F-16C Block 50 Have Glass V Mod/Skin Pack

MEGA
DOWNLOAD

Please contact me on Discord or the ED forum for any messages or questions!
Discord: Texac#4587
ED forum: Texac

Installation

Compiled for JSGME Installation.

- Download the "F-16C Have Glass V Mod" zip file from MEGA linked in the PDF. (Download is on MEGA due to 300Mb file size limit on the User Files)
- Unzip or extract the downloaded "F-16C Have Glass V Mod" ZIP file.
- Drag/Drop the "F-16C Have Glass V Mod" file into JSGME.

Credits

- Landing gear textures are credited to PorcoRosso86.
- External cockpit textures are modified and based on wolfthrower's and watermanpc's textures.

Textures Overhaul

This skin is based on a new texture template. It improves the overall detail and accuracy of the textures.

Read more about it here.

About Have Glass

The first Have Glass iterations date back to around 2005 which included a indium-tin-oxide layered gold tinted canopy. Have Glass II entailed a Pacer Gem coating to reduce the infrared signature and a RAM coating known as Pacer Mud to reduce the overall RCS by 15% and gave the surface a worn metallic-ish appearance.

The coating was mostly applied to Block 50 jets of various Wild Weasel squadrons such as the 480th, 22nd 23rd based at Spangdahlem, 55th or 79th at Shaw AFB and a few other aircraft.

In the early 2010s the latest generation of the Have Glass coating started testing and reduced the F-16Cs RCS even further by presumably 76%.

This latest generation Have Glass V coating comes in a single tone, dark gray color scheme and is being applied to multiple variants of the F-16.

For more information take a look at this article.

https://www.key.aero/article/have-glass-making-f-16-less-observable

About this Mod/Skin Pack

This mod includes a new flyable F-16C Block 50 unit with a RAM (Radar Absorbent Materials) coating called "Have Glass" that reduces the Vipers RCS (Radar Cross Section).

My main intent with this mod is to visually represent the Have Glass V coating with liveries while also giving it a noticeable effect in game.

I made an ED forum post explaining the mod a bit more in detail.

https://forum.dcs.world/topic/331421-texacs-have-glass-v-liveries/

Unfortunately in DCS World the simulation of RCS is overall kept fairly simple and does not consider important factors such as aspect, stores configuration, etc. to calculate the RCS of an aircraft in real time.

The article from Key.Aero states a RCS reduction of 76% from 5m² to 1.2m².

By default the in game RCS value for all the F-16s is set to 4.

The new base value for the new F-16CM bl.50 HGV will be 0.96. A reduction of 76% as stated in the article and a few other sources. The other Vipers are left at default 4.

You can change the value by editing the following LUA entry:

Make sure the mod is uninstalled when making any changes!

1. Go to mod folder: F-16C Have Glass V Mod\CoreMods\aircraft\F-16C
2. Open F-16C_50_HGV.lua with Notepad++ or text editor
3. Go to Line 581 RCS = 0.96 and change the value as you like