



WELCOME! THIS MANUAL WILL EXPLAIN HOW TO INSTALL MODELS & SKINS IN BMS 4.35

Installing models is not difficult. Here is how you do it:

- 1. *HIGHLY RECOMMENDED!! Create a back-up of the files found in the "Objects" folder. Also create a backup off of the "Sim" folder (including sub-folders). If you want to save the older skins in the "KoreaObj" & "KoreaObj_Hires" folders, now is the time to do it..*
0. *Extract the models from the database. You only have to do this once (per theater).*
 - ◆ *Copy the all files from folder "Objects" ("..\Falcon BMS 4.35\Data\TerrData\Objects") to a new location (folder). No need to copy any of the folders!*
 - ◆ *Add to this new location the files "3ddb_builder.exe" and "FreelImage.dll", found in the "..\Falcon BMS 4.35\Tools\3DDBBuilder" folder.*
 - ◆ *Copy also the two ".bat" files from the "More_Manuals" folder to the location.*
 - ◆ *When you have all these files run the extract.bat file. You will see a pop-up screen with the progress of the extraction process. When the process is done you will have three folders. In the "Parents" folder are subfolders containing the extracted models and a "DAT" file.*
 - ◆ *Before you can add the new models you need to copy the 8042.bmp file from my install manual package and put it in the empty "Textures" folder. Check the theater folder "KoreaOBJ" for the highest dds number and tweak the bmp if needed when there is a dds with a higher number. 8042 is the highest number in the current BMS 4.35 KoreaOBJ folder.*

The extracted "Parents" folder has numbered subfolders that contain the models and a DAT file. My package comes usually with models, one or more DAT files, ".fm"/".afm" files, and skins. In there are one or more model folder(s) with a corresponding number. *You can check what model is inside of a numbered sub-parent folder with the BMS Editor tool ("..\Falcon BMS 4.35\Bin\x64\Editor.exe"). With tab "Class Table" selected the numbers below "GFX-Normal" are the Parents numbers that also correspond with the subfolders numbers. If you select a model and right click with your mouse you see the model (hold left shift & move mouse to zoom).*

1. Copy the package's dds texture files from the "Skins" folder to the "..\Falcon BMS 4.35\Data\TerrData\Objects\KoreaObj" folder.
2. **REMOVE THE DDS FILES THAT HAVE THE SAME DDS NUMBERS AS THE PACKAGE'S TEXTURES FROM THE KOREAOBJ_HIRES FOLDER!** If you do not this you will see my models with the old skins when the model is close by. *(I have a reasonable computer and have moved all the files from the "KoreaObj_Hires" folder to the regular "KoreaObj" folder. No more looking for files to remove).*
3. Copy the ".fm" and ".afm" to the "acdata" folder ("..\Falcon BMS 4.35\Data\Sim\Acdata").
4. Copy the new model folder(-s) to the extracted "Parents" folder (overwrite existing content).
5. When the new models have been added to the "Parents" sub-folder(-s) run the "Build_DB.bat" file. This will start the process of building the new database. When this process is done copy the newly build "KoreaObj.hdr", "KoreaObj.LOD" and "KoreaObj.TEX" to the theater's "Objects" folder (default is "..\Falcon BMS 4.35\Data\TerrData\Objects").
6. **Make sure that "Same Acdata Files Required" option in the BMS Configuration screen is UNCHECKED** (launcher) if you want to fly the models in a multiplayer environment! *Changes are limited to make models parts movement correctly.*

If you have questions, need help, have some comments or just want to say thanks, contact me via e-mail; JanHas@janhas.net

Enjoy the models and have a great flight!

WARNING: these models might not work properly with seat shaker hardware.