

HUDSON AIR FREIGHTER

Rebuild by Andrew Benzie
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for X-Plane v8.50

AB Air Version 1.0
October 2006

Please Note: This vehicle is an updated and/or modified version of another author's original work. Please refer to the original README file (located within the same directory as this file, if available) for more information. I have obtained the original author's permission whenever necessary. I would like to sincerely thank the original author(s) for providing me a solid foundation on which to build; without their work this release would not be possible. This guide is not to be misconstrued as a reference for real-world applications.

HISTORY

This is a rebuild of the giant Hudson Air Freighter by Mark Fisher. The original concept and design is by Paul Boldt. Please see the ReadMe Original folder for more information.

I reworked over the weight/balance/wings of this craft for X-Plane 8.50, so it may not be to spec anymore. I also spent some time reworking the cockpit including a fully-functional autopilot system. I borrowed the animated direction controls from the ZMC-2 airship.



the hudson awaiting clearance for takeoff



*animated directional controls
enhance the sim flying experience*

WHAT'S NEW

- new exterior paint job/lighting
- upgraded weight balance for more controllable flight
- rebuilt custom cockpit design with animated directional controls
- other tweaks here and there

A flight yoke works great for elevator and aileron control. If you have pedals set them control the rudder. Use the small wheels to control trim.

Comments are always appreciated:
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