

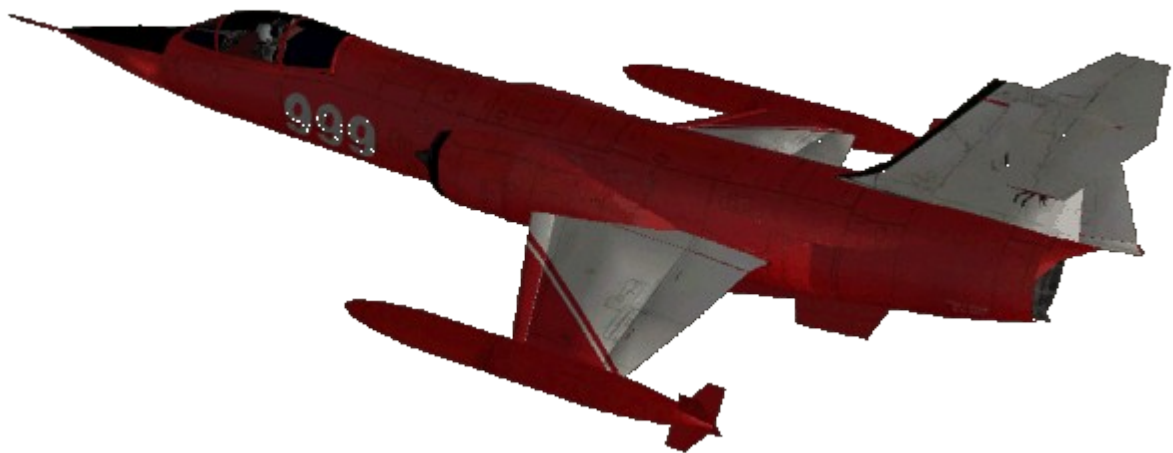
"PROJECT 104"



Welcome to "Project 104"

Thanks to "Thoarek" we are proud to present you a very nice model of the F-104 Starfighter for OpenFalcon.

To fly with this model we had to do some research to find out what's the best way to use this model.



First we tried a lot of existing models in OpenFalcon.

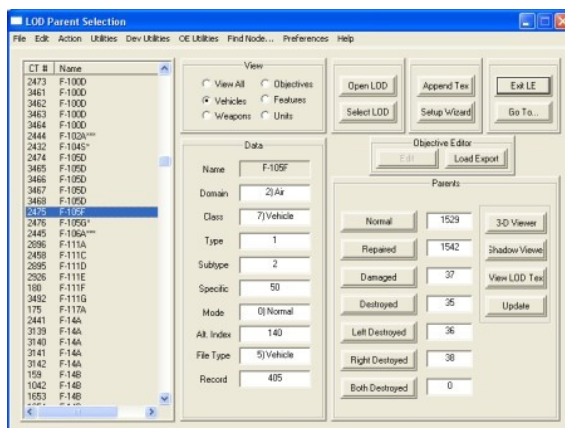
The best models to overwrite are the F-105 Thunderchief, Mig-21F and all the F-16C models, we used the Block 25, 30, 32, 40 and 42.



If you use one of these models all functions (airbrake ,canopy) will work correctly. also the F-104 will take over the avionics of the plane you're going to overwrite.

How to insert the F-104 models into your OpenFalcon:

1st you have to run LODeditor and follow the instructions below.

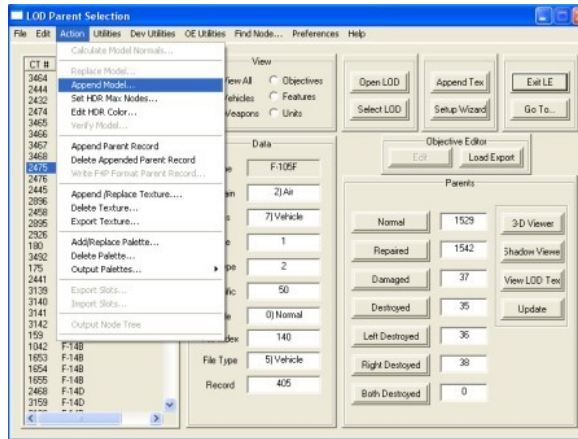


First make a copy of the whole /Microprose /Falcon4 /TerraData /Objects map.It's always the best to have a backup of the originale files.

Select "Vehicles" in the View box and go to the F-105F or any other model you like to use.

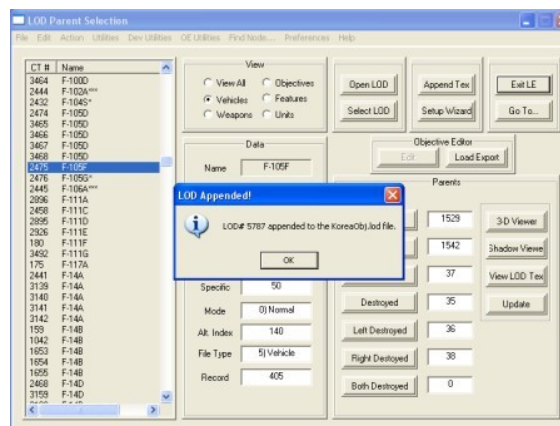


If you select 3D Viewer you'll see the original F-105F.



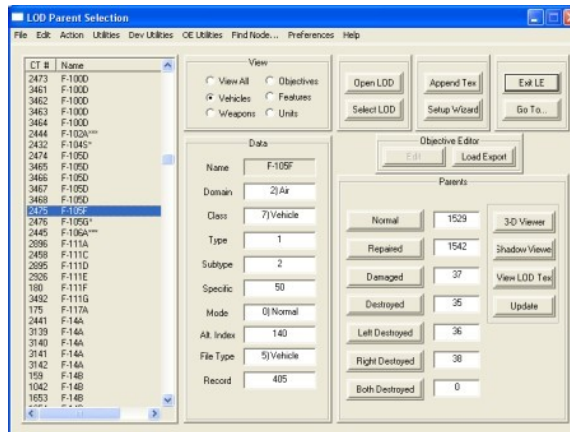
Go to Action / Append model and go to the map where you copied our F-104.lod files. Select on of the files and accept.

We prefer to use F-104G-model1.lod at the location of the F-16C Block 25 ,F-104G-model2.lod at the F-16C Block 30 ,F-104G-model3.lod at the F-16C Block 32 ,F-104G-model4.lod at the F-16C Block 40 and F-104G-model5.lod at the F-16C Block 42 but you can also use other locations like the Mig-21F or F-105F Thunderchief.

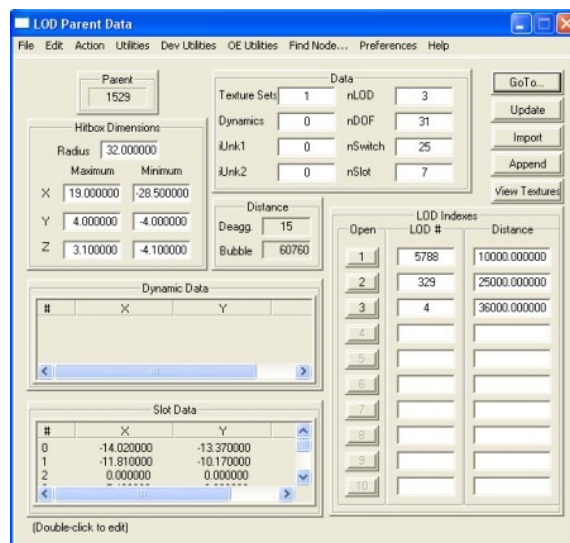


When you selected one of the lod files you'll get the message "LOD appended" remind this LOD number you need it at the next step...

Select Go to.... and select CT Records.



Now select the Normal button in the Parents window



Fill in the LOD number you reminded at the LOD indexes 1. (5788 location) Also fill in 1 Texture Sets in the Data window.



Go to.... and select CT Records , select 3D Viewer you'll see now the F-104 Starfighter. Ready to play....

We created 5 LOD files for 5 locations for OpenFalcon ,we prefer to locate these LOD files to the F-16C block 25,30,32,40 and 42 but to have some variation with your weapons you can also select the Mig-21F or F-105F...



Weapons at the F-105F location

Weapons at the F-16 location's



A-A Weapons at the Mig-21F location

A-G Weapons at the Mig-21F location



Till now made 3 sets with 5 texture sets... maybe more more texture set will come up soon.

Set 1:

Royal Dutch Airforce D-8338 ,German Navy 26+65 ,THK 8-786 ,Belgium Airforce FX-04 & German Airforce KG+101

Set 2:

A.M.I 104's 3.37 ,4.27 Ferrari ,4.41 .4.51 and the 9.99



Set 3: (New add-on 3-10-2007)

HAF Olympos ,HAF Tiger ,HAF FG-710
Spanish airforce and Canadian Airforce



We saved all our files in zip-files to share.

In each zipfile are all the DDS files of the fighters of this set ,copy all DDS files into the map /Microprose /Falcon4 /Terrdata /Objects /koreaobj.

The DDS texture files of Set 2 or 3 will overwrite the DDS files of Set 1 so you can only use 1 set at the time ,of course you can overwrite the DDS texture files of set2 with the set1 textures

The LODfiles you need with LODeditor are inserted in SET1



The use of all downloaded files are for own risk...

Credits:

Model of the F-104 & THK texture by **Thoarek** ,LODeditor by **Fred "BaldEagle" Balding** ,Original FS2004 skins: 441 by **Mo Dezfoul** ,FX-04 by **Paul J.Kellens** ,9.99 by **Luca Zappala** ,4.51 by **Nerelli Paolo** ,4.27 by **Manuel Rogari** ,3.37 by **Ed Knapp**.
KG+101 ,D-8338 ,26+65 and all repaint from FS2004 to Falcon textures by **Harold Pot**.