Rotate MD-11 Avitab Mod



- Requirements
- Installation
- Limitation

Requirements:

For this mod to work, you will need the Avitab plugin of course. It is a freeware plugin featuring a 2D EFB like screen and offers modders and developers the possibility to implement it into a 3D cockpit.

Get it here :

https://forums.x-plane.org/index.php?/files/file/44825-avitab-vr-compatible-tablet-with-pdf-viewer-moving-maps-and-more/

Second you will need is „KITBASH Lua“ and LUA 5.1:

https://github.com/JemmaStudios/kitbash_xp11

https://github.com/rjpcomputing/luaforwindows/releases

Those are needed to merge the display.obj file later with the actual 3D Cockpit of the MD-11

NEXT IS NOT NEEDED BUT OPTIONAL IN CASE YOU DO NOT WANT LUA INSTALLED!

As alternative, you can merge them later on for yourself according this description:

https://forums.x-plane.org/index.php?/forums/topic/155643-aircraft-with-avitab-integration/&page=2#comment-1494989

Installation:

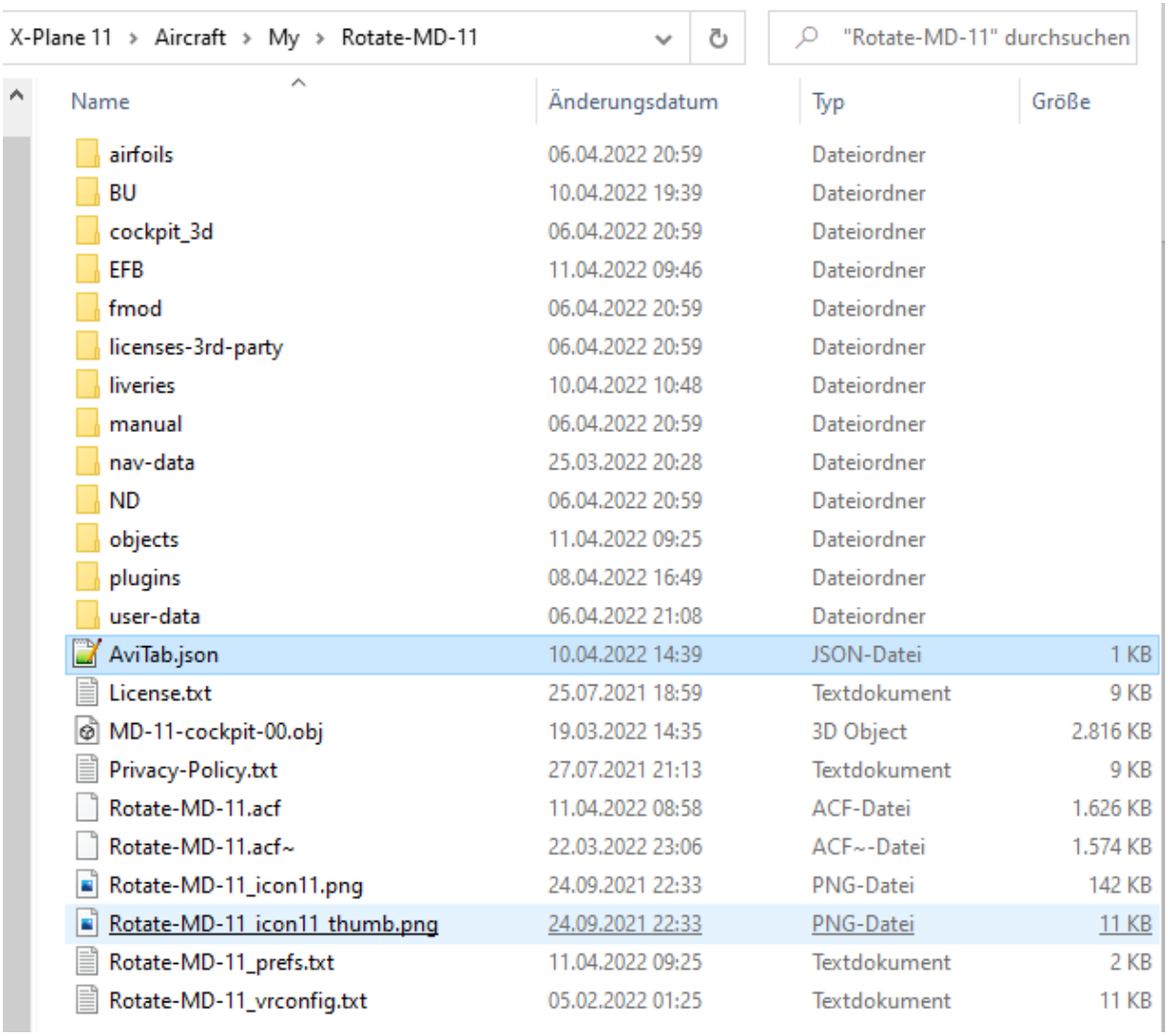
Step 1

BACKUP YOUR Rotate-MD-11.acf FILE AND THE MD-11-COCKPIT-00.obj

If you do not back them up, you might have to reinstall the MD-11 in case something messes up!

Step 2

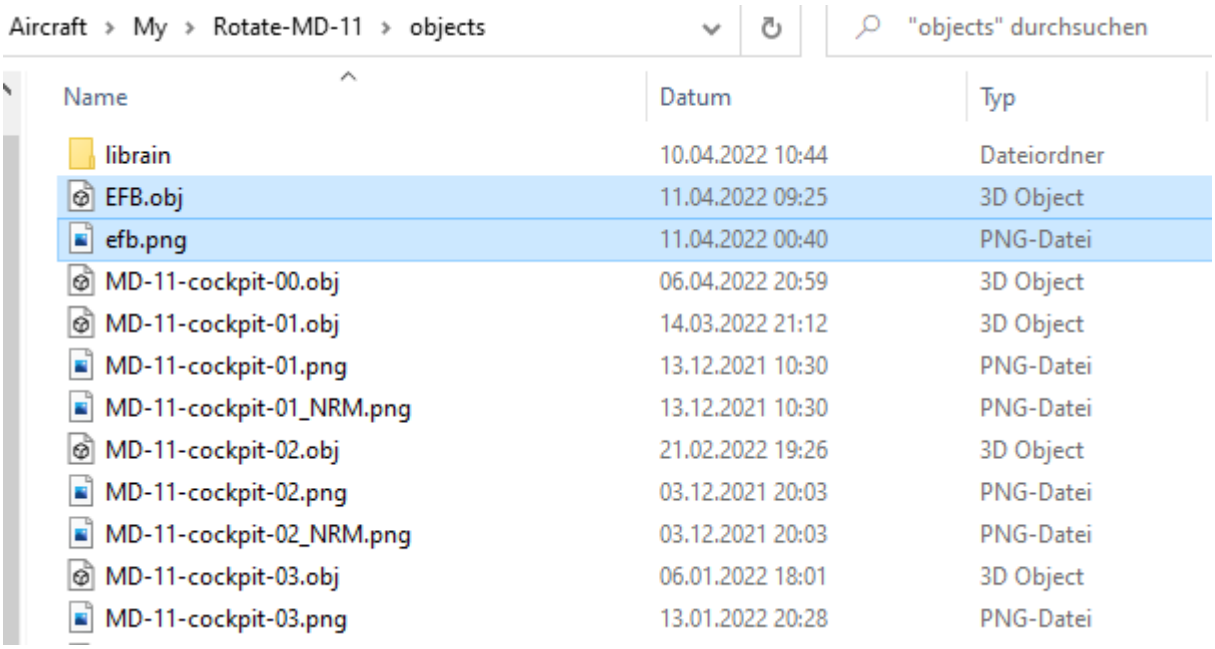
Copy the AviTab.json file tot he MD-11 Folder like this



It basically tells Avitab where to render on the panel.png

Step 3

Copy the EFB.obj and the efb.png to the MD-11's objects folder like this

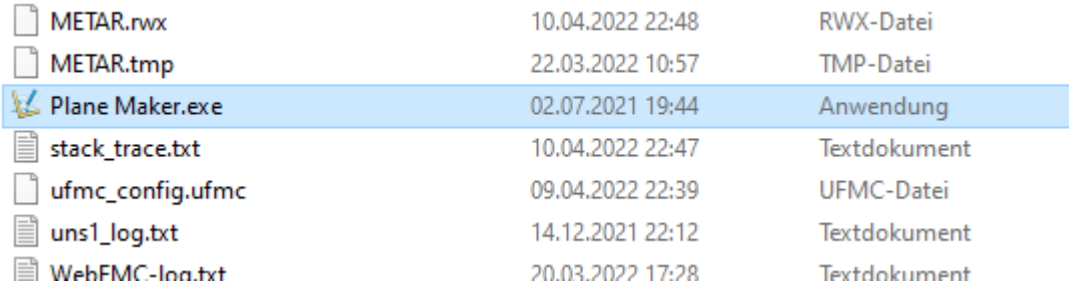


The EFB.obj is only the case around the display and needs to be added in planemaker in the next step!

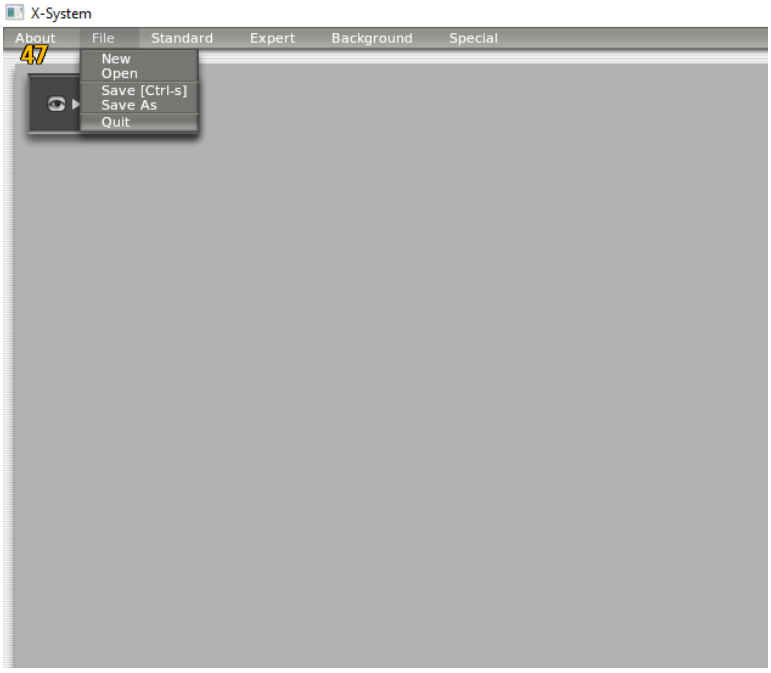
Step 4

Now we need to add the EFB.obj file to the aircraft itself.

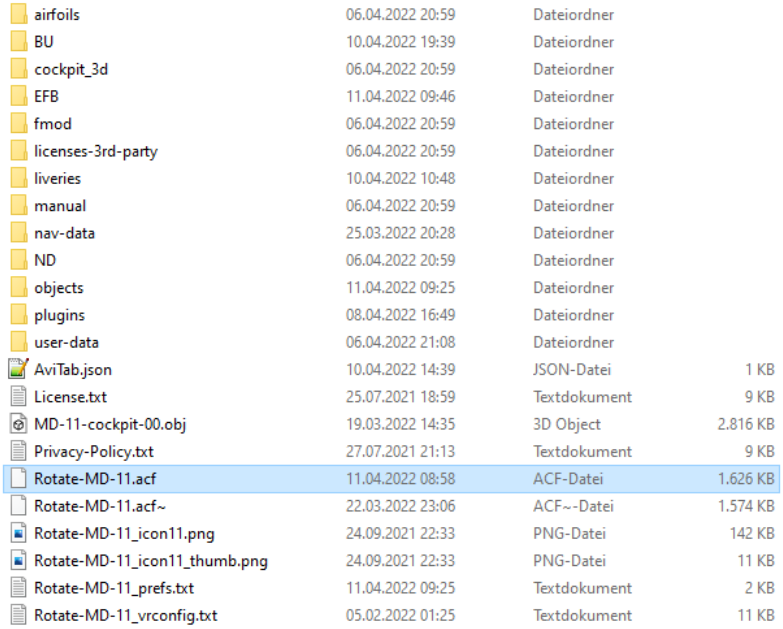
Open planemaker.exe in the X_Plane installation folder



After starting planemaker load the MD-11 .acf file

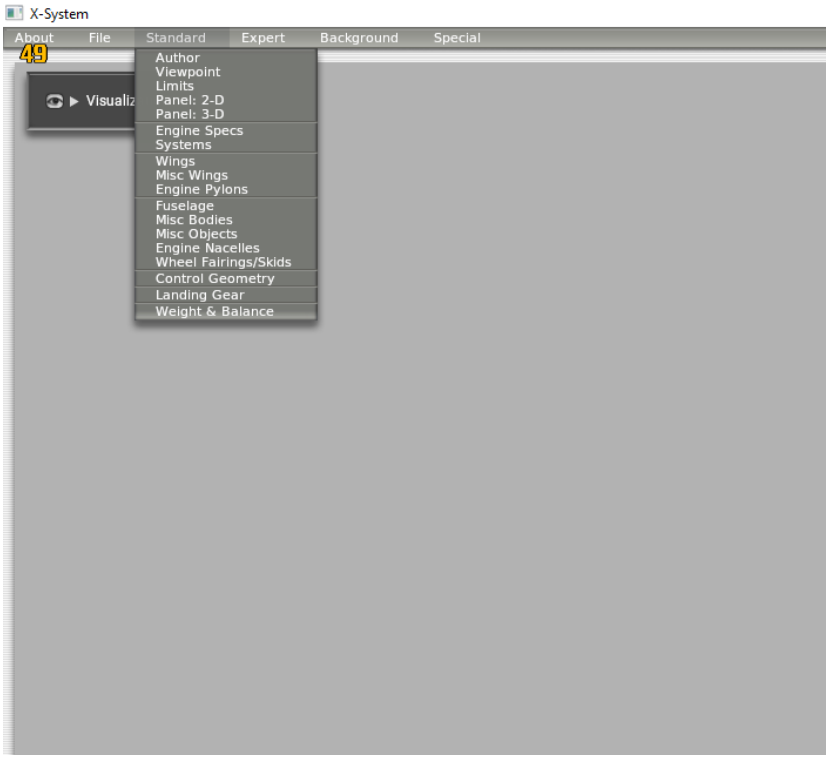


Press file and Open

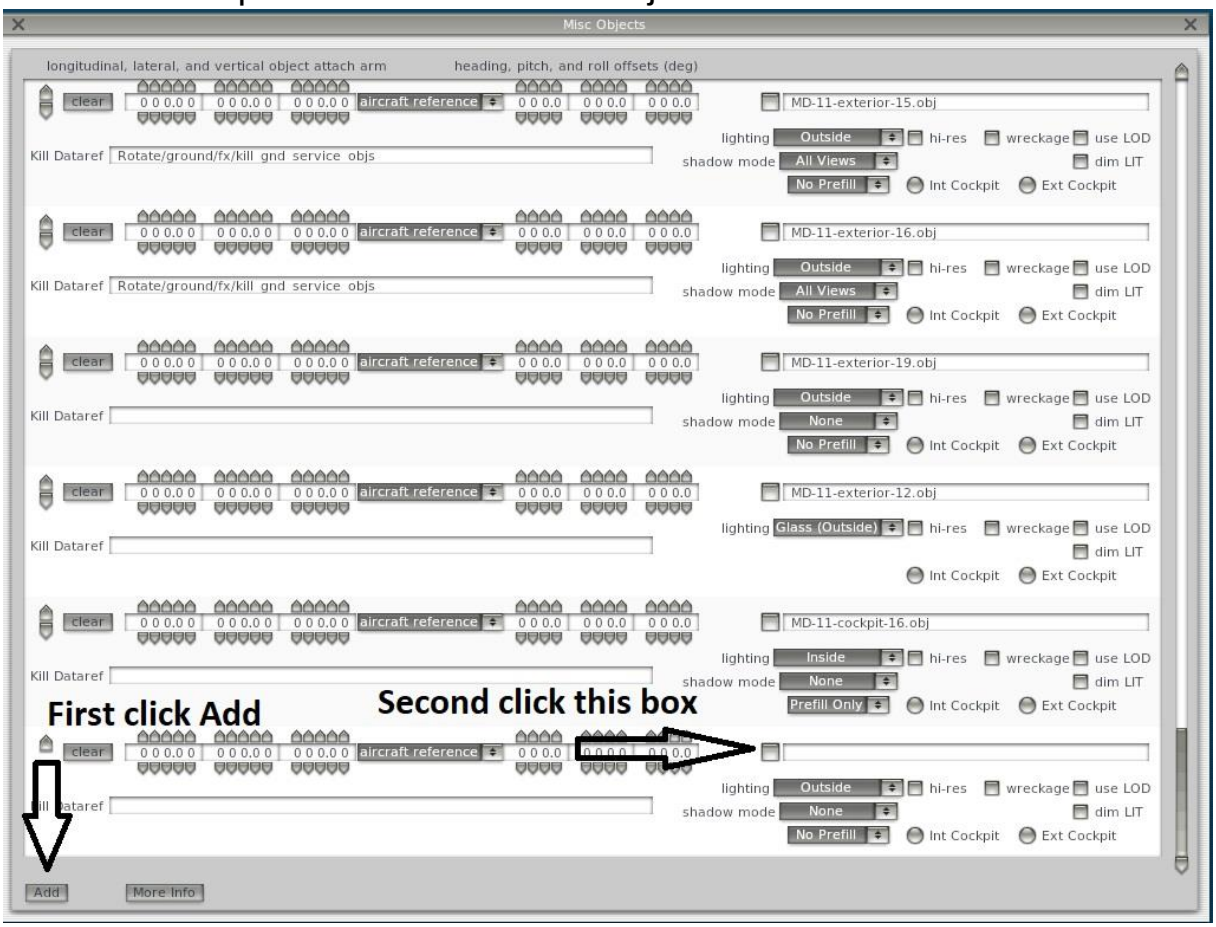


Select the Rotate-MD-11.acf

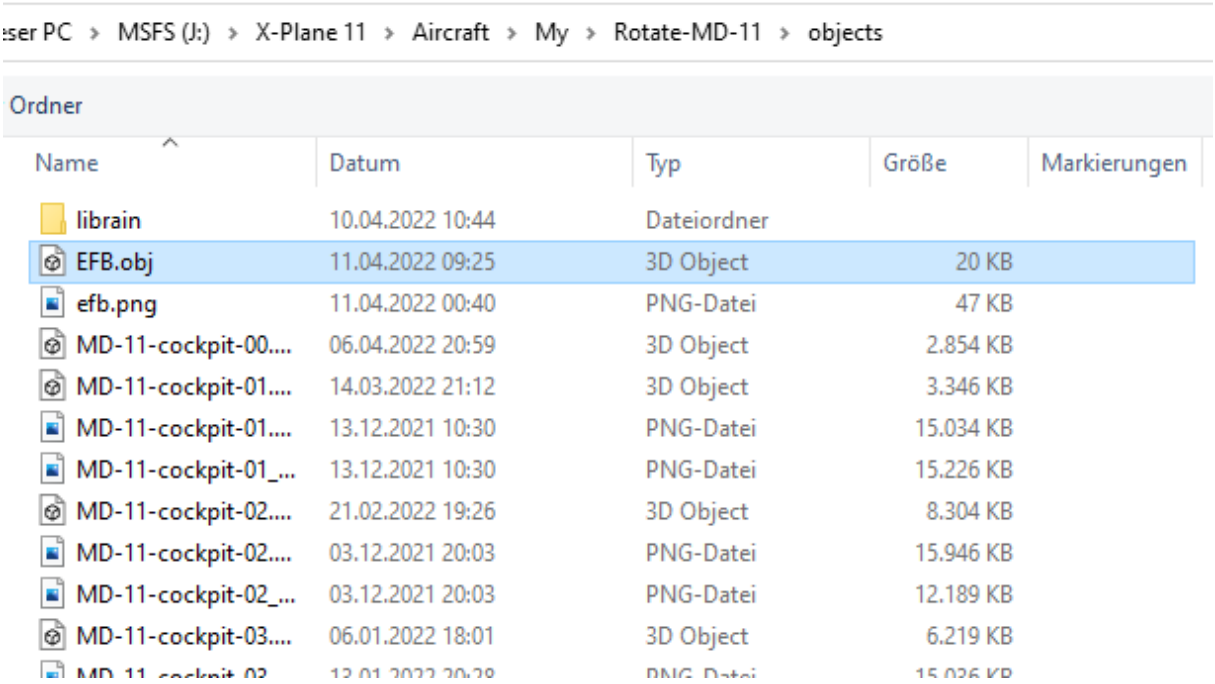
Navigate to Standard and „Misc Objects“



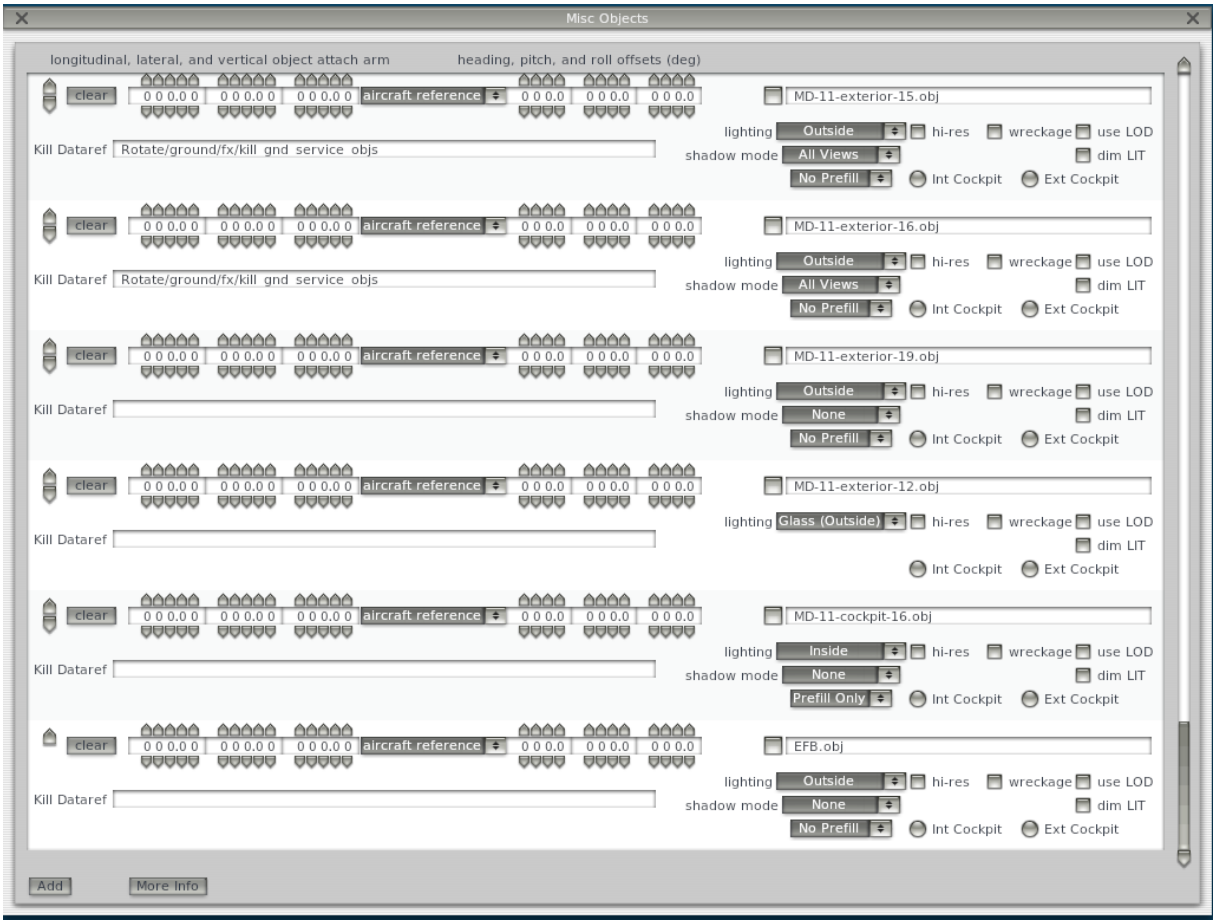
In the next step we will add the EFB.obj file



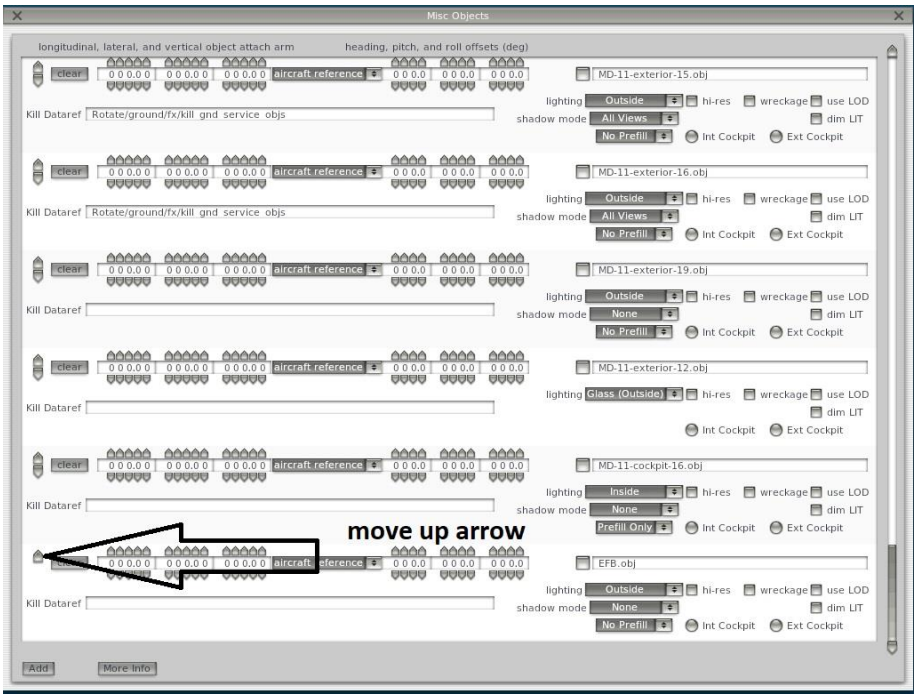
After clicking the empty box, select the EFB.obj file you have previously moved tot he objects folder!



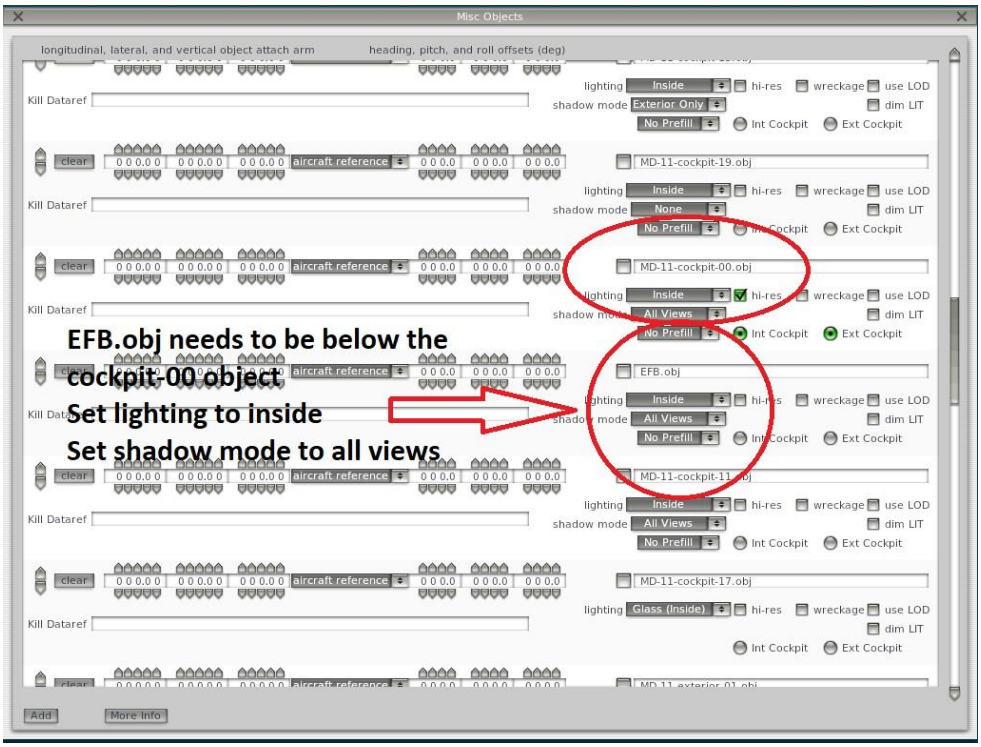
Then it should look like this:



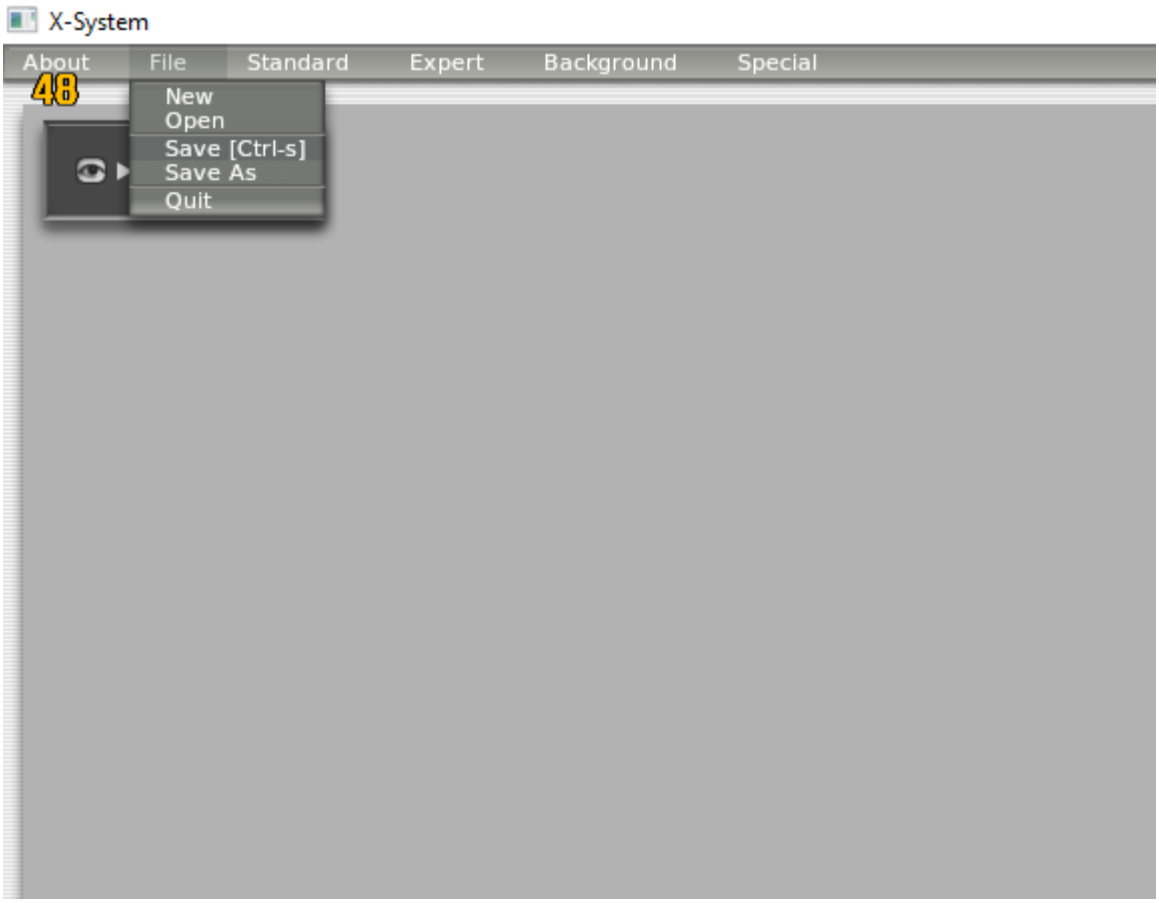
Now we need to move the EFB.obj file within planemaker a bit around…



Click the move up arrow and the .obj will move one step up.
Then repeat this process with the moved EFB.obj untill it looks like this:



Now close the Misc Objects panel and save the aircraft via File-> Save



Step 4

Now that the MD-11 has a physical object attached to it, which is the housing fort he display itself, we need to make the display work!

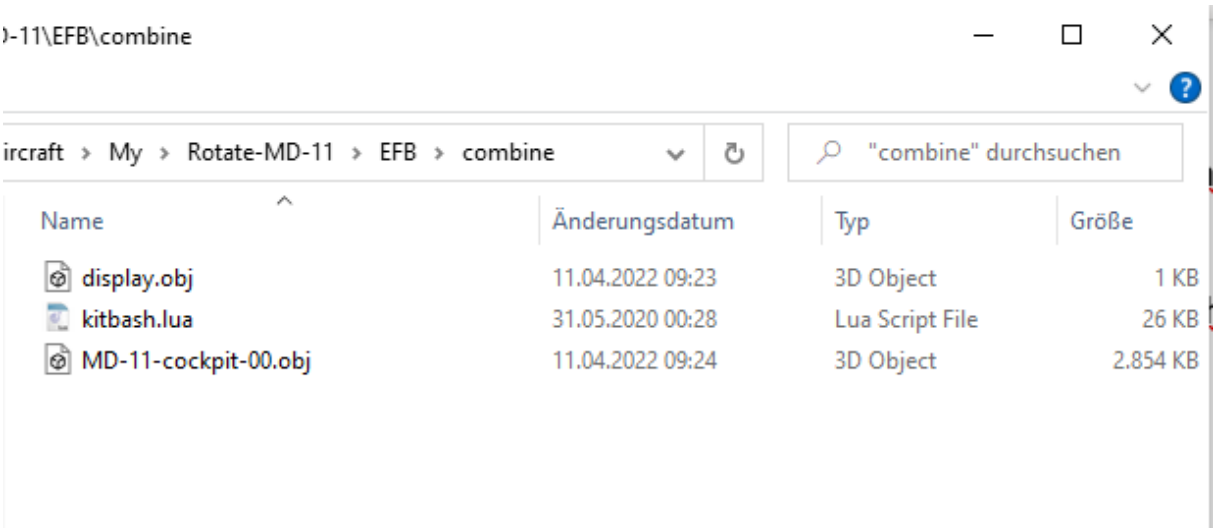
For this the display.obj needs to be merged with the MD-11-cockpit-00.obj

This can be done either with the lua script and the installed lua engine or manually!

Here I show to do it with the Lua engine installed and the script from KITBASH.

LUA 5.1 needs tob e installed!!!!!!!!!! See requirements!!!!!!

Move the display.obj the kitbash.lua and the MD-11-cockpit-00.obj to one folder. (i called it combine)



Run you cmd console in windows and move to the created folder where **all three files** are located.

Then run the script as follows:

„kitbash.lua -s MD-11-cockpit-00.obj display.obj“

```
J:\X-Plane 11\Aircraft\My\Rotate-MD-11\EFB\combine>kitbash.lua -s MD-11-cockpit-00.obj display.obj
This will overwrite MD-11-cockpit-00.obj. Do you have a backup and do you want to continue? (Type Y to continue, anythin
g else with cancel.): y
Finished kitbashing! (So much easier than text editing!)
Target File:                          MD-11-cockpit-00.obj
No of lines in original Target File:  37764
No of VTs in original Target File:    25109
No of TRIs in original Target File:   85626

Gizmo File:                           display.obj
No of lines in Gizmo File:            26
No of VTs added from Gizmo File:      6
No of TRIs added from Gizmo File:     6

No of new lines in MD-11-cockpit-00.obj:      37787
No of new VTS in MD-11-cockpit-00.obj:  25115
No of new TRIS in MD-11-cockpit-00.obj: 85632

Completed in 0.155 seconds.

J:\X-Plane 11\Aircraft\My\Rotate-MD-11\EFB\combine>
```

You have to press „y“ to make it run and it should look like this.

Finally you can move the new MD-11-cockpit-00.obj back tot he objects folder of the MD-11.

Now you can load up the aircraft and enjoy an EFB 😊



Limitations:

As I am not the developer oft he MD-11, there are some limitations…

- It does not move with the window if you open it
- It dows not go black even with aircraft switched off
- it is not tested in VR and Vulkan! However it might work there…who knows
- once Rotate updates the MD-11, you might have to do the same process again….Sorry for that but yeah this it how it works as long as they do not implement it form the get go
- Once Rotate has implemented an EFB, you will not need this anymore