of aircraft/Model/Name of Aircraft.xml</path>
  </model>
  </sim>
  </PropertyList>
  ```

- Also inside your folder create a subfolder called "Model"
- Place your aircraft model file into this folder (See below)
- If necessary put all model files in here as well including texture files
- Create a second xml file in "Model" folder as well called "Name of aircraft." This must also contain at least the following script
  ```
  <PropertyList>
   <path>Aircraft_Model_File.type</path>
  </PropertyList>
  ```

- In the Flightgear startup script set "--aircraft=Name of aircraft" in order to load your model into Flightgear when initializing

(For more information go to
http://wiki.flightgear.org/index.php/Howto:_3D_Aircraft_Models)

Creating an aircraft model

- Build your model using 3D modeling software such as SoildWorks, Blender, etc…
- Texture your model (in Blender use UV mapping to create realistic logos and designs)
- Export your model in one of several types of files that FlightGear recognizes (AC3D preferred)