

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

1. 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) Model
- **FSX SDK** Software Development Kit (Microsoft) Compiling
- **Paint.net** 3.5.8 by Rick Brewster, and contributors Textures and image editing



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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.

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