

Aerofly FS 2 Flight Simulator Software Development Kit (SDK)

Version 2017/07/20

Getting the SDK

Please follow this [link](#) to download the SDK files.

The download is free, all we require is an email for registration so we can inform you, if a new version comes out that might be incompatible to previous versions.

Content overview

The Aerofly FS 2 Flight Simulator Software Development Kit (SDK) consists of several different programs and libraries that are required by external developers to create additional content for Aerofly FS 2. This SDK includes:

- Export plugins for 3D Studio Max, Maxon Cinema 4D and AC3D Version 8
- Installer for the Aerofly FS 2 Content Converter used to create 3D scenery objects
- Installer for the Aerofly FS 2 Aircraft Converter for creating your own airplane
- GeoConvert tool to bring your own aerial images into Aerofly FS 2
- The 'external_dll' folder:
Example Microsoft Visual Studio 2015 project for creating a Windows DLL for reading simulation data and sending back control inputs.
- The 'scenery_workshop' folder:
A sample airport 'kigm_kingman' with the 3D Studio Max and Maxon Cinema 4D modeling files as well as all required textures. Here you will learn the basics of creating your airport for Aerofly FS 2.
- The 'aircraft_workshop' folder:
Sample aircraft 'dr400' including the 3d Studio Max files and all texture and sound source files as well as template files to get your aircraft 3d model into Aerofly FS 2.

Requirements

- Operating System: 64 Bit version of Windows 7, 8 or 10
- One of the following modeling tools: Autodesk 3D Studio Max 2010 or newer, Maxon Cinema 4D Version 17 or AC3D Version 8
- UNICODE capable text editor, e.g.: EditPad Pro, UltraEdit, Notepad++, Windows Wordpad

Plugins For 3D Studio Max, Cinema 4D and AC3D

The SDK provides export plugins for 3D Studio Max, Maxon Cinema 4D and AC3D Version 8. Those plugins export the 3D objects from the modeling software into the intermediate .tgi file format. The

structure of the intermediate .tgi files generated by the export plugins is independent of the chosen modeling software and specific export plugin. This ensures that there is only one input file format for the final converter to the Aerofly runtime-engine. This converter can be subject to change for future Aerofly versions and can optimize the already exported 3D models without the need to reopen the modeling software.

Installation

Installing the export plugins should simply be a case of following the usual plugin-installation-procedures for your modeling software, copying the plugins into the respective plugin-folder of the target modeling software.

- In 3D Studio Max select Customize > Configure System Paths > 3rd party plugins and add a file path reference to the 3D Studio Max export plugin file 'ipacs-3dsmax-2016-to-tgi.dle' distributed with the SDK. As an alternative you may copy the files 'ipacs-3dsmax-2016-to-tgi.dle' and 'ipacs-3dsmax-2016-to-tgi.dll' into the plugin folder of 3D Studio Max.
- For Maxon Cinema 4D copy the file 'ipacs-c4d-r17-to-tgi.cdl64' to the user plugin folder, by default, this is located at '%APPDATA%/Roaming/MAXON/CINEMA 4D R17_xxxxxxxx/plugins'
- For AC3D copy the file 'ipacs-ac3d-tgi.dle' to the plugin folder of AC3D, by default this is at 'C:\Program Files (x86)\AC3Dxxx\plugins\'

Aerofly FS 2 Content Converter

The Aerofly FS 2 Content Converter can do several operations to generate files compatible with the Aerofly FS 2 Flight Simulator:

1. Convert intermediate .tgi 3D models and textures in .bmp, .png and .tif file format to the final Aerofly FS 2 Flight Simulator files.
2. Convert .wav sound files to .tsb sound files for the Aerofly FS 2 engine.

Installation

For the installation of the Aerofly FS 2 Content Converter simply start the setup program 'aerofly_fs_2_content_converter_x64_installer.exe'. Follow the steps of the installation dialog.

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