

## ***How to allow your other aircraft to use our panels and/or sounds***

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To alias our B744 panel or sound set to another aircraft such as the default B747 you need to do the following:

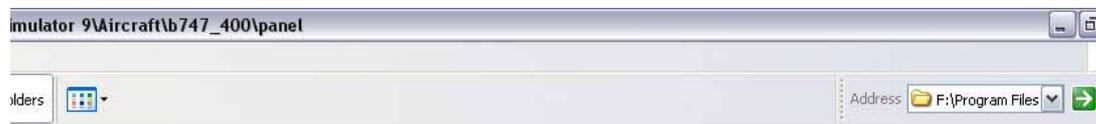
I will do an example using the panel only but the concept is the same as I will explain further on. I will be using windows explorer (with the Address bar showing at the top).

**Those who know how to setup Windows Explorer and have their Address Bar showing at the top can skip this page to get started 😊**

If your address bar isn't showing then you need to right click (somewhere near the blue arrow within your windows explorer) and make sure it is ticked like below:

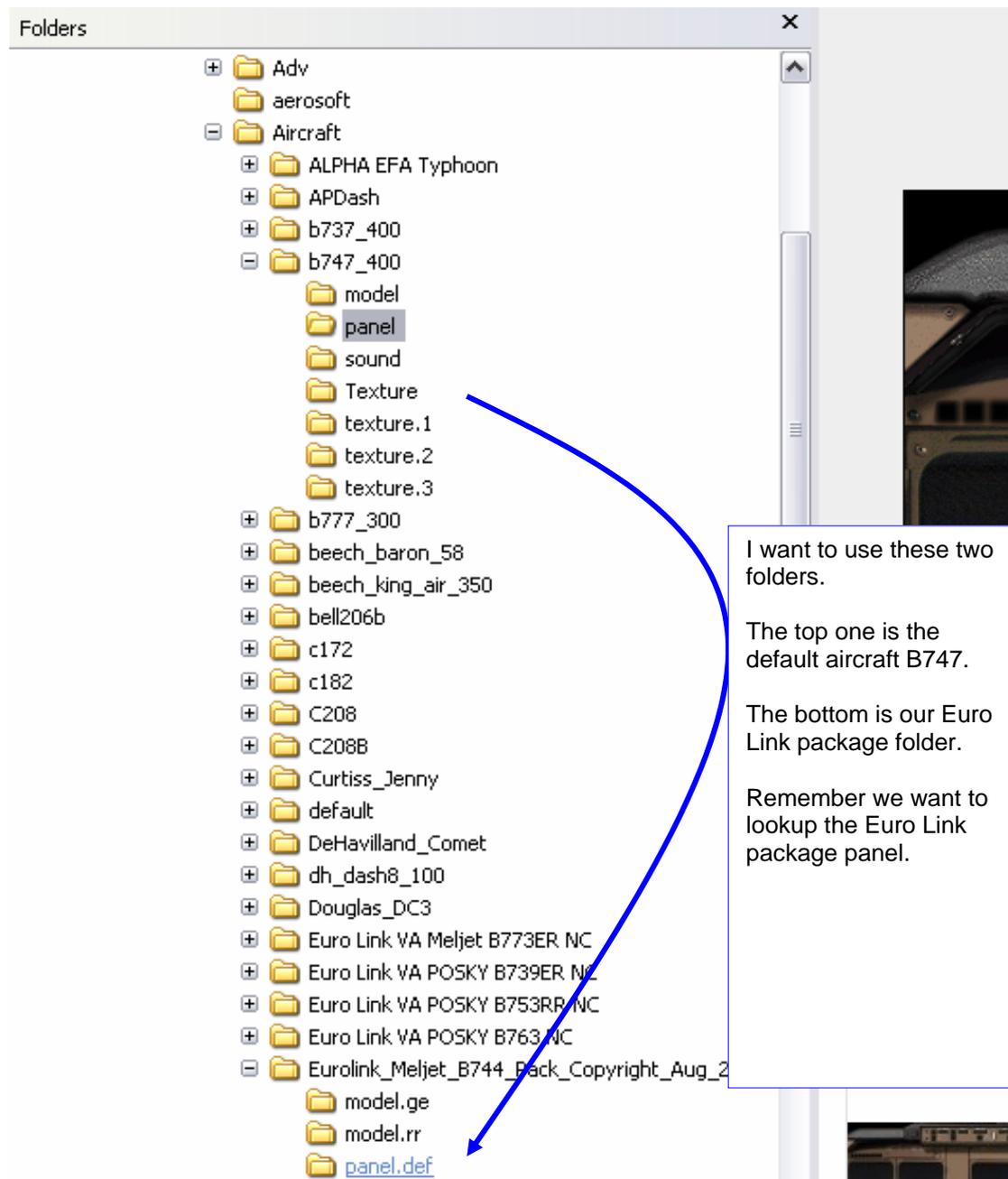


You may also need to use your mouse cursor to re-organise the levelling of where your address bar is:



In the above, you would need to select the dotted vertical line to the left of the word 'Address' and then drag it down so that it looks like the above screen shot (the one with the blue circle in it).

First you need to make a note of where your panel is that you wish to change, as well as the one you wish to lookup:



Within the default b747 folder you will find the panel folder. Within the panel folder there is a file named 'panel.cfg', as well as several texture files.

Please feel free to delete the textures as you will not need them if you're looking up another panel from elsewhere within your aircraft folder. Though if you prefer to leave them there, then this is ok as it doesn't really matter. It just looks tidier.

Before we edit it, we need to find out the directory location of the panel we are going to lookup.

Remember before we looked up where our panel that we wanted to use. Well this is where we get the directory where it is stored.

Navigate to the following folder (directory and folder are the same thing):

```
...\Flight Simulator  
9\Aircraft\Eurolink_Meljet_B744_Pack_Copyright_Aug_2007\panel.def
```

This is the panel folder which will be looking up.

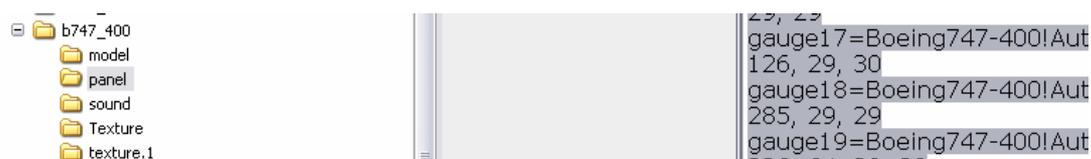
So go to this directory:

```
...\Microsoft Games\Flight Simulator 9\Aircraft\b747_400\panel
```

Open the Panel.cfg file in notepad:

**Backup this file in this folder now if you want to change back to it!  
Rename it 'panel\_backup.cfg' or something similar!**

Press and hold down either of your 'Ctrl' keys, then press 'A' to select all the text within the panel.cfg file.



Press your delete key so that you delete all entries. Now type in the following (or copy and paste):

```
[fltsim]  
alias=\Eurolink_Meljet_B744_Pack_Copyright_Aug_2007\panel.def
```

Then save the file as panel.cfg (overwrite when prompted).

That's it! Next time you go into FS and use the default B744 it will be using our Euro Link Panel 😊 which is what we want.

If you wanted to use our sound, you would change the sound.cfg found within the sound folder.

You would lookup the sound folder (RR or GE engine sounds in our Euro Link package folder).

So the file (...Flight Simulator 9\Aircraft\b747\_400\sound) would read:

```
[fltsim]  
alias=\Eurolink_Meljet_B744_Pack_Copyright_Aug_2007\sound.rr
```

If you wanted to use the GE sounds; you would change the 'rr' to 'ge'.