

For X-Plane v1141

A few notes on my XP11 models

The Simple Stuff

By today's standards these models qualify as very 'Simple Stuff'; most of them being 'PlaneMaker only', with 2D panels and quite basic. Nonetheless you can still fly them in XP11 and have some fun...

The LE collection (as in Last Edition)

These are the Last Edition and re-save (in v1141) of my older models.

No further upgrades/updates planned, though I can't promise 100% leaving every single one untouched for ever.

LE rev 'in revision'

This refers mostly to v1141 re-saves of turboprops that still use the old engine model and settings and as such not fully adjusted for better/best results in xp11.

Version numbering

-When this are marked v1141rs it simply means that these are a straight re-save in v1141, no extensive changes or adjustments; just a simple re-save of the older v1051.

-If they are marked as v1141 -without the 'rs'- they may have been adjusted and tweaked a bit already, but are still not fully repaired or revised for all XP11 specs..

-A fully revised and adapted v1141 model will most probably be marked with an extra version no. or description denoting that.

Use in XP12

Yes, you can try and fly my v1141 models in XP12...

For most of them that should work, though they will be slightly off-specs here and there and they could use some adjustments.

Issues to bear in mind:

-XP12 bug solved as per v12.0.8b1 ✓ - *Models that have wheel fairings (used as such or to model other parts) could look odd until XP12 is repaired (a bug I believe).*

-Landing gear may sometimes look different from the xp11 version. That can be seen when opening the model in both PM versions, you may notice differences in leg length and angle... sorry, can't say why that happens)

-If you want to be able to change weight and balance in the flight configuration menu, you will need to edit the model in PM and add payload stations >quickest and simplest way is adding a payload station at the CG for a weight of: maximum weight minus (empty weight + 1/2 the fuel weight).

-Turboprop reverse power could be a bit odd (was already so for not fully revised model in xp11)... it throttles up and down (switches on/off) by itself when working too hard. Best approach is to not engage reverse and/or apply throttle in reverse unless you are already rolling at +/-30 kts or slower.

-Veering to left or right (depending on prop rotation direction) while taking off (land or water) and taxiing (on water); the propeller effect seems to be more noticeable than in xp11.

-The 2D interior 360 views (sides and rear) don't work in XP12.

... and maybe a few other things.

Other than that, just go and have fun!

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