

F-5EBR Remaster (v1.0)

Mod that adds a fuel probe. So far, I haven't been able to find a way to enable refueling. Now, you can contact Texaco and connect the basket. The model is free; if you need any changes, please contact me <https://forum.dcs.world/topic/332134-f-5em-cf-5-fuel-probe-mod-by-denissoliveira/#comment-5276905>.



Installation

1. Back up the entry.lua and F-5E.lua files
(**C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E 2024**) and the comm.lua file
in (**C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E 2024**);
2. Copy the CoreMods folder to the root folder of DCSWorld
(**C:\SteamLibrary\steamapps\common\DCSWorld**);
3. On the pylon, choose a pod;

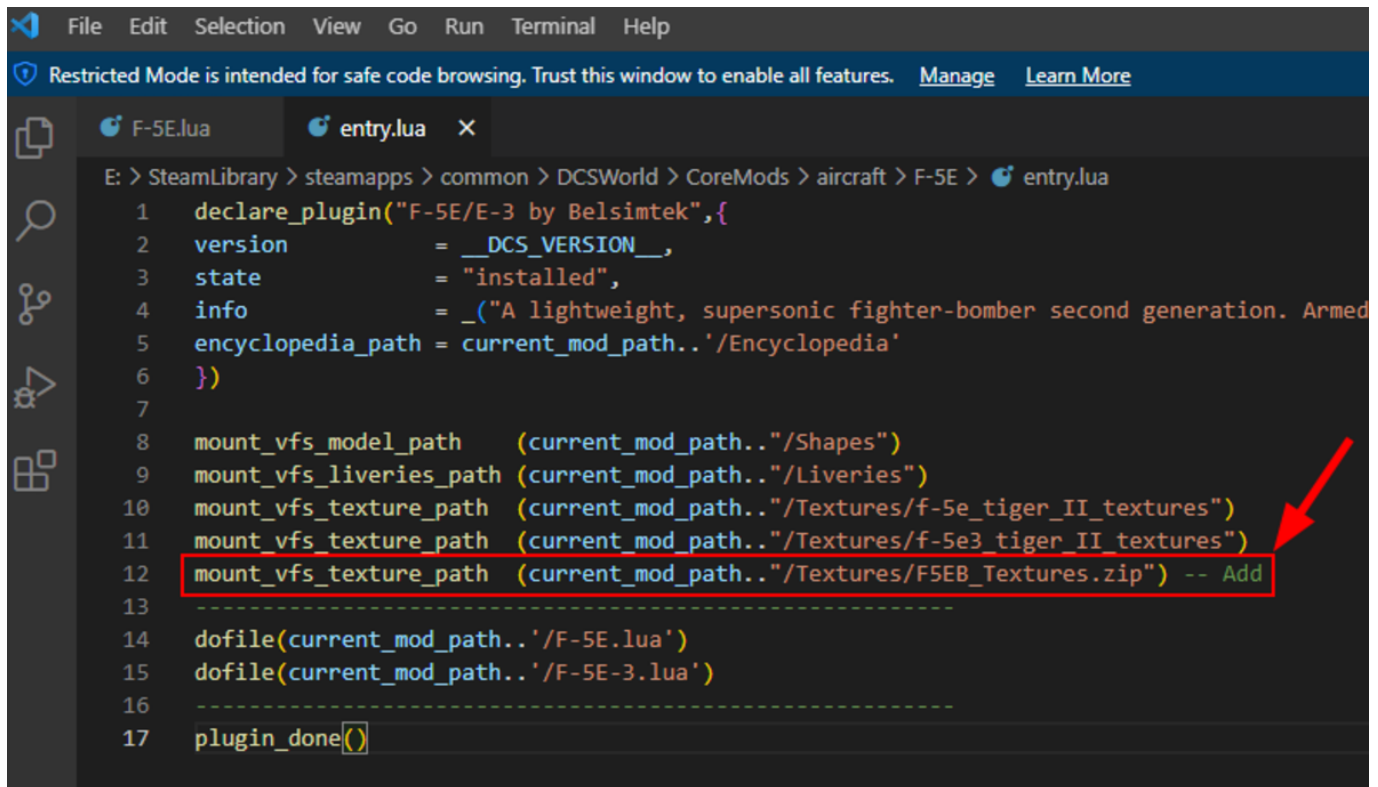


Manual installation by adding and modifying Lua code

There may be an update that may replace the entry.lua and F-5E.lua files, so this installation option will help to add the mod again.

1. Backup the entry.lua and F-5E.lua files, they are in the folder
C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E 2024;
2. I recommend downloading Microsoft Vscod or Notepad++, you will need to locate the lines to be added;
3. Open the entry.lua file in the editor (vscod or notepad++);
4. Add the code below on line 12;

```
mount_vfs_texture_path (current_mod_path.."/Textures/F5EB_Textures.zip") -- Add
```



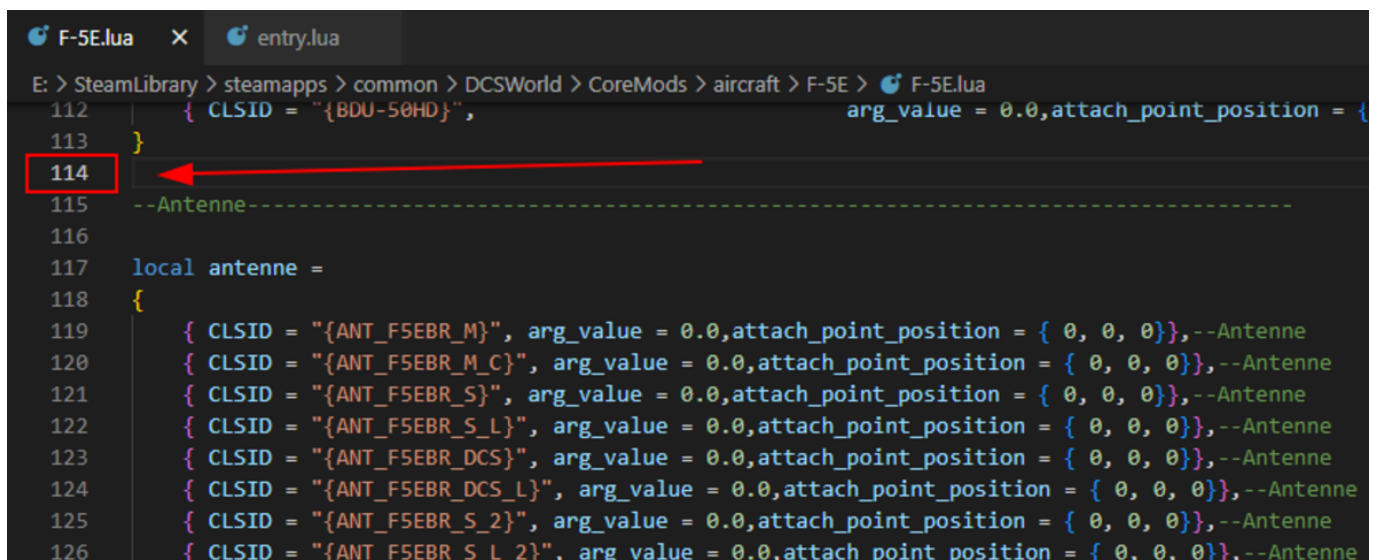
```

E: > SteamLibrary > steamapps > common > DCSWorld > CoreMods > aircraft > F-5E > entry.lua
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
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 mount_vfs_texture_path (current_mod_path.."/Textures/F5EB_Textures.zip") -- Add
13 -----
14 dofile(current_mod_path..'F-5E.lua')
15 dofile(current_mod_path..'F-5E-3.lua')
16 -----
17 plugin_done()

```

5. Save the file;
6. Open the F-5E.lua file in the editor;
7. Add the code below on line 114 (the line position may vary):

View the `mod` files



```

F-5E.lua
E: > SteamLibrary > steamapps > common > DCSWorld > CoreMods > aircraft > F-5E > F-5E.lua
112 { CLSID = "{BDU-50HD}", arg_value = 0.0, attach_point_position = {
113 }
114
115 --Antenne-----
116
117 local antenne =
118 {
119 { CLSID = "{ANT_F5EBR_M}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
120 { CLSID = "{ANT_F5EBR_M_C}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
121 { CLSID = "{ANT_F5EBR_S}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
122 { CLSID = "{ANT_F5EBR_S_L}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
123 { CLSID = "{ANT_F5EBR_DCS}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
124 { CLSID = "{ANT_F5EBR_DCS_L}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
125 { CLSID = "{ANT_F5EBR_S_2}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne
126 { CLSID = "{ANT_F5EBR_S_L_2}", arg_value = 0.0, attach_point_position = { 0, 0, 0 }}, --Antenne

```

8. Add the line of code below at line 625 (line position may vary);

View the `mod` files

```
E: > SteamLibrary > steamapps > common > DCSWorld > CoreMods > aircraft > F-5E > F-5E.lua
615         outboard
616     ),
617     pylon(7, 0, -1.319000, -0.332000, 4.099000,
618     {
619         use_full_connector_position = true,
620         connector = "Pylon7",
621     },
622     tips
623 ),
624
625 --pylon8-----
626 pylon(8, 0, 0.065000, -0.930000, 0.000000,
627 {
628     use_full_connector_position = true,
629     connector = "Pylon4",
630     --arg = 311,
631     --arg_value = 1,
632     --droppable_shape = "F-5e3_pylon_04c",
633 },
634     antenne
635 ),
636 --end pylon8-----
637
638 },
639
```

9. Save the file;
10. Open the comm.lua file, which is in the folder
C:\SteamLibrary\steamapps\common\DCSWorld\Mods\aircraft\F-5E, for example, make a backup before.
11. Add the code below on line 318:

View the `mod` files


```
312
313     utils.verifyChunk(utils.loadfileIn('Scripts/
314     utils.verifyChunk(utils.loadfileIn('Scripts/
315     utils.verifyChunk(utils.loadfileIn('Scripts/
316     utils.verifyChunk(utils.loadfileIn('Scripts/
317
318     ----- ADD -----
319     utils.verifyChunk(utils.loadfileIn('Scripts/
320     ----- END -----
321
322     -- Wheel Chocks
323     menus['Wheel chocks'] = {
324         name = _('Wheel chocks'),
325         items = {
326             [1] = {name = ('Place '), comm
```

12. Copy the CoreMods folder to the DCSWorld root folder and do not replace the modified files (entry.lua and F-5E.lua);

13. On the pylon, choose a pod.



