



Cessna 172 VH-DIN (G1000)

 **NOVAWING24**

172G INVADON



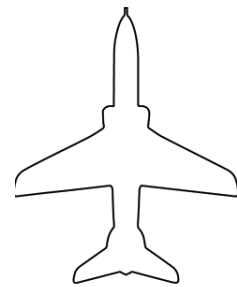


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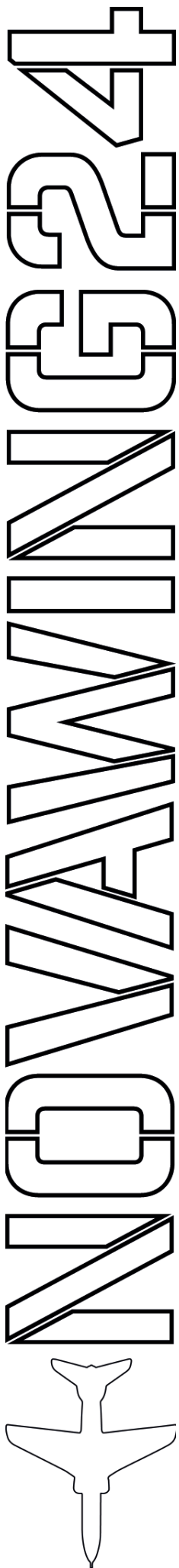
ABOUT

During the 1980's a Cessna 172 was utilized by the Air Training Corps in Australia and was painted in high visibility yellow with Type D roundels and Air Cadets emblazoned on the side.

It was registered to a Victorian Squadron and operated out of West Melbourne.



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INSTALLATION

1. Make a note of your Microsoft Flight Simulator Community Folder. If you are unsure of its location, please refer to the helpful guide found at <https://www.flightsim.com/vbfs/content.php?21235-Finding-The-MSFS-2020-Community-Folder>
2. Run the N24 Cessna VH-DIN G1000 Livery v1.5.exe
3. Follow the on-screen prompts

UNINSTALLATION

1. Navigate to your *Windows > Settings > Apps > Apps & Features*
2. Locate and Uninstall *N24 Cessna VH-DIN G1000 Livery* from the displayed list.

PILOTS NOTES

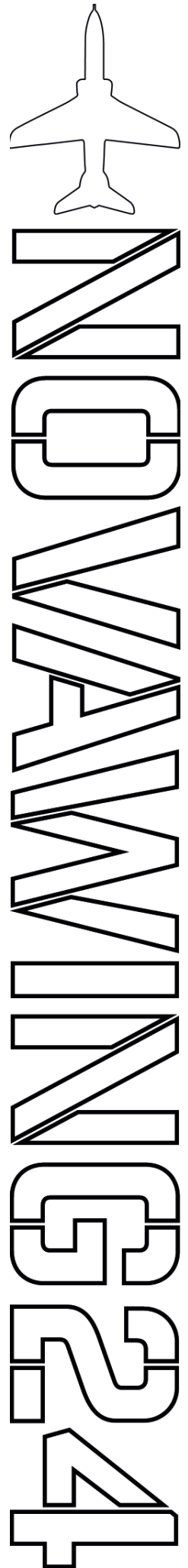
This was actually my first project for the new simulator. It was a chance for me to practice new skills, by taking something I had done for FSX, P3D and AeroFly FS2 and bring it to a new sim. It has become in a way a bit of a metaphore for the community I have been trying to encourage and grow. Symbolizing the cross platform and embracing of simmers with different background and goals.

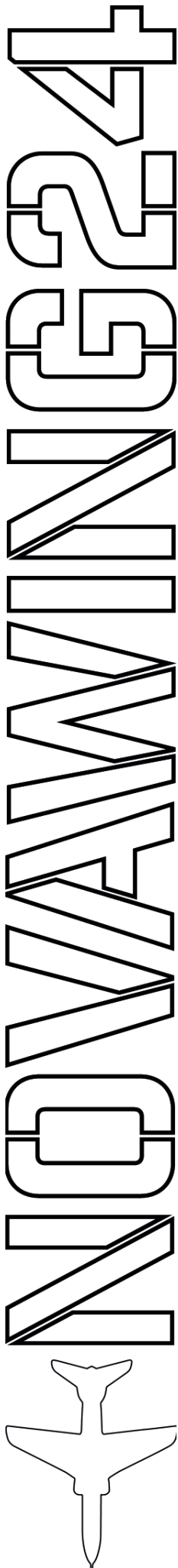
Thank you for supporting my work and keep an eye out on my website and my Facebook page for any updates to this product and the future releases.

I hope you enjoy this aircraft and would love to see it in action! Join fellow aviators in our community [Discord](#) and share your thoughts and experiences there!

Safe Skies

Tristan “Novawing24” Ayton
YWLM, October 2020





CREDITS

Thanks to our Patreon and Twitch Subscribers who tested this package before release.

This is an artistic representation of VH-DIN as it appeared circa 1982. It is in no way endorsed by nor should be inferred to be supported by the Royal Australian Air Force nor the Australian Department of Defence.

Thanks to ADF-Serials for their efforts preserving the history of Australian Military aircraft.

The RAAF Roundel is copyright to the Australian Department of Defence.

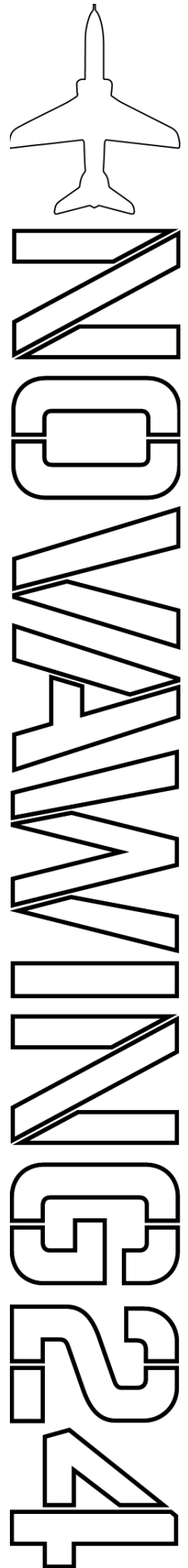
Microsoft Flight Simulator© Microsoft Corporation. Cessna VH-DIN G1000 was created under Microsoft's "[Game Content Usage Rules](#)" using assets from Microsoft Flight Simulator, and it is not endorsed by or affiliated with Microsoft.

ABOUT THE ARTIST

I have been around aviation for longer than I care to remember. Whilst my own professional piloting dreams were crushed through medical restrictions, instead I have found ways to become active in the aviation world, both real and virtual. I currently work in the training space, providing training solutions and content to the Aviation and Defence sectors while simultaneously working with a range of high-quality developers across the home user market.

I first started experimenting with creating textures for HAWX following many years building plastic scale models. From very humble and basic beginnings, I have slowly grown my skills and content. I have created texture sets for all the major flight simulation platforms, as well as arcade style titles and professional training software for over a decade. My content can be found in virtual hangars all around the world as well as supplying content to professional training organizations and add-on developers.

As well as uploading freeware content, I have a range of content available for sale and I am available for commission work. My Commission status and rates are generally available in my Community [Discord](#). Head over to my [website](#), [GumRoad](#) store to check out my other work; or reach out and get in touch if you have a specific project in mind.



VERSION HISTORY

Version 1.5.1

- Incorrect Texture Replaced
- Textures remastered in 4K

Version 1.5

- Additional textures required following SU5 added
- Incorrectly aliasing AI texture issue resolved
- Update to file structure following latest SDK requirements
- New format Installer / Uninstaller

Version 1.2.1

- EULA Update
- Readme corrections
- Minor CFG cleanups

Version 1.2

- Correction to LOD textures
- Addition of AI models
- Readme updates

Version 1.1

- Addition of model alias folders to address issues raised by the MSFS

1.10.7.0 Patch

- Update of file name of Readme File
- Added missing information about Game Content Usage.

Version 1.0

- Release version



SOCIALS & CONTACT

You can find me all over the web, as far as I know I'm the only Novawing24 out there!

YouTube -

<https://www.youtube.com/novawing24>

GumRoad -

<https://gumroad.com/novawing24>

Twitch -

<https://www.twitch.tv/novawing24>

Twitter -

<https://twitter.com/novawing24/>

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<https://discord.gg/vQTMxw7>





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It is not the critic who counts; not the man who points out how the strong man stumbles, or where the doer of deeds could have done them better.

The credit belongs to the man who is actually in the arena, whose face is marred by dust and sweat and blood; who strives valiantly; who errs, who comes short again and again, because there is no effort without error and shortcoming; but who does actually strive to do the deeds; who knows great enthusiasms, the great devotions; who spends himself in a worthy cause; who at the best knows in the end the triumph of high achievement, and who at the worst, if he fails, at least fails while daring greatly, so that his place shall never be with those cold and timid souls who neither know victory nor defeat.

~ Theodore Roosevelt