

## F-5EBR (v3.0)

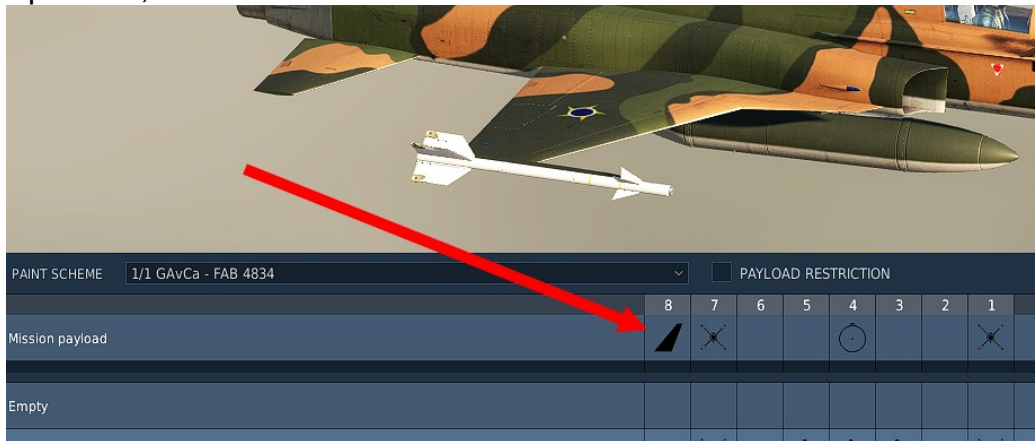
Mod que adiciona sonda de combustível. Até o momento não consegui encontrar uma forma de habilitar o reabastecimento, agora é capas de contatar o “texaco” e conectar a cesta. O modelo é grátis, qualquer modificação, por favor, entre em contato.



### # Instalação de substituição de arquivos:

1. Faça o backup dos arquivos entry.lua e F-5E.lua (**C:\SteamLibrary\steamapps\common\DCS Mods\F5\release\CoreMods\aircraft\F-5E**) e do arquivo comm.lua em (**C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E**);
2. Copie a pasta **DCSWorld** para a pasta raiz da instalação do DCS (**C:\SteamLibrary\steamapps\common\**) e a Pasta **Liveries** para **C:\Users\seuUsuario\Saved Games\DCS\** .

3. No pilone 8, escolha um o mod.

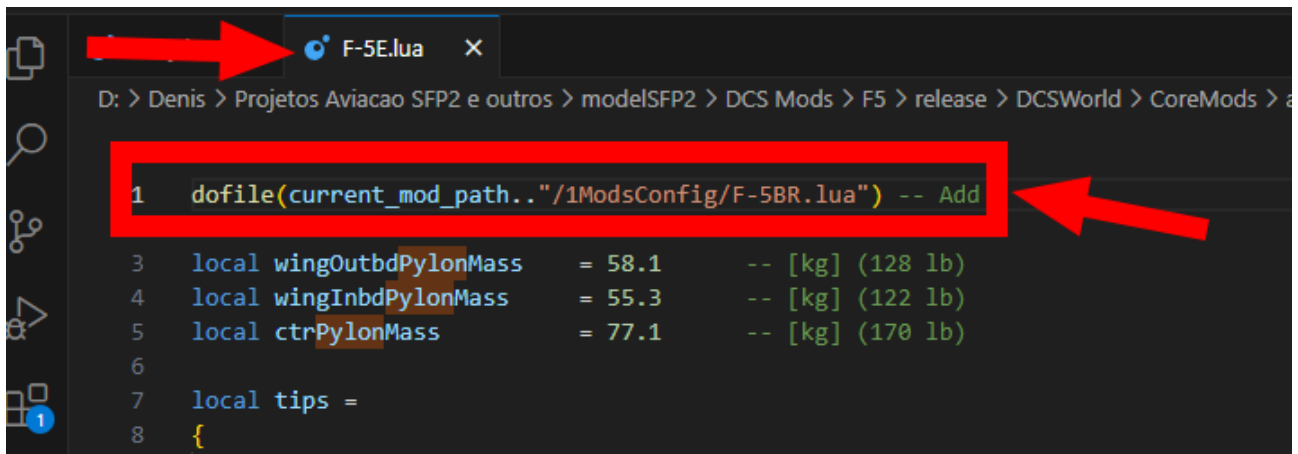


## # Reinstalação:

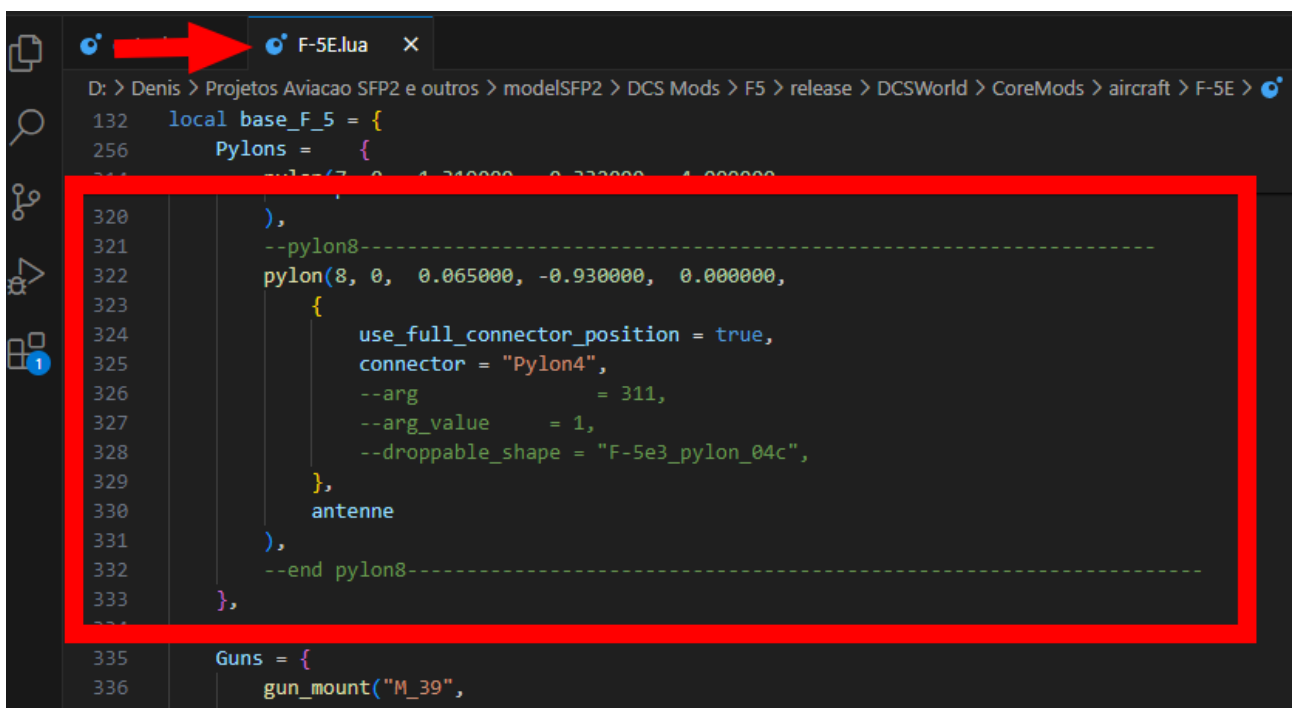
Pode ocorrer atualização que possa substituir o arquivo entry.lua e F-5E.lua, com isso, esta opção de instalação ajudará a adicionar novamente o mod.

1. Faça o backup dos arquivos entry.lua e F-5E.lua, estão na pasta **C:\SteamLibrary\steamapps\common\DCS Mods\F5\release\CoreMods\aircraft\F-5E**;
2. Recomendo baixar o microsoft vscode ou o notepad++, será necessário localizar as linhas que serão adicionadas;
3. Abra o arquivo no editor (vscode ou notepad++) e adicione os códigos;

```
entry.lua
D: > Denis > Projetos Aviação SFP2 e outros > modelSFP2 > DCS Mods > F5 > release > DCSWorld > CoreMods > aircraft > F-5E >
1 declare_plugin("F-5E/E-3 by Belsimtek",{
2   version      = __DCS_VERSION__,
3   state        = "installed",
4   info         = _("A lightweight, supersonic fighter-bomber second generation. Armed with
5   encyclopedia_path = current_mod_path..'Encyclopedia'
6 })
7
8 mount_vfs_model_path      (current_mod_path..'Shapes')
9 mount_vfs_liveries_path   (current_mod_path..'Liveries')
10 mount_vfs_texture_path   (current_mod_path..'Textures/f-5e_tiger_II_textures')
11 mount_vfs_texture_path   (current_mod_path..'Textures/f-5e3_tiger_II_textures')
12
13 mount_vfs_model_path      (current_mod_path..'1ModsConfig/Shapes') --Add
14 mount_vfs_texture_path   (current_mod_path..'1ModsConfig/textures') --Add
15
16 -----
17 dofile(current_mod_path..'F-5E.lua')
18 dofile(current_mod_path..'F-5E-3.lua')
19 -----
20 plugin_done()
```



```
1 dofile(current_mod_path.."/1ModsConfig/F-5BR.lua") -- Add
3 local wingOutbdPylonMass = 58.1 -- [kg] (128 lb)
4 local wingInbdPylonMass = 55.3 -- [kg] (122 lb)
5 local ctrPylonMass = 77.1 -- [kg] (170 lb)
6
7 local tips =
8 {
```



```
132 local base_F_5 = {
256     Pylons = {
320     },
321     --pylon8-----
322     pylon(8, 0, 0.065000, -0.930000, 0.000000,
323     {
324         use_full_connector_position = true,
325         connector = "Pylon4",
326         --arg = 311,
327         --arg_value = 1,
328         --droppable_shape = "F-5e3_pylon_04c",
329     },
330     antenne
331 ),
332     --end pylon8-----
333 },
335 Guns = {
336     gun_mount("M_39",
```

## # Créditos

As texturas originais são encontradas no link abaixo:

by - Hotel TangoDate - 07/07/2024

<https://www.digitalcombatsimulator.com/en/files/3339382/>

<https://www.digitalcombatsimulator.com/en/files/3339381/>

<https://www.digitalcombatsimulator.com/en/files/3339380/>

<https://www.digitalcombatsimulator.com/en/files/3339379/>

<https://www.digitalcombatsimulator.com/en/files/3339377/>

<https://www.digitalcombatsimulator.com/en/files/3316853/>

by - AlgherghezghezDate - 07/04/2022

<https://www.digitalcombatsimulator.com/en/files/3324771/>