

Darkstar

Skunkworks

4NOVAMING24



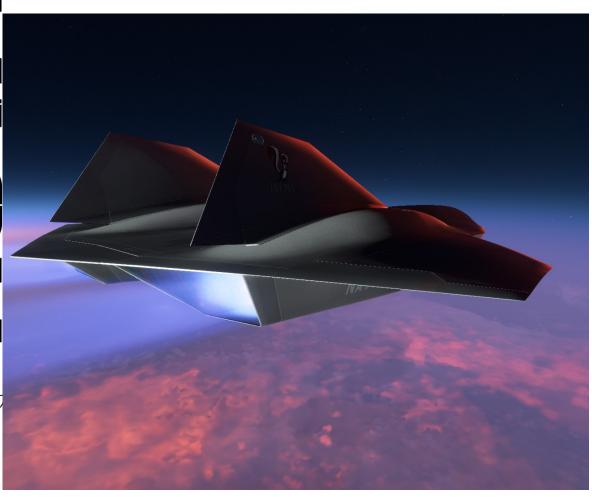
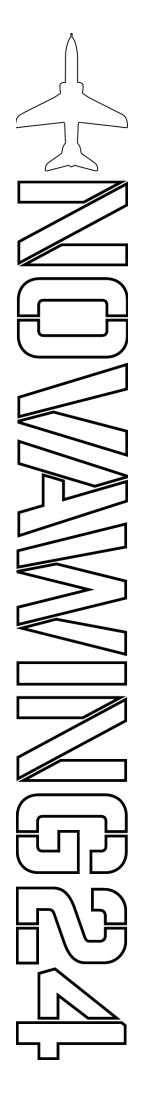
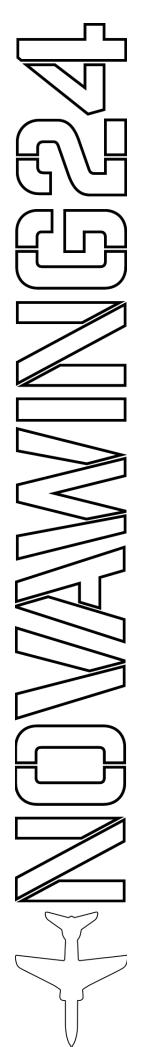


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END USER LICENCE AGREEMENT

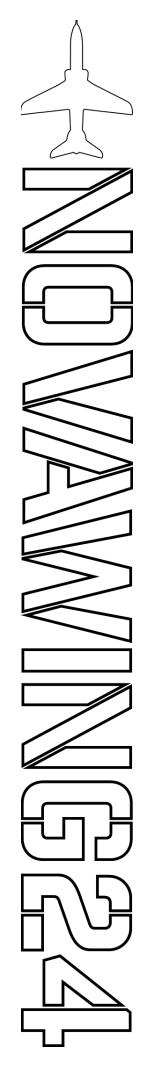
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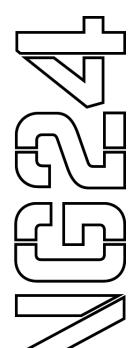
ABOUT

This pack restores the Skunkworks logo to the tail of the Darkstar. From the model it looks like it was supposed to be there, indeed it is still on the LOD5+ models.

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. Locate and extract N24 Darkstar Skunkworks Livery v1.0.zip
- 3. Copy the folder *N24-aircraft-darkstar-livery-skunk*
- 4. Navigate to you MSFS Community Folder
- 5. Paste the folder *N24-aircraft-darkstar-livery-skunk*





UNINSTALLATION

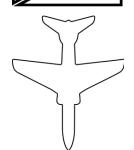
- 1. Navigate to your Community Folder
- 2. Locate and delete the folder N24-aircraft-darkstar-livery-skunk.

CREDITS

Thanks to our Patreon Supporters and Twitch Subscribers who tested this package before release. If you would like to support my work, get access to exclusive content and early access to upcoming releases, please consider supporting me on Patreon or Twitch.

Skunkworks and the Skunkworks logo are ©Lockheed Martin Corporation. This work is not affiliated with nor endorsed by Lockheed Martin.

Microsoft Flight Simulator© Microsoft Corporation. *Darkstar Skunkworks* 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.



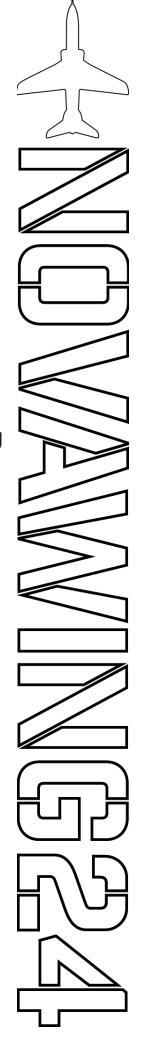
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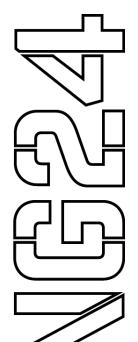
ABOUT THE ARTIST

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 suppling 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 1.0 - Release version





SOCIALS & CONTACT

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



https://www.youtube.com/novawing24

GumRoad -

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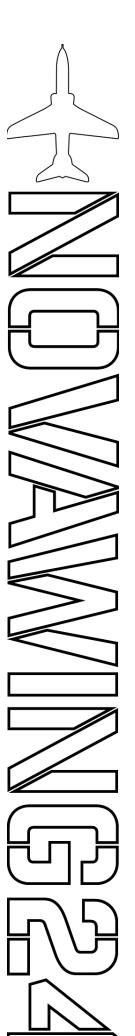
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Discord -

https://discord.gg/vQTMxw7



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

