



Setting up or Transferring to AlpinePlaneKit V1

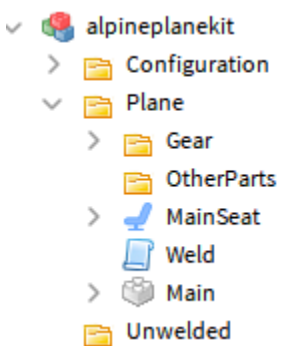
In this manual, I will transfer a CM32 Cessna 172 (Left) to the Alpine PlaneKit (Right) and explain the steps along the way.

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PlaneKit Structure

It's helpful to keep note that the PlaneKit is structured similar to CM32 PlaneKit.



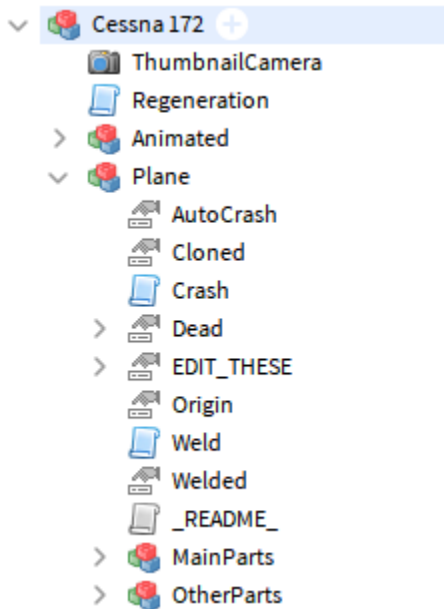
- **Configurations:** The configurations, or the equivalent of EDIT_THESE in CM32's PlaneKit.
- **Plane:** The welded main plane body.
 - **Gear:** Parts that can be hidden/shown with the pilot's G key.
 - **OtherParts:** Parts that are not Gear, MainSeat, and Main (fuselage, interior, etc)
- **Unwelded:** Meant as a container for unwelded parts (animations).

!! IMPORTANT NOTE

Some FO kits will obviously not automatically locate the animations that you put in the Unwelded folder. **We are not responsible for setting up your FO kit**, as it is impossible to write a system that fits EVERY unique kit. You must trace the right hierarchy yourself, which I will cover in the Animations chapter.

1 | Plane

Let's take a look at my Cessna 172's structure:

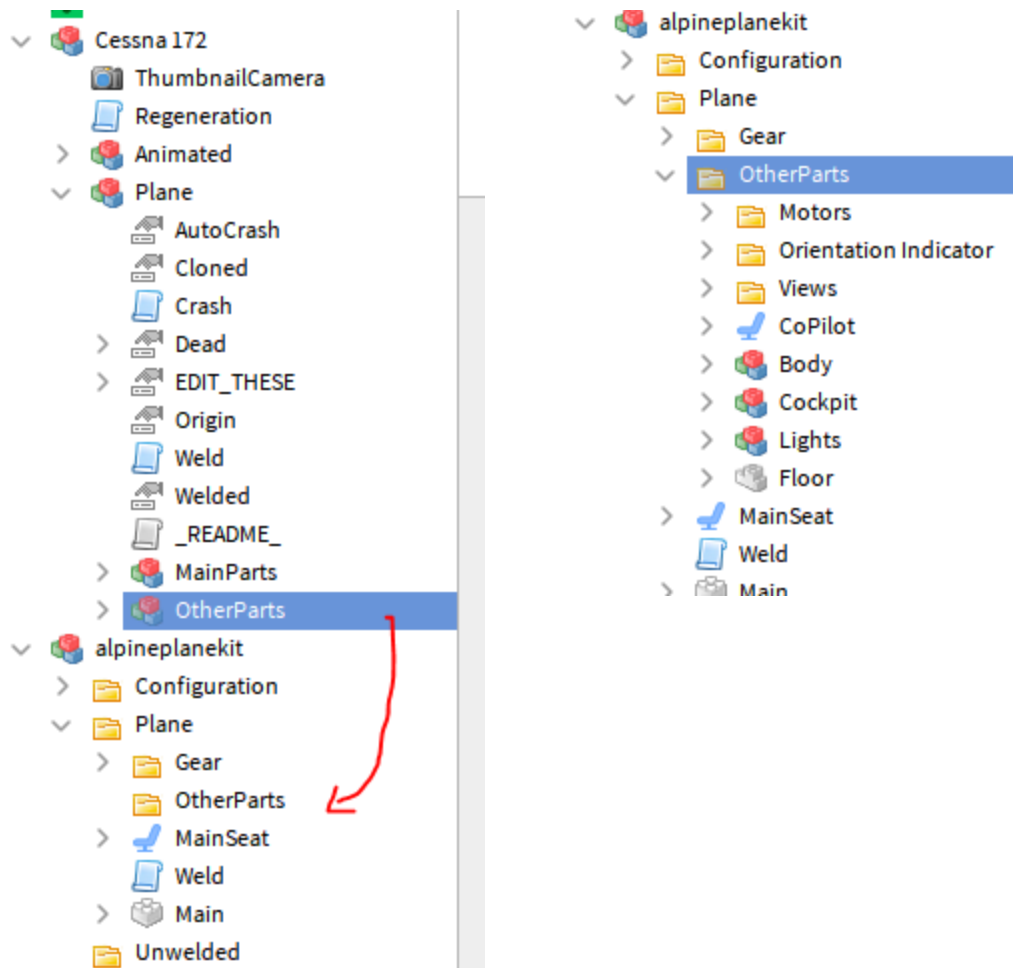


We will:

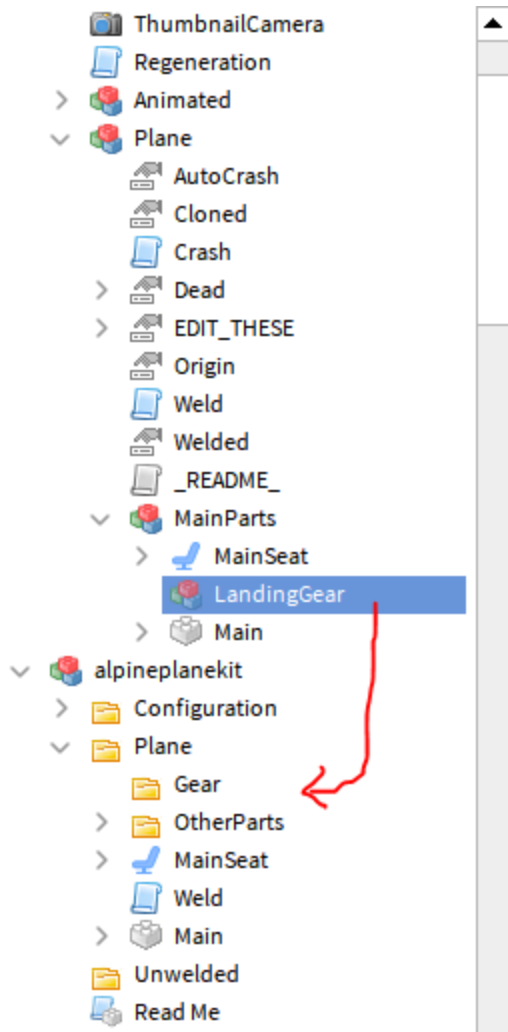
- Move OtherParts > Plane/OtherParts,
- Move LandingGear > Plane/Gear,
- Move the AlpinePlaneKit's MainSeat position to the current MainSeat position,
- Move the AlpinePlaneKit's Main position to the current Main position,
- Delete MainParts.

First, move the contents of OtherParts into the Alpine PlaneKit's OtherParts:

- 1.
- 2.

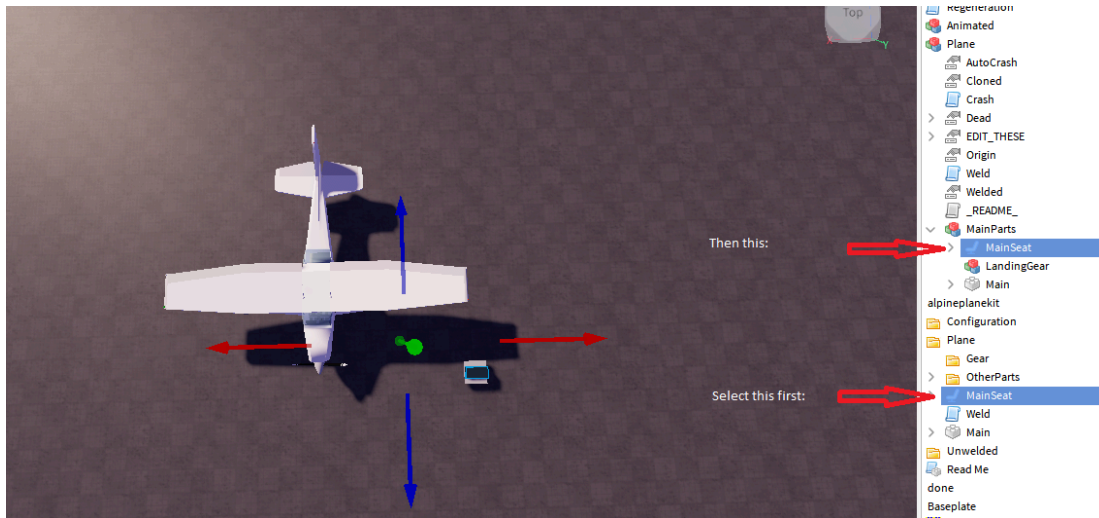


Then do the same for LandingGear. (My Cessna doesn't have anything in LandingGear, so the Gear folder will be empty for this guide.)

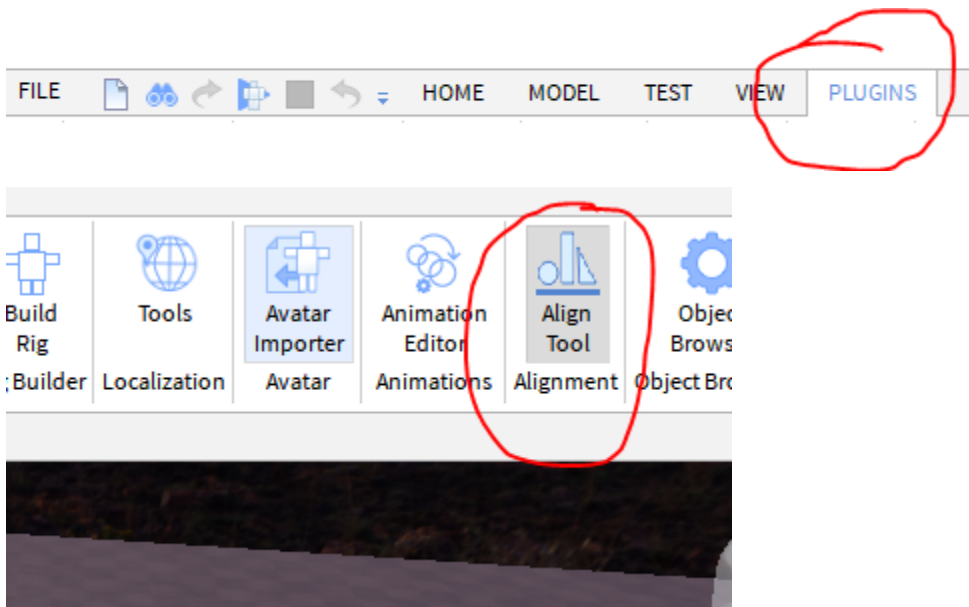


Next, we will use the align tool to move the AlpinePlaneKit's Main seat's POSITION to the current MainSeat.

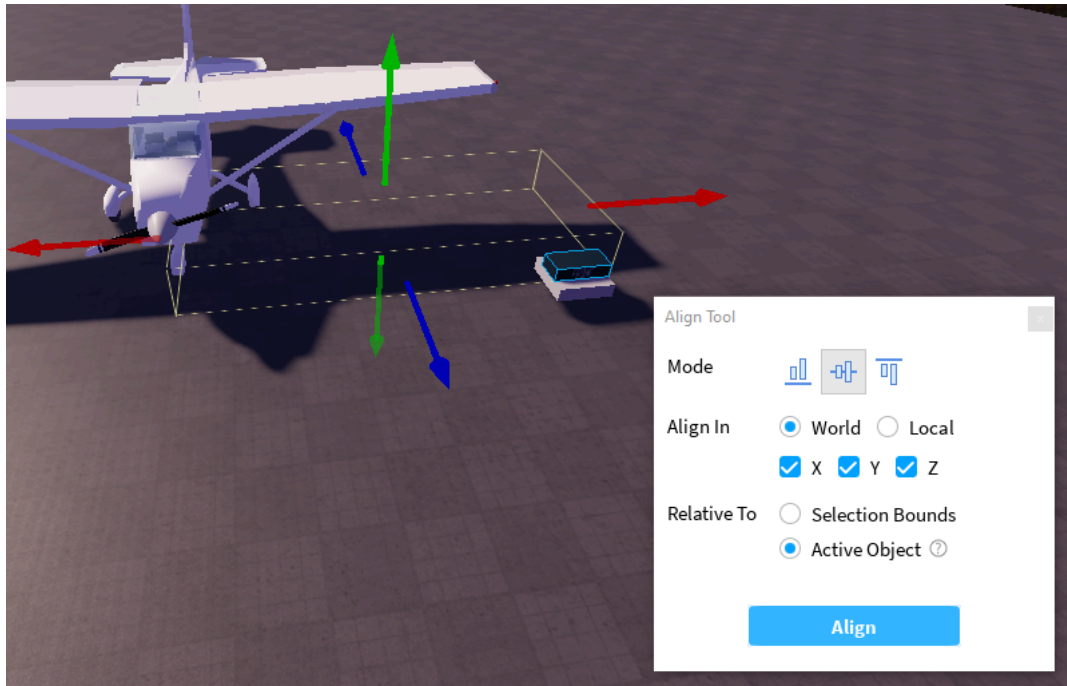
Select the Alpine MainSeat then your plane's MainSeat:



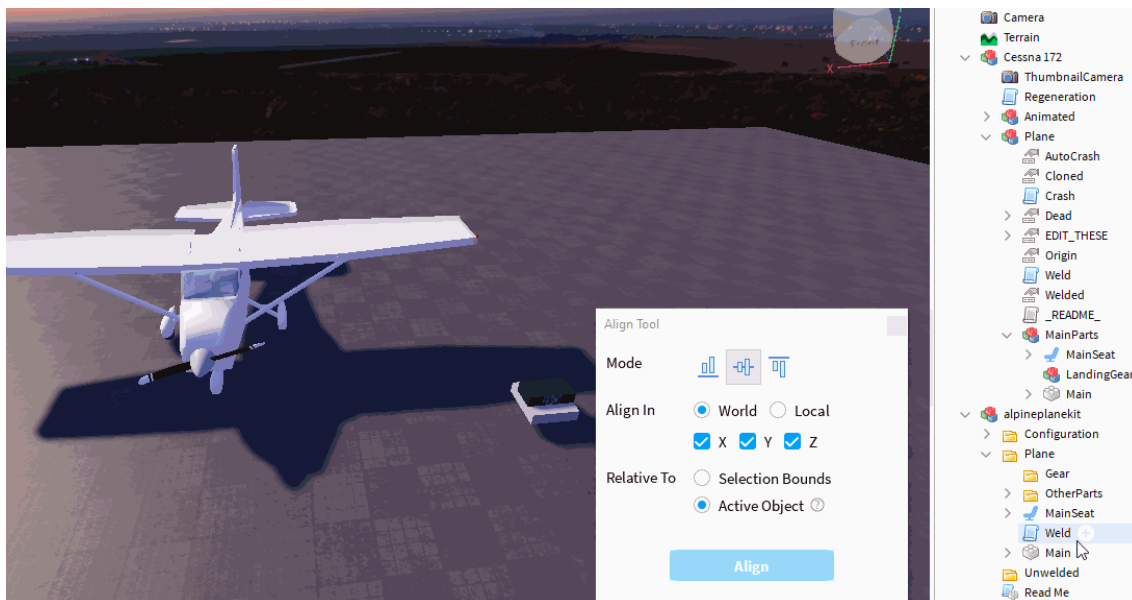
Then, open the Align Tool:



Finally, check X,Y,Z select ActiveObject:



then click Align:

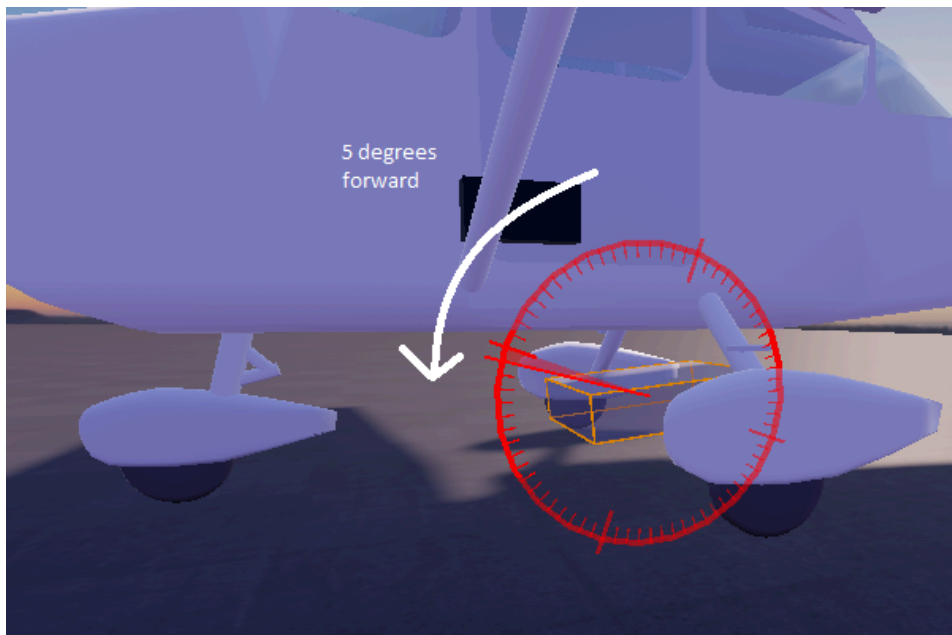


This moves the Alpine kit's MainSeat to where your original seat was.

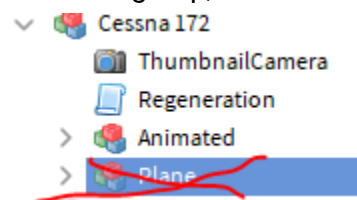
Repeat the same process with Main:



Also, if you'd like a realistic flaring effect, you can rotate the main part forwards a little:



The setup for the Plane folder is now complete! Feel free to delete the original's MainParts or the Plane group, as we've moved everything we need in it.

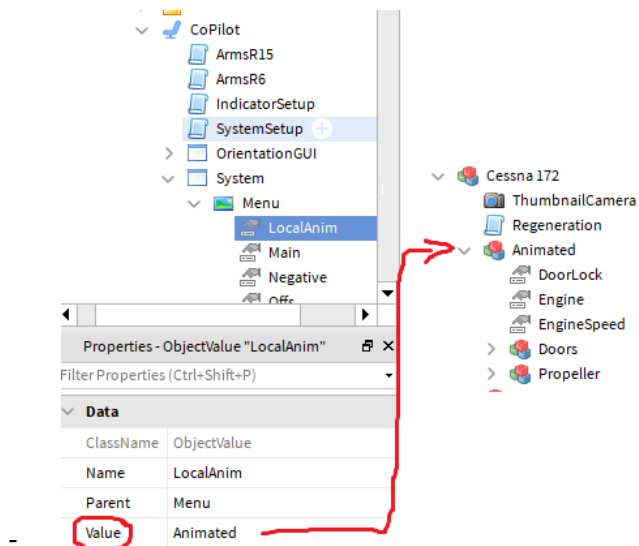


2 | Animations / Unwelded

This is the part where we get support tickets about the most. The problem is that not all planes have the same FO kit and work the same way, and accordingly, there is no one way to migrate all animation kits into any PlaneKit. As the owner of your plane, you'll need to figure out how to organize your plane animations in the AlpinePlaneKit.

I will explain how some FO kits locate their Animations folder/group:

1. By an ObjectValue:



In the picture, an ObjectValue in the First Officer GUI points directly to the Animated group. In this case, no matter where the Animated group is, the GUI and FO scripts can always find the right group.

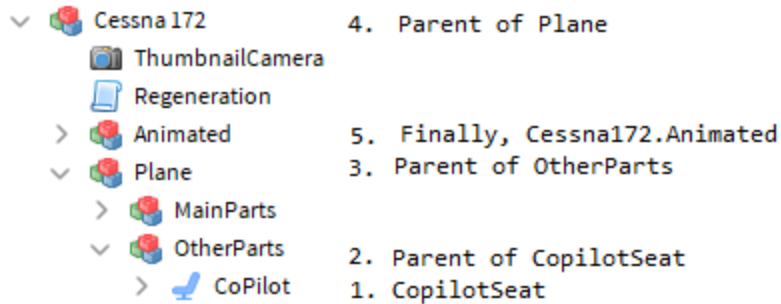
If this is the case, you can just move the Animated group to the Unwelded folder in the Alpine PlaneKit. And make sure every ObjectValue you find in your FO kit is pointing to the right object.

2. By manual location:

Your FO kit manually locates the animated group if they have this kind of line in their script to point to the Animated group:

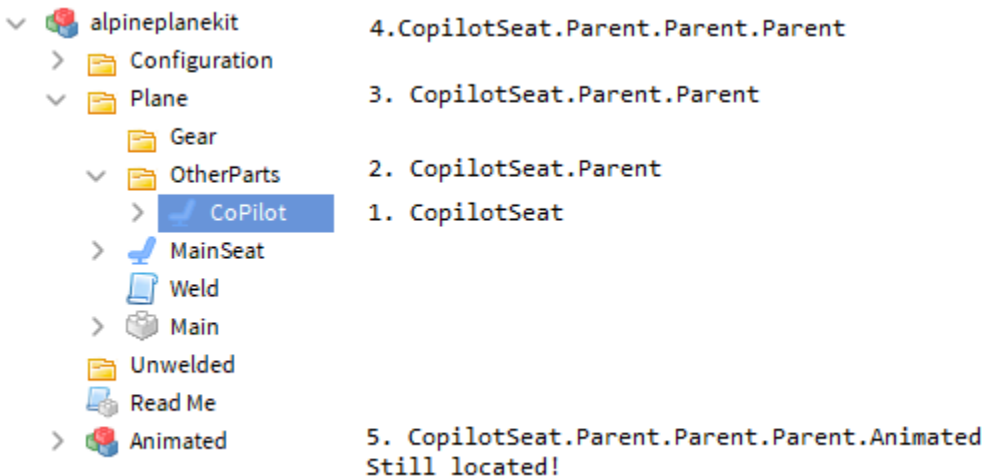
```
local CoPilotSeat = script.FOSEatObjectValue.Value
local AnimationGroup = CoPilotSeat.Parent.Parent.Parent.Animated
```

In this one, only the CoPilotSeat is pointed to with an ObjectValue, and the animated group is manually located from it. This means the object hierarchy must be the same for the script to locate the Animated group. This is what the structure must be:



(CopilotSeat.Parent is OtherParts, CopilotSeat.Parent.Parent is Plane, CopilotSeat.Parent.Parent.Parent is Cessna 172, and CopilotSeat.Parent.Parent.Parent.Parent.Animated is the Animated group that the script wants to locate.)

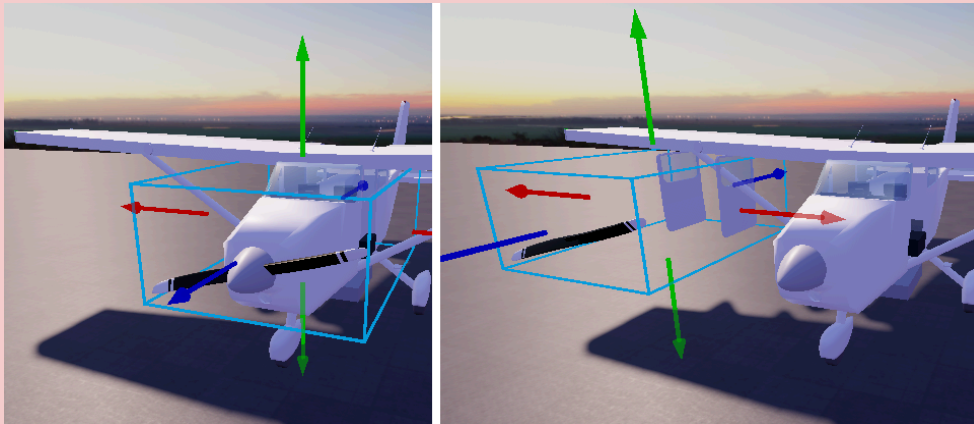
If you can script, you can just adjust to that part however you end up placing the FO Seat and Animations in the Alpine PlaneKit. However, I recommend we imitate the names and hierarchy of the original structure, so the CopilotSeat.Parent.Parent...Animated line still reaches the animated group:



* The Unwelded folder serves just for clean organization, and you DO NOT need to move every animated component there. No script just touches the Unwelded folder, and you can delete it if you want to.

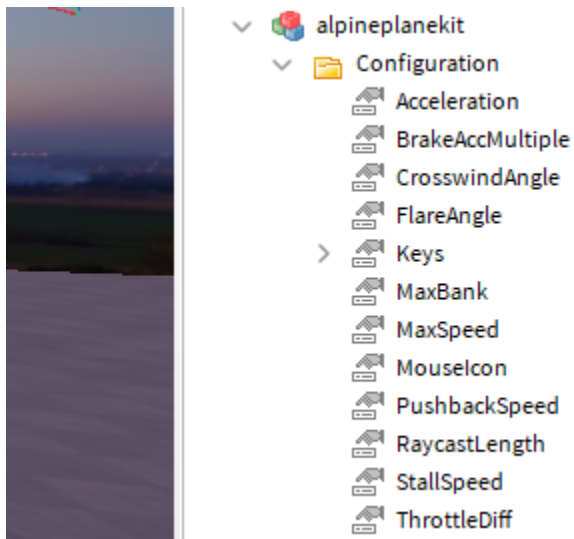
Again, every FO kit is unique and I have no way to cover every step exactly how it is. The best we can do is cover the ways most animations are installed in planes to help you find out the best approach for your current plane.

NEVER move animated parts away from their pivots like this:



This breaks ALL the motors that are supposed to hold the plane and animations together, and your animations will fall apart. This is why it's good practice to move the MainSeat and Main parts to the original plane and not the other way.

3 | Configurations



All of the configurations are already set up and adjusted to common planeKit controls, so you can feel free to skip the configurations.

These are the reference for the configurations folder and what each of them does:

Acceleration	How many seconds it takes to reach the maximum speed.
BrakeAccMultiple	How much faster is deceleration when braking compared to the acceleration. (2.5 means the plane decelerates 2.5x faster).
CrosswindAngle	<i>CROSSWINDS ARE EXPERIMENTAL!</i> The crosswind angle for the plane.
FlareAngle	The MainPart's desired angle when flaring. The default is -2. Since we rotated the MainPart by 5 degrees earlier, the plane will look like it's angled at 3 degrees. The FlareAngle must be a negative number for the plane to descend.
MaxBank	The maximum bank angle.
MaxSpeed	In studs/second, the maximum speed for the plane.
Mouselcon	The "rbxassetid://" URL for the mouse icon image.
PushbackSpeed	In studs/second, how fast the plane will push back.
RaycastLength	How many studs to raycast down from the lowest part, which determines if the plane is grounded. You typically only need to modify this if the plane has issues detecting ground.
StallSpeed	In studs/second, the minimum speed needed for the plane to fly.
ThrottleDiff[erential]	The increase of the throttle percent in one second.
Keys	All the keybinds you can configure. Note that Throttle up and down are based on the VehicleSeat's Throttle property (W/S by default), not set keybinds.

The Final Product

After finishing with every step, you can freely delete the leftovers from your previous PlaneKit. The final product should look like this:

