

NEW FEATURES IN THIS RELEASE

Among several bugfixes from previous version, some new features have been added. As stated on our website and on our Facebook page, from now on the development project focuses on the P3D v4.4 platform only, and no new features will be ported to any other platform anymore.

MADDOG X MENU

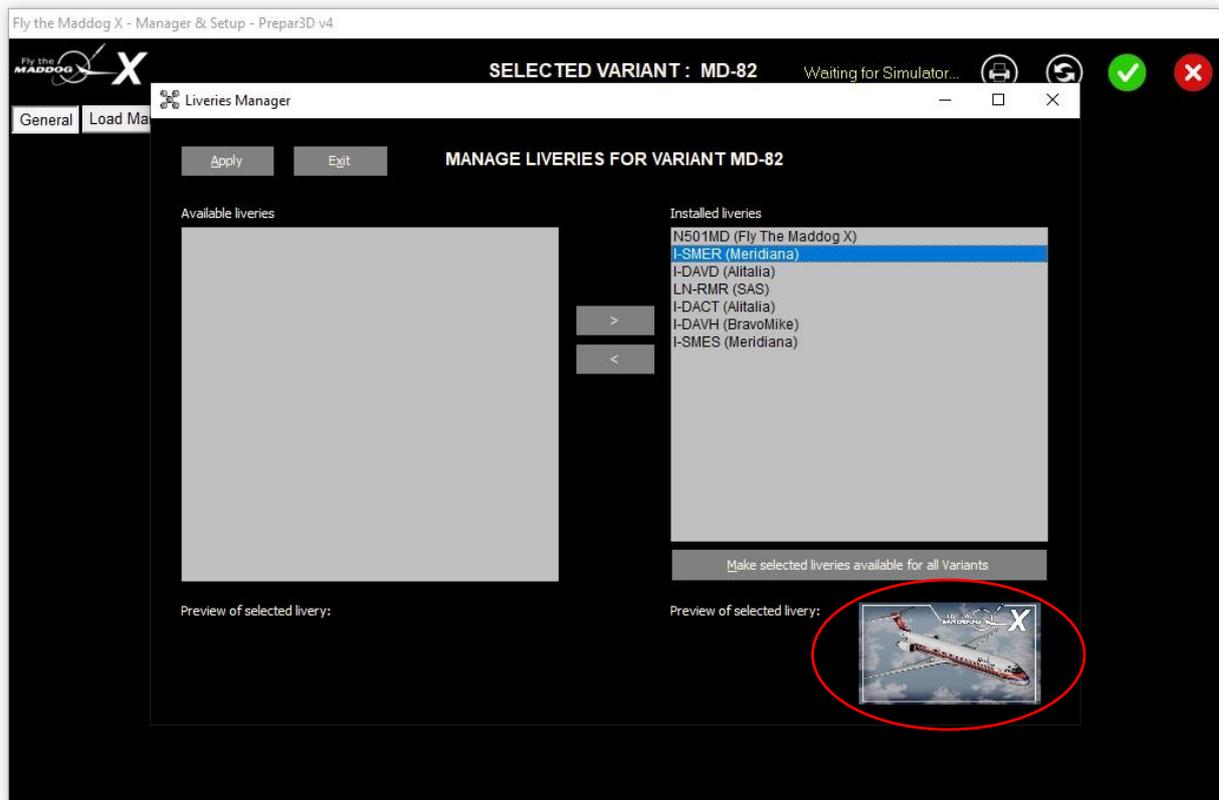
The two entries “Reload Cfg from LM” and “Fix all Failures” have been removed from the “Maddog X” submenu inside the Add-ons menu in P3D. The first one isn’t necessary anymore (see next paragraph), the second one has been replaced sending a MAINT message request from the new ACARS system.

LOAD MANAGER

The “sync from Load Manager” menu entry inside the Add-ons – Maddog X in P3D has been removed: now the changes made to payload/fuel, while the simulator is running, are automatically synced to the Maddog X after clicking the  button.

P3D/load manager connection status can be checked here:

Another small thing added requested by many, the capability of the “liveries manager” to display a thumbnail of the added/removed livery. The thumbnail is displayed only if inside the repaint texture folder a file named ‘thumbnail.jpg’ exists.



PBR in virtual cockpit

Please notice that presently in P3D v4.4, there are some limitation due the LM graphic engine at night, that we hope will be fixed in an update:

- Shadows are casted inside the VC at day only, because the only light source able to generate them is just the sun presently;
- The light effects of other addons can now be seen inside the cockpit, but the developers should tune them: you could occasionally see an oversized red flashing glow coming from a SODE jetway or a GSX service vehicle, or even the AI traffic lights taxiing near to you;
- Dynamic lights at night are not “diffused”: if you aren’t directly within the reach of a dynamic light source the cockpit will be completely dark.

PBR for the external model and the virtual cockpit is optional and can be toggled independently according to user preference from Load Manager – Simulator Options. RealLight is not compatible with the PBR virtual cockpit: all flood/instrument cockpit lights are now custom coded, while RealLight is still used for the non-PBR VC version.

ACARS SYSTEM

A fully working ACARS messaging system has been integrated inside the MCDU. More details on how this system works and its features are detailed inside the Operational Bulletin available inside the \Documents\Maddog X files\Documents folder.

Now, along with the .mdr route file generated by the Load Manager fuel/route planner (or any other 3rd party flight planning software like Simbrief and PFPX), a new file named OFP.txt is needed to feed the ACARS data system.

OFP.txt is plain text file and is automatically generated from our fuel/route planner, but if you want to use Simbrief or PFPX for your flight planning you will be able to do so. In this case please enable the option 'Use PFPX/Simbrief for ACARS OFP' in the load manager Setup – Simulator Options.

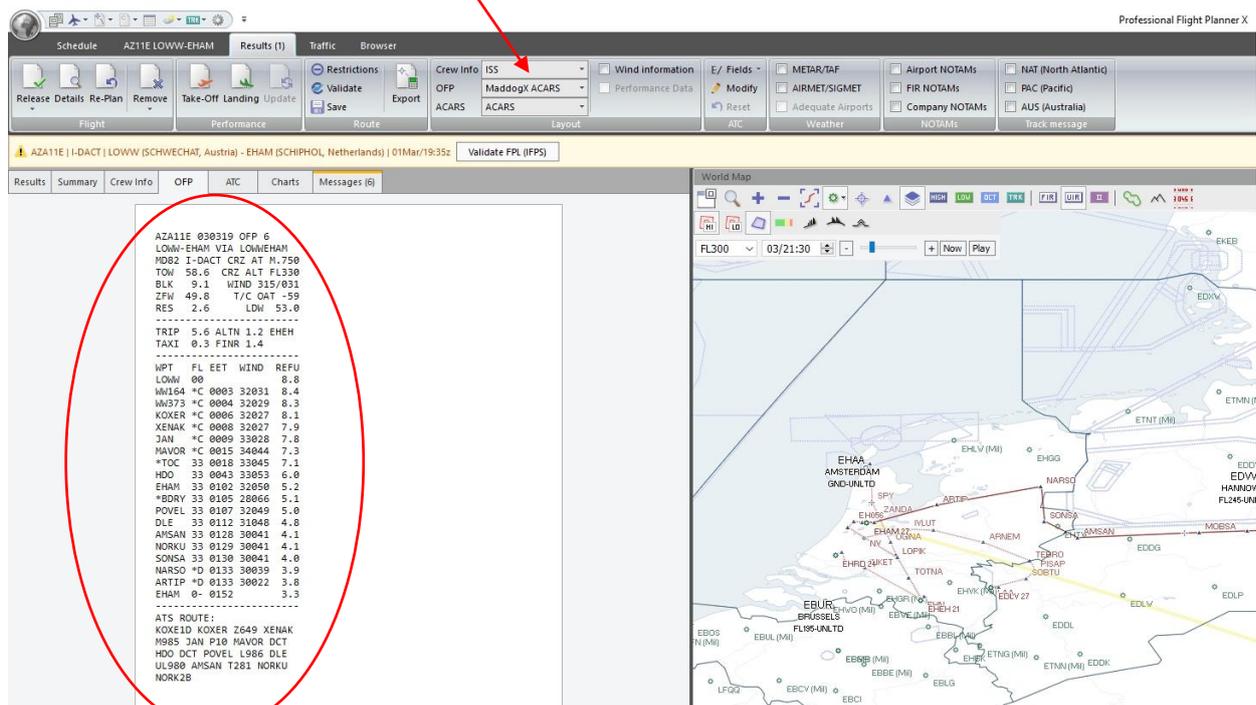
NOTE: ACARS functionality is basically a digital messaging system between the aircraft and the airline dispatch/maintenance but -as in the real aircraft- doesn't provide a mean to uplink the flight plan directly in the FMS, so it must be manually inserted or loaded as COROUTE as usual.

Using 3rd party application software to generate the OFP.txt file requires the corresponding option to be enabled in load manager – setup – simulator option, and:

Simbrief: an option to export the OFP.txt file with the Maddog X .mdr has been added in Simbrief: you will be able to save it along with the .mdr route file, it must be than placed inside your \Documents\Maddog X files\Routes folder.

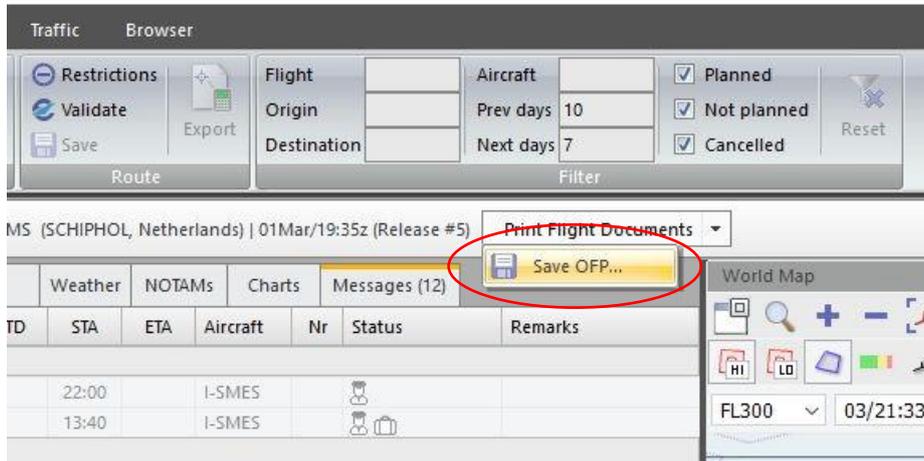
PFPX:

- 1) Copy the file 'MaddogX ACARS.txt' \Documents\Maddog X files\Routes to the PFPX Flight plan Templates folder (usually located in Users\Public\Documents\PFPX Data\FlightplanTemplates).
- 2) Plan your flight in PFPX and in the 'Results' page choose as OFP in the dropdown menu the 'MaddogX ACARS' template.



The generated OFP should look like the example above. Now you can export the .mdr route file as usual, inside the \Documents\Maddog X files\Routes folder.

3) Release your flight and 'Print flight documents' -> 'Save OFP'.



Save the OFP as 'OFP.txt' in the \Documents\Maddog X files\Routes folder.

Now that you have generated the OFP.txt file and you have your .mdr route ready to load as COROUTE, all the ACARS features will be active in Fly the Maddog X.

NOTE 1: if you plan your flight with Simbrief or PFPX the automatic INIT REQ* downlinking option is inhibited, manual input of all mandatory flight data in the INIT DATA page is required.
NOTE 2: the aircraft registration in PFPX must exactly match the same of the chosen livery in P3D, as defined in the aircraft.cfg.



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To accommodate the new ACARS annunciation light panel, the overhead lights control knobs have been moved, as in the real aircraft, to the after overhead panel.



EXTERNAL MODEL CLICKSPOTS

Several clickspots have been added in the external 3D model, that allow you to open/close all pax/cargo doors and stairs, radome, cockpit windows, engine cowls and gear doors directly from the external view.



EPR SEL option in TRP

A new option in Load Manager – Airline Options is now available to have the TRP with an additional EPR SEL setting (SAS config).

