

NOTE: If you receive a security warning, the "active content" used in this file enables the internet and document hyperlinks. To allow this, click the security banner (if present) and click "allow blocked content."

A special **Remembrance Day** tribute and salute to all military veterans world wide:



Royal Flying Club Stow Maries scenery and the Sopwith Triplane AI model for *Flight Simulator 2004*



This package features two magnificent freeware creations and is released to honor all veterans world wide. No support will be offered for these two releases as they have not been tested and instead have been released to the public "as is" so that they may both be used and enjoyed. The term "as is" means that there is no guarantee that the creations are error free or that they will not harm your Flight Simulator setup. By downloading this free package you agree to hold harmless the authors of these creations. The AI model and scenery have been installed and given a basic functionality check and should work in your setup as long as you follow the install directions. If you need support for this release, you can most likely find help at any one of the major Flight Simulator AI traffic, scenery or general information forums. The included AI traffic files and airfield AFD files are a basic setup only meant to make the aircraft fly and make the scenery usable, nothing more, nothing less. You are strongly encouraged to create your own traffic files to use with this wonderful model and scenery set.



RFC Stow Maries Scenery by Stephen Legg:

Stow Maries airfield was established in September 1916, on twelve fields belonging to Edwins Hall and Old Whitmans farms, as a London defence aerodrome when the BE 12b flight of no 37(Home Defence) Squadron moved in from their base at Orfordness, Suffolk. The Squadron HQ was established at The Grange, Woodham Mortimer. In May 1917 two BE 12a aircraft were equipped to provide night fighter cover from the airfield. By 1917 A Flight also moved into the airfield . Sopwith Pups and Sopwith Snipes replaced the BE12's in 1918 and later C flight moves to Stow Maries to unite the Squadron. The runway was a constant source of problems mainly from weathering and required attention on a daily basis from the station steamroller to keep it serviceable for the aircraft. As a practice aid a full scale Gotha aircraft shape was cut out of the ground and filled with white stone so that it could be used for target practice. The airfield covered 15 acres and had 44 buildings at its peak. By late 1919 the need for air defence had lowered and the use of the airfield was discontinued. The airfield reverted to farming although the buildings and runways were left intact. Six pilots from Stow Maries paid the ultimate sacrifice for their country. Stow Maries Churchyard has three headstones to mark the deaths of Lt Edward Cecil Henry Robert Nicholls , Australian Lt R W Mauritzen and Lt E G Mucklow. Flying in the Great war was a dangerous task and sadly the three pilots buried at Stow Maries were all killed in accidents at or near the airfield rather than enemy action. Stephen has recreated the basic look and feel of

Stow Maries for Flight Simulator 2004. The scenery features custom buildings, canvas hangars and authentic World War I vehicles and is meant to be a semi-accurate recreation of this WWI airfield.

Below is a link for more information on the real life RFC Stow Maries:
<http://www.airfieldinformationexchange.org/community/showthread.php?1306-Stow-Maries>



Sopwith Triplane model by Kevin Reed and Michael MacIntyre

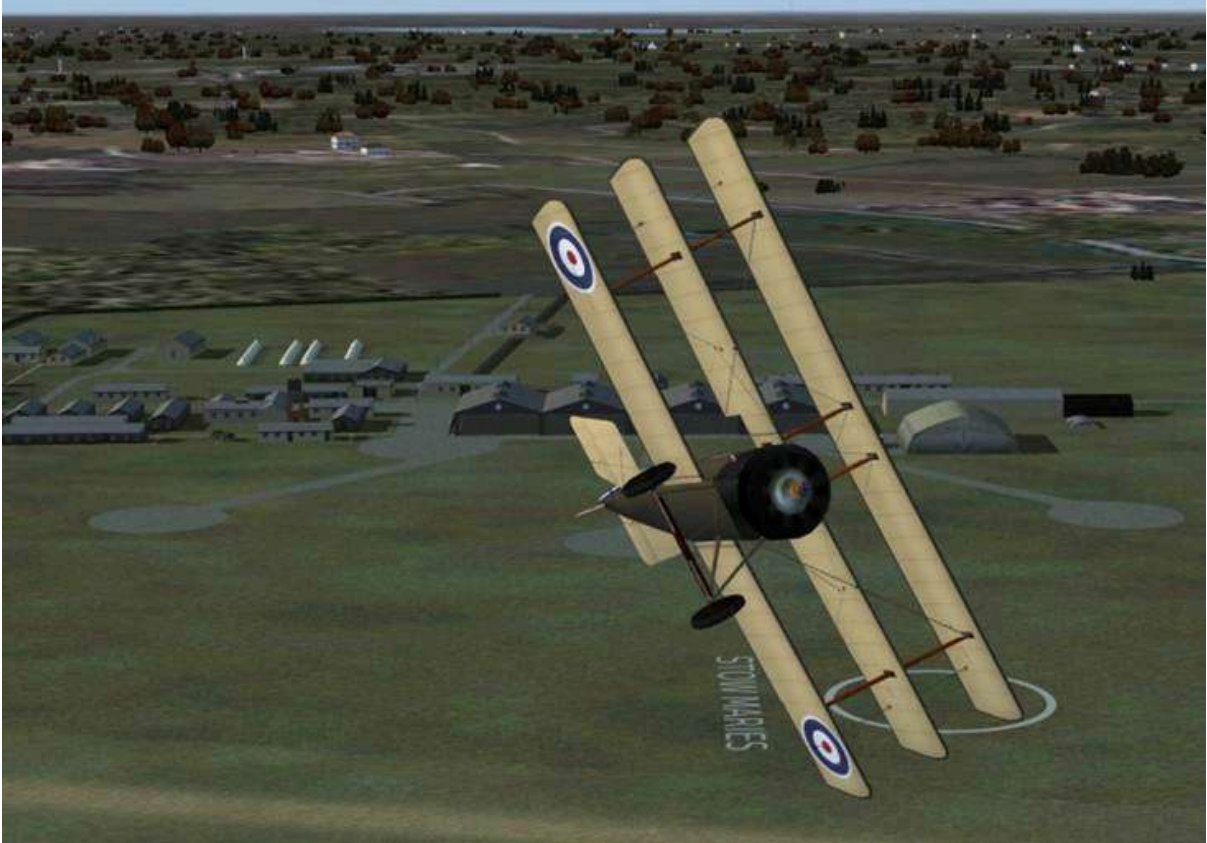
The Sopwith Triplane was a [British](#) single seat [fighter aircraft](#) designed and manufactured by the [Sopwith Aviation Company](#) during the [First World War](#). Pilots nicknamed it the Tripehound or simply the Tripe. The Triplane became operational with the [Royal Naval Air Service](#) in early 1917 and was immediately successful. The Triplane was nevertheless built in comparatively small numbers and was withdrawn from active service as [Sopwith Camels](#) arrived in the latter half of 1917. Surviving aircraft continued to serve as operational trainers until the end of the war. Kevin has lovingly modeled this unique allied fighter in great detail to be used as an AI model. The model features custom animations and realistic flight behavior courtesy of a customized FDE setup by Michael MacIntyre. The model flies and behaves in a realistic manner and can be used just like any other AI model.



Installation:

1. Run the auto installer and follow the on screen prompts.
2. When the installer finishes, start Flight Simulator to activate the scenery.
3. From the main start up menu, select "Settings".
4. From the Settings menu, select "Scenery Library".
5. Select "Add Area".
6. Navigate to your Flight Simulator Addon Scenery folder and click on the following folder, "RFC Stow Maries" and select "OK".
7. Select "OK" again from the main Scenery Library menu.
8. Close Flight Simulator and restart.
9. When the simulator loads again you may go directly to the newly installed scenery and AI traffic by selecting "X9ST" as the airport.

That's it, enjoy the package.



Credits:

Sopwith Triplane 3D Model

Kevin Reed

Sopwith Triplane Flight Dynamics and custom effect

Michael MacIntyre

RFC Stow Maries Scenery

Stephen Legg

Aircraft Textures

Kevin Reed
Graham King

Flight Plans

Edith Black

Airfield AFD Files

Stephen Legg
Edith Black

Notes and copywrites:

The original authors retain copywrite over their work. These works (even though they are freeware) may NOT be redistributed in any manner without the express permission of EACH individual author involved. The authors have given freely of their time and efforts and we ask that you respect their wishes. If you do have a question about using one of the author's works, please contact them directly to ask their permission.

This package has been developed to showcase two great World War I freeware releases. While they may resemble aircraft and scenery of the time period, their accuracy is not guaranteed.

Microsoft Flight Simulator is NOT a WWI flight simulator. The ability to simulate WWI style aircraft and scenery is using AI traffic is done with the understanding that certain limitations exist within the simulator. For example the AI Triplanes will still make radio calls even though WWI aircraft did not have onboard radio transmitters.

The included flight plans have been timed to have the AI traffic flying during the day only under VFR conditions. This was done to simulate WWI style flying practices and does not necessarily represent real life WWI flying operations.

The textures included for the AI aircraft with this package are meant to only represent Sopwith Triplanes of the time period. Their accuracy is not guaranteed.

The AI aircraft will fly to another location and conduct touch and goes and then return to Stow Maries. There is no guarantee that they will perform as expected and the flight plans only exist to make the aircraft show up inside the simulator.

-
-