

FSDS to AF99 Plugin for FSDS

by Scott Jelinek

This plugin for the Flight Simulator Design Studio will convert and FSDS .fsc aircraft to an Aircraft Factory 99 project **within certain limitations** noted below.

Installation:

Place the FSDStoAF99.tpi file in the FSDS Plugins directory - if you've used the default directory when installing, that will probably be C:\Program Files\Abacus\FS Design Studio\PlugIns. The next time you run FSDS it will show up in the list when you select the "Execute Plugin..." option from the "File" menu.

Operation:

- 1) Load up your FSDS aircraft
- 2) Select the "Execute Plugin..." option from the "File" menu.
- 3) Select "FSDStoAF99"
- 4) Enter the name of your AF99 project in the top edit field.
- 5) Enter the name of your aircraft in the middle field
- 6) Either use the "Browse" button to select the directory for your project, or you can enter the **full path** (example: C:\Project\Aircraft) in the edit field. If you enter a multi-level path like the example, the upper level directories (like C:\Project in this example) must already exist. You can also use the "Browse" button to select a path, then tag a new one to be created on the end.
- 7) Select "OK" - a progress indicator will appear if all is well and write out the AF99 project.
- 8) Run AF99 and use the Project Wizard to get your project finalized. Use the "existing project" option to bring your new project into AF99.

What you'll get:

The parts from the FSDS project will all be converted to AF99 components and inserted into the AF99 project. Each component will be marked as "Smooth", given a sequence number, and placed in the "Body-Main" group. You can then proceed to move things to other groups, add glue, add textures, add new parts, etc. *No textures will be carried over from FSDS* since AF99 uses a whole different format.

Limitations:

You can't have more than 30 components in AF99, so you have to keep your FSDS project to thirty parts and less than 1200 polygons. Use the "Project Statistics" to keep track. Keep your design simple and make use of the "join selected parts" to group things together. Unless you want to make the aircraft in FSDS, don't bother to do polygon smoothing, assign colors, textures, or attributes like "Gear - down" *because they won't be carried over in the conversion*. Also, **don't run the parts check** because it will significantly increase the polygon count, and each polygon becomes an AF99 part. Finally, **name your parts**, as the plugin will use those names to create the AF99 component and part names. It's best to stick with letters and underscores (like "Left_Wing") to avoid potential problems with invalid filenames. IF your FSDS project runs over 30 parts, **only the first 30 will be converted!**

Included in this distribution is an FSDS project, a Beechcraft Sundowner, that reads completely into AF99. You can see how I set it up in FSDS and see how it converts to AF99.

Enjoy. If you have questions, get a hold of me at sjelinek@21stcentury.net and I'll do what I can to answer them.

Finally, this product is Freeware, and is not to be included in any distribution requiring payment without the express written consent of the author. No warranties are expressed or implied.

My thanks to FSDS author Louis Sinclair for a fine product, a nifty SDK, and personal support.

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