

# Aerosoft/Simware Airport Avatars



aerosoft<sup>gmbh</sup>



THE SIMULATION COMPANY

INDEX

INDEX ..... 1

INTRODUCTION ..... 2

SYSTEM REQUIREMENTS ..... 2

CREDITS ..... 2

COPYRIGHTS ..... 2

CONTACT SUPPORT ..... 3

REMOVING THE AVATARS..... 3

FINDING THE AVATARS IN FS ..... 3

WHAT AVATARS DID WE MAKE? ..... 3

THE MITSUBISHI PAJERO ..... 4

USING THE AVATARS ..... 4

## INTRODUCTION

These avatars are created to explore the avatar mode of Prepar3D and are provided as a free gift to the flight sim community. They are partly functional but we also included at least one that is not really serious but a whole load of fun.

Please note these files are NOT freeware, they are fully copyrighted and can ONLY be shared via official Aerosoft channels. Please do not upload them to other sites.

## SYSTEM REQUIREMENTS

The following items are required:

- Prepar3D V3 or later
- Windows 7/ Windows 8.1/ Windows 10 (all fully updated and 64 bits)
- 3.0 GHz processor (Intel Core 2 Duo highly recommended)
- 8 GB RAM internal memory
- 1 Gb graphic card (2 Gb highly recommended)
- PDF reader for manual

## CREDITS

Concept:	Christian Bahr
3D Modeling & texturing:	Christian Bahr
Project Management:	Mathijs Kok (Aerosoft)
Manual, documentation:	Mathijs Kok (Aerosoft)
Installer:	Andreas Mügge (Aerosoft)
Testing:	Several good folks who will all be getting a free copy

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## CONTACT SUPPORT

Support for this product is offered by Aerosoft. We prefer to have a support forum for the simple reason that it is fast and efficient because customers help customers when we are sleeping:

<http://www.forum.aerosoft.com>

This should be your first stop for any support. If you prefer support by email do accept that this could take a bit longer as it might be send from persons to person and that email support in the weekends is always slow:

[https://aerosoft.zendesk.com/anonymous\\_requests/new](https://aerosoft.zendesk.com/anonymous_requests/new)

We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

## REMOVING THE AVATARS

Never remove the product manually, always used the control panel applet to do so. Failing to do so could create serious problems. The actual name of the applet depends on the Windows version you have but on most it can be found under "Uninstall or change a program".

## FINDING THE AVATARS IN FS

You can find the avatars with the other aircraft and you can load them as the base model or as an avatar that is linked to to another aircraft.



## WHAT AVATARS DID WE MAKE?

Well for starters a pilot as they are known to hang around on airports. But we also done a falconer with an animated falcon so you can scare away the virtual birds. There is also a marshaller with complex animations that you can use to guide aircraft to their correct position. If you rather create some havoc just pick Romeo the Zombie and have him dance the night away. We did say not all are serious right?

## THE MITSUBISHI PAJERO

We include a vehicle so you can drive around the airport and get your avatar to where it should be. For this we used the fantastic work of Mitsuya Hamaguchi (hama), that has been used by many others and has been worked on to perfect it. We have been unable to contact Mitsuya so were unable to get his permission. As we provide this as a free product we believe he will be okay with that. Yet it has to be clear we claim no rights what so every on his work.

## USING THE AVATARS

The avatars are controlled normally using the keyboard. The key assignment is modeled on the key assignment of modern First Person PC games. Standard configuration of the keys: WASD, R, F, C

- W = walk
- S = walk backwards
- A = turn left
- D = turn right
- R = run
- F = jump
- C = crouch

The falconer has a different key assignment. **To let fly the hawk the key C has been assigned. Romeo our house trained zombie also has a special animation assigned to the C key, do try it.** The marshaler has specific animations, the key assignment is shown here.

## Control of airport avatars

The marshaller has two modes:

- Walk-Mode
- Marshaller-Mode

In Walk mode (F9), you can control it freely and position.

In Marshaller mode (F11) he can be accurate positioning and then begin with the instructions.

## Key assignment

Marshaller in Walk-Mode  
(Spot-View)



W	= Forward	
A	D	= Turn left / right
R	= Run	

Marshaller in Marshaller-Mode  
(Third Person-View)



W	= Forward	C	= Marshaller forward	
Q	E	A	D	= Marshaller left / right
S	= Backward	F	= Marshaller stop	