

Overview

This document explains the process for integrating the NavStax navigation/radio suite as a new 3D object into your virtual cockpit (essentially installing a plug-and-play navigation box).

Prerequisites

- Access to the original source model file for the virtual cockpit you are integrating with
- Familiarity with the concept of FSX/P3D model preparation (part tagging, modeldef.xml, exporting, etc.)



The NavStax suite is physically present in the virtual cockpit model.

Process

1. Add the information in “NavStav_KingNav_modeldef.xml” to your modeldef.xml file and, depending on how you’ve merged the models, tag the appropriate parts. Note: it is suggested to use 3DS Max 2012 for compatibility purposes; you may experience issues importing with other versions.
2. Copy the DDS files (textures/common) into your textures/common directory. Note: we also supply you with light maps so that you may have nightlighting applied. This is a very basic map.
3. Merge the “NavStax_KingNav.max” file into your virtual cockpit. You should not increase the size of the NavStax navigation / radio suite model. Note: the file is set to the correct size vis a vis real life. If it doesn’t fit into your model, verify the scale/size of your model. You may, of course, resize our model but you would then have to apply a reset xform and verify animations.
4. Setup your “VCockpitXX” entry in the panel configuration file as needed. An example is provided, but it may have to be modified to fit your aircraft. When setting up the VCockpit entries, each gaugeXX entry must have the aircraft folder name as the 5th parameter. It is also recommended to run the NAVSTAX config utility to add the 2D panels to the panel cfg.
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SDK contents

Item	Description
NavStax_KingNav.max	Source model (3DS Max 2012) for the NavStax suite.
NavStav_KingNav_modeldef.xml	Necessary NavStax “Animation” and “PartInfo” modeldef.xml entries.
*.dds	Source DirectDraw Surface files (dds) for the NavStax suite textures.
*.tga	Source targa file (tga) for the NavStax suite textures.