

Just Flight 26.05.12

For all planes:

- Increased all LOD distances; fixes flaps disappearing too soon.
- Beacon flash is faster.
- Strobe flash is faster.
- Fix all landing gear doors not closing completely.
- Fixed some planes animations not fully playing.
- A388 - Fixed parking too far forward.
- B748 - Fixed outer-engines reverse thrust not animating.
- Added new model variants
- B752 RR, RR Winglet, & PW. Previously only included PW Winglet.
- B753 RR, RR Winglet, & PW. Previously only included PW Winglet.
- Corrected airplane folder and asset names, including separating some Winglet from non-winglet airplanes.
- Added more support for custom schedules. This has no effect with the Just Flight Global Schedule.
- Added support to select certain airframes or engines when using custom schedules.
- You can now use an identifier in the special column of a custom schedule to select a certain airplane.
- For example if you have an A320 and want FFT to load the Pike the Otter livery. You can enter PIKE into the special column of your custom schedule.
- If no identifier is used, it will use any available livery at random from FFT within based on V2, V3 folders.
- This has no effect on the Just Flight Global schedule, and it will choose the livery at random for FFT.
- Another example using DAL B76L. You can choose which engine variant you want by using GE or PW in the special column of your custom schedule.
- If no identifier is used, it will choose any available variant at random based on the DAL V2, DAL V3 folders.
- You can now use any custom schedule with JustFlight airplanes without errors:
- For further customization, you can add an ini file into any airplane folder if this airplane is missing. The contents of the ini file is not important, only the name is.
- For example, if you put A318.ini or 31B.ini into the A319 folder, and A318.asset or 31B.Asset does not exist anywhere within the /Airplanes/JustFlight folder, then it will load an A319.
- In addition, if your custom schedule includes an airplane named A318, or 31B as the airplane type and it doesn't exist in your airplane database, it will also load an A319 since these ini files exist within the A319 folder. You can add these ini files into any airplane folder.
- Added support for cargo airframes when using custom schedules:
- Added folders including asset files for cargo variants based on their passenger aircraft model. They have no livery and will currently rely on the community to add their own liveries.
- To use them, include these aircraft in your custom schedule:
- A32F (A321 Neo Cargo)
- A33X (A330-200 Cargo)
- A33Y (A330-300 Cargo)
- AT4F (ATR42-300 Cargo)

- AT7F (ATR73-600 Cargo)
- B75F (B757-200 Cargo)
- B73R (B737-700 Cargo)
- B73K (B737-800 Cargo)
- B73R (B737-700 Cargo)
- B74N (B747-800 Cargo)
- B74Y (B747-400 Cargo)
- B75F (B757-200 Cargo)
- B75W (B757-200 Cargo Winglets)
- B76Y (B767-300 Cargo)
- B76V (B767-300 Cargo Winglets)
- B77F (B777-300 Cargo)
- Total of 84 airplanes now in the database.

Livery Updates:

- FFT - Pike the otter used incorrect airframe. Was A20N, now A320 CFMSL
- VIR and BAW A359 moved to A35K. These don't use A359.
- Fixed VIR A35K Rosie Lee text. It was spelled Roise.