McDonnell Douglas F-4 Phantom II™

Quickstart Guide

SIMWORKS STUDIOS

Contents

Introduction

The McDonnell Douglas F-4 Phantom II™ is a two-seat all weather fighter aircraft. It is capable of speeds up to Mach 2.15 and can fulfill a variety of roles in combat. The F-4 Phantom II was developed as a long range interceptor, using the combination of its APQ-72 RADAR and AIM-7 Sparrow missile to deliver a killing strike beyond visual range. A crew of two is required for the aircraft to operate in a combat environment. The Pilot sits at the front and is responsible for flying the aircraft and utilizing the weapons systems. The Radar Intercept Officer (RIO) sits in the back and his main responsibility is utilizing the APQ-72 RADAR and assisting the pilot in navigation.

Installation

Please note that Microsoft Flight Simulator X: Steam Edition (FSX:SE) must be installed correctly on your PC prior to the installation and use of this McDonnell Douglas F-4 Phantom II simulation.

Installation is handled by Steam after purchase of the product. After purchasing the product, the files will be downloaded and installation into the library will be automatic.

Accessing the aircraft

To access the F-4 Phantom II variants in FSX:SE:

1. Click on **Free Flight**.
2. Select **SimWorks Studios** from the **Publisher** drop-down menu.
3. Select **Douglas** from the Manufacturer drop-down and choose either of the F-4 Phantom II variants.
4. Tick the **Show all variations** box to see all the available liveries.

Aircraft Manuals

All of the aircraft manuals for the McDonnell Douglas F-4 Phantom II can be found online at:

http://wiki.simworksstudios.com/index.php?title=F-4B/N_Phantom_II#Aircraft_Manuals

Individual Aircraft Manuals

Links to the individual aircraft manuals can be found below:

- Overview

    General information & specifications
    Forward cockpit familiarization
    Rear cockpit familiarization
    Payload manager
    Aircraft configurator app
    Carrier Deck Configurator gauge
    Aircraft configuration manager

- Systems and procedures

    Basic aircraft systems
    Air data computer
    Navigation equipment
    Checklists

- Combat employment

    Weapon control panels
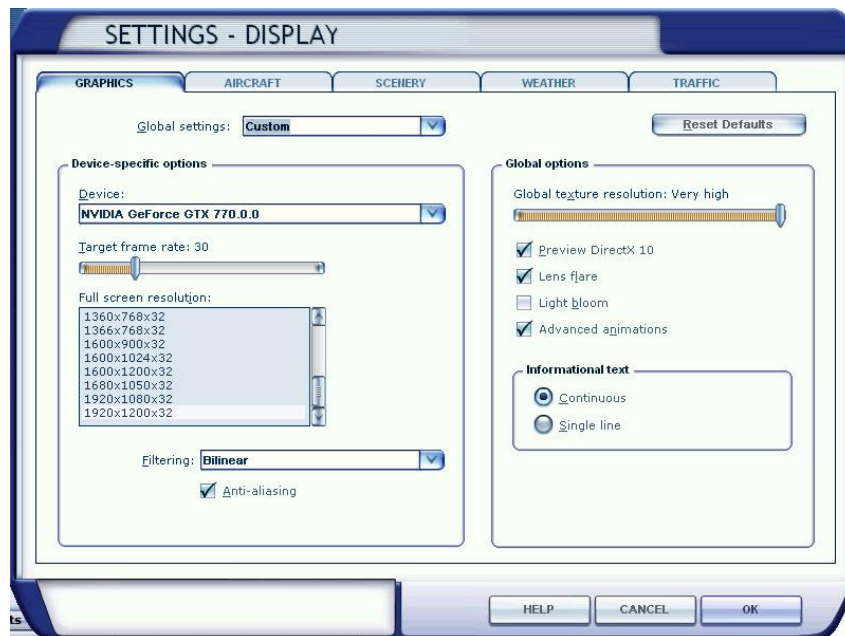   Air-to-Air weapons
    Air-to-Ground weapons
    Electronic Warfare equipment and Countermeasures

Settings

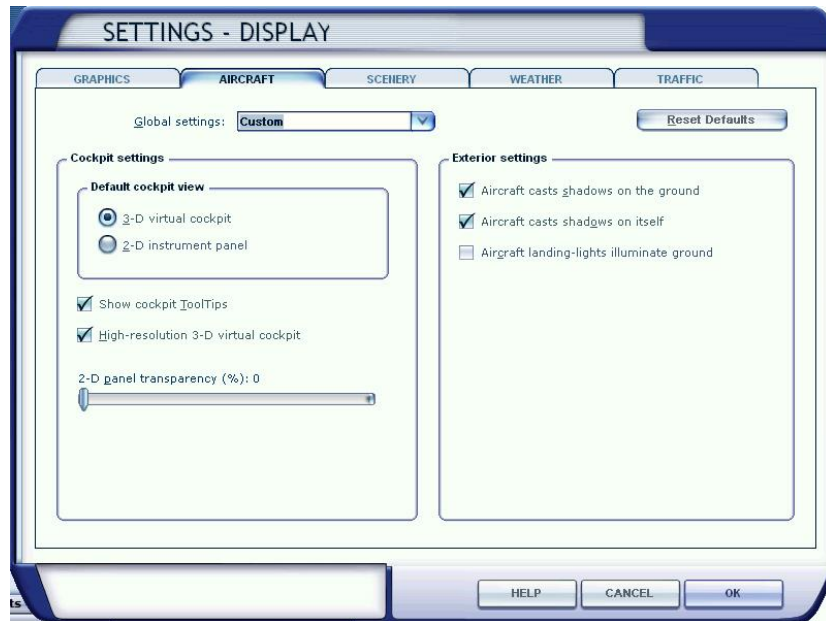For the best possible experience, we recommend the settings as shown in the images below:

Graphics

- Global texture resolution: **Maximum**
- To see 4096 textures in FSX, you may need to edit **fsx.cfg** located in **%appdata%\Microsoft\FSX** and add/change the **TEXTURE_MAX_LOAD=1024** line to **TEXTURE_MAX_LOAD=4096**. The line is in the **[GRAPHICS]** section.
- Advanced animations: **ON** (Required)
- Target frame rate: **30** (depending on preference it may go higher or lower)
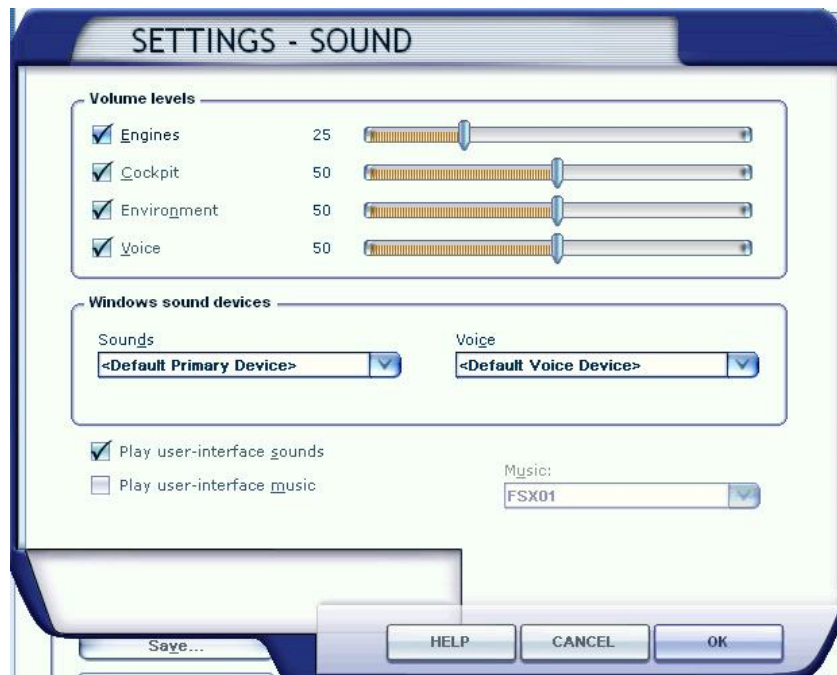
Aircraft

- Show cockpit tooltips: *As desired*
- High-resolution 3-D virtual cockpit: **ON**

Sound

Our testing indicates that the aircraft feels best when engine sounds are half the volume of the other sounds.

- Engines: **25%**
- Other settings: **50%**

Credits

Thank you for your interest in our McDonnell Douglas F-4 Phantom II package. The SimWorks Studios McDonnell Douglas F-4 Phantom II is a product of great effort and love for one of the most iconic aircraft ever made. We would also like to thank the various people that assisted in the research and development of this project. Many members of the Sim-Outhouse community provided us with invaluable research material, insight to the aircraft and testing. We would also like to thank our beta testing team which provided us with a lot of headaches and invaluable feedback during the development cycle. Our early customers, who supported us not only with their wallets but also with constructive criticism that led us to improve usability and quality even further. Lastly, the development team:

- **Jamal Ingram**: Exterior model, and TacPack coding
- **Alex Vletsas**: Interior model, Coral Sea modeling, XML coding and management
- **Panayiotis Delizisis**: Flight dynamics, F-4 repaints and Coral Sea texturing
- **Thanasis Delizisis**: Flight dynamics
- **Nicolas Nastri**: Paintkit, VC and Exterior texturing
- **McFarland Masterton**: Carrier Extensions v2.0
- **Orion Lyau**: Carrier Extensions v1.0

We would also like to extend our special thanks to Tom Aguilo for XMLTools, which made possible many major features of this aircraft. Doug Dawson for his dsd2xml module, allowing us to enrich our audio environment. MilViz for their marvelous RADAR and lighting technology that is integrated herein. Finally, Rich Slater for doing some specialized groundwork for us.

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