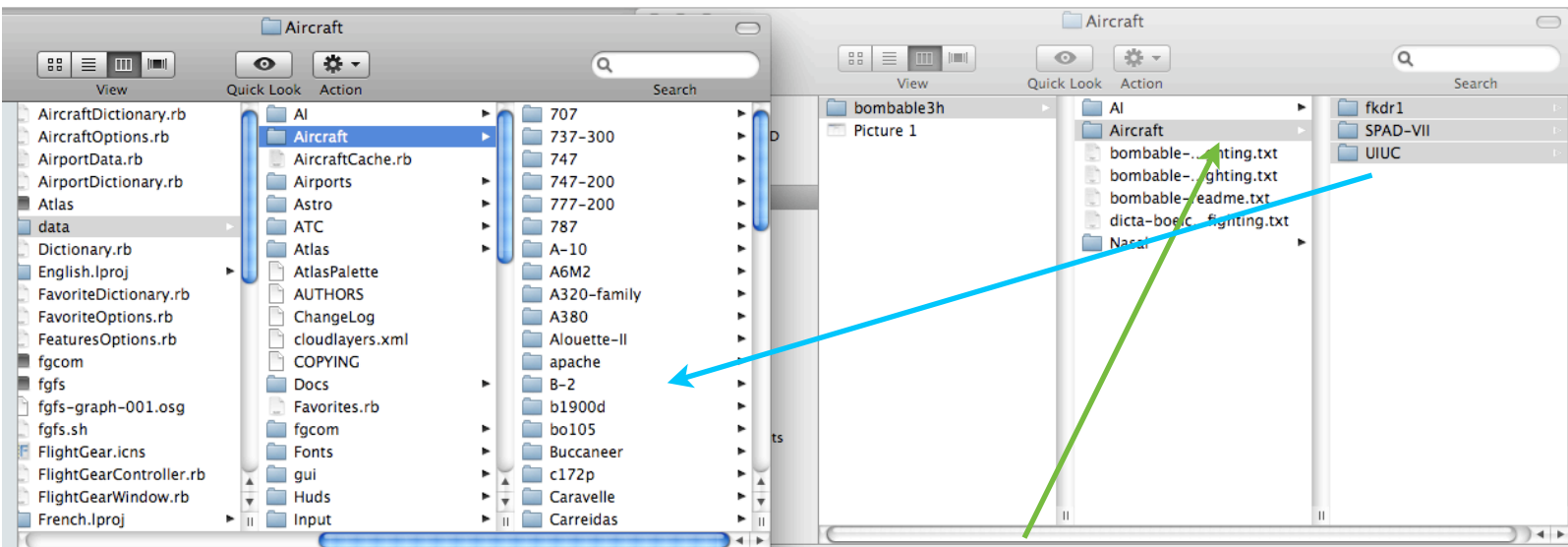
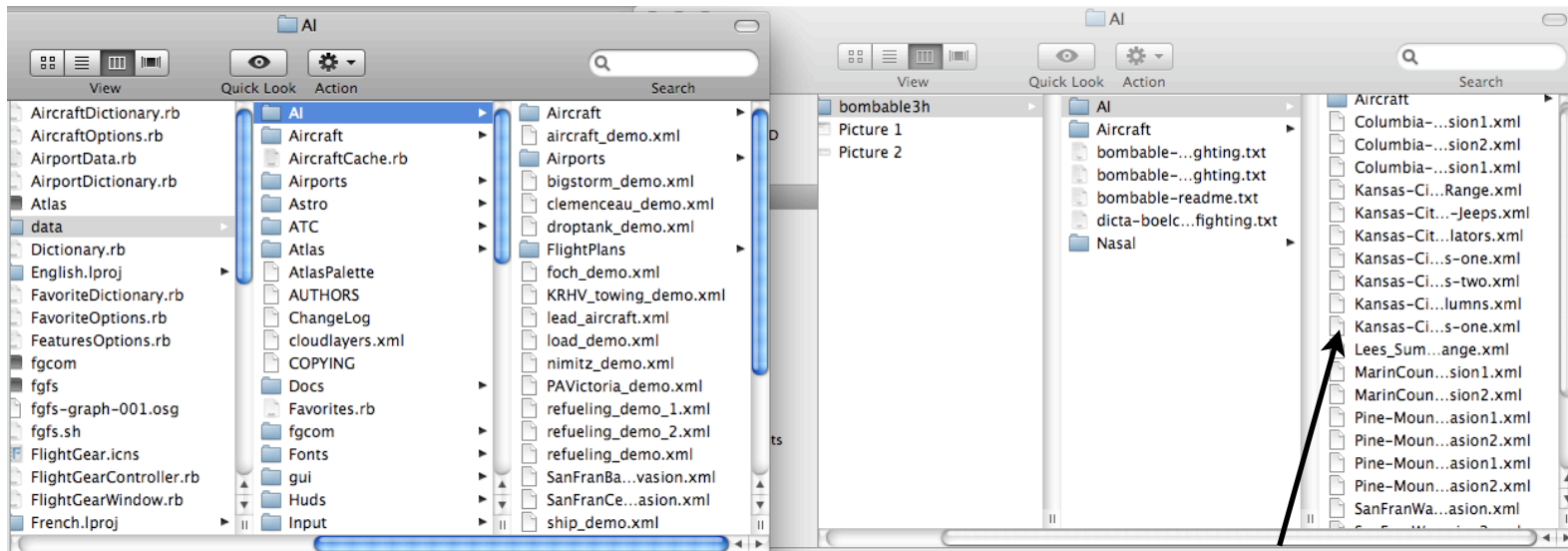


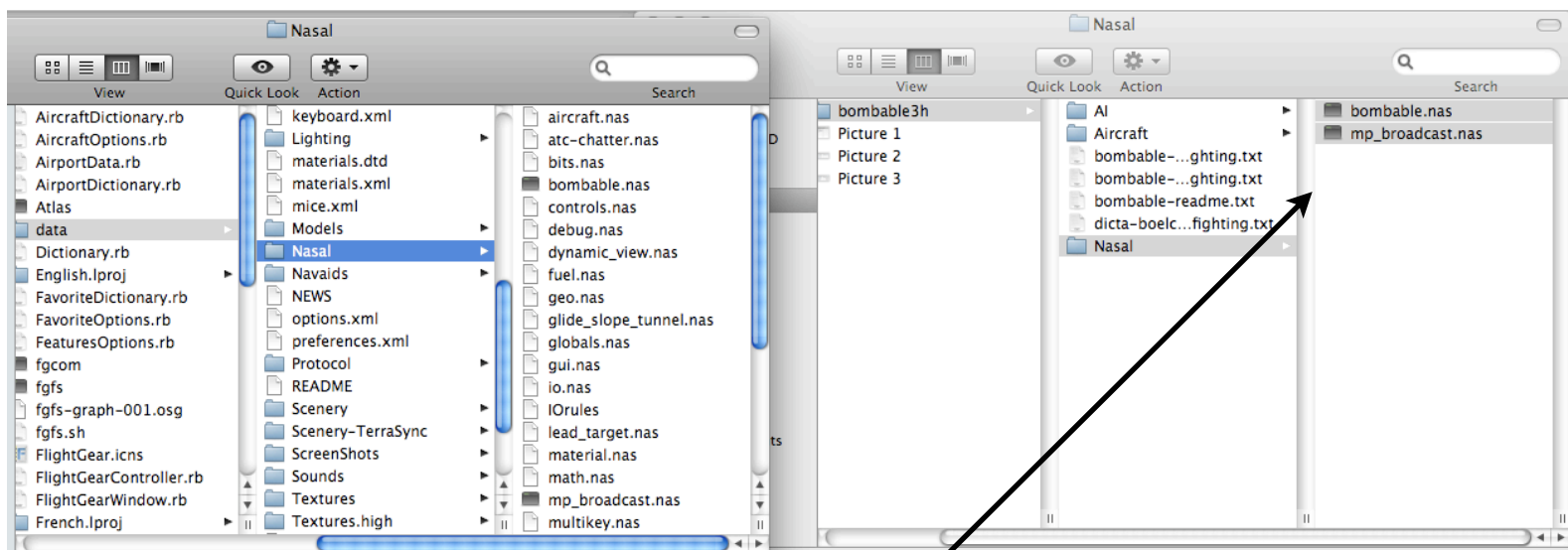
1. Open the bombable folder which you downloaded from <http://www.flightgear.org/forums/viewtopic.php?f=2&t=5742>



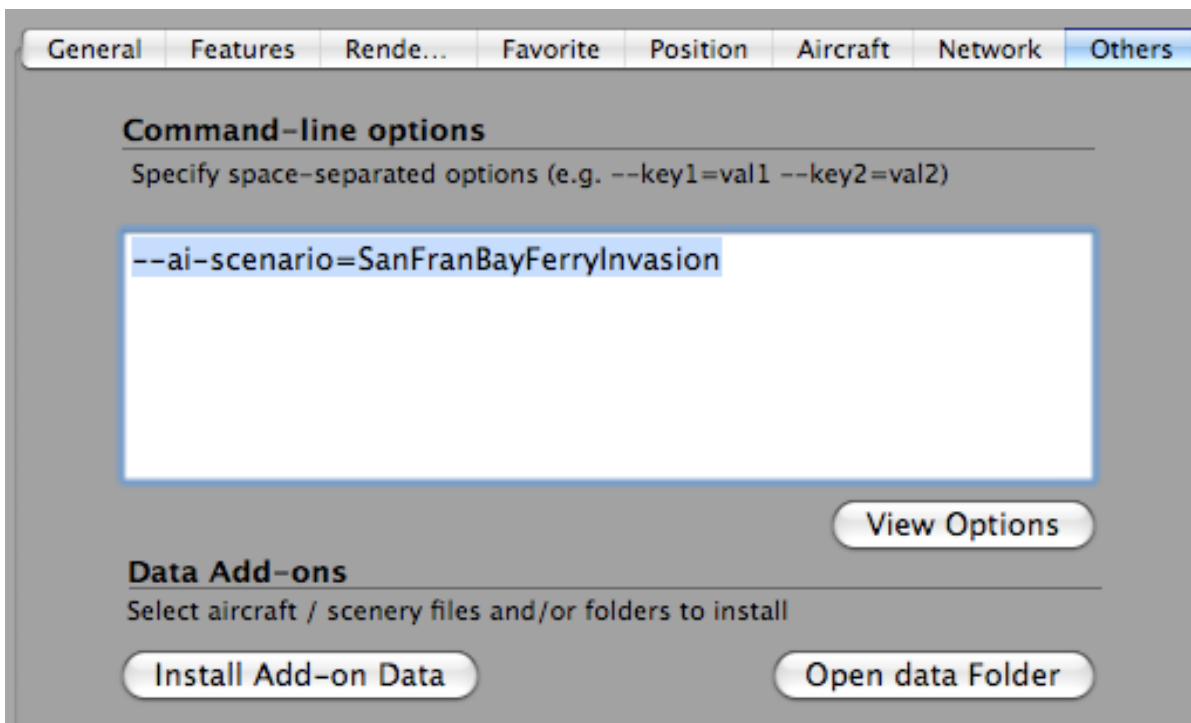
2. Now in bombable folder, copy and paste the aircrafts in the Aircraft folder to Flightgear/contents/resources/data/aircraft.



3. This part is a bit long. All these xml files apply bombable ships, cessnas etc. near to an airport. You have to find out which one you are going to use in the place where you want to fly. (ex:Sanfranba..asion.xml applies bombable ferries near to KSFO) When you find out which one you are going to use, copy and paste that xml to Flightgear/contents/resources/data/AI.
4. And for the bombable3h/ai/aircraft folder, copy the aircrafts to contents/resources/data/ai/aircraft.



5. Do the same thing for nasal folder. Copy and paste everything in this folder to contents/resources/data/nasals.



6. launch the game and go to the others tab. write --ai-scenario= (the thing u copy pasted on number 3,4 without .XML)
7. START Flight (bombable plane works only with SPAD-VII and Sopwith Camel 1F.1 (uiuc, with guns).
8. TO use the gun press "e"