INDIA FOXT ECHO
VISUAL SIMULATIONS

AMERICA-CLASS AMPHIBIOUS ASSAULT SHIP for Microsoft Flight Simulator

USER MANUAL

Product Version 1.1.2 – April 2023

CHANGE LOG

1.1.2
21-Apr-2023
- Fixed bug preventing TACAN to work in some locations
- Redone ship composite textures for better graphic detail/rendering
- Improved deck details
- Redone deck vehicles textures, with much better detail
- Added Hyster model

1.1.1
25-Mar-2023
- Added parking spots to all ships (to allow the user to spawn cold and dark)
- Replaced Deck Crew with Asobo "Top Gun" figures (REQUIRES TOP GUN PACKAGE)
- Redone deck material (less glossy)

1.1.0
27-Feb-2023
Package completely rebuilt so that static ships are now "airports" and flights can be started (and ended) on them.

To comply with ICAO naming restrictions the ships are names as follows:
LHA6 - USS America (Los Angeles)
LH62 - USS America (Hawaii)
LH63 - USS America (Japan)
LH64 - USS America (Persian Gulf)
LH65 - USS America (Pensacola - sea trials)
LHA7 - USS Tripoli (San Diego)
LH71 - USS Tripoli (Pascagoula - helo ops)

Ships are now equipped with basic navaids and tower frequencies (which will behave as a civilian airport...so not really right):

LHA-6
TACAN 26X (coupled VOR frequency 108.90 MHz) ILS 110 MHz Tower 118.0 MHz App 118.5 MHz

LHA-7
TACAN 27X (coupled VOR frequency 109.00 MHz) ILS 111 MHz Tower 119.0 MHz App 119.5 MHz

1.0.2
13-Feb-2022
Minor update
- Fixed object position in LHA6 in Hawaii

1.0.1
24-Jan-2022
Minor update
- Redone deck collision polygon
- Fixed spelling of "Pascagoula"
- Fixed miscellaneous errors in the manual

1.0.0
INITIAL RELEASE
17-Jan-2022

WELCOME

This package contains static, landable objects for the America class ships and is primarily meant as companion of IndiaFoxtEcho F-35 aircraft for STOVL operation.
Starting from version 1.1.0 ships are configured as “airports” and can be used to start and end a flight.

The America class (formerly the LHA(R) class) is a ship class of landing helicopter assault (LHA) type amphibious assault ships of the United States Navy. The class is designed to put ashore a Marine Expeditionary Unit using helicopters and MV-22B Osprey V/STOL transport aircraft, supported by AV-8B Harrier II or F-35 Lightning II V/STOL aircraft and various attack helicopters. The first of these warships was commissioned by the U.S. Navy in 2014 to replace USS Peleliu of the Tarawa class.
The design of the America class is based on that of USS Makin Island, the last ship of the Wasp class, but the "Flight 0" ships of the America class will not have well decks, and they have smaller on-board hospitals in order to give more space for aviation uses.
Although they only carry helicopters and V/STOL aircraft, USS America can be used as a small aircraft carrier with a squadron of jet fighters plus several multipurpose helicopters, such as the MH-60 Seahawk. They can carry about 20 to 25 AV-8B, F-35Bs, or a mixture of the two, but the future ships of this class, starting with USS Bougainville (LHA-8), will have smaller aircraft hangars to leave room for larger amphibious warfare well decks.

IMPORTANT!
This package only contains only static landable objects.
Crash must be disabled to avoid potential collision detection issues.
Landmarks point are provided, but there are no Navaids associated.
Flights cannot be started directly from the ships.
Due to the high detail, there may be a slight stuttering once the ship loads (approximately 10km from the ship).

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MINIMUM HARDWARE REQUIREMENTS

Due to the high-detail model and textures, we suggest to use this carrier on systems that meet or exceed the following requirements:

CPU: 3.5GHz quad core processor or better
GPU: at least 6Gb dedicated memory, Nvidia 1060 or better recommended
RAM: 8.0Gb minimum
Hard Disk: 0.7Gb required for installation

INSTALLATION

IMPORTANT – IF YOU ARE MANUALLY UPGRADING YOUR PACKAGE FROM A PREVIOUS VERSION, PLEASE DELETE THE PREVIOUS VERSION FIRST!

This package is distributed both on the Microsoft Marketplace, Orbx and other vendors.

If you have purchased the package though the Marketplace or through Orbx Central and you have followed the on-screen instructions, no further action is required from your end. The scenery should be available in the aircraft selection menu as the other default planes and should be automatically updated.

If you have purchased the package from an external vendor and the scenery is provided as a .zip file without any installer, just unzip the content of the file into your COMMUNITY folder. The exact location of the folder will depend on your selection when you have installed Microsoft Flight Simulator. Once you have indicated where your COMMUNITY folder is, just follow the on-screen instructions.

If you have purchased the package from an external vendor and the product comes with an .exe installer, just follow the instructions on the screen. You will be asked to locate the COMMUNITY folder. The exact location of the folder will depend on your selection when you have installed Microsoft Flight Simulator. Once you have indicated where your COMMUNITY folder is, just follow the on-screen instructions.

NOTE: If you do not know where the community folder is located, you can follow this procedure:

Go to Options / General.

1.Click on "Developers" which you will find at the bottom of the list on the left.
2.Switch Developers Mode on.
3.On the Dev Menu select Tools / Virtual File System.
4.**The community folder location can be found under "Watched Bases"**

NOTE: If the copying the folder in the Community folder fails because of the fact that files names are too long you can proceed as follows:

1. Extract the package folder on your desktop or in any known and easily acceptable location.

2. Rename the package folder to anything short and recognizeable such as “lha6” or just “l6”

3. Place the renamed package folder in the Community folder

Alternatively for EXPERT WINDOWS USERS ONLY, it is possible to edit the "LongPathsEnabled” entry in the Windows registry key:

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\FileSystem

CREDITS

Dino Cattaneo ….....	Development lead, additional 3D modeling,texturing, coding, project management.

The aircraft external models are partially based on 3D meshes by 3d Molier and other vendors. , licensed through TurboSquid

Part of the text description taken from wikipedia.

We'd like to thank the Beta testing Team and everyone who supported this project and IndiaFoxtEcho.

For questions, support and contact please write an email to indiafoxtecho@gmail.com or contact us on Facebook https://www.facebook.com/Indiafoxtecho-594476197232512/

UPDATES

We will try our best to keep the product updated and squash significant bugs as soon as possible.
Updates are typically deployed as new installers/packages and will be available from your distributor.
To install updates and new versions you must follow the instruction from each distributor.

COPYRIGHT AND LEGAL STATEMENTS

LICENSE RESTRICTIONS

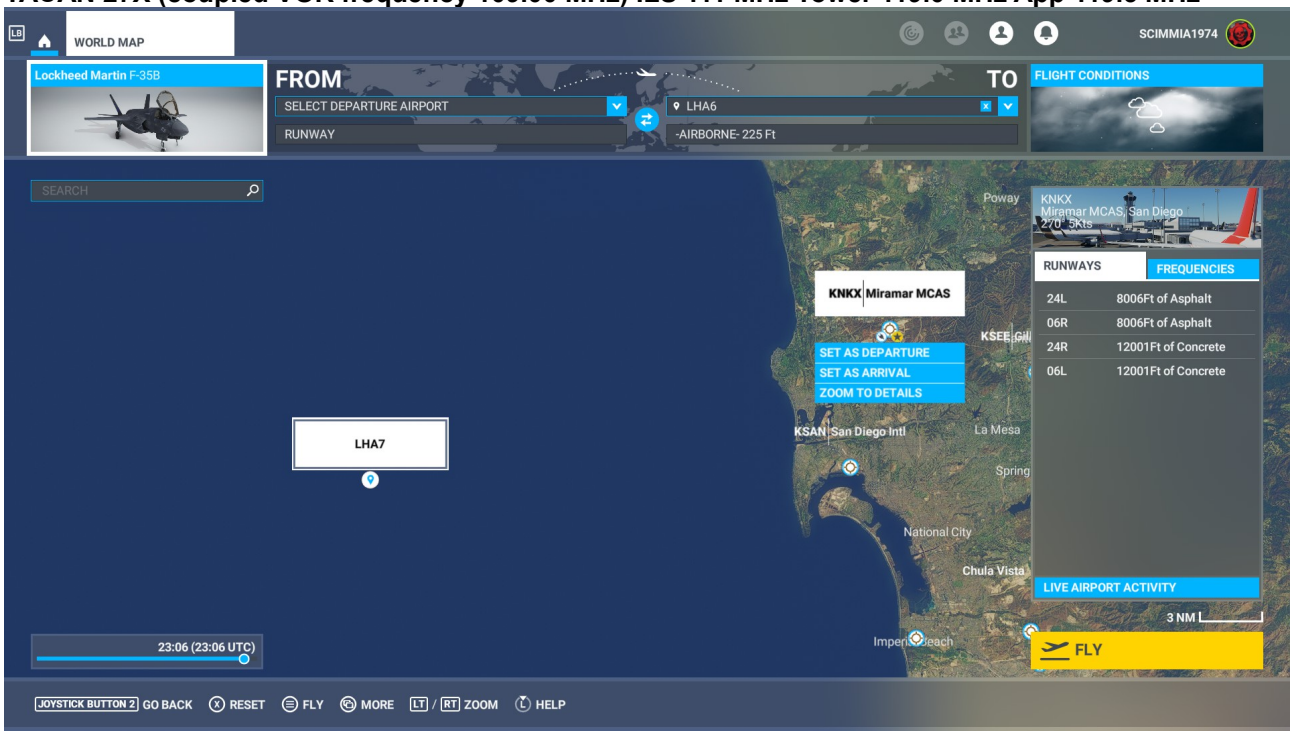
This scenery rendition for Microsoft Flight Simulator is provided solely for non-professional use. Please contact IndiaFoxtEcho Visual Simulations for inquiries about professional applications.

SHIP LOCATIONS:

LHA7 SAN DIEGO (Homeport) – Closest suitable airport KNKX (Miramar MCAS)

ICAO CODE: LHA7

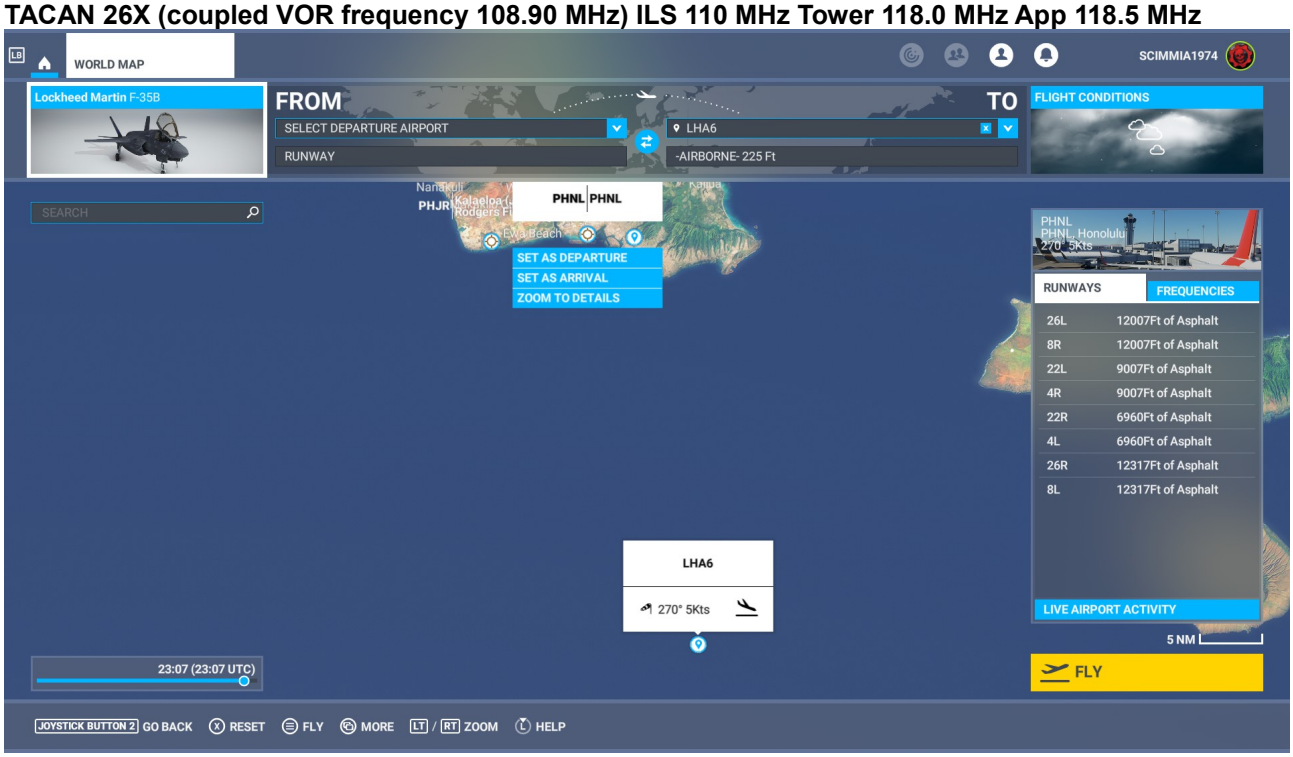
NAVAIDS AND RADIO FREQUENCIES:
TACAN 27X (coupled VOR frequency 109.00 MHz) ILS 111 MHz Tower 119.0 MHz App 119.5 MHz



LHA6 (F-35 operations) HAWAII – Closest suitable airport PHNL (Honolulu International)

ICAO CODE: LH62

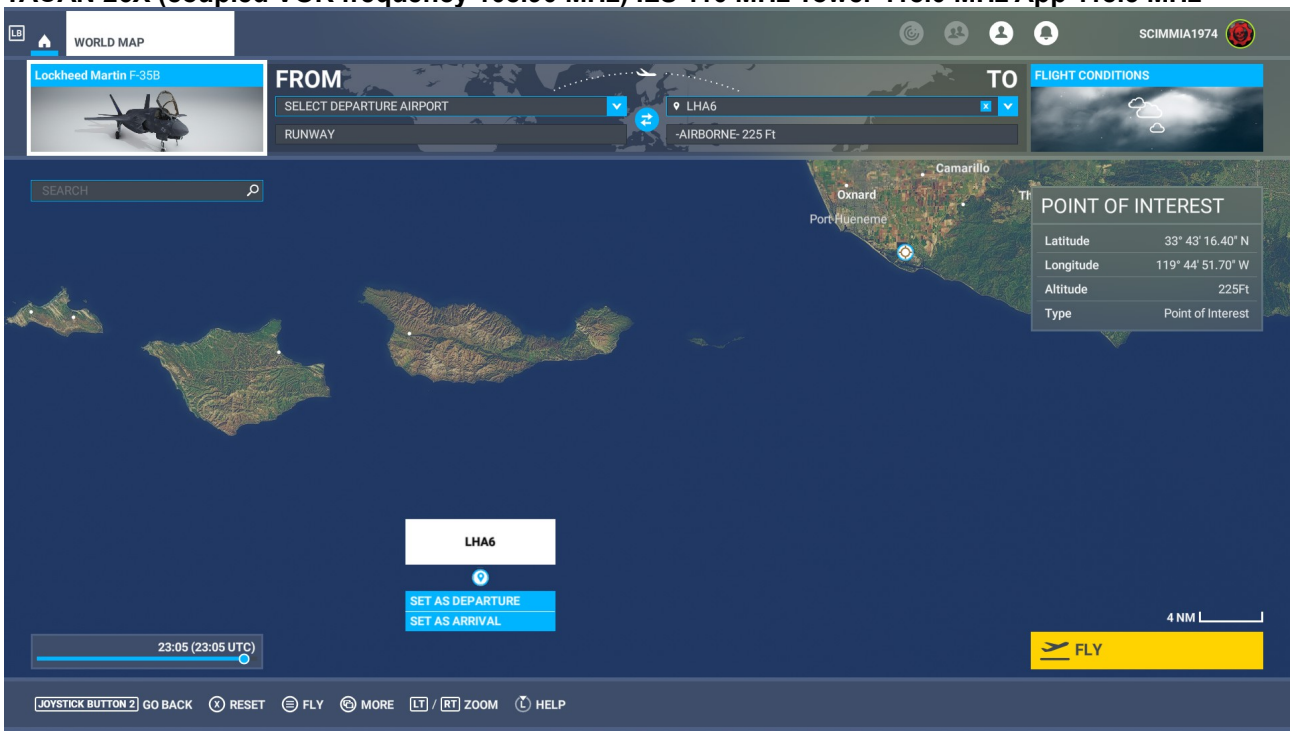
NAVAIDS AND RADIO FREQUENCIES:
TACAN 26X (coupled VOR frequency 108.90 MHz) ILS 110 MHz Tower 118.0 MHz App 118.5 MHz



LHA6 (F-35 operations) near LOS ANGELES – Closest suitable airport KNTD (Point Mugu NAS)

ICAO CODE: LH64

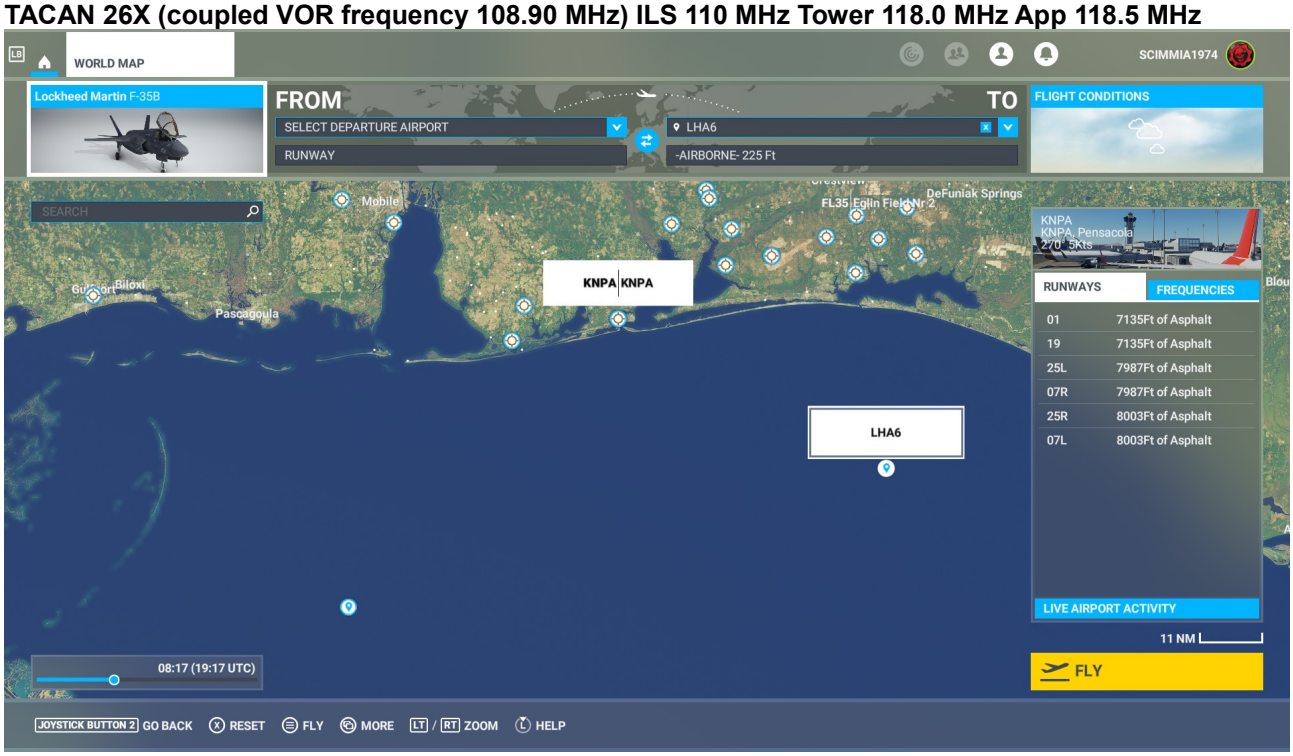
NAVAIDS AND RADIO FREQUENCIES:
TACAN 26X (coupled VOR frequency 108.90 MHz) ILS 110 MHz Tower 118.0 MHz App 118.5 MHz



LHA6 (sea trials) near PASCAGOULA shipyard – Closest suitable airport KNPA (Pensacola NAS)

ICAO CODE: LH65

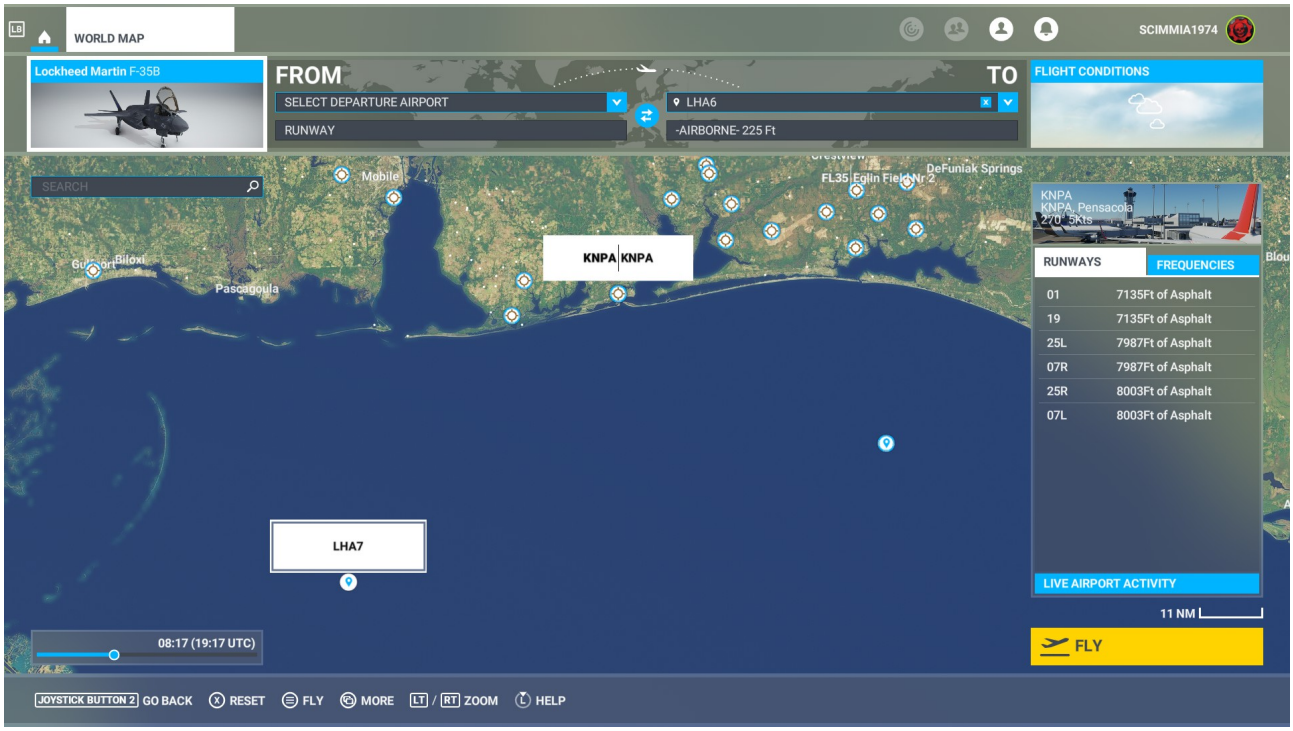
NAVAIDS AND RADIO FREQUENCIES:
TACAN 26X (coupled VOR frequency 108.90 MHz) ILS 110 MHz Tower 118.0 MHz App 118.5 MHz



LHA7 (helo operations) near PASCAGOULA shipyard – Closest suitable airport KNPA (Pensacola NAS)

ICAO CODE: LH71

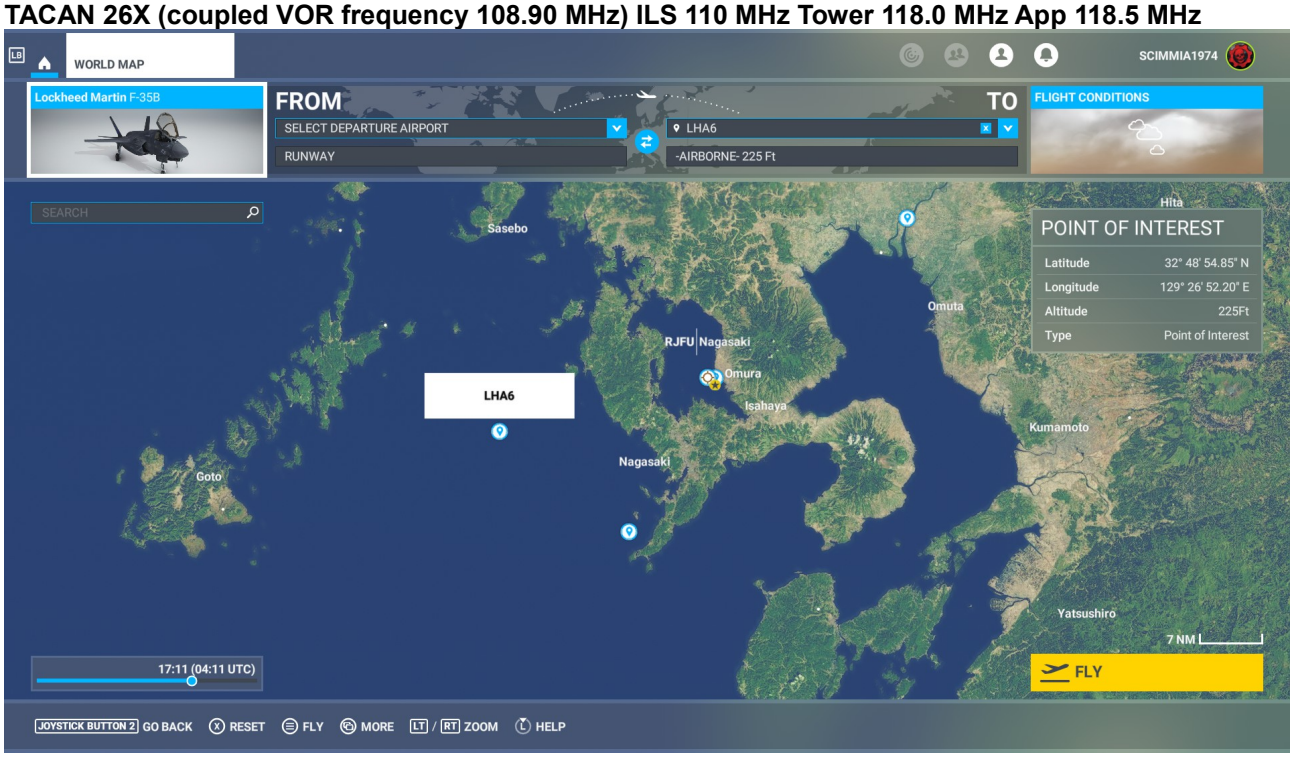
NAVAIDS AND RADIO FREQUENCIES:
TACAN 27X (coupled VOR frequency 109.00 MHz) ILS 111 MHz Tower 119.0 MHz App 119.5 MHz



LHA6 near SASEBO homeport – Closest suitable airport RJOI (Iwakuni NAS)

ICAO CODE: LH63

NAVAIDS AND RADIO FREQUENCIES:
TACAN 26X (coupled VOR frequency 108.90 MHz) ILS 110 MHz Tower 118.0 MHz App 118.5 MHz



LHA6 Arabian Gulf – Closest suitable airport OBBS (Isa Air Base Bahrain)

ICAO CODE: LH65

NAVAIDS AND RADIO FREQUENCIES:
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