



MAIW SBAI Antonov An-178 - Pack-1 V.1.0

For P3Dv4



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1. About

About this package

This freeware package, produced by [Military AI Works](#), contains the SBAI Antonov An-178, created by Sergey Bunevich and converted for P3Dv4 by the team of Tom Arnold, Holger Litzenberg (PBR) & Thomas Roehl (PBR Textures). The converted model should give you better frame rates in FSX and P3D and ensures that the SBAI Antonov An-178 displays correctly in P3Dv4.

Together with the converted models, this package also contains converted textures for all related paints that MAIW ever released. We have converted the textures to DDS format with DXT5 compression and mipmaps for the best possible performance.

About the model

Sergey Bunevich originally created the SBAI Antonov An-178 as an AI aircraft for FS9. MAIW has the approval to convert this model to FSX native format or use a conversion done by another party. Sergey Bunevich remains the sole author and copyright owner of the original model as well as of any derivate created or used under the umbrella of MAIW.

These people created the flight dynamics and effects used in this package:

- Nick Needham
- Sergey Bunevich

PBR-Switcher

We offer both normal and PBR models in this package. The “normal” version always comes as default.

To switch between these options, you must execute the file “PBR-Switch.exe” located in the folder “_pbr_switch” in the aircraft folder **while P3D is not running**.

GAI Antonov An-225 Mriya - P3D Pack-1 V.2.0 > SimObjects > Airplanes > MAIW GAI Antonov An-225 Mriya (P3D-PBR)

Name	Änderungsdatum	Typ	Größe
_pbr_switch	16.03.2021 22:37	Dateiordner	
model.Basic	16.03.2021 22:37	Dateiordner	
model.Nose	16.03.2021 22:37	Dateiordner	
model.Nose_Buran	03.03.2021 14:27	Dateiordner	
texture AN225 Blue	03.03.2021 16:42	Dateiordner	

You will see this console window:

```
MAIW PBR Model Switcher - V.1.0.0.0 - © Martin Gossmann 2009-2021 / The Owl's Nest Tools
MAIW PBR Model Switcher - V.1.0.0.0 - © Martin Gossmann 2009-2021 / The Owl's Nest Tools
*****
Current configuration:                                'NORMAL'
List of models affected by the change:
--> model.Basic          current: GAI_AN225_B_P3D    ---> new: GAI_AN225_B_P3dv5PBR
--> model.Nose           current: GAI_An225_N_P3D    ---> new: GAI_An225_N_P3dv5PBR
--> model.Nose_Buran    current: GAI_An225_NB_P3D   ---> new: GAI_An225_NB_P3dv5PBR
Do you want to change the configuration from 'Normal' to 'PBR'?
Press key 'y' to proceed, any other key to cancel... █
```

Press the “y” key will initiate the switch, all other will terminate the execution. This is what you see:

```
MAIW PBR Model Switcher - V.1.0.0.0 - © Martin Gossmann 2009-2021 / The Owl's Nest Tools
MAIW PBR Model Switcher - V.1.0.0.0 - © Martin Gossmann 2009-2021 / The Owl's Nest Tools
*****
Current configuration:                                'NORMAL'
List of models affected by the change:
--> model.Basic          current: GAI_AN225_B_P3D    ---> new: GAI_AN225_B_P3dv5PBR
--> model.Nose           current: GAI_An225_N_P3D    ---> new: GAI_An225_N_P3dv5PBR
--> model.Nose_Buran    current: GAI_An225_NB_P3D   ---> new: GAI_An225_NB_P3dv5PBR
Do you want to change the configuration from 'Normal' to 'PBR'?
Press key 'y' to proceed, any other key to cancel... y
--> processing model.Basic
--> processing model.Nose
--> processing model.Nose_Buran
Model Switch from 'Normal' to 'PBR' completed. Press any key to close...
```

Execute the program again to switch back to the “normal” models. Repeat as often as you like.

About the model conversion process

Our thanks go to the author of ModelConverterX: Arno Gerretsen of the [FSDeveloper forum](#). Without his tool, no conversion of aircraft would be possible!

Aside from some performance impact, FS9 models were perfectly usable in FSX and P3D until the advent of P3Dv4 that broke compatibility with FS9 models. We can consider ourselves lucky that about the same time Arno introduced the ability to convert aircraft models.

FS9, FSX and P3D differs in the way they interpret the aircraft flight dynamics specified in the air file. Originally designed for FS9, the flight dynamics either mirror the real aircraft behavior extremely close or they were tailored to allow specific behavior like carrier landing or runway optimization.

The creation of these flight dynamics took usually months to reach the level of perfection. It was impossible to redo this work in course of the conversion project.

Therefore, converted aircraft may behave differently as originally designed.

With few exceptions most air files are either done or are based on the work of Mike MacIntyre and Steve Holland.

About this model conversion

This aircraft has been converted by Tom Arnold, Holger Litzenberg (PBR) & Thomas Roehl (PBR Textures).

The reason that only few people do the conversions is that you cannot just pick up Arno's tool and convert a model. Without detailed knowledge of the old and new model standard, you would at best end up with an aircraft that has lost all animations. The people involved in the conversion process have been learning this process over the last two years, always given feedback to Arno who could improve his tool. To convert one model is a tedious and time-consuming process. MAIW is extremely thankful towards the people who allow us to carry over our AI heritage into the new P3Dv4 world.

The compilation of this package from the original MAIW packages, the documentation and the texture conversion were done by Martin Gossmann.

After the initial package release we realized that by combining all traffic files into one mega pack we were creating a big problem for the release of updated flight plans consisting of other aircraft types. Bases were becoming overcrowded with retro and current aircraft and it was not possible to disabled specific squadrons selectively.

Steve Holland came up with a system that serves the flight plans individually. We will successively convert all flight plans to that system. This means that you may have to wait some time until the flight plans for an aircraft conversion pack become available.

Acknowledgments

Our thanks go to Don Grovestine for his excellent [AI Flight Planner](#) tool we use for all work on flight plans.

Our thanks go to Martin Wright who has provided us with the ability to do the texture conversion from BMP to DDS.

About the paints

All paints are copyright of the original authors who have given MAIW the approval to convert them into another format. The original authorship also extends to and includes any conversions done under the umbrella of and by MAIW.

These painters created the liveries used in this package:

- Sergey Bunevich

About MAIW

Military AI Works (MAIW) is a loosely affiliated, international group of flightsim enthusiasts who share the common goal of seeing realistic military AI traffic in Microsoft Flight Simulator and Lockheed Martin Prepar3D.

Our goals:

1. Produce only high-quality, freeware packages and products
2. Create military AI traffic accurately within the bounds of MS Flight Simulator and LM Prepar3D
3. Promote new freeware military AI models, scenery and products
4. Advance military AI modeling of countries around the globe
5. Respect the rights of designers and contributors.

To learn more about MAIW, visit our website at <http://www.militaryaiworks.com>.

2. Installation

How to install this package

Please note that some packages contain an alpha channel bitmap. We provide it for your convenience in case you want to convert additional paints yourself. For this package, all alpha channels are already applied.

While FSX and the first versions of P3D followed a strict folder structure, later versions of P3D allow you to separate AI Aircraft, scenery etc. from your main sim installation. We highly encourage you to make use of that functionality. It allows for easy re-installation / update of your simulator and keeping things together.

Example

Create a folder “Military-AI” that contains the following subfolders:

- Effects
- Scripts
- SimObjects
- Texture
- Traffic

Now make these folders known to your simulator (make sure you do that correctly!). Which content goes where is self-explaining. This would be ideal setup to keep all your military AI in one structure separated from anything else.

1. In case you have already installed any of the related original MAIW packages or an older version of this package please make sure you remove the following folders / files:
 - aircraft folders
 - global textures in bmp format (in the main texture folder of your sim)
2. Move the SBAI Antonov An-178 aircraft folders to your sim’s “SimObjects\Airplanes” folder or the specific folder you have created for your AI (see above). Some packages contain a second aircraft.cfg file named **aircraft.cfg.fsx**. We do this when we have disabled the FSX effects for P3D because they are looking bad. ***Make sure you rename and use this file for FSX.***
3. Move the contents of the “Effects” folder to your sim’s main Effects folder or the specific folder you have created for your AI (see above). Overwrite older files but **do not** overwrite newer files. Some packages offer different sim specific effects (**Effects.FSX** and **Effects.P3D**).
4. Move the contents of the “Texture” folder to your sim’s main Texture folder or the specific folder you have created for your AI (see above). Overwrite older files but **do not** overwrite newer files.

3. Permissions and Disclaimers

Adverse Effects

The contents of this package should not adversely affect your FSX, P3D or computer operation. The authors make no guarantee and bear no responsibility for adverse operation or lost/overwritten files on your computer.

Use of Contents

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

Thanks to everyone who made this possible.