



AI Eurofighter Typhoons Royal Air Force of Oman

For FS9, FSX and P3Dv4/v5

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Note: These aircraft are not designed to be user-flyable

1. INTRODUCTION

This package contains the 12 Eurofighter Typhoons of the Royal Air Force of Oman, based at Adam airfield (OOAD). The airfield comprises an air base and proposed domestic airport situated in the Adam wilayah of the Ad Dakhiliyah Region of Oman. The air base is 18 kilometres (11 miles) northwest of the town of Adam.

The Typhoons are based on the RAF single seat FGR4 (single tank) and two seat T3 and are currently not seen with weapons. Both models are included in the package along with flight plans and basic scenery of Adam air base.

Separate Oman Typhoon packages are available for the 3 MSFS versions as follows:

- FS9: **JYAI_Typhoons_Oman_FS9_1.zip**
- FSX and P3Dv4: **JYAI_Typhoons_Oman_FSX_P3D_1.zip**

The two zips are available as freeware from the Download Hangar at Military AI Works (MAIW).

The Oman Typhoons are part of a wider project that features Typhoons, associated scenery and flight plans in 7 packages:

- Austria
- Germany
- Italy
- Oman
- Saudi Arabia
- Spain
- UK

These packages, also for FS9, FSX and P3D, are available in the Download Hangar at MAIW.

2. AUTHORS

- John Young – models and flight plan conversion
- Steve Holland – flight dynamics
- Ray Parker – paints
- Dale Ashcroft – FSX Adam AFCAD and original flight plans
- “TheFoufure” – FS9 Adam AFCAD
- Pete Bramley – P3D Adam scenery

3. AIRCRAFT INCLUDED IN THE PACKAGE

Here are a few screen shots of the included models:



4. NOTES ABOUT THE MODELS

FS9 and FSX models all have an afterburner that is specified in the [Lights} section of the aircraft.cfg file.

In P3D the afterburners need to be embedded into the models, along with the navigation lights, to prevent the flaring into “fireballs” when viewed, especially at night.

All of the Typhoons have “slime” lights – the green formation strip lights on the fuselage, fin and wing tip pods.

5. INSTALLATION - AIRCRAFT

Step 1 - Place the aircraft in your FS9 Aircraft folder or FSX/P3D simobjects\airplanes folder.

Step 2 - For P3Dv4 and v5, there is an alternative set of models and an aircraft.cfg file in the Typhoon zip. These models are the same as the FSX ones, but they have the inbuilt afterburner described in the previous section. Please replace the FSX models, aircraft.cfg and .air files with the P3Dv4 ones. The FSX texture set is good for P3D.

Step 3 – Place the effects files in your FS9, FSX or P3Dv4\ Effects folder. The FSX ones are for P3Dv4 also. Do not forget the afterburner texture that goes in the effects\texture folder.

Step 4 – Ensure “Reflections” are turned on in your FS9 aircraft settings.

OPTION:

Each aircraft texture folder contains two slime light textures – “**Typhoon_Slimes**” and “**Typhoon_Slimes_Im**” with the appropriate .bmp or .dds extension. If preferred, these textures can be removed from each individual folder and a single copy placed in the main FS9\texture folder or in the main FSX or P3D\texture folder. The same can be done with the weapons texture in this case.

6. INSTALLATION – TRAFFIC FILE

The traffic file, that creates the movement and flight of the aircraft, is in the form:

“Traffic_Mil_Oman_JYAI_Typhoons_8SQ.bgl”

The FSX and P3D files have the suffix “_FSX”. Do not mix FS9 and FSX traffic files.

The file should be installed into the scenery\world\scenery folder of FS9, FSX or P3D, but **please remove any previously installed Typhoon flight plans for Oman.**

In the Typhoon root folder is a folder called “Traffic files”. This contains the component aircraft.txt, airports.txt and flightplans.txt files for use with programs like AI Flight Planner to make changes to the Traffic files, if users wish.

The file uses the flight plans contained in the FSX upload to flightsim.com of the Nick Black Typhoons with Omani paints by Dale Ashcroft. Only the aircraft.txt entries were changed to enable the file to work with the new Typhoons.

7. SCENERY and INSTALLATION

Adam airbase does not exist in any of the 3 flight sim versions, nor could any third-party scenery be found on the net. However, a basic AFCAD for FS9 has been contributed by “TheFoufure” and a version for FSX was previously available from Dale Ashcroft (see Traffic file section). Pete Bramley, with permission, has converted that file for use in P3D and he has also added a few scenery objects, including the Typhoon shelters:



The scenery should be installed to FS9 and FSX\addon scenery and added to the library in the usual way. For P3D, the scenery should be installed to the folder normally used for scenery by the user and also added to the library. Users will need the FSX/P3D MAIW Global Object Libraries. The file can be downloaded from:

<https://militaryaiworks.com/download-hangar/file-library/download/6-official-maiw-scenery-libraries/786-maiw-global-scenery-library-objects-fsx>

8. REPAINTING

Repainting of the aircraft is permitted. A Paint Kit containing layered source files for the textures will be sent to the MAIW Download Hangar. Please respect the conditions contained in the notes.

9. LEGAL DISCLAIMER

The contents of this package should not adversely affect your computer operation if installed according to the instructions. No guarantee is given or responsibility accepted for adverse operation or lost/overwritten files on your computer.

These files may only be uploaded to MAIW, Avsim or Flightsim.com by the author.

The package and constituent files may not be sold, or put on any site that charges for downloading free files. The files found in this archive may not be distributed on CD or any medium for any kind of fee, including the cost of production, materials or postage. The ownership of the models, repaints and flight plans remain with the authors as mentioned in the package

10. FEEDBACK AND SUPPORT

Any questions, suggestions and feedback may be directed to the forums at www.militaryaiworks.com.



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