



How to Import 'Stetson Flying Field v1_3.RFX' into RealFlight 7.5.

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By Bob Sintzel

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Notes:

1. The screenshots used in this help document were taken while installing 'Stetson Flying Field v1_3 for RealFlight.RFX' using RealFlight 7.5.015 software. The simulation has been tested on RF5.5 and RF7.5.
2. Any changes to the simulation be reflected in its version number e.g., v1.3, v1.4 etc.
3. It has come to my attention that the RealFlight (.RFX) extension is also used by RoboForm password management software. This is only important to know if your have RoboForm installed and you attempt to launch a RealFlight model (NOT recommended). RealFlight (.RFX) files are compressed files that 'must' be imported from within RealFlight.

Display Quality: There are a multitude of factors that can affect your viewing experience. Aside from the obvious, the most common detractor (by far) is having an improper graphics setting within RealFlight or, having an older or underpowered graphic card on the host machine e.g., lacking a dedicated GPU.

If you experience less than desirable graphics quality, please do the following:

1. Ensure your graphic card meets RF7.5 compatibility specifications, including DirectX9 compatibility.
2. Adjust the graphic quality setting in RF7.5. via the 'Graphics' option located under the 'simulation' menu.
3. The image quality can be affected when you zoom in/out. To get a true feeling of flying at the Stetson Flying, you might press the 'Z' key to select Manual Zoom then press the + key three times (located on the right side of your keyboard) to zoom in further.

My Assumptions

1. You're very familiar with the RF7.5 user interface.
2. You've saved the 'Stetson Flying Field v1.RFX' file to your PC directory (or desktop recommended)
3. You have NOT installed an earlier version of the Stetson Flyers field simulation. If you have, you must completely remove all 'custom' user files via the 'Manage User Files' item found under the "Simulation' menu. Additional help is on page 74 of the RF7.5 User Guide (under the Help menu).

HOW TO IMPORT THE MODEL

1. Download the Stetson Flying Field v1_3 for RealFlight.RFX model to your desktop.
2. Launch RF7 and verify the version number shown in the upper-right corner of the launch window. It should read 'RealFlight 7.5.015 or later.
3. Click the RUN REALFLIGHT button (see Fig 1 below).

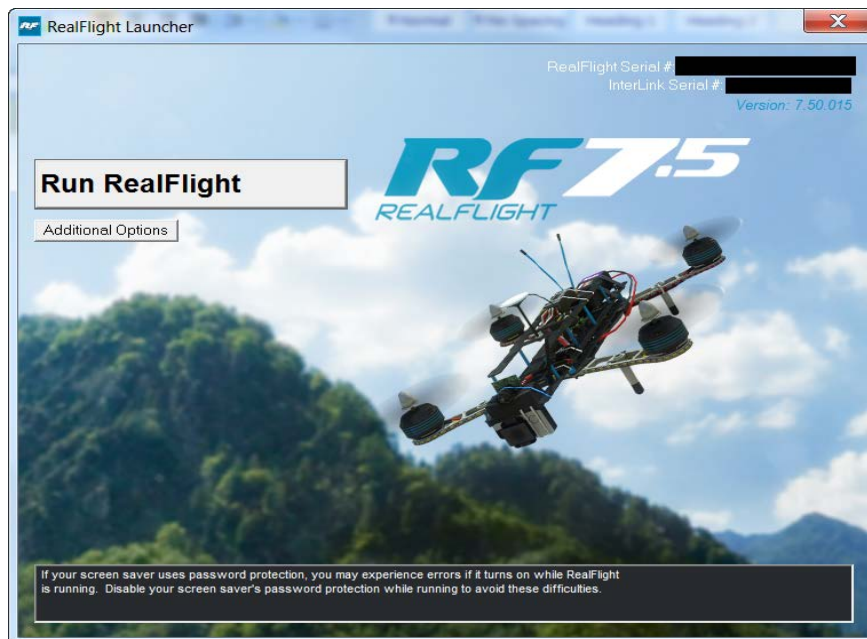


Figure 1

4. Select SIMULATION/IMPORT/REALFLIGHT ARCHIVE (see Fig 2 below)

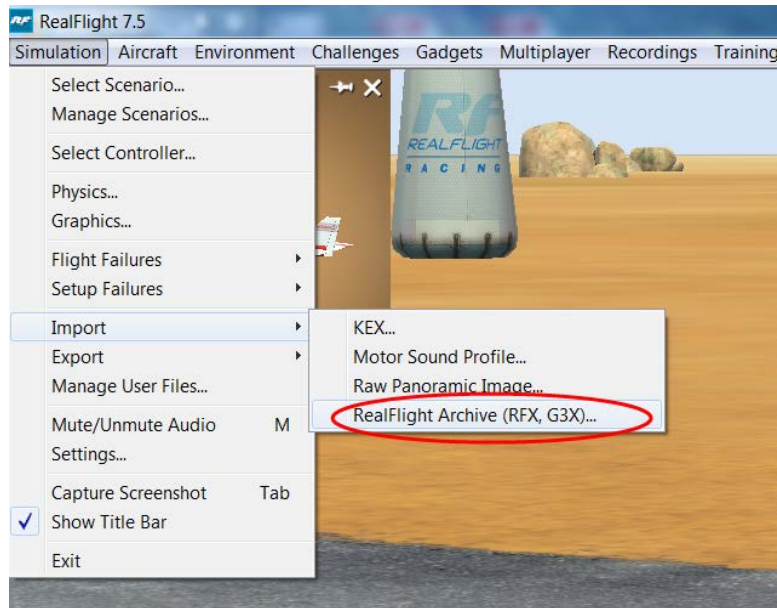


Figure 2

5. Locate the 'Stetson Flying Field v1_3 for RealFlight.RFX' file on your desktop. Click on it and verify that its file name appears in the 'File Name' field. Click the 'OPEN' button. (see fig 3 below)

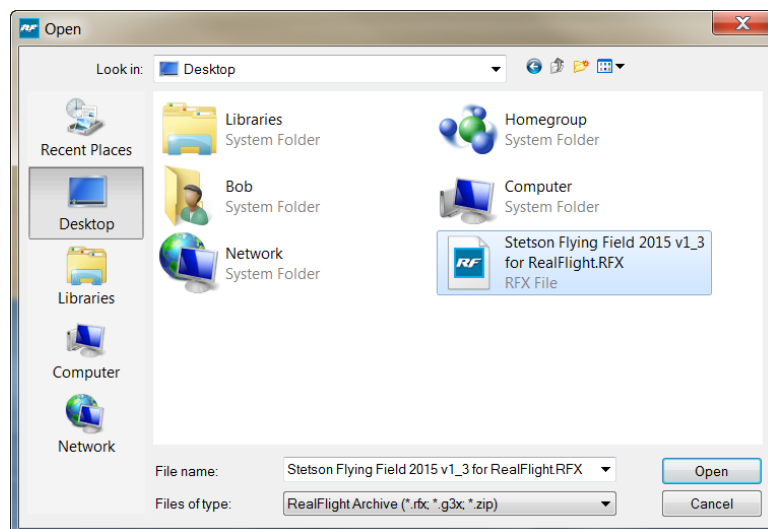


Fig 3:

6. Once the 'Stetson Flying Field v1_3 for RealFlight.RFX' model has been successfully imported, select 'ENVIRONMENT/SELECT AIRPORT' (see Fig 4 below).

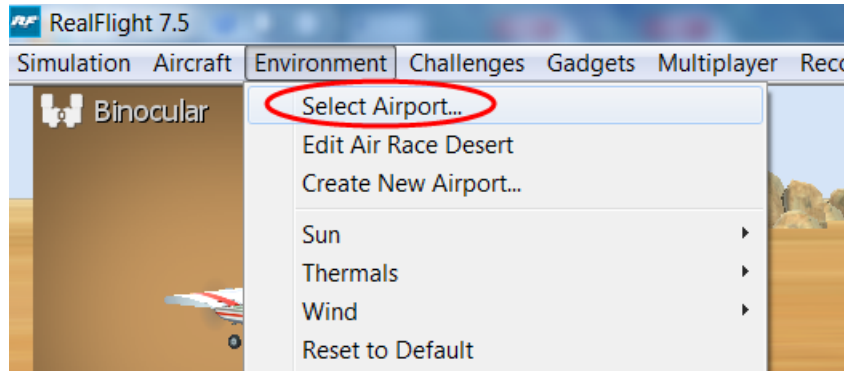


Figure 4

7. From the 'Select Airport' window, locate and expand the Custom Airports/PhotoFields folders. Click 'Stetson Flying Field v1_3 for RealFlight.RFX', then click OK (see fig 5 below)

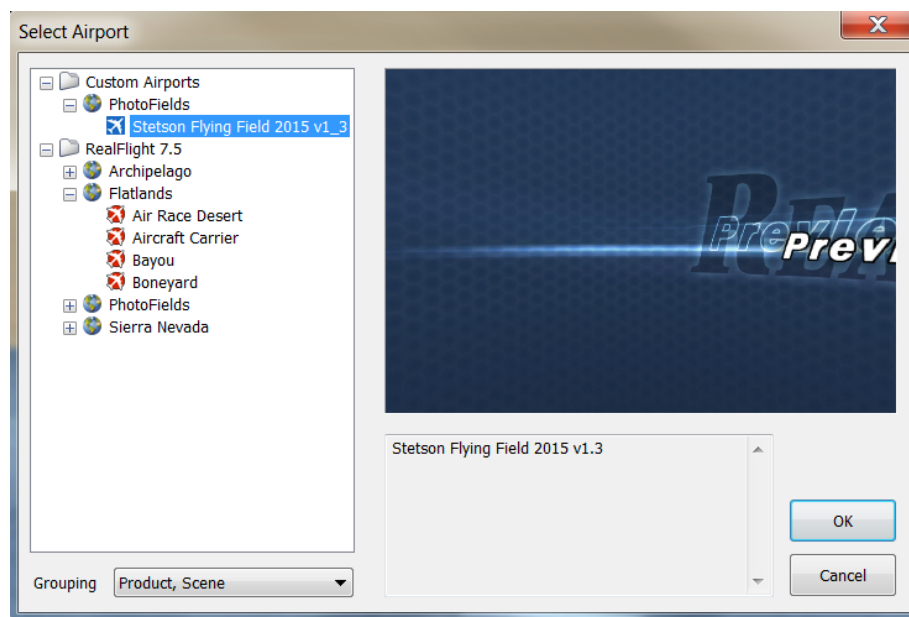


Figure 5

8. You should now see a screen similar the one shown below in Fig 6.



Figure 6

9. If you see an image similar to Figure 7 below, you have successfully imported 'Stetson Flying Field v1_3 for RealFlight.RFX'.



Figure 7

Enjoy your flight at the Stetson Flying Field.....Bob Sintzel