# 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)

1. 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)