# Airport Fire Truck Simba



Add-On for Microsoft FS X

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# **INSTALLATION**

#### REQUIREMENTS

- PC with Windows XP/ Vista / Windows 7 or newer.
- Microsoft FSX Professional (SP2) and FSX Acceleration

# FILE INSTALLATION

- Copy the complete Folder Simba from this installation package into the "...\FSX\ADDON SCENERY\" folder.
- 2. After starting FSX go to "Configuration" and choose "Scenery Library". Then activate the new Scenery\*
- \* If you have problems in activating the scenery (Windows Vista and Windows 7 Bug) try this:
- 1. Open the "scenery library" box from within FSX-Setup
- 2. Left click on "Add Area"
- 3. Navigate to the scenery folder that you wish to add and left-click once on the scenery folder you wish to add.
- 4. When the correct area is highlighted, Click "OK"
- 5. You should be taken to the next screen. NOW click anywhere in the empty space of the box!
- 6. You should be sent back to the dialogue box with the new scenery at the top of the list. Then just click "OK" and the scenery should be loaded.

#### UNINSTALL

Just delete the Folder:...\FSX\Addon Scenery\Simba



Simba at the Airport Kassel EDVK (Freeware Scenery: edvk\_v20.zip at AVSIM)

#### **SIMBA 8X8 HRET**

Simba is an airport fire truck from the company Rosenbauer International AG. Among many other airports several of them are located at EDDF Airport Frankfurt. The version 8x8 HRET which is modeled here has following specifications:

Power: 919 kW, 2 Liebherr, 8 cyl. turbodiesel

Max. Speed: 140 km/h
Weight: up to 45 t
Water tank: 12.500 l
Foam tank: 2x750l
Dimensions: 3m x 12m

Sources: www.rosenbauer.com http://de.wikipedia.org/wiki/Rosenbauer Simba

#### **SCENERY AND PLACEMENT**

The scenery contains already a placement file (**EDDF\_Place.BGL**) which will place the truck in front of the Lufthansa Hangar at EDDF Frankfurt (Location: lat="50.043775" lon="8.555992" alt="0.000000").

However you can place the vehicle where ever you want. You can do this with the object placement tool, supplied with the SDK (FSX Professional), you can also use your favorite software like ADE, Whisplacer...etc, or you just edit the EDDF\_Place.xml file supplied in the INFO directory with the right coordinates. After that you have to compile the xml file to bgl with the BGL-Compiler, also supplied in the SDK. At the end you add the bgl file to your /simba/scenery folder.





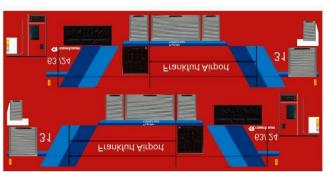
**Default Placement at EDDF** 

### **MODEL DESCRIPTION**

The model has been created with GMax. Although very detailed it is quite framerate friendly. The model has night textures with lights, also bump maps and specular maps.

GUI: 20D12AC4-77C3-4CA7-BC68-2C27215EA966 Model Name: Simba50

If you like you can edit the **Simba2.dds** file in the texture directory and change the text to your favorite airport. Use e.g. Paintnet or other painting software to flip and edit the file.



Simba2.dds

# **CREDITS & ACKNOWLEDGEMENTS**

Creating this vehicle was only possible by using some really great Freeware tools:

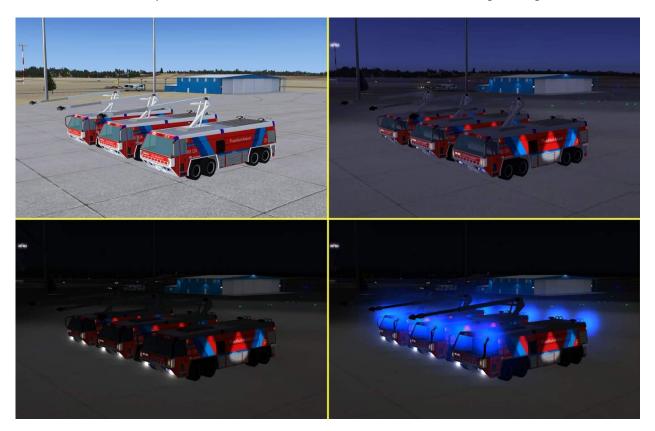
• **Gmax** 1.2 (Discreet)

• FSX SDK Software Development Kit (Microsoft)

• Paint.net 3.5.8 by Rick Brewster, and contributors

Model Compiling

Textures and image editing



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The files should not be altered and cannot be incorporated into other shareware or freeware programs or published on any electronic or mechanical media anywhere in the world without my written permission.

The scenery for FSX is delivered as is. The author does not grant any warranty and won't be responsible for any hardware or software damages on the user's system. The user does apply this add-on on his/ her own responsibility.

Please feel free to post any comments, suggestions or bug reports.

Happy Landings! ac800@online.de www.microflight.de

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