



Hellenic Air Force C-130 Hercules Repaint

General Info

First of all both HAF projects are on memorial of the crews of the two Hellenic C-130 that have died on time of duty (S/N 748, S/N 750). This package contains only the required/modified textures, to resemble a fictional Hellenic Air Force paint scheme with HAF's current colours for the Legendary C-130 "Captain Sim". The Legendary C-130 package IS required for these textures to work. You may download/purchase the package from www.captainsim.com

Some words about this livery

Currently, HAF does not operate any E, K or HC models aircrafts. The HAF operates with H and B models and currently updating both versions on avionics. "Hercules" is being used by 356 Squadron of Hellenic Air Force, operating from Elefsin airbase (LGEL). Aircrafts are being used for transportations, SAR, Sanitary etc. The registration 749 is real and belongs to H model. So the repaint is the actual repaint that HAF use and if ever had any other model of "C" propably that would be the camo that would be painted. We gave especially value to the details (camo, warining/caution markings, fuselage). The aircraft registration choosed like a way to thank Spiros Hazapis who share with us information about the camo, the markings e.t.c. This is a "clean" version, representing the aircraft as it comes when exiting from Hellenic Air Industries after PDM inspection.

Installation

The original "Legendary C-130" package IS required.

1. Copy the texture.HAF_749 into your Legendary_C-130 aircraft folder
i.e.x:\ProgramFiles\MicrosoftGames\FS2004\Aircraft\Legendary_C-130\texture.HAF_749
2. Add the 'Add_to_aircraft_cfg.txt' lines to the aircraft.cfg file changing the [FlightSim.y] 'y' with the next number after the existing [flightsim] entries. Make sure you change all the 'y' in sequence
3. Fly it!

Credits

Spiros Hazapis, Thomas Lambrinos and Marinos Klouras

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Thank you for downloading this repaint. Enjoy your flights and safe landings. For any problem contact us.

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*Some points that you can see the high detail level
that was our target to this project*