



Welcome to the CLS F-117 NightHawk.

- **Installation**
- **Repainters**
- **Privacy Statement**
- **FAQ**
- **Credits**

Special Note:

Halo README

The navigation lights are hard coded into the model. The lights use the bitmap Halo.bmp located in the FS2004 main texture folder. This bitmap has central 'discs' of light surrounded by a halo effect. This halo effect tends to make the navigation lights look large on this aircraft. As the eye is zoomed away from the aircraft, the halo effect enlargens and makes the lights look too large. In this folder is another halo.bmp that has been modified to illiminate the halo effect on the navigation lights, and keeps the lights at their correct size. You can therefore replace the default Halo.bmp with this modified version. The file halo.bmp also effects other lights in FS2004 as well as other aircraft.

BE SURE TO BACK-UP THE ORIGINAL DEFAULT BITMAP FOR RE-INSERTION INTO THE MAIN TEXTURE FOLDER.

CLS will not be held responsible for the use of this modified bitmap and the possible loss of the default file. Use at your own risk.

Halo.bmp can be found in the Documents folder.

Installation

Simply run the main installer. Afterwards, also run the documents installer.

If you have any problems with the installation, please see our website.

Always keep your license key in a safe place.

Repainters

You are allowed to repaint this aircraft.

Only upload the texture folder, never the model or one of its components.

Please notify us where you upload your repaint.

Privacy Statement

It is not allowed to give our products to other people. Each individual should pay for a copy of our product.

The product may only be installed on one computer.

Our product is made by a team who putted a lot time in these products, so respect us, and pay for our products. It is not allowed to use our products if you haven't paid for it!

Using an CLS product illegal gives us the right to ban the original buyer, and claim the illegal user to pay for the product.

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Patent Pending

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FAQ

Q The wheels bounce in spot view?

A If at start-up in spot view, the wheels appear to be 'jittering' a little in the vertical, hold button F1 for a few seconds. This seems to settle FS on some computers. This is not a particular bug.

Q How to contact CLS?

A For support on the product: www.commerciallevel.com see our forums
For support about your order, please email to info@commerciallevel.com

Q Where to get updates, if there are any?

A www.commerciallevel.com

Credits

Many thanks to the following people for their help and participation with this project.

Roland Lieb: A lot of input in the updated version, and a source of inspiration.
Beta tester, v2.0.

David Corbin: Input on flight dynamics.

Craig Bowers: Panel, gauges and military aircraft technical adviser.

Ali Mujtaba: Demonstration video producer (available at Flightsim.com) and beta tester, v1.0.

Tim Adams: Beta tester, v1.0.

Milton Shupe: Beta tester, v1.0.

Scott Thomas: Beta tester, v1.0.

Don Lively: Beta tester, v2.0.

Bob Shick: Beta tester, v2.0.

And to anyone we have forgotten,
Many thanks to you all.