

PC FLIGHT

Vol.20

Issue 4

December 2017

Your free digital Flight Simulation magazine



Flight Sim 2017



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Welcome to your free Flight Simulation Magazine.

Since the last issue following a lull during the Summer, there has been a large number of new products released in time for Christmas. We have 17 pages of new products in this issue. As P3Dv4 becomes more popular, more products are becoming available, which is a welcome sign.

Ian Broni and I exhibited PC Flight magazine at Flight Sim 2017 in Cosford, UK where we enrolled quite a number on our Google Group, who will receive our magazine first before it goes on our website, simmarket or aerosoft. We sold back issues of the printed magazine and distributed current issues on free CDs.



My annual visit to the FSWeekend, in Lelystad, Holland, was very enjoyable. Every year a number of us meet up for this show, have meals out and talk about our flight simulation cockpits. My sincere thanks to Winfried of Aerosoft who kindly printed flyers for free for PC Flight to help promote the magazine. I distributed them to all the exhibitors and Flight Sim clubs. I have had a number of requests to join our Google Group and receive the magazine first by email. You will find a photo report on this events and FS Show 2017 in this issue.

PC Flight is available for download from aerosoft.com, simmarket.com, x-plained.com, <http://swfsg.blogspot.ie> and our own website pcpilotsireland.com.

A Merry Christmas and a Happy New Year.

Terry McGee
terry@pcpilotsireland.com.



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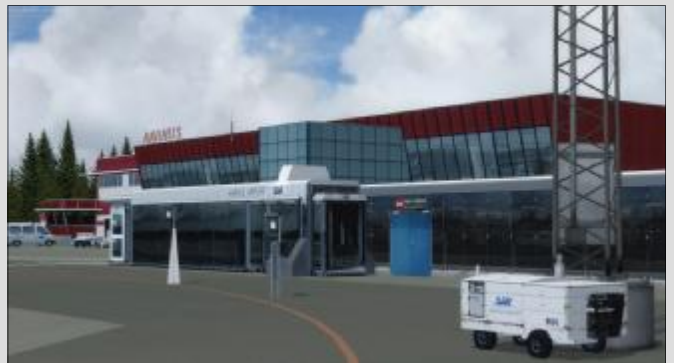
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Aarhus Airport X, Denmark

<https://www.vidandesign.com/shop/?product=aarhus-airport-x>

Aarhus Airport by Vidan Design or FSX, FSX:SE, P3Dv3 and P3Dv4. Aarhus Airport X (released 2010) is a detailed scenery of Aarhus Airport EKAH, AAR, situated near Tirstrup, 20 nautical miles north east of the city of Aarhus, Denmark's second largest city. The airport was established by the German Luftwaffe as "Fliegerhorst Tirstrup" during the Second World War occupation of Denmark. It has served as a dual use Royal Danish Air Force airbase (until 1998) and civilian airport since 1946.

System Requirements: FSX, FSX:SE, P3Dv3 or P3Dv4. Windows 7, 8, 10. Download size: 352 MB. Installations size: 380 MB



Arrivals

your guide to new products

Aruba 2017 TNCA XPlane 11 From TropicalSim www.simmarket.com



Queen Beatrix International Airport is located in Oranjestad, on the island of Aruba. The main destinations include flights to the USA, Trinidad and Tobago, Canada, parts of Europe and many Caribbean destinations. The airport is named after Princess Beatrix of the Netherlands. Features: Compatible with X-Plane 11. Highly detailed rendition of Reina Beatrix International Airport / TNCA located on the island of Aruba. Apron expansions featuring new gates 16, 17, 23 and 24. Featuring the redesigned aprons and taxiways on the south of the runway. Full night illumination. Baked textures with ambient occlusion. Usage of X-Plane 11 HDR lighting features. Auto-installer. If you previously purchased TROPICALSIM - ARUBA TNCA 2012 X-PLANE 10 at simMarket, you are entitled to the special upgrade price

Dash 8Q 400 Pilot Edition and Pro Edition 64Bit P3Dv4 From Majestic Software www.justflight.com www.simmarket.com



The Dash 8Q 400 addon for Lockheed Martin Prepar3d 4 is a highly realistic rendition, built after the Bombardier (tm) Dash8 Q400 aircraft. There are 2 available editions, differentiating in the price and the included features. The PILOT edition is designed for home flight simmers who want a state-of-the-art hardcore add-on but do not require the complex features, such

as the instructor panel system monitoring, circuit breakers simulation, failures simulation, or the shared cockpit. The PRO edition is for advanced users, or airline pilots wishing to improve their knowledge of the Dash8 Q400 airplane. This edition has all the features of the PILOT edition, plus the Headup Guidance System simulation, the shared cockpit feature and several more (please see the comparative table below for the full list). Features: Custom Flight Dynamics Engine. Weather Radar. TCAS. FMS Navigation, Fuel Management and Basic Performance. User Documentation. Virtual Cockpit and External Models. Additional Liveries and Paintkit. Passenger Announcements. FMS FPL Winds. Saving and Loading Systems' State. Custom Sound System Addon Control Panel Application. And Much More! Current owners of the PILOT or PRO edition can buy the new 64-bit P3D v4 version at a discounted price.

DHC-3 Otter From Just Flight www.justflight.com



This FSX and P3D package includes classic and modern cockpit configurations for the wheel, amphibian, float and ski variants of the famed STOL DHC-3 Otter, with a variety of civilian and military paint schemes for each variant, realistic systems functionality, accurate flight dynamics and an authentic radial engine sound set. Features include HD textures, start-stutter engine effects, fully modelled passenger cabin area with a variety of deployable cargo, fuel tank selection and smoothly animated 3D instrumentation. Other features: Realistic and accurate flight dynamics based on real world performance and handling data, developed with assistance from real-world pilots. Authentic R1340 radial sound set. Custom sounds for switches and more. Comprehensive manual with

panel guide PSD paint kit included so you can create your own paint schemes. Compatibility: Flight Simulator X, FSX: Steam Edition, P3D v4, P3D v3, P3D v2, P3D v1

DO228 100 HD Series From Carenado www.justflight.com www.carenado.com



Only for X-Plane 11 with full PBR (Superb material shines and reflections). Features: Specially designed engine dynamics for XP11. Flight physics optimized for XP11 standards. Ground handling adapted for XP11 ground physics. Physically Based Rendering materials and textures throughout. PBR materials authored with industry-standard software used by the film and gaming industries. X-Plane GNS530 (FPS friendly). Support for RealityXP's GTN750 (integrated into 3D cockpit, when available). VR compatible click spots. Goodway Compatible. Realistic behaviour compared to the real airplane. Realistic weight and balance. Tested by several pilots for maximum accuracy. Included in the package: 6 HD liveries. 1 HD Blank livery. DO228 Emergency Checklist PDF. DO228 Normal Checklist PDF. DO228 Performance Tables PDF. DO228 Reference PDF. X-Plane FMS PDF. DO228 Multi Function Display PDF. Recommended Settings PDF.

Flight Replicas Douglas DC-4 From Just Flight www.justflight.com



Douglas DC-4 / C-54 Skymaster and Aviation Traders ATL98 Carvair FOR P3Dv4 only. Discover this

iconic and aircraft, first flown in 1942 and still in operation in the 2000s. This package contains 10 variants covering operations over the type's entire history. You will be able to experience every aspect of its amazing and hard-working history from World War II to the post-war commercial airlines, from military use around the world to fire fighting, and even the extraordinary Carvair cargo variant developed in the 60s. Variants: C-54A. C-54B Cargo. C-54B Passenger. R5D. DC-4. DC-4-1009. SAAF (South African Air Force). Fire-fighter. Carvair (early). Carvair (late). Features: 9 different highly accurate VCs. 10 different variants. Highly accurate flight dynamics, including high-precision flight planning charts for all aspects of flight. Fully clickable and workable cockpits overall. Working supercharger engine switch-over functions for high-altitude flight. Dual NAVCOM and (depending on VC) ADF radios, and transponder, plus 2D GPS for those longer flights. Working standard and Sperry A-3 autopilots (depending on VC). Animated pilots (external view). Removable crew and passenger stairs. Bump and spec mapping for realism. Variety of paint schemes. Full flight operations manual, accurate and derived from the original. Paint kits for the DC-4/C-54 and Carvair available to download (covers all models; general instructions included; requires Photoshop or equivalent: .psd files).

FS2Crew: Majestic Dash 8 Q400 Special Bundle Pack—P3D 64Bit

From FS2Crew
www.fs2crew.com

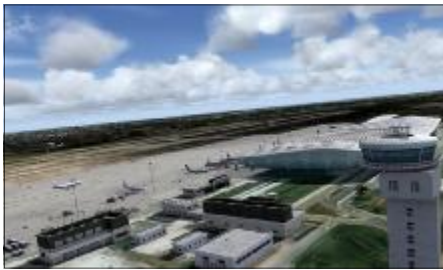


The ultimate Dash 8 Q400 airline crew simulation is now available for the 64 bit version of P3D! This product includes 2 products: FS2Crew for the Majestic Dash 8 Q400 Special Bundle Pack (Voice and Button Control - P3D V4+.

Free Bonus! FS2Crew: Dash 8 Global FO Voice Set (Note: The FO Voice set is built directly into the software. It does not require a separate install). Product Requirements: Majestic Dash 8 Q400 P3D V4 Version. Prepar3D Version 4 and Above (Latest version). Pre-existing FS2Crew owner? Get 5 euros off.

FSDG LITE—Bangalore From FSDG

www.fsdg-online.com



The LITE series delivers great airport sceneries with limited content compared to our other addons. For destinations we choose airports that are yet underrepresented in the flight simulator world. They do not include scenery content outside the airport area so they're compatible with any addon of your choice like FSGlobal, UTX or the ftx series. Features: Accurate rendition of Kempegowda International Bengaluru Airport. Realistic shadow and light rendition. Volumetric light. New dynamic lights technology (P3Dv4). Optimized for great performance and smooth AI traffic behaviour. Compatible with SODE jetways. Compatible with all known add-ons including AES, UTX, FS Global and the ftx series. Compatibility: FSX/FSX:SE/P3Dv3/v4

FSDG LITE—Bodrum From FSDG

www.fsdg-online.com



The LITE series delivers great airport sceneries with limited content compared to our other addons. For destinations we choose airports that are yet underrepresented in the flight simulator world. They do not include scenery content outside the airport area so they're compatible with any addon of your choice

like FSGlobal, UTX or the ftx series. Features: Accurate rendition of Milas International Airport Bodrum, Turkey. Realistic shadow and light rendition. Volumetric light. New dynamic lights technology (P3Dv4). Optimized for great performance and smooth AI traffic behaviour. Compatible with SODE jetways. Compatible with all known add-ons including AES, GSX, UTX, FS Global and the ftx series. FSX (SP2), FSX: Steam Edition, Prepar3D V3/V4

Fuerteventura 2017 P3D From MK-Studios

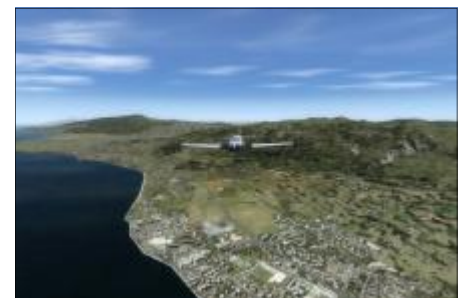
www.simmarket.com



Now it's time to experience Fuerteventura in Prepar3D V3 and V4! With newest technology used to develop this scenery we achieved stunning level of details keeping great performance and high FPS. Features: Fully detailed rendition of Fuerteventura airport and island. Many monuments and custom objects around the island. High resolution ground textures (2048×2048 pixels). Photo real terrain coverage with custom mesh and 3D night lightning. Very realistic night lighting, based on real pilot's point of view. Dynamic Lightning (P3D V4). Rendered night lighting with shadows. Realistic shadow rendition on all 3D objects and on the ground. Optimized to take advantages of new P3D V4 features. Compatible to all major traffic add-ons. SODE jetways and double jetways supported.

Greece 10M Mesh From Taburet

www.simmarket.com



A Highly detailed terrain mesh for the beautiful Greece! Terrain mesh these days is very light on Frames

rates and add an extra layer of realism to your flight simulator. This scenery provides elevations points on the ground in a grid of 10 x 10 meters resolution shaping terrains as real as it gets. It can be used in conjunction with photorealistic scenery; Night3d Scenery; Vectors Scenery; Textures add-ons. Compatible with all versions of FSX - P3D - FSW. Coverage: Greece.

GSX Ground Services

From FSDreamTeam

www.simmmarket.com



GSX Ground Services for FSX is a revolutionary new product that simulates several operations on ground, like Marshalling, Catering, Boarding/Deboarding of passengers and Baggage, Stairs, Refueling vehicles, Pushback with realistic behaviour, Follow Me cars, Docking System and more, all featuring many native FSX animations and believable human characters. nGSX works FOR FREE AT ALL FSDT AIRPORTS, because it greatly enhances the previous ParkMe™ feature, and it integrates perfectly with our airports. Purchasing GSX, will enable to use it at ALL FSX Airports, both default and 3rd party, even those not released yet. GSX offers vehicles in many different types and sizes, depending on the airplane used and the geographical location, and every vehicle is available in many different liveries, chosen automatically by your location in the FSX World. Features: Works with every FSX airport, both default and 3rd party. Supports all default FSX airplanes and many popular 3rd party airplanes. Designed for FSX, 100% Pure FSX code. Different vehicle models, selected depending on the airplane/airport in use. Many sound effects, supports 3D Surround Sound with OpenAL. Realistic Human animations using FSX bones/skin meshes. Full use of FSX advanced materials. Easy to use user interface, fully integrated in FSX using standard ATC-like menus. Easy user-customization of vehicles, using the provided Paint Kit. NEW Live Update feature, keep

GSX always updated automatically, with new supported airplanes and airports! Direct Airplane Interface™ allows interaction with complex 3rd party airplanes featuring custom door controls, ground equipment like Gpu, Wheel chocks, many popular airplane addons like the PMDG 737NGX, 747 and MD11, Aerosoft and Wilco Airbus, the CS767, QW757, FS Labs Concorde and many others that will be added through Live Updates, are recognised and supported natively! Support for full Airport Customization, already enabled with all FSDT sceneries and some 3rd party, allowing better integration with any airport, also to be distributed and installed automatically by the Live Update feature.

Half Moon Bay Airport KHAJ

From Rising Dawn Studio Software

www.simmmarket.com



Half Moon Bay was opened in 1942 first as an Army Air Force field, and was been turned over to the public in the early 1950's for use as a general aviation airfield. The airport is situated in close proximity to San Francisco and Silicon Valley, making for great tips in the area. With Half Moon Bay you can really feel at home, with your own hangar at the airport, which you can customize as you please (see the manual for more info). Highlights: Highly detailed rendition of Half Moon Bay Airport. Photo scenery coverage of the airport and nearby areas with 0.3-0.6 cm's per pixel. Scenery extends to nearby Pillar Point Air Force Station, Princeton-by-sea, and the bay itself. High resolution day and night textures. Animated 3D trees which sway according to wind strength. Ultra detailed pavement and runway markings, with reflections. Baked in ambient-occlusion effects. Realistic grass, with customizable density. Animated power lines. A special night mode on the terminal building.

Denver International Airport KDEN HD

From Flightbeam Studios

www.flightbeam.net



Welcome to Denver International Airport, situated almost exactly at the centre of the United States and home of the largest airport in the country. Denver International has been faithfully re-created in high quality to bring you one of the most majestic airports, best known for its immense size, longest runway in the country and the famous Jepessen Terminal which holds 1.5 million square feet of space. Features: NEW! Version 2.0 uses Flightbeam Manager (No Addon Manager, Couatl required). NEW! Dynamic Lighting at terminals, Cargo areas, Maintenance buildings (P3D v4 only). Custom terrain, depicting slopes and dips between taxiways. Completely custom ultra realistic see through windows with dirt, reflections and smudges. Custom animated vehicles. 3d grass throughout airport. Animated runway guard hold short lights. Nearly 12,000 acres (50sq/km) of custom buildings/textures! Special environmental effects such as water puddles and lamp glows. High tech optimization for best performance... and MUCH more.

Louisville International Airport

From FSDreamTeam

www.simmmarket.com



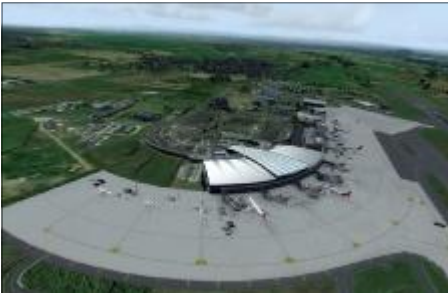
Louisville International Airport scenery developed for Lockheed Martin Prepar3D and Microsoft Flight Simulator X (FSX) has been created with great attention to vis-

ual quality and performance using the latest available programming techniques. The product is sold as 2 Products in One. This means, by buying one version, you will automatically get the other for free, since activation and serial codes are shared between Prepar3D and FSX. Features: Fully customized ground and runways in high resolution, DX10/11 Compatible. Custom UPS Worldport Cargo loading system. Complete integration with GSX. SODE Animated jetways with GSX integration. Animated custom vehicles. Use of the advanced material properties in FSX/P3D, like bump and specular mapping. Fully 3d taxiways lighting. Intensive use of LOD techniques in order to offer the best possible performances. High resolution building textures.

Mauritius

From FSDG

www.aerosoft.com



Paradise at its best - welcome to Mauritius, one of the most beautiful and scenic islands in the world! Visit the pearl of the Indian Ocean via Sir Seewoosagur Ramgoolam International Airport and explore the island with all its breathtaking beauty. Complete aerial imagery and autogen coverage, countless landmarks, airstrips, helipads, AI traffic and a lot more make this a FSX/P3D scenery you just can't miss. Mauritius - it's a pleasure! The pearl of the Indian Ocean, completely covered (except Rodrigues island) with aerial imagery, custom autogen, landmarks, AI traffic and a lot more. Compatible with AES, SODE, FSGlobal, UTX and all products of the ftx series. Features: Complete coverage of Mauritius (except Rodrigues). Aerial imagery with night lights. Accurate and detailed rendition of Sir Seewoosagur Ramgoolam International Airport (FIMP). Additional airstrip "Skydive Austral". Several helipad landing locations Ultra realistic shadow and light rendition with volumetric lights. Jetways compatible with SODE and AES. Performance-friendly 3D lights

technology. Custom AI traffic with additional AI aircraft models (aircraft & helicopters). Hundreds of additional landmarks and objects (solar fields, resorts, hotels, greenhouses, antennas,...). Includes mission/scenario „Mauritius Helipilot". Optimized for great performance and visual quality Compatible with all known addons including ftx products, UTX and FSGlobalManual included. Compatibility: FSX, FSX: Steam Edition and Prepar3D V3/V4.

LOWS Salzburg W.A. Mozart

From Digital Design

www.simmmarket.com

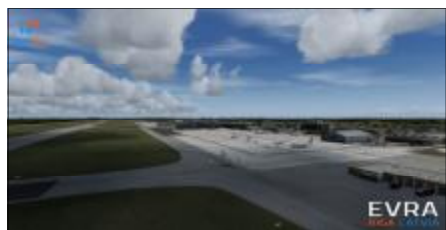


LOWS Salzburg W.A. Mozart scenery is completely and exclusively designed for P3Dv4. It features the following: Compatible with FTX Germany South. Some actual changes on old tower. Improve textures ground polygons made with SDK P3Dv4, with bump and specular maps. Dynamic lighting of the apron. Add sequenced flashing lights on runway. New night light effects. Added some new objects in the surrounding area, buildings, cars, trains, vehicles, Gaisberg TV Transmitter, and more. Improved autogen. Support for SODE V1.5.3. Minor changes. There's an update price for those who purchased previous version.

Riga Latvia EVRA P3D

From JustSim

www.simmmarket.com



Riga International Airport is located in the Mārupe municipality 5.4 NM (10.0 km; 6.2 mi) west of Riga and is a state-owned joint-stock company, with the owner of all shares being the government of Latvia. The holder of the state capital share is Latvia's Ministry of Transport. AirBaltic and the Latvian Civil Aviation Agency both maintain their

head offices at Riga International Airport. Features: Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons made with the requirements of the SDK Prepar3D. Dynamic lighting of the apron - only Prepar3D V4. High resolution ground textures / Custom runway textures. High resolution building textures. Animated SODE Jetways - will come in 2 weeks. Surrounding area with custom autogen. Fully AI traffic compatible with accurate AF-CAD file. Excellent night effects. 3D birds. Optimized for excellent performance. Fully 3d taxiways lighting. Automatic season change for vegetation, photobackground high resolution. Realistic reflections on glass. Inclusion of manual in PDF format.

XPRealistic Pro X-Plane

From rkApps

www.simmmarket.com



XPRealistic Pro for XPlane 10 and 11 features realistic cockpit immersions such as ground roll, squeaks, pilot head anticipation, and prop enhancements. G-Force effects are also added to your cockpit environment, flying through turbulence will never be the same again, listen to the drag induced by your flaps, watch as your cockpit dashboard shakes on stall, enjoy the sounds of a real ground roll, and much more.

San Diego KSAN V2 P3Dv4

From LatinVFR

www.simmmarket.com



San Diego KSAN v2 64bit P3Dv4 features: Scenery completely and exclusively designed for P3dv4, only V4 SDK code on all scenery

elements. Extremely realistic airport and surrounding buildings. Interior modelling on terminals. Native ground polygons, with bump and specular maps. Photo scenery and autogen, covering 30 square Miles. Detailed city (downtown) and major landmarks. Approach path for runway 27 extremely detailed and done with a customized 3D mesh (5 meters). Extremely detailed customized 5 Meters mesh. Animated CTRL+J jetways. AFX file representing actual airline parking positions. Excellent night techniques, realistic runway lighting according to official documents of the airport. Dynamic lighting. Tested and compatible with all other terrain add-ons of the area. Scenery configurator tool. Much more. Update offers for previous version owners.

ENVSHADE P3D

From Toga Projects

www.simmmarket.com



ENVSHADE is a new shaders enhancement for Prepar3D v3 and v4. It will enhance the realism of your simulator with highly realistic shaders reacting to many environment variables like weather, time of day, altitude... Envshade will allow you to enhance the visuals of your simulator in just a few clicks. You don't want to spend hours tweaking your shaders? ENVSHADE is made for you. We worked for you to recreate the most natural environment as possible within the simulator limits without adding un-natural colours or over tweaking the shaders. Dynamic Realism: Forget about seeing vibrant blue water in bad weather, feel the power of the lights at night just like when your eyes are used to darkness for a few hours, forget about the bright nights when the moon is not there, enjoy watching all the New York City lights when passing over at FL410, take care about the atmosphere moisture during VFR flights... Envshade will transform your flights in a living environment where colours evolve in real time.

LFKB Bastia-Poretta P3D

From RFscenerybuilding

www.simmmarket.com



Bastia – Poretta Airport (French: Aeroport de Bastia Poretta, IATA: BIA, ICAO: LFKB) is an airport serving Bastia on the French Mediterranean island of Corsica. It is located 17 km (11 mi) south south-east of Bastia at Lucciana, both of which are communes of the Upper Corsica department. During the Second world war the airport was used by the Air corps of the U.S. Army. July 31, 1944 from the airport Bastia-Poretta Antoine de Saint-Exupery took off on a reconnaissance flight and did not return. Features: For P3Dv4. Custom airport building. Custom platform and custom vehicles. Custom lighting runway. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings. 3D grass. Animation birds. Change of season – automatic. Large size landclass. Colours landclass made for the colour gamut FTX ORBX GLOBAL World textures. Road traffic. Optional: Dynamic lighting. Optional: Dynamic reflection. Special upgrade price available.

Gibraltar Professional

From Sim-wings

www.aerosoft.com



Gibraltar is a bit of Great Britain on the Iberian peninsula with an amazing geography. When you look at the map you understand why Great Britain wanted to keep hold of it. "Gibraltar professional" is a highly detailed VFR scenery of this enclave including the airport and Upper Rock – real holiday feeling for Prepar3D! The airport and its surroundings are built up to the smallest of detail. All buildings, lighting systems, navigation beacons have been modelled to the smallest of details including all

buildings and airport institutions. Features: High resolution ground textures (15 cm/pixel) based on aerial images for all of Gibraltar and parts of "LA Linea". Animated car traffic around the airport (car traffic across the runway is not possible for technical reasons). Dynamic traffic of buses and service vehicles on the apron. All buildings/facilities around the airfield and in bordering districts of Gibraltar. Night lightning with dynamic lights (can be turned off via the config tool). Many animations like ships, cableway etc. Points of interest like Upper Rock incl. the defensive fortification, and more Autogen covering the whole scenery area. Animated windsocks. Runway lighting based on weather conditions with flash on buoy during approach. Optional ambient sounds: seagulls and foghorn in the harbour during limited visibility. Animated lighthouse with dynamic light glow and the Southern tip of the Gibraltar rock.

Rio De Janeiro Santos-Dumont SBRJ 2018

From TropicalSim

www.simmmarket.com



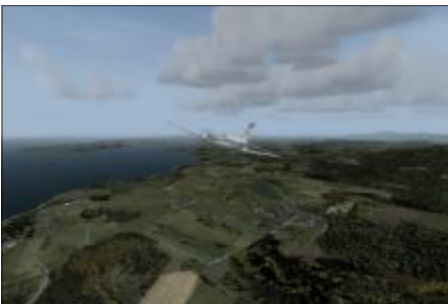
TropicalSim proudly presents the new version of Rio de Janeiro's Santos-Dumont Airport, featuring recent changes such as the iconic VARIG letters above the company's former headquarter has been removed since the building has now been transformed into a shopping mall, as represented on the scenery. This airport has one of the world's smallest runways where aircraft such as the Boeing 737 and Airbus A320 series land and takeoff from. If you thought you had a challenge landing at our Congonhas airport, you better be prepared as this one will make you sweat. Features: Highly detailed Rio de Janeiro Santos-Dumont / SBRJ. Full night illumination. Specular maps on terminal windows. See-through windows with detailed interior for glass terminal and lobby. Former Varig and Vasp headquarters transformed into shopping mall. Taxiway extension included. Dynamic Lighting on Prepar3D v4 version. Op-

tional SODE animated jetways. Optional 3D Lights. Optional 3D Grass within airport islands and taxiways/runways. P3D v2/v3/v4 native materials custom ground option. Wet ground surface effect for P3Dv2/v3/v4 (via native custom ground). Compatible with add-on AI traffic. Compatible with other third-party sceneries. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version for best performance. Installers will detect sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1, P3Dv2, P3Dv3 & P3Dv4. Special update price available.

Ireland 10M Mesh

From Taburet

www.simmarket.com



A Highly detailed terrain mesh for Ireland! Terrain mesh these days is very light on Frames rates and add and extra layer of realism to your flight simulator. This scenery provides elevations points on the ground in a grid of 10 x 10 meters resolution shaping terrains as real as it get. It can be used in conjunction with photorealistic scenery; Night3d Scenery; Vectors Scenery. Compatible with All version of FSX, P3D, FSW. Coverage: Ireland.

Ayres Rock V1

From RIM and Company

www.simmarket.com



Meticulously handcrafted by RIM & Company, Ayers Rock for X-Plane 10/11 aims to provide an as-real-as-it-gets replica of Ayers Rock Connellan Airport and its pictur-

esque surroundings in the Australian Outback. For many hundreds of years, the Ayers Rock has been a holy site to local tribes of Aborigines. Discovered as a touristic destination in the 20th century, the impressive sandstone formation and the surrounding "Olgas" Stone massive are perceived as emblem of Australia. Opened up by the Australian flight pioneer Edward Connellan in the 1950s, Ayers Rock Connellan Airport has become an important Australian airport handling many daily flights from all over Australia and serving the state of Western Australia. At its tremendous 25000 km2 coverage, it invites you to compelling VFR-flights through the famous "Outback" of Western Australia scheduled airline services and many other adventurous operations. So, pack your suitcase, and off we go to embrace the unique opportunity of visiting Australia's most picturesque place.

Bendix/King GPS Package

From SimFlyer

www.simmarket.com



This package includes both the BENDIX/KING® KMD 550 and KLN 94 units. SimFlyer's unique proprietary methods of compiling our code and images (our exclusive FRF Technology) keeps the gauges extremely smooth and very Frame Rate Friendly. While considered a "Gaming Product" the units look and respond much like their real-world counterparts. At SimFlyer, our main focus is to provide our customers with "well balanced gaming add-ons" that are both user friendly and as realistic as feasibly possible within a "gaming capacity." With SimFlyer products there are almost unlimited configuration possibilities. You can mix-and-match any gauges in the SimFlyer product line, giving you virtually unlimited possible configurations. The BENDIX/KING® Package Includes: KLN 94 GPS. KMD 550 Multi-Function Display. TCAS Equipped (KMD 550 only). Free Bonus Software Included in this Package: KMA 28 Audio Panel. KT 70 Transponder. Bendix VOR Heads. KFC 225 Autopilot. Full Bendix Ra-

dio Stack. Requires: FS2004, FSX, FSX Steam Edition, Prepar3D V1-V4.

Boeing 787 GENx-1B HD Pilot Edition Soundpackage

From Turbine Sound Studios

www.simmarket.com



Turbine Sound Studios proudly presents the Boeing 787 GENx-1B Pilot Edition soundpackage for FSX / P3D recorded in HD High definition. This Pilot Edition is as heard from the cockpit. This product has been developed for the Qualitywings Boeing 787 model for FSX (Other models will also work with this soundpackage. This soundpackage includes the following: External engine sounds. Internal engine sounds. Wind sounds. Cockpit environment sounds. Gear sounds. Custom distance sounds. Custom dynamic sounds. Separate startup and shutdowns (External intake and exhaust view) and much more. A total of 72 soundfiles are included. All recorded in HD and compiled to meet Microsoft Flight simulator specifications. Requirements: FSX or P3D.

Danish Airfields X - Herning

From Vidan Design

www.simmarket.com

www.vidandesign.com



Danish Airfields X - Herning is a realistic and highly detailed representation of Herning Airport EKHG (Herning Lufthavn, also known as "Skinderholm Flyveplads"). Danish Airfields X - Herning features custom modelled runway, apron and taxiways, custom modelled objects, fuel stations and airport vehicles, 3D grass vegetation, custom made ground textures with night/day and season variation. Herning Airport EKHG is situated just north-east of Herning in central Jutland. The air-

port was established in 1943. During the Second World War occupation of Denmark the airfield was used by the Luftwaffe as a dummy airfield to divert attention away from "Fliegerhorst Grove" (Karup Airbase/Karup Airport), located just 7 NM north of EKHG. Today, Herning Airport is one of Denmark's busiest GA airports and home to several flying clubs, among them is one of the most active gliding clubs in Denmark, Herning Gliding Club. The airport has a 1200 meter asphalt runway, a grass runway and a glider strip. Please note: The ground terrain is colour matched to blend with default FSX/P3D terrain textures. Features: Accurate and highly detailed rendition of Herning Airport EKHG. High resolution photorealistic textures. High resolution runway, apron and taxiway textures. Custom GA AI traffic. Custom modelled 3D lights. Custom made realistic ground textures with night/day and season variation. Detailed models of all airport buildings. Detailed models of fuel stations, objects and airport vehicles. Special update price available. Requirements: FSX, FSX: Steam Edition, Prepar3Dv3 or Prepar3Dv4.

Danish Airfields X - Randers

From Vidan Design

www.simmmarket.com

www.vidandesign.com



Danish Airfields X – Randers is a realistic and detailed representation of Randers Airfield, EKRK, located just north of the city of Randers, Denmark's sixth largest city with a population of circa 60.000. Randers is situated on the Jutland peninsula in central Denmark. The scenery features custom made runway and taxiways, custom made objects and vehicles and custom made lights and ground textures with night/day and season variation. Randers Airfield is the home of Randers Flying Club, one of Denmark's most active flying clubs, and two flying schools. The airfield is owned and run by Randers Kommune (Randers municipality) and is used by both commercial and general aviation traffic. The airfield is approved for VMC

day and VFR night operations and has a 900 m. asphalt runway. A Royal Danish Airforce SAAB F-35 Draken fighter jet is on display at the entrance to Randers Airfield. Please note: Ground textures are colour adjusted to match stock FSX/P3D textures. Features: Accurate and highly detailed rendition of Randers Airfield EKRK. High resolution runway and taxiway textures. Custom modelled Gmax models of airfield buildings. AI traffic. Season change tool. Requirements: FSX, FSX: Steam Edition, Prepar3Dv3 or Prepar3Dv4. Special update price available.

Takeoff Performance System

From ToPS Developments

www.simmmarket.com



ToPS is an acronym for Takeoff Performance System. It is a highly realistic, easy-to-use tool for all serious flight simulator enthusiasts for use with hard simed aircraft. It brings into a single application all of the calculations required to plan safety and normalized takeoffs. ToPS will provide a calculation of Assumed/Flex Temperature Take-off, depending of analysis of various data coming from the Simulator via Fsuipc, aircraft's FCOM/ FPPM, and desired captain's configuration like flaps, de-rated thrust... Product Features: Microsoft Windows application based on .NET (require .NET 4.6.1 and Fsuipc unregistered) for use with highly detailed airliner add-ons like PMDG or FsLabs. Easy-to-use, user-friendly interface. Aircraft already supported: Boeing 737 series: 737-600, 737-700, 737-800, 737-900. Boeing 747: 747-400 pax and cargo. Boeing 777: 777-200LR pax and cargo, 777-300ER. Airbus A320: A320-214 CFM. Executable on a networked PC. Automatic detection of simulator software like FSX, Prepar3D version 1 to 4 via Fsuipc. Getting information from simulator automatically like, airport, weather, aircraft and his possible configuration: flaps, de-rated thrust, packs, anti-ice. Worldwide airport database include runways, intersection departure and many other information. Set UTC Time function to synchronise the simulator time with real time and date.

Garmin GNS430 GNS530 GPS Package

From SimFlyer

www.simmmarket.com



This package includes both the GNS 430 and GNS 530 units. SimFlyer's unique proprietary methods of compiling our code and images (our exclusive FRF Technology) keeps the gauges extremely smooth and very Frame Rate Friendly. While considered a "Gaming Product" the units look and respond much like their real-world counterparts. At SimFlyer, our main focus is to provide our customers with "well balanced gaming add-ons" that are both user friendly and as realistic as feasibly possible within a "gaming capacity." With SimFlyer products there are almost unlimited configuration possibilities. You can mix-and-match any gauges in the SimFlyer product line, giving you virtually unlimited possible configurations. The GNS 430/530 Package Includes: GNS 430 GPS NAV/COM. GNS 530 GPS NAV/COM. TCAS Equipped (GNS530 only). Free Bonus Software Included in this Package: GMA 340 Audio Panel. GTX 330 Transponder. Garmin VOR Heads. Requires: FS2004, FSX, FSX Steam Edition, Prepar3D V1-V4.

HD Texture Pack 10 for the SimCheck Airbus A300B4-200

From PaintSim

www.simmmarket.com



HD repaints of 4 major world-known airlines for the FSX SimCheck A300B4-200 model: China Eastern. Japan Airlines (JAL). Japan Air System (JAS). Monarch Airlines (Old Colours). The original Paint Kit has been carefully reworked, incl. new bumps, more realistic aircraft skin panel and rivet textures. In this repaints I aimed at rendering

the aircraft as close to the real ones as possible. You may see that some of the aircraft repaints are made as Airbus A300-600, thus I've modified the cabin arrangement to correspond to the real A 300. Some of the given livery repaints already exist but I pursued greater detalization, accuracy and enhanced quality, which took a lot of effort and time. The difference between the original and custom-made repaints is to be seen on the comparative screens.

Muscat Intl. Airport OOMS

From Armi Project

www.simmmarket.com



Muscat International Airport formerly Seeb International Airport, is the main international airport in Oman and is situated 32 km from the old city and capital Muscat within the Muscat metropolitan area. The airport serves as the hub for flag carrier Oman Air and features flights to several regional destinations as well as some inter-continental services to Asia, Africa and Europe. Features: Scenery made with Gmax for better performance All main buildings (terminal, control tower, cargo and military hangars and more). Fully detail jetways and bridge to concourse. Custom made lines, taxiway and taxi lights. Custom Gmax ground texture from satellite photos will make you feel like being in the real airport. Surrounding area including military hangar, Fuel tank facility VIP Terminal, Royal terminal, Cargo bay, etc. Requirements: FSX Acceleration or FS2004.

LICR Reggio Calabria

From RFscenerybuilding

www.simmmarket.com



Reggio di Calabria "Tito Minniti" Airport also known as Aeroporto dello Stretto (Airport of the Strait)

is located near Reggio, in southern Calabria, Italy. Features: Custom airport building. Custom platform and custom vehicles. Custom lighting runway. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings. Animated birds. Large size landclass. Colour landclass textures made for the colour gamut FTX ORBX GLOBAL World textures. Correct work of the scenery with the "TABURET-ITALY 19M MESH" and ORBX OpenLC Europe. Optional: Dynamic lighting for P3Dv4. The season change automatically. Road traffic. Ground textures in scenery - 2048. Version for FSX/P3Dv3/P3Dv4. (Scenery for FSX works correctly in FSX:SE). Changelog: Added: P3Dv4 installer & dynamic lighting. Reload model runway lights for all versions (increase brightness). Reload the platform model for all versions P3D - added glare effect for the platform model. All the shadows from objects in the scenery - "on". Special update price available.

Garmin GNS480 GMX200 GPS

Package

From SimFlyer

www.simmmarket.com



This package includes both the GNS 480 and GMX 200 units. SimFlyer's unique proprietary methods of compiling our code and images (our exclusive FRF Technology) keeps the gauges extremely smooth and very Frame Rate Friendly. While considered a "Gaming Product" the units look and respond much like their real-world counterparts. At SimFlyer, our main focus is to provide our customers with "well balanced gaming add-ons" that are both user friendly and as realistic as feasibly possible within a "gaming capacity." With SimFlyer products there are almost unlimited configuration possibilities. You can mix-and-match any gauges in the SimFlyer product line, giving you virtually unlimited possible configurations. The GNS 480/GMX 200 Package Includes: GNS 480 GPS NAV/COM. GMX 200 Multi-Function Display.

TCAS Equipped (GMX200 only). Free Bonus Software Included in this Package: GMA 340 Audio Panel. GTX 330 Transponder. Garmin VOR Heads. Requires: FS2004, FSX, FSX Steam Edition, Prepar3D V1-V4.

Skiathos v1.5 P3D

From 29 Palms

www.aerosoft.com



Skiathos v1.5 is the further development of Skiathos X and now fully compatible with Prepar3D V3/V4. Owners of Skiathos X get this version for free. Skiathos X and Skiathos v1.5 in comparison: New Autogen (over 50 building types based on real world photos). Option to switch between simple and complex vegetation. P3D V4 SDK compliant export. New light effects. Dynamic apron lighting (Prepar3D v4). Specular surface effect. Animated & static people. Improved performance. Integration with the "29Palms Scenery Configurator". Features: Highly detailed rendition of Skiathos Airport "Alexandros Papatiamantis" (LGSK). Complete coverage of over 100km² with high resolution satellite imagery (0.3-0.5m/px). Realistic shadow rendition on all 3D objects and ground by "texture baking". Performant 3D-night lighting covering the whole island. High resolution day and night textures (2048px²). "Dynamic Lighting" (Prepar3D v4) in combination with "Baked Lighting". Complex terrain mesh. Over 250.000, hand-placed and custom made autogen objects. Various animations (people ramp and land-side, birds, boats, ships, cars, flags, windsocks). Complete reconstruction of airport's lighting equipment. Realistic 3D grass and vegetation. Sound effects (seagulls, sound of the sea, engines, air conditioners). Numerous custom made static objects around the airport. New scenery configurator for optimal performance and automatic updates. Highly detailed manual including charts (PDF). Compatible with all known add-ons (see scenery documentation for details).

LIPX Verona Villafranca

From RFscenerybuilding

www.simmarket.com



Verona Villafranca Airport (IATA: VRN, ICAO: LIPX), also known as Valerio Catullo Airport or Villafranca Airport, is located 10 km (6.2 mi) southwest of Verona, Italy. Features: Custom airport building. Custom platform and custom vehicles. Custom lighting runway. Custom military area. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings. Large size landclass. Colours landclass textures made for the colour gamut FTX ORBX GLOBAL World textures. Correct work of the scenery with the "TABURET-ITALY 19M MESH". Optional: Dynamic reflection glasses in P3Dv3, P3Dv4. Optional: Dynamic lighting for P3Dv4. Change of season - automatic. Road traffic. Ground textures in scenery - 2048. Versions for FSX, P3Dv3, P3Dv4. Changes in version 1.1: Added installer for P3Dv4. Added dynamic lighting for P3Dv4 and dynamic reflection glasses in P3Dv3, P3Dv4. Reload the platform model for all versions P3D - added glare effect for the platform model. Small changes in lighting systems runway and the location of the light pointer on the platform for all versions. Replacement of some models of vehicle on the platform for all versions. All the shadows from objects in the scenery - "on". A special upgrade price is available.

Synthetic Vision System

From Carenado

www.simmarket.com

www.simw.com



This product includes the brilliant Synthetic Vision System by Carenado. All Carenado aircraft equipped with G1000 were updated the day SVS was released (17-Nov-2017). You have to re-download

them again in order to use SVS. Features: Synthetic view of the terrain with height as colour map (consistent with those of the topographical MFD map display). Terrain TAWS/B Alerting. Ground "noise" textures on the terrain. Major water bodies (large lakes, reservoirs and rivers). Flight Path Marker. Horizon Heading Marks. Airport Signs. Runway Display with updatable database. Outlined Selected Approach Runway. Quality/Performance configuration tool. This product doesn't work alone. You also need any Carenado aircraft equipped with G1000. You need to buy this product only once to use it with any Carenado aircraft with G1000. Included in the package: 3 years access to the Web-SimConnect SVS Cloud service providing nine arc-second SVS database of the terrain for the entire planet. Requires FSX/FSX:SE/P3D.

PA-28R Arrow III

From Just Flight

www.justflight.com



Just Flight, in partnership with Thranda Design are proud to present their first add-on for X-Plane 11 - the PA-28R Arrow III. Included features: PBR materials with real-time environment reflections for superb quality and realism, 4096 x 4096 textures for the highest possible texture clarity and numerous animations including a multi-animation passenger door that, when open, responds to G-forces and air resistance. Developed for X-Plane 11 to take advantage of all the latest advances in X-Plane and features the following: PBR materials with real-time environment reflections, slow/fast tyre rotation animation and precise shock absorber animation. The authentic sound set has been generated using X-Plane's state-of-the-art FMOD sound system and a full range of custom cockpit sounds are accurately placed in the stereo spectrum. A truly 3D virtual cockpit right down to accurately modelled seat belts and screw heads - every instrument is constructed fully in 3D with smooth animations. Fully functional and comprehensive IFR

capable avionics fit including: KMA 20 audio selector unit - Fully featured X-Plane-native GNS530 (supports procedures out of the box, and supports Navigraph and Aerosoft custom nav databases) - KX 175B COM 2 / NAV 2 radio - KN 62 DME unit which can display information from NAV 1 or NAV 2 - Piper Autocontrol IIIB autopilot unit with navigation, heading and roll hold (hidden autopilot altitude hold system included for convenience) - KT 76A transponder unit - KR 85 ADF unit. Support for RealityXP GTN750 (sold separately, Windows only).

Seattle-Tacoma Intl. Airport

From TAXI2Gate

www.taxi2gate.org

www.simmarket.com



Seattle-Tacoma International Airport is the largest airport in the Pacific Northwest region of North America. The airport is located in the eponymous city of SeaTac, Washington south of downtown Seattle, and is the primary airport for the Seattle metropolitan area. Features: Custom Ground Textures. Custom Photo Scenery. Custom mesh. Hand placed Autogen. Carefully detailed 3d objects. Full detail Buildings. Terminal Interior. Realistic Ground Markings. Numerous static objects. Fencing. AFCAD. Realistic ground textures. Night illumination. Volumetric Grass. Moving Jetways. (CTRL+J). Much more. Changelog: sode jetways compatibility, some changes on terminal, Alaska hangar colours, all ground P3D v4 compiled, dynamic lights, configurator. Update special price available.

LIRQ Florence Peretola

From RFscenerybuilding

www.simmarket.com



Florence Airport, Peretola, formally Amerigo Vespucci Airport, is the

international airport of Florence, the capital of the Italian region of Tuscany. It is the second-busiest Tuscan airport in terms of passengers after Pisa International Airport. Features: Custom airport building. Custom platform and custom vehicles. Custom lighting runway. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings. Large size landclass. Colour landclass made for the colour gamut FTX ORBX GLOBAL World textures. Change of season – automatic. Road traffic. Optional: Dynamic reflection glasses. Optional: Dynamic lighting. Correct work of the scenery with the "TABURET-ITALY 19M MESH" and ORBX OpenLC Europe. Version for P3Dv4. Special update price available.

PF3 - ATC AT IT'S BEST
From OnCourse Software
www.simmarket.com



PF3 is the next stage in our flight plan to bring you the most realistic, encapsulating and stable standalone ATC program available for flight simulation. Working seamlessly with either FS9, FSX or P3D, you will have regionalised ATC from gate to gate. The PF3 user guide is available separately, providing all the answers to your questions and giving a full insight into what this amazing program has to offer. You can also check out the version history document, detailing the various maintenance releases produced for PF3, among which are many, many feature requested additions as we continue to develop PF3 to surpass even our own high standards. Renowned first-class support on our own dedicated forums should you need help or advice. Everything you need for a comfortable flight.

Fort-De-France Martinique TFFF 2018
From TropicalSim
www.simmarket.com



Martinique Aimé Césaire International Airport (French: Aéroport International Martinique Aimé Césaire) (IATA: FDF, ICAO: TFFF) is the international airport of Martinique in the French West Indies. Located in Le Lamentin, a suburb of the capital Fort-de-France, it was opened in 1950 and renamed in 2007 after the author and politician Aimé Césaire. Features: Highly detailed Aimé Césaire Int'l Airport in Fort-De-France, Martinique / TFFF. Full night illumination. New jetway model to represent the boarding bridge model change at real airport. Dynamic Lighting on Prepar3d v4 version. Optional SODE animated jetways. Optional 3D Lights. Optional 3D Grass within airport islands and taxiways/runways. P3D v2/v3/v4 native materials custom ground option. Wet ground surface effect for P3Dv2/v3/v4 (via native custom ground). Compatible with add-on AI traffic. Compatible with other third-party sceneries. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version for best performance. Installers will detect sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1, P3Dv2, P3Dv3 & P3Dv4. Special update price available.

Mayotte Pamandzi
From FSDG
www.aerosoft.com



If Mauritius and Reunion are the Pearls of the Indian Ocean then Mayotte is the brilliant that sits be-

tween Madagascar and the African continent like a proposal and a link to those remote paradises. Turtles and seahorses for the scuba divers and a great approach and beautiful airport for the pilots - Mayotte offers it all! Features: Coverage of Mayotte Pamandzi. Aerial imagery with night lights. Accurate and detailed rendition of Dzaoudzi Pamandzi International Airport (FMCZ). Ultra realistic shadow and light rendition with volumetric lights. Jetways compatible with SODE and AES. Performance-friendly 3D lights technology. Optimized for great performance and visual quality. Compatible with all known addons including ftx products, UTX and FSGlobal. Manual included.

Dolomiti 3D Scenery
From Frank Dainese
www.fsc.it



FSC DOLOMITI 3D SCENERY is a faithful and complete reproduction of over 5.000 sq/km (3 degrees) of one of the most beautiful areas of the Italian Alps: it includes virtually all the main Dolomites ranging from Sesto di Pusteria to Est to Madonna di Campiglio to the West. All the major residential areas, valleys and mountain 3D models have been handled in detail, most of which with a resolution of 0.5 mt/pixel. The scenery includes: 63 3D models of the Dolomites mountains, 4 airports, 30 helipads and more sites for take off from the top of the peaks, 85 mountain villages with typical houses, churches and bell-towers in the area. Also the vegetation and the mountain lakes have been rebuilt in vectorial format for a realistic effect. Features: 5000 sq/kms of land (3 degrees) of global scenery. 85 mountain villages. 4 airports: LIDT (TN), LIPB (BZ), Cortina (LIDI) and Dobbiaco (LIVD). 40 helipads and more places for take off from the top of the peaks. 62 Churches and bell towers to facilitate the VFR. 2 cities complete with 3D buildings. Orthophoto 50 cm/pixel in Dolomites area, at the edge 1.2 mt/pixel. Compatible with X-Plane 10-11.

Installation size: 23,4Gb (ZIP 14,6Gb). The new FSC Dolomiti 3D video is available. You can enjoy extraordinary images, breathtaking scenery and especially you can test the quality of the product. Our new FSC Forum is online dedicated to the Dolomiti 3D Scenery.

PA42 Cheyenne III

From Carenado
www.carenado.com



The Carenado PA42 Cheyenne III for FSX and P3D features the following: Carenado GNS530 with Reality XP integration option. Original autopilot installed. HD quality textures (4096 x 4096). Volumetric side view prop effect. Dynamic propeller shines effect. Real PA42 Cheyenne III sounds. Customizable panel for controlling windows transparency, instrument reflections and static elements such as wheel chocks and sights props. Real behaviour compared to the real airplane. Real weight and balance. Tested by real pilots. Realistic night lights effects on panel and cockpit. Included in the package are 5 HD liveries. 1 HD Blank livery. PA42 Emergency Checklist PDF. PA42 Normal Procedures PDF. PA42 Performance Tables PDF. PA42 Reference PDF. Weather Radar PDF. Carenado GNS530 PDF. Recommended Settings PDF. Note: This aircraft does not have a 2D Panel. Compatibility: FSX with SP1 and SP2 (or Acceleration Pack) installed or Prepar3D v3 or v4 or FSX Steam Edition.

Istanbul Sabiha Gökçen Intl.

From SceneryTR Design
www.simmmarket.com



Sabiha Gökçen International Airport (ICAO: LTFJ, IATA: SAW) is the second international airport serving İstanbul, Turkey. It is on

the Asian side of the bi-continental city, and it is the 3rd busiest airport in Turkey. Sabiha Gökçen also ranks 18 in the list of the 100 busiest airports in Europe with 23,6M passengers in 2014. Features: Highly detailed virtual replica of the airport and its surroundings, including regional objects. Custom photoreal scenery (50cm/pixel resolution), with seasonal variations. Photorealistic textures on buildings and vehicles. Custom ground textures and detailed markings. Custom terrain mesh. 3D Taxiway signs. Custom airport vehicles and numerous custom static objects and static aircraft. Volumetric grass. Hand placed autogen. Custom reflection map. Surrounding landclass, coast lines, islands and region correction. Marina and industrial zones in the approach and departure directions. Animated runway guard lights, smoke effects in winter, wet/puddle effects. Optimized for better frame rates (with intensive use of LOD techniques in order to offer the best possible performances). Special upgrade price available. Requires FSX or P3Dv2/3/4.

Caribsky—Antigua 2018

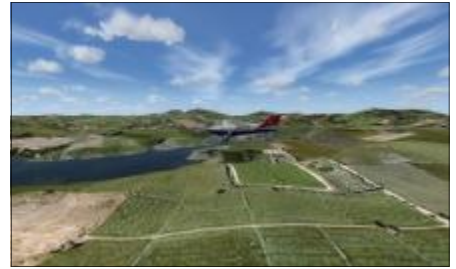
From Richer Simulations
www.simmmarket.com



Welcome to Antigua, "Land of Sun, sand and sea", one-half of the beautiful twin island sovereign state of Antigua and Barbuda. Fly over to V. C. Bird International Airport and visit an island baked by the sun, mountains covered in lush vegetation, bright blue and turquoise reefs, and miles of white powdery beaches. Features: 281 square km of photoreal coverage. Wet, dry and transitional seasons. 0.5m/px photoreal terrain resolution. Custom 15m mesh. 750,000 custom autogen shrubs, trees, buildings and lights. Advanced Night illumination: building windows and street lights. Surrounding reef textures. Road traffic. Scenery Configuration manager. Requires FSX, FSX:SE or P3Dv1/2/3/4

Singapore Malaysia 10M Mesh

From Taburet
www.simmmarket.com



A Highly detailed terrain mesh for Singapore Malaysia! Terrain mesh these days is very light on Frames rates and add an extra layer of realism to your flight simulator. This scenery provides elevation points on the ground in a grid of 10 x 10 meters resolution shaping terrains as real as it gets. It can be used in conjunction with photorealistic scenery; Night3d Scenery; Vectors Scenery. Compatible with all versions of FSX, P3D and FSW. Coverage: Singapore Malaysia.

PA-28R Arrow III

From Just Flight
www.justflight.com



Just Flight, in partnership with Thranda Design are proud to present their first add-on for X-Plane 11 – the PA-28R Arrow III. The PA-28R Arrow III for X-Plane 11 features PBR materials with real-time environment reflections for superb quality and realism, 4096 x 4096 textures for the highest possible texture clarity and numerous animations including a multi-animation passenger door that, when open, responds to G-forces and air resistance. The Just Flight PA-28R Arrow III for X-Plane 11 has been developed to take advantage of all the latest advances in X-Plane and features the following: PBR materials with real-time environment reflections, slow/fast tyre rotation animation and precise shock absorber animation. The authentic sound set has been generated using X-Plane's state-of-the-art FMOD sound system and a full range of custom cockpit sounds are accurately placed in the stereo spectrum. A truly 3D virtual cockpit

right down to accurately modelled seat belts and screw heads - every instrument is constructed fully in 3D with smooth animations. Fully functional and comprehensive IFR capable avionics fit including: KMA 20 audio selector unit - Fully featured X-Plane-native GNS530 (supports procedures out of the box, and supports Navigraph and Aerosoft custom nav databases) - KX 175B COM 2 / NAV 2 radio - KN 62 DME unit which can display information from NAV 1 or NAV 2 - Piper Autocontrol IIIB autopilot unit with navigation, heading and roll hold (hidden autopilot altitude hold system included for convenience) - KT 76A transponder unit - KR 85 ADF unit. Support for RealityXP GTN750 (sold separately, Windows only).

Airport Frankfurt XP From German Airports Team www.aerosoft.com



The busiest airport in Germany, Frankfurt Airport, is now available for XPlane 11. This stunning scenery conveys the unique feeling of a large international airport. Realistically scaled and with all airport buildings modelled, this add-on takes you on a huge journey. Taxi along the taxiway bridges to the runway or check out the new Terminal B. High resolution textures, animated jetways and XPlane 11 exclusive visual effects will make your pilot's heart skip a beat. **Features:** All 3D objects of the airport area recreated according to the official documents of the Fraport AG. Uses advanced XPlane features such as 3D spill lights and glass reflections. Animated passenger boarding bridges, Safedock A-VDGSs and marshallers at all eligible gates/stands (using the freely available AutoGate plug-in). Complete taxiway network for use by ATC and AI aircraft. Fully compatible with the X-Life plug-in by JARDesign. Makes full use of the new ground service vehicles introduced in XPlane 11. Thousands of hand-placed objects such as parked cars and streetlights. Road network with animated traffic.

Midi-Pyrénées VFR 3DA Vol.1 From France VFR www.simmarket.com



The new VFR Regional series was designed and developed to provide a VFR flight environment as realistic as possible. It is the result of years of experience and practice in flight simulation and 3D modelling. "VFR Regional" products embed all enhancements from the new 3DAutomation® technology developed by France VFR. This technology already allows to generate the most realistic and dense environments ever seen. It does not intend to model real world accurately but to create a copy "as real as it gets" on a massive scale. It will evolve to adapt to the needs and new data available. Optimal requirements P3Dv4, Windows 10, 16GB RAM.

Ajaccio Napoleon Bonaparte From RFscenerybuilding www.simmarket.com



Ajaccio Napoleon Bonaparte Airport (French: Aeroport d'Ajaccio-Napoleon-Bonaparte, IATA: AJA, ICAO: LFKJ), formerly "Campo dell'Oro Airport", is the main airport serving Ajaccio on the French island of Corsica. The airport is the main base of regional airline Air Corsica, which operates services to Metropolitan France. It is named for Napoleon Bonaparte, who was born in Ajaccio. Features: Custom airport building. Custom platform and custom vehicles. Custom lighting runway. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings. Large size landclass. Colours landclass textures made for the colour gamut FTX ORBX GLOBAL World textures. Optional: Dynamic lighting for P3Dv4. The season change auto-

matically. Road traffic. Version for FSX/P3Dv3/P3Dv4 (scenery for FSX works correctly in FSX:SE). Changelog: Added installer P3Dv4. Added dynamic lighting for P3Dv4. Reload model runway lights for all versions (increase brightness). Reload the platform model for all versions P3D - added glare effect for the platform model. Replacement of many models of vehicle on the platform for all versions. Changing the configuration of the lighting masts of the platform. Added in afcad cargo parking 1,2. Correction of textures. All the shadows from objects in the scenery - "on". Special upgrade price available for previous version owners.

Donald Sangster Intl. Airport From RWY26 Simulations www.simmarket.com



Donald Sangster International Airport, Montego Bay Jamaica for P3Dv4 features the following: High detailed representation of Donald Sangster International Airport. High resolution textures (2048/4096). Static AI. Static Jetways. 3d volumetric grass. Animations including road traffic and birds in the vicinity of the airport. Dynamic Lighting (P3dv4 Only). Optimized for good FPS performance and low VAS usage. Requires P3Dv4, Windows 7 or higher.

Fleet Traffic: US Navy From Haze Gray Studios www.flightsimstore.com



Fleet Traffic: US Navy is an AI traffic pack to simulate US Navy AI ship and submarine traffic in FSX and Prepar3d. It features 19 classes of US Navy surface warships (all landable but one) ranging from destroyers to amphibians to aircraft carriers, plus 3 classes of US Navy submarines. Scheduled

traffic for over 250 surface ships and submarines operating from their home ports. Animated elevators and well decks on several classes of ships that function on user command. 99 saved flights for the user to launch on deck at various locations around the globe. Tested in FSX & FSX SE, Prepar3d V2, V3 and V4. Enhanced Night Textures. Supports DX10 (not required). FPS friendly. Traffic schedules and interactive documentation to assist in locating fleet traffic.

VC10 Jetliner

From Just Flight

www.justflight.com



VC10 Jetliner for FSX and P3D brings you an accurately modelled Type 1101 (BOAC Standard) variant in 10 liveries, including a variety of BOAC and British Airways schemes! The detailed VC features 3D instruments, authentic wear and tear, and all four flight crew positions (Captain, Co-Pilot, Flight Engineer and Navigator) modelled in high detail. Comprehensive but easy-to-use systems are simulated, including a realistic fuel system with transfer and jettison functionality, autopilot with pitch and bank hold, autothrottle with IAS and MACH hold capabilities, and simulated powered flying control units (PFCUs). Realistic engine start procedures are possible with ground air supply and cross-bleed, and autostart (Ctrl+E) compatibility allows you to get airborne quickly. The VC10 is brought to life with distinctive Rolls-Royce Conway engine sounds and realistic and accurate flight dynamics based on real-world performance and handling data as well as input from ex-VC10 crew. This FSX/P3D VC10 add-on provides the Type 1101 (BOAC Standard) variant in ten liveries and includes all four flight crew positions (Captain, Co-Pilot, Flight Engineer and Navigator), Rolls-Royce Conway engine sounds and accurate flight dynamics. Requirements: Flight Simulator X (Acceleration, Gold or Steam Edition) & P3D v4/v3/v2/v1.

LIPY Ancona Falconara From RFscenerybuilding

www.simmarket.com



Ancona Falconara Airport (Italian: Aeroporto di Ancona-Falconara) (IATA: AOI, ICAO: LIPY) serves Ancona and the Marche region of central Italy. The airport is located approximately 12 km (6 NM) west of Ancona, in Falconara Marittima. It was also known as Raffaello Sanzio Airport, named after Raffaello Sanzio (1483–1520), the Italian painter and architect. Features: Custom airport building. Custom platform and custom vehicles. Custom lighting runway. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings and airport vehicles. Pseudo shadows. Large size landclass. Colours landclass made for the colour gamut FTX ORBX GLOBAL World textures together FTX openLC Europe (basic installation). Optional: file adaptation landclass without the use of "ORBX FTX Global openLC Europe". Optional: Dynamic reflection glasses the main terminal in P3Dv3, P3Dv4. Optional: Dynamic lighting for P3Dv4. Road traffic. Change of season – automatic. Correct work of the scenery with "TABURET-ITALY 19M MESH". Ground textures in scenery – 2048. Version for FSX/P3Dv3/P3Dv4.

Air Manager V3

From Sim Innovations

www.simmarket.com

www.siminnovations.com



Air Manager is a powerful and easy to use desktop application to manage and create 2D instrument panels for X-Plane 9, 10 and 11, FSX, FSX Steam Edition and all versions of Prepar3D. You can download instruments for free from within the application, create and modify instruments yourself, or buy our more refined paid panels. Control instruments with your mouse, or touch screen (touch screen Microsoft Windows only). Air Manager

comes with a library of more than 14 free panels you can choose from! Complete panels are available for the Cessna 172SP, Robinson R44 and the Beechcraft Baron, amongst many others. Air Manager allows you to select one of these panels and show them on your computer within seconds! We will show the complete list of the available Community panels on our website shortly. We offer a selection of premium panels that you are able to buy for a small extra charge. Premium panels are available for the Baron B58, Cessna 152 and others. These panels have more polish and have gone through rigorous testing.

DHC-3 Otter

From Milviz

www.simmarket.com

www.milviz.com



Building on our experience with our award winning DHC-2, we are pleased to bring the renowned DHC-3 Otter to both FSX and Prepar3D. Our Otter provides a nuanced flight model that closely replicates the real deal, top-notch modelling and textures, custom systems programming, and a ton of configurable options! mSpecial DHC-3 Features: Professionally created & tuned, high fidelity flight model including accurate characteristics specific to the DHC-3. Four Body Configurations - Standard Wheels, Floats, Amphibious Floats, Skis, each with individually tuned flight models. Multiple loadout configurations, with passengers and cargo. Selectable cargo includes a externally mounted canoe! Custom fuel system with primer pump; engine start takes into account current engine temperature and includes potential for over-priming & flooding. Custom electrical system with display of electrical load and operable circuit breakers. Custom over-boosting cumulative damage simulation. Custom engine detonation effects with multiple causes. Unique flap operation which simulates the usage of the manually operated hydraulic pump and selector on the DHC-3. Realistic

locked / powered / free-casting tailwheel simulation. Icing effects on airframe and static instruments fully simulated. Accurately simulated KAP 140 autopilot. Richly detailed cabin with beautiful high resolution textures and smoothly animated gauges. Realistic and fully adjustable cabin and instrument lighting. Authentic sound environment, inside and out. Milviz / REX WX Advantage Weather Radar included and available as a 3D panel option. Ability to completely hide yoke and column for ease of access to important switches and controls. Highly configurable avionics with 3D panel installations for many GPS solutions, covering popular 3rd party add-ons such as Flight1 GTN, RealityXP GNS, and Mindstar GNS. Professionally created liveries based on or inspired by real world aircraft. Available layer-based paintkit for creating your own liveries. Detailed & educational flight manual & detailed autopilot manual.

FS Global Real Weather P3D/XP11 (64bit)

From Pilot's

www.simmarket.com

www.flightsimstore.com



The ultimate Weather Engine for Prepar3D v4.x and XPlane 11 (64 bit) giving you the best real weather experience in your simulator. Features include real upper and lower air winds, cloud types, clear air turbulence, icing, historic weather, weather reporting and flight planning and compatibility with ATC and AI Traffic. FS Global Real Weather is a fast loading, easy to use, weather engine for Prepar3D v4.x and XPlane 11 (64 bit). FS Global Real Weather not only delivers weather data calculated out of real time data of more than 24.000 observation stations (land and sea based) worldwide. It also calculates air masses and temperatures for upper air levels on a scientific base, which is absolutely necessary for correct flight plan-

ning using real world tools. As a first in history of FS weather tools it supports local weather phenomena (e.g. Foehn weather at Innsbruck; LOWI). It is available as a download and sometimes later as a boxed version. Main Features: Easy and straight forward to use. Fast download of weather files. Weather conceived out of real weather data of 24.000 stations ... based on land and at sea (=> correct weather over the oceans). Correct cloud types (depending on available types in SIM). Correct Upper Air Winds and pressures (no jumps!). Correct Lower Air Winds. Correct ATC and AI traffic. Correct CAT. Correct Turbulence in/around clouds Static, dynamic or file-mode. Historic weather (supporting static, dynamic or file-mode). New weather data available on servers (approx.) every 6 minutes. Improved Stratus OVC. Flight planner and Weather reports. Network support via WideFS and SimConnect. Alternative Network support via FSGRW NETWORK Bridge tool. Autostart using command line parameters. Local weather effects. Documented weather data format for weather use in add-ons. PURCHASE POSSIBLE FROM WITHIN THE PROGRAM. And more ...

Europe Enhanced HD From FSDP Simulations

www.simmarket.com



Transform your flights around Europe with this brand new product from FSDP. See amazing new depth in EVERY European City, town and village you can fly to. Every building designed for Europe has had those unrealistic textures wiped, and refreshed with these brand new, lifelike, photorealistic based textures. Houses, offices and almost every building you can imagine will look more like the real thing than ever before. This amazing new look comes at no cost to your frames per second, guaranteeing a smooth flight like just before. Features: 100s of brand new quality textures. New immersive look due to photorealistic textures. Hundreds of thousands of buildings refreshed. Quick and easy installa-

tion. Amazing FPS. Quick support from fsdpsimulations@gmail.com. Small file size. Requirements: FSX/FSX:SE/P3D.

Bombardier C Series FSX/P3D AI Traffic

From FSPXAI

www.simmarket.com



This is highly detailed Bombardier C Series (CS100 and CS300) for Flight Simulator X (Required Sp2/ Acceleration/Steam Edition) and Prepar3D (v1, v2 ,v3 and v4) AI traffic. This product is for FSX and P3D AI traffic use only and not flyable. It contains NO panels, gauges (including FMC), custom sound sets nor anything what is needed to behave as UI aircraft (user flyable model). The customer should already know the appropriate folders to put the traffic and AFD files functional and should be familiar with the typical tools to create the files needed.

Aerofly FS 2

From IPACS

www.simw.com

www.aerosoft.com



Aerofly FS 2 – The next generation Flight Simulator. Experience virtual aviation in an unprecedented quality. The Aerofly FS 2 Flight Simulator offers excellent scenery graphics and extremely realistic flight physics. The support of VR-glasses and TrackIR allows a deep dive into the world of flying and elevates the Aerofly FS 2 up to a new stage of realism. Features: A large variety of airplanes: F-18, Learjet 45, C172, Baron 58. ASG 29 Segler, Pitts S-2B Doppeldecker. Airbus A320. B737-500, B747-400. King Air C90 GTx, Aermacchi MB-339. Corsair F4U, Extra 330. Swift S1 Segler, P-38 Lightning. Sopwith Camel. More than 200 airports with

precise runway lights, PAPI lights, illuminated buildings, terminals and passenger bridges. Adjustable weather conditions (wind, clouds, visibility, thermals and turbulence) and time of the day. Navigation features such as route planning, Instrument Landing System (ILS), Omni Directional Radio Range (VOR) and Non-directional radio beacon (NDB). Interactive flight school. Highly detailed and interactive 3D cockpits. Adjustable cockpit lighting at night time. Realistic flight physics. World wide elevation and aerial images. Display terrain features like mountains, lakes and cities for easy VFR navigation. Recording and replay system. Different view modes. Support for multiple joysticks, throttle units, rudder pedals and more. TrackIR support. Full Oculus Rift VR support. HTC Vive VR support. Support for Saitek Multi Panel, Radio Panel, Switch Panel and Saitek TPM. Aerofly FS 2 is open for Add-ons and offers an SDK helping to create custom content.

Seattle Airports X
From Drzewiecki Design
www.simmarket.com
www.drzewiecki-design.net



Seattle Airports X is a highly detailed scenery of airports in the Seattle area, Washington state, US. This product is compatible with FSX/FSX:SE/FSW/P3Dv1/P3Dv2/P3Dv3/P3Dv4. Please note that this product does not include the city of Seattle but is fully compatible with Seattle City X by Drzewiecki Design. Airports: **Paine Field** also known as Snohomish County Airport, is a small international airport serving part of the Seattle metropolitan area in the U.S. state of Washington. **Boeing Field**, officially King County International Airport is a public airport owned and operated by King County, five miles south of downtown Seattle, Washington. **Renton Municipal Airport** is a public use airport located in Renton, a city in King County, Washington. **Auburn Municipal Airport** is a city-owned public-use airport located 2 nauti-

cal miles (3.7 km) north of downtown Auburn, in King County, Washington. Seattle-Tacoma International Airport **[this airport will be available from version v1.1 of Seattle Airports X as a payware update]**. Scenery Features: High quality Seattle airports in the most up-to-date versions possible. Extensive though performance-friendly, optional internal modeling, Avatar Mode compatible, including Boeing Everett Factory (the whole assembly building with all assembly lines) and both delivery centres of Boeing (at KBFI and KPAE). SODE jetways and automatic seasonal switching, many custom animations, advanced lighting (user controlled at wish). High quality static aircraft, custom reflections, animated vehicles, 3D people, custom mesh. Custom-made airport diagrams with original stand numbers used by Boeing. Highly advanced performance-friendly design, numerous optimization techniques used, the Lite Texture Pack provided. Compatibility: Compatible with Seattle City X by Drzewiecki Design, all ORBX products, all PILOT'S products and all Megascenery products. It can also be used together with KSEA Seattle-Tacoma by Taxi2Gate.

Seattle City X
From Drzewiecki Design
www.simmarket.com
www.drzewiecki-design.net



This product is compatible with FSX/FSX:SE/FSW/P3Dv1/P3Dv2/P3Dv3/P3Dv4. Please note that this product does not include any airports but is fully compatible with Seattle Airports X. Seattle is a seaport city on the west coast of the United States. It is the seat of King County, Washington. With a land area of 83.9 square miles (217.3 km²). The topography of Seattle is hilly. The city lies on several hills, including Capitol Hill, First Hill, West Seattle, Beacon Hill, Magnolia, Denny Hill, and Queen Anne. Seattle is the largest city in both the state of Washington and the Pacific Northwest region of North America. In 2013 and 2016 it was the fastest-growing major city in

the United States. Features: Seattle, WA scenery with over 2000 custom-made buildings including whole downtown area in 3D plus other landmarks, bridges, harbours and marinas, heliports and seaplane bases, trains, trams, containers, ships, boats and other objects, all with night textures. Large scenery area (Federal Way - Everett - Redmond) with summer, winter and night textures, custom mesh, custom car traffic and a detailed autogen. Mount Rainier is included with an optional 2m mesh. Highly detailed Space Needle tower with Avatar Mode compatible interior. Highly advanced performance-friendly design, numerous optimization techniques used, Lite Texture Pack provided. Compatibility: Seattle Airports X by Drzewiecki Design, all ORBX products, all PILOT'S products and all Megascenery products. It can also be used with KSEA Seattle-Tacoma by Taxi2Gate.

Antonov An-2
From OctopusG
www.aerosoft.com



The Antonov An-2 (also known as Anushka or Colt). Designed as an agricultural and utility aircraft, it ended up doing almost anything an aircraft could do, from crop dusting, to parachute dropping. It can land on short, unpaved runways, will survive the harshest winter and the most gruelling summer and endure the heaviest abuse. This version for P3Dv4 depicts that complexity in great detail. You will have to click a lot of switches and wiggle a lot of controls to get the engine to run smoothly. Features: Complex modelling with many animations with up-to-date standards. FPS friendly. Service window with special tools to manage ground operations. Fully functional systems, like inertia starter, electrical circuits for flaps, trims and cowl flaps with special modules to avoid P3D limitations. Axis and key modes to manage specific air powered breaking system of An-2. High definition virtual cockpit with Cyrillic and international labels. Highly realistic flight model tested by actual An-2 pilots. Physically correct tail wheel.

Toronto Intl. Airport CYYZ Lester B. Pearson

From Global Art—Richard G. Nunes
www.simmarket.com



CYYZ / YYZ - Toronto International Airport Lester B. Pearson for XPlane 10/11 features the following: Accurate replica of Toronto International Airport, Pearson, updated 2017. Precise modelling, from original references, photos and other studies. Customized lanes, decks and taxiways, with ambient occlusion included in the textures. Fingers Auto Gate with VGDS. Static objects, vehicles and aircraft are present in this work. Avenues and streets with personalized and standard vehicle traffic. Custom Airport Mesh and adjacent areas. Underground passages created with Mesh Remexe tool. HDR lighting with custom night textures. Custom textures with ambient occlusion. Service of ground animating and traffic (default) of aircraft. Custom Approach Lights (ALS) systems. Included taxi routes for aircraft, "taxi route". Configured Ramp Start. De-ice system configured for some specific aircraft.

Airport Vaeroy XP

From Joe Erlend Sund
www.aerosoft.com
www.simmarket.com



Værøy is a small community located on the southern tip of the Lofoten archipelago. Known for its unpredictable weather, long summer days and nights lit by the dancing auroras during the winter season. Airport Værøy is a very accurate recreation of the island, including both Værøy Airport (ENVY) and the newer Værøy Heliport (ENVR) located on the southern tip of the island. The whole island is modelled in high detail to

recreate the scenic terrain that this part of Norway is known for. The airport itself is nestled at the bottom of a 450 meter cliff on the northern side of the island, an area known for rapidly changing winds and downdrafts. The scenery also includes a custom Aurora Borealis effect creating a majestic atmosphere, especially during the dark winter months. Features: Realistic recreation of Værøy Airport (ENVY) and Værøy Heliport (ENVR). Fully compatible with XPlane 11. Accurate terrain model with sloped runway. Highly accurate 3D elevation model of the island. Photo-realistic textures covering the whole island. All airport buildings included in high detail. Custom city and harbour models. Highly detailed ground taxiway and runway textures. Custom windsock and flag animations. Custom runway and approach lights. Custom PLASI lights. Realistic night time effects Terminal interior models for both the airport and heliport included. Seasonal variations included (requires seasonal plugin). Custom Aurora Borealis effect.

Ultimate Traffic Live

From Flight1 & Aerius Designs
www.flight1.com



Flight One Software and Aerius Designs are proud to announce the official release of Ultimate Traffic Live. With over a decade in development time and product cycles, the Ultimate Traffic series has been the top AI Traffic solution for those who are looking for the most complete and realistic real-world airline AI flights worldwide. Ultimate Traffic Live, is the latest edition in the award-winning series and has been developed to provide new experiences on Flight Simulator X, Flight Simulator X Steam Edition, and now includes native support for Lockheed Martin Prepar3D versions 3 and 4. Ultimate Traffic Live includes over 600,000 Real-World Scheduled Flights by over 900+ Airlines worldwide. These aircraft

fly to over 6000+ airports in every corner of the Flight Simulator X and Prepar3D world. The newly updated AI Traffic engine has been completely rewritten from the ground up to provide you the most realistic and efficient AI traffic handling as possible. The "Live" aspect makes AI traffic evolve based on conditions set in the simulator. Users can expect random maintenance, foul weather, and other delays based on real world operations. A new fully featured user interface contains an amazing suite of options that cannot be found anywhere else. The interface was developed to handle the needs of both novice and power users by providing a host of options and features. The Flight View Map allows users to create views of anywhere on the planet with traffic that will be simulated at that location. A User Interface Status Board can be viewed at any airport that handles commercial traffic in Ultimate Traffic Live. This status board allows you to view the embedded traffic simulation. Additionally you can utilize a set of live departure and arrival boards that are attached to the actual running FSX/P3D simulator for a unique look at traffic at the airport. This traffic is based on planes you will see in the running FSX/P3D simulator. Flight Plan Assignments using real SID and STAR navigation, parking codes, plus so much more is available in UTLive that will allow you to experience your own virtual AI traffic sandbox. Previous Ultimate Traffic 2 customers can receive a discount of more than 33% off the new product price using the coupons provided.

Dresden Airport P3D

From JustSim
www.simmarket.com



Dresden Airport (IATA: DRS, ICAO: EDDC) is the international airport in Dresden, the capital of the German Free State of Saxony. It is located in Klotzsche, a district of Dresden 9 km (5.6 mi) north of the city centre. It was known in German as Flughafen Dresden-Klotzsche. Destinations from the airport include a few European cities and several holiday destina-

tions. The airport was opened to commercial traffic on 11 July 1935. Between 1955 and 1961, the East German government decided to develop its own aviation industry centred on Dresden. Although this development ultimately failed, it increased the importance of Klotzsche Airport considerably, and still shapes the design and atmosphere of the airport today. Development after German reunification. Fully compatible with: FTX Global Base. FTX Global openLC Europe or FTX Germany South (including change of seasons). FTX Global Vector or Default flight simulator vector. FS Global 2018 FTX or Default flight simulator mesh Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons made with the requirements of the SDK Prepar3D. Dynamic lighting of the apron - only Prepar3D V4. Visual Docking Guidance System (VDGS) (SODE+GSX) - will come in 2 weeks. High resolution ground textures/Custom runway textures. High resolution building textures. Animated SODE Jetways - will come in 2 weeks. Surrounding area with custom autogen. Fully AI traffic compatible with accurate AFCAD file. Excellent night effects. 3D birds. Optimized for excellent performance. Fully 3d taxiways lighting. Automatic season change for vegetation, photobackground high resolution. Realistic reflections on glass (Prepar3D V3 & v4). Inclusion of manual in PDF format

German Airports—Hamburg Professional P3D4

From German Airports Team
www.aerosoft.com
www.simmarket.com



Hamburg professional is rooted in the tradition of the popular and acclaimed "German Airports" series and realises Germany's fourth-largest airport for Prepar3D V4 in the usual high level of quality. Included are all buildings, the runway layout, taxiways, lighting and all navigation aids match their real counterparts. High-resolution is the basis for the ground textures and make the immediate surroundings

of the airport appear highly realistic. Features: Updated rendition of the airport and its surroundings, incl. distinctive objects. Photo realistic ground textures based on aerial images (0.5m/pixel). All airport buildings and facilities. APIS - Aircraft Parking and Information System from FMT. True-to-original navigation aids (ILS, VOR/DME, NDB, ATIS). Brilliant night effects. Realistic runway and taxiway lighting. Seasonal ground textures. Dynamic Airport Enhancement Services for dynamic aircraft traffic on the apron and the surrounding streets. New, realistic 3D runway lighting. Animated Jetways (CTRL-J). Realistic AFCAD files with up to date approach procedures. New in version P3D V4: All code (BGLs) compiled with P3D V4 SDK, using new material options and being performance optimised to the new engine. All objects optimised for new shadow technology. Ground layout including detailed aerial image following P3DV4 SDK. Automatic seasonal changes of relevant 3D objects based on V4 scripting variables, also for snowfall outside winter season. New, individual ground adaptations to prevent steps at airport borders when using different meshes (e.g. default/FTX Global). New, optimised 3D runway lighting with activation/deactivation based on time of day and weather conditions. Runway Guard Lights (WIGWAG). Apron lamps with new effects and dynamic light. Changed AFCAD approaches to AIRAC 1711. Updates state of buildings within the airport area. Taxiway layout based on DFS charts from July 2017. Upgrade offer available.

Svalbard4XPlane

From Stairport Sciereries, Maps2XPlane
www.aerosoft.com
www.simmarket.com



Svalbard is a highly realistic recreation of the Svalbard islands for XPlane 11. The Norwegian archipelago in the Arctic Ocean is situated about midway between continental Norway and the North Pole. The islands range from 74° to 81°

northern latitude, north of the Polar Circle. This area isn't covered by the XPlane default scenery. The scenery package Svalbard not only fills this gap in the XPlane landscape but also includes all airports and heliports of this region: Svalbard lufthavn, Longyear (ENSB), Svea (ENSA), Ny Alesund (ENAS), Barentsburg (ENBA) and Pyramiden (ENPY). Features: Highly realistic recreation of the complete islands group of Svalbard with an area of about 61000km². High resolution mesh with detailed coast lines and shapes of glaciers. Customized local terrain details where reasonable, a.e. in the surrounding of the airports. High detail models of all airport buildings and installations with customized objects. Photo realistic generic ground textures. Winter season included. Realistic night time effects. Compatible with World Traffic 3. Customized paintings of local airlines for several XPlane aircraft.

Salt Lake City Airport

From ShortFinal Design
www.simmarket.com



Salt Lake City International Airport (KSLC) is located about 4 miles west of Downtown Salt Lake City, Utah. It is the fourth-largest hub for Delta Airlines, as well as a hub for Delta Connection carrier SkyWest Airlines. The Airport offers scheduled flights to the United States, Canada, Mexico, and Europe. Features: Highly accurate scenery for KSLC – Salt Lake City International Airport and parts of Salt Lake City. Accurate models for all terminals, hangars, and other buildings. Most terminals with 3D interiors. Dynamic reflections on buildings (X-Plane 11 only). Baked Ambient Occlusion. Custom high resolution ground textures. HDR night lighting. Animated airport vehicles (GroundTraffic). Animated jetways and custom Docking Guidance System (DGS) unique to KSLC (using the AutoGate plugin). Randomly placed static aircraft, can be easily toggled off in the X-Plane settings. High resolution photo scenery (15cm/px).

2017 My year in Simdom!

There are years when innovation and surprise carry you along quite nicely in your hobby. However, from a flight simulator point of view, 2017 will go down in sim history as one of the best years ever. Choice of sims drives the market to new heights and the amount of choice now available to beginners and experienced alike is truly magical. I can only write from my own perspective and this year has been one of awe and joy to see how these products lift the genre to new heights. Let me say at the outset that from a personal vantage 2017 will not be remembered with any great fondness. Between illness and loss of a dear friend, I will raise a glass on New Year's Eve and hope that all will be better for 2018. During all these months, Flight Simulation has wonderfully diverted me away from the daily grind.

In October 2016 it was announced that a new version of X-Plane would be available for Christmas 2016 and I pre-ordered from Aerosoft that very month. Well Christmas came and went with no sign of it being released for general consumption. What Laminar Research did was release a public beta and bug fixed until a stable version was good enough. That brought it up to March 2017 when the boxed DVD version arrived from Aerosoft. More about XPlane 11 later.

Aerofly FS2



While waiting for XPlane I decided to try Aerofly FS2 Flight Simulator. I had been reading forums and looking at screen shots of this sim and my curiosity was aroused. So in early January I took the plunge and bought it. It was my second foray into Steam and my experience was flawless. I downloaded and with baited breath waited to see what it would look like. Stunning is one word that comes to mind. It was an early access version and loaded like a bullet. Quick set up of graphics and joystick and off you go. Simple menu layout and nice aircraft choice. If you take into account the sims' limitations it's just amazing. 50FPS rock steady! No stuttering, crisp clear panels and mountains and lighting are just some of the features to catch the eye. One thing I noticed is that it did not tax my video card to death. No fans pushed to their limits. IPAC give a ton of scenery areas for free and disk space is the one thing you need plenty of. 18GB is not unheard of for a scenery area. It's all photoreal scenery so be prepared for a heavy download. Currently I have Colorado, Utah, North Eastern and South Western USA, Switzerland and the Q400 aircraft plus I purchased Innsbruck (LOWI) from Orbx. Yes I hear you say it does not



cover the whole earth but these detailed areas are pretty darn good. New York I really like but the icing on the cake is Innsbruck. Jaw droppingly good doesn't even cover it. The level of detail is unbelievable. Hitting Shift+T will advance the angle of the sun/move on the hours of the day and at both dawn and dusk the lighting is gorgeous. They still have a long ways to go, vis a vis more established sims, like weather engine, ATC, global terrain coverage, to mention a few but for a start it is very good. I don't fly the larger aircraft as they are too unrealistic for me but hey they will give a beginner an idea of what they are like.

Flight Sim World (FSW)

I had bought and done a review of Dovetail Games (DTG) Flight School and for those of us who purchased we were given Flight Sim World for free, in early May as Flight School would not be further developed. Flight School was 64bit based on the FSX code. So FSW was going to be FSX based updated to 64 bit, as I understood it. Well not quite the way it turned out. Again it's an early access Steam game and DTG seem to update on a very regular basis, like nearly every 2 weeks. In a way they have turned away from FSX in that the menu layout is different and seems more mission driven than other sims. The emphasis is more on the fun aspect of mission flights rather than purist aviation. Nothing wrong with that in my opinion. The missions are fun and some are downright challenging. FSW just draws you in. You want to get those points! Even the rain on the cockpit glass is brilliantly rendered. They have now added TrueSky for cloud depiction and weather appearance and it looks very good. Clouds move and that hazy distance is brilliant. Not blessed with an abundance of default aircraft but the ones they provide are excellent. 4 Piper Archers, PA 18 Super Cub, PA 28 Cherokee, PA 34 Seneca V, PA 46 Malibu Mirage, 2 Diamond aircraft, DA40 Diamond Star, DA42 Twin Star





and an RV-7A. Orbx land class depicts the terrain and for a default version is quite sufficient. One thing that kills me is the load time. It seems on the face of it to take longer than any other sim that I have. I don't know why but when your choice of mission or free flight is loaded you then have to click on Start. To me it's a far from a polished product but they are making good strides in the right direction. It's entertaining and reward driven if that's your preference and certainly whiles away a few hours of your time. I love their Piper Cub and PA 28 Cherokee, I could fly them all day.

XPlane 11

In fairness to Austen and his team at Laminar Research they got on the 64bit bus well ahead of anyone else. X-Plane 10's 64bit version was a free upgrade. XP11 was a major release, was several months in public beta and then released with free updates until the end of XP10's life cycle. Gone is the old nerdy style menu and for newbies at last a more intuitive menu layout. This is not meant to be an in-depth review of XP11 but only my own personal opinion using the program. Firstly, anyone with the boxed DVD version is asked to insert Disc 1 all too frequently. I know where I would like to insert it. Why an online registration of the product could not have been done is beyond me. That being said, it's an impressive piece of work, aimed at the serious simmer who wants an ultra-realistic flight model. The PBR lighting is beautiful. Dawn/Dusk colours are wonderful and sloping runways are classic. I don't like the default scenery/plausible world as it's too bland and unrealistic and am awaiting AlpiotX's HD Mesh 3. As this is the 11th iteration of this sim, once again seasonal change is lacking. The emphasis on the flight model is all too apparent and some would argue to the detriment of other features. XPlane is complex yet brilliantly put together. The amount of free addons of a professional quality is astounding. I bought Aerosoft's upgraded Dublin for XP11 (€5 for owners of the XP10 version) and it looks great despite missing the fences around the airport. XP11 is a beast of a sim and it takes a beast of a PC to run it. Even with medium settings it pushes my PC to the brink, so for the time being I limit my time with XP



11. One thing I did notice is that some developers expect their users to manually add their creations. Really? In this day and age can an automatic installer not be done? One can spend one's life only using XP. It's open to anyone to create their own photoreal scenery and the amount of complex aircraft is growing by the day. I love what XPlane has become over the years and am convinced it has its place at the top table.

Prepar3d V4



Probably one of the most anticipated releases of the year, May was a busy month for many using this sim. Version 4 was the 64 bit version that would banish the dreaded out of memory issues. Also it was going to be the sim that broke the bank, as in having to rebuy all your addons to work on the new 64bit platform. For months beforehand many discussion groups lamented the upcoming necessity to rebuild their Prepar3D fleet and world. As it turned out many 3rd party developers upgraded their products for free or at a nominal charge. Ultimate terrain Europe and IFly 737NG were free upgrades which was very generous I thought. Others were quick to update their installers and amended software, so in the end the world didn't fall





apart. Using it from the previous version is not a major leap in learning but again it does require a powerful PC and there is support for VR. It flies fairly stable and consistent for me and just keeps on keeping me entertained. I have not to date, seen any reason why I would not recommend this sim to anyone. It caters for all and grows and grows on you. One thing Laminar Research could really work on is their means of updating their software. It's confusing for many and as time is precious why make it so awkward. They could learn a lot from X-Plane where the updater rifles through your files and see the ones that need updating. Also P3DV4 really doesn't need that much tweaking, thankfully. Out of the box it runs pretty well and as the amount of addons is massive you can really personalise your experience. Probably P3DV4 is fast becoming

the baseline sim for many moving from FSX and is therefore set to remain as popular as ever.

As I said earlier I spent quite a deal of this year out of work with a back injury and hence my time was spent looking at these sims while recuperating. I don't normally have 4 sims on my PC but one lesson I take from all this is that choice is a great thing. Each sim has its own uniqueness and flaws but hey nothing's perfect. As I could not spend endless hours doing long haul flights I returned to flying GA Aircraft and enjoying the "Low and Slow". I for one am definitely looking forward to 2018!

John McNeely

Preview

St. Maarten TMCM XPlane
www.facebook.com/AirworthyDesigns/





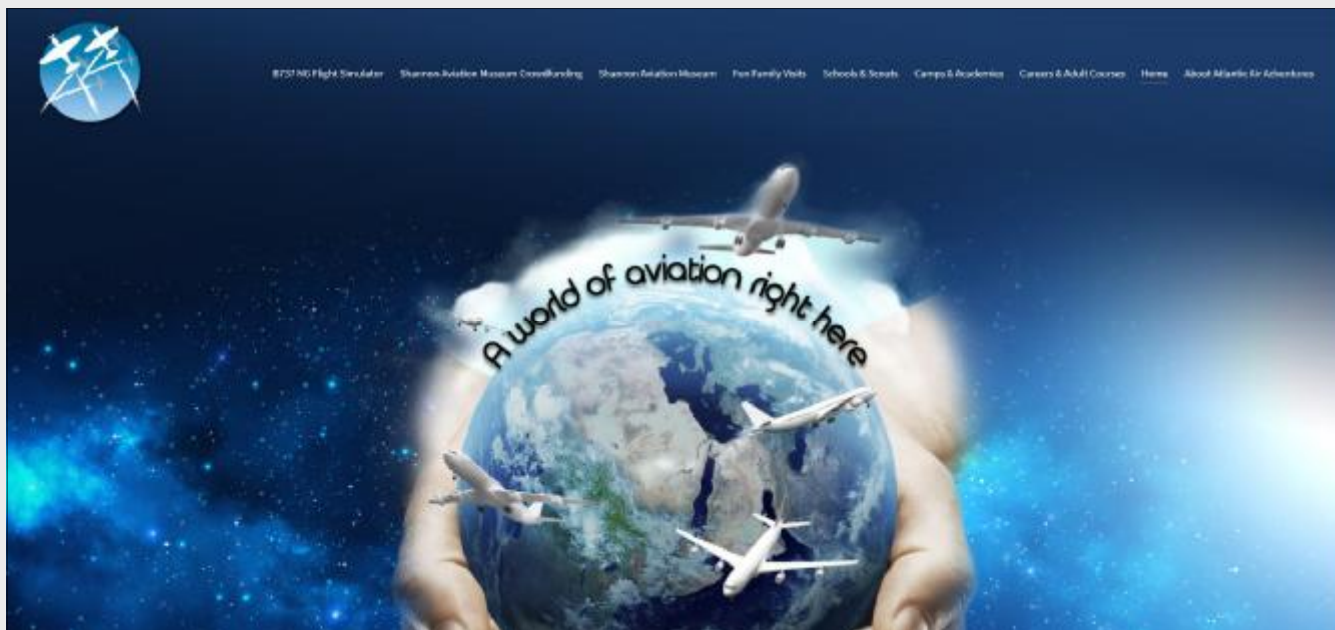
Some photos from my annual pilgrimage to the FSWEEKEND, Lelystad, Holland





Shannon Aviation Museum Crowdfunding

<http://atlanticairventures.com>



Our dedicated team has worked hard to build this small, but eclectic aviation museum. Sadly, we have to recognise that it is not sustainable. Unless Shannon Aviation Museum can develop, increase facility standards, maintain and restore the exhibits and attract more visitors as a tourist attraction in its own right, its future is in doubt. We have sought to raise the funds to progress with our banks, but unfortunately they feel we are fully committed with ongoing repayments for the aircraft exhibits purchased in 2012 and 2013.

So we are reaching out to you, because it's true that many hands make light work. We have welcomed over 30,000 people to date, we have nearly 5,000 Facebook likes, 700 LinkedIn contacts, 400 Twitter followers and you are one of 8,500 email addresses in our contact list covering ten years. We figure that if 1,800 people sponsor €25 to be a Founding Friend of Shannon Aviation Museum, it will work. Help us to make Shannon Aviation Museum sustainable for the future. If you like what we do, click on the link, and be part of our epic story!



Illustration of proposed unit type

Contributions and Rewards

We want to give back, so rewards are offered for all levels of sponsorship from just €25. We offer Museum Tickets, Individual Family Memberships, Sponsor Recognition, Corporate Branding, there are lots of options. Everyone who contributes is recognised on the sponsor wall and invited to a Founders opening event, so we can all celebrate together! You can be named or anonymous, show your donation or not, any amount is very welcome. Sponsorships will be accounted for as taxable income, you are purchasing a reward.

Mini Hangar unit project Costs

1 x Unit 40ft x 20ft including concrete base and installation €15,000.

5 Units 20ft x 18ft including concrete base and installation €30,000

What happens if we don't raise the full amount?

We will use what you give in sponsorship to exclusively for this project. We will aim with a minimum target of €15,000 to install the 40ft x 20 ft unit for the DH Venom restoration first.

To donate, go <http://atlanticairventures.com> and click on the 'Shannon Aviation Museum Crowdfunding' link

Cockpit Hardware

MFG Crosswind Rudder Pedals



From MFG Studio

Features: High resolution contactless magnetic sensors guarantee high precision without degradation over time, making spikey potentiometers thing of the past. Modern electronics provide up to 500 updates per second. 3rd generation triaxis digital Hall sensor on rudder axis (4096 positions) and analogue hall's for brakes (2048 positions per brake). Independent left and right brake axis (20 degree pressing) combined with strong torsion return springs provides excellent braking action. 4x different settings of braking strength adjustment. Adjustable and smooth rudder centring design. "cam and arm" centring principle for smooth over the centre transitions. Fine tunable knob for rudder "return to centre" force adjustment. MFG Configurator software enables advanced sensors calibration, many other handy features. Software is a simple .exe file (no installation) Settings are stored in electronic memory.

<http://mfg.simundza.com/products>

New Double Yoke Boeing 737 Pro



From Opencockpits

Impressive replica of the Boeing 737 column made of aluminium and steel. Aluminium casting and CNC machined. Coated special painting, like the real unit.* Realistic tension loading.* Decals for switches.* Push to talk button.* Trim switch.* Autopilot Disengage button.* USB connected and powered (USB cable included).* Wired potentiometers for durability.* Great angle of rotation (about 90 degrees each side).* Large angle of rotation (almost 90 degrees on each side).* Double command for Commander and First Officer.* System of union of movements. * The included USB Axes Plus card has 12 bits of resolution (filtered). The assignments of the axes and buttons can be done in the simulator or with FSUIPC. * Map holder/checklist not included. * Needs space under ground for installation. * Reinforced wooden box for transport. Measures: 140x94x17cm.

www.opencockpits.com
www.simw.com



Barcelona X Evolution

Barcelona, the cosmopolitan capital of Spain's Catalonia region, is known for its art and architecture. In recent months the City and region have been in the media spotlight for reasons other than its airport. Apart from its beautiful City it has a magnificent airport which handled in excess of 44m passengers in 2016. It is the second largest airport in Spain. Barcelona-El Prat airport or just Barcelona airport is located 12 km southwest of the city in the district of El Prat. The airport mainly serves European routes but has routes also to the USA, Far East South America and Africa. It has a large number of LCC including Vueling, Ryanair and easyJet.

Operations began at El Prat in 1918 when it was discovered that the original site at El Remolar did not have good expansion prospects, and the airport has expanded progressively over the years. It consists of two terminals, T1 and T2. T2 is the original terminal which underwent a large expansion project in preparation for the 1992 summer Olympics. The terminal has three sections A, B and C. Terminal 2 is located to the North of the airport. Construction on Terminal 1 commenced in 2009 and following its completion, most of the airlines operating from El Prat moved operations to T1 leaving T2 virtually unoccupied. However, with the introduction of LCC operators

its fortunes changed and it is more or less totally occupied by the Vueling and Ryanair airlines of the LCC community. T1 is located to the west of the airport between the two main runways. Future plans for the airport include a satellite to T1 which will be located behind runway 02/20 which will enable the capacity of the airport to rise to 70m passengers. In addition to passenger services El Prat has a substantial cargo operation with over 132,000 tonnes accounted for in 2016. The airport has three runways. 07R/25L and 07L/25R. The third runway is a cross runway 02/20.

Mega Airport Barcelona Evolution is





a major upgrade to any of the previous Aerosoft offerings. It covers the entire airport and also the city and port of Barcelona. The airport is up to date as of AIRAC 1708. The package is available in download format only with a download size of 5.7GB, so that gives you some idea of the coverage and detail. The package is available for FSX and FSX Steam users. There is also an upgrade service price available to previous owners of Mega Airport Barcelona X. The package is developed by Sim-wings and published by Aerosoft. Once downloaded the package is added to your system in the normal straightforward fashion. The scenery automatically loads to your Aerosoft file contained in the main FSX folder, or will create a new one if this is your first installation of an Aerosoft product. The folder is named Mega Airports Barcelona Evolution and contains the usual scenery and texture sub folders. In addition there is a seventeen page manual in both German and English giving the normal instructions on requirements, installation and set up. Most importantly included is an application config file. Given the size of the file you can expect that

there is a lot of detail in this package and when I fired up ESX after installation and moved all sliders fully to the right my system was struggling. Normally I have the frame rates set at 20; however I was only getting 4 FPS when parked at the gates and moving around the airport. Don't be put off by this as the detail is so good that moving sliders back to suit your system still gives you an excellent presentation of the scenery. Time is moving on and I think the limitations of FSX are beginning to surface. One thing that is missing and was a feature in previous packages that I reviewed is a full set of charts for the airport.

Features:

- Mega Airport Barcelona with all buildings and service facilities like VOR, ILS
- High-resolution aerial image for the airport and its surroundings and city of Barcelona (total of 4200 km²)
- Autogen buildings and vegetation in all of the aerial image area
- Extremely detailed airport buildings, Terminal 1 with interior

design

- Detailed animated jetway models (CTRL-J)
 - Safegates at all gates and functional windsocks
 - Partly pre-rendered self shadowing/night lighting
 - Detailed ground markings based on recent charts
 - Scenery and aerial image are geo-referenced to enable best possible compatibility
 - The airport can also be used without the city (e.g. when using other terrain add-ons)
 - Animated vehicle traffic on the apron and around the airport
 - Detailed AFCAD file with airline parking codes and approach procedures (AIRAC 1708)
 - Extended configuration tool
- Straightforward installation: no changes to default configuration necessary.

Before setting FSX to do a full review I first took some time on Google earth to take a look at the real airport and become familiar with the surrounding area including





the port and of course the city itself and its main attractions all of which are included. The airport covers a large area and the new Terminal 1 looks very impressive in real life. I was looking forward to getting on with the review.

Once installed, I fired up FSX to see what is on offer. The airport consists of two terminals with a comprehensive cargo area and also a large general aviation area. I parked at gate 268 at T1 on the southern side of the terminal. There are about 60 Jetways at the terminal with about the same number of remote gates on the apron. Some are set up for the A380 with double Jetways. The scenery on first impressions has to be the most impressive of all the ones I have reviewed. The detail and accuracy of the gates markings and general wow factor gives the idea of how things have moved on and how out of date my system is look-

ing. The manual does not give the actual gates with animation nor does it give .cfg adjustments for other aircraft. However, when you see the quality of the presentation you will be happy to browse the airport and you can be sure to pick up some new details every time. I set all sliders fully to the right and had the HD textures definitions installed. I set my frame rates to 20 and observed as I went exploring what the effects on the frame rates and especially for any shut downs due to an "out of memory error" message. As mentioned earlier the frame rates dropped to about 4. For the purpose of the review I brought back the sliders to get a steadier rendition and yet maintain the high standard. The terminal is an impressive sight from the air taking up an area of 548,000 m² and an aircraft ramp of 600,000 m². It is the 5th largest terminal in the world.

The apron is a hive of activity with all sorts of vehicles both static and in motion. They range from fuel tankers to catering trucks and general airport transport. All gates at the terminal are in line with those on Google earth. Control tower south is positioned at the apron and the impressive control tower east can be seen in the distance just beyond the cross runway 02/20. If you thought the apron was busy take a visit into the terminal itself. Again it is alive with passengers at most of the 258 check in desks and gates awaiting the departure call. All furniture is in line with normal airport furniture. The departure and arrival boards are populated with real movements.

Moving across the field to Terminal 2, you are presented with a more 80's style terminal which as mention earlier was revamped for the 1992 Summer Olympics. The apron again is alive with activity and all presented in great detail from the Jetways, air conditioning units, to the ground handlers. Interesting to see the air conditioning units on the ground, showing the age of the terminal compared to the newer and more modern T1. To the west of T2 is the very big cargo area catering for substantial cargo loads on an annual basis. The prominent now familiar yellow of DHL stands out alongside the FedEx terminal. To the east of the airfield close to the threshold of runway 20 is the general aviation area. Given the





number of stands this is also a busy area.

Going landside there is as much detail here with all the buildings and terminals replicated exactly to real standards. The car parks are dotted with various vehicles all in 3D format. There are lots of taxis queuing up at the terminals awaiting passengers. The detail this side is as good as that airside. Moving on from the airport to the city of Barcelona, the first area you come across is the port. Again there's lots of detail with many cruise liners in the port and out in the surrounding ocean. Lots of cargo containers on the harbour having been offloaded from the many cargo ships. The area is full of cranes as you would expect from a very busy port. Moving into the city, again lots of detail with many of the famous buildings visible such as Sagrada Familia a large unfinished church designed by the architect Gaudi and the home of FC Barcelona Camp Nou to name but a few.

Finally, I switched to night time and as we have come to expect from Sim-wings the effects are superb. The lighting is very subtle without the full on glare. All the taxiways and signs are lit up giving a very realistic feeling. Likewise the lighting is as good in the port and city area.

Overall I found the scenery to be excellent and good value for money. I did the review with the HD textures and frame rates set at 20. My system is relatively new with a 2GB graphics card and 16 GB RAM. I won't say that it was perfect but frame rates stayed at about 17 to 20 for most of the scenery and dropping as low as 4 in places. I will probably revert to normal textures for my regular on line flying. Some systems may not be able to handle all the detail; however I would not be put off by this. Tweaking your system will get you the desired results. I am not a VFR flyer however this has a lot to offer for both the IFR and VFR pi-

lot. However, at the risk of repeating myself the detail at the airport is one of the best I have seen given the size and area covered. This is definitely one for the Christmas stocking. So, if you haven't dropped a hint there is still time. You get lots of detail and good value for the hard earned cash.

If you has switched to P3D, Mega Airport Barcelona X Professional is also available for P3Dv4 from Aerosoft.

On another note and still on the subject of Christmas, I had an opportunity through another PC Pilot member to look at the Just Planes production of both an Aer Lingus A330 and A320 from their Cockpit DVD series <https://shop.justplanes.com>. I also have quite a number of the ITVV productions but Just Planes are way ahead in quality and detail. It's good to see one of our own Airlines featured and will be well worth dropping another hint and maybe Santa will turn up.

Happy flying over the Christmas and New Year.

Brian Church



Platform: FSX/FSX:SE
Cost: €28.89
Platform: P3DV4
Cost: €34.06
Download
Developer: Sim-wings
Publisher: Aerosoft
Available: www.aerosoft.com



FS-Flight Control



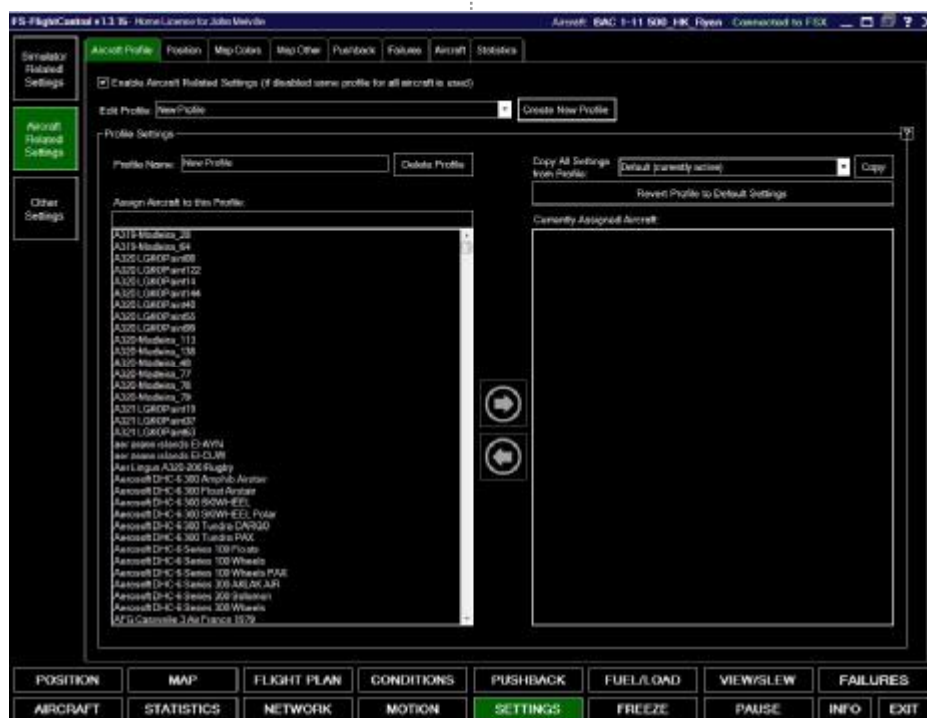
Although the initial public release of FS-Flight Control took place in February 2016, I have to admit it was unknown to me when the opportunity to review it arose. I therefore launched myself into examining this utility with few preconceived impressions or expectations – just a curiosity and hopefulness to experience something innovative in flight simulation. A visit to the product website at www.fs-flightcontrol.com soon made it clear that this is much more than just a simple add-on utility. In truth, it comprises a remarkable multi-faceted programme built around the concept of a one-stop flight instructor station. To give you a flavour of what the programme can do, you can download a fully-functional 14-day free trial test licence. In addition, the website hosts a very clear and well-illustrated online manual that comprehensively describes installation procedure, programme features, and the various dialogue windows throughout. The manual is available online only – personally I prefer to also be able to download product manuals for dipping in and out offline, but perhaps not all would share that view. What I did notice early on is that FS-Flight Control can be used with all our principal flight simulator platforms including Microsoft Flight Simulator X ("standard" and Steam Edition), Prepar3D including up to version 4.x, Dovetail Flight Sim World (FSW) and X-Plane (Public Beta at time of writing); thus it has a potentially wide appeal to a broad user base as well as an instant appeal for those thinking of migrating to a different flight sim platform, or already flying in several platforms.

In my case, I've purchased and installed Prepar3D but regard this platform change very much as a studied transition and a work in progress, still relying heavily on FSX as my home virtual flying "universe" – including for most of this review.

The programme download is a modest 60Mb in size and consumes less than 80Mb on your hard drive; which is deceiving in terms of what's "under the cowlings". Once I had input my licence key (kindly provided by Stefan over at FS-Flight Control) upon launch of the installation executable the installation process initially offered me the choice of accepting default location for the programme (= root directory\program files) or choosing a location manually. With that done, installation progresses automatically and takes a little time as the programme builds its database from your installed simulator scenery data – the significance of this becomes obvious later when you see the powerful functions of the Map feature, and other features of the programme. At this point, you can choose which of the several compatible flight simulator platforms you want to synchronize FS-Flight Control scenery data with. If you have more than one platform on your PC, then the first-installation process detects the root directory of each one automati-

cally, for the purposes of database building. If you install additional flight sim platforms on your PC later on (as I did with Prepar3D) you can add these too – this is achieved through the "Settings" feature of the programme under the tab "Simulator-related settings" then "Create new simulator", then selecting "Build database" to do just that from the additional simulator platform. Switching from one platform to another (e.g. FSX to Prepar3Dv4 in my case) is very simple – all you have to do is click on the green-coloured text on the top right of the Settings window (it states "Connected to....") to cause another sub-window to open inviting you to choose whichever simulator type is active!

Taking advantage of the possibility to fully exploit remotely as a flight instructor just what's happening in your flight simulator platform, there is also the possibility to download and install FS-Flight Control separately on another PC that is networked to your flight simulator PC (no wonder it is used by flight schools and flight simulation centres). For this, there is a detailed step by step procedure described in the manual involving the "SimConnect Network Wizard". You can also install an Android or IOS app on your mobile device or Tablet/iPad; go to the Google Play Store, then search for, download,





and install the App which takes less than a minute – all you need to do then is enter the IP address of your PC (found by e.g. hitting keys Win+R, type CMD, then IPconfig) running your flight simulator platform and licensed copy of FS-Flight Control and you're connected! I installed the App first on my mobile, but as the detail on the screen may be too difficult to see if, like me, your eyesight is in any way challenged or compromised, I would recommend installing onto a tablet instead – much easier to read and more impressive to look at!

Once you're done with these steps you're ready to launch the programme from your start menu or desktop icon (a further installation option) and to explore the power and functionality of FS-Flight Control (your flight simulator platform should be running first as FS-Flight Control will not function fully before it). To fully launch the programme you must have an internet connection. This is because there is an automatic check for your user licence, as well as a check for the latest programme updates (on my initial launch, the programme im-

mediately updated to version 1.3.15). In the absence of an internet connection the programme will still launch but you will be limited to a 5-minute demo mode session. Once your licence is verified online, the programme quickly goes through the remainder of the launch sequence including loading database, loading map data, and loading the various programme modules.

So now, with a flight simulator platform running, FS-Flight Control is at your disposal. The basic programme framework consists of a main active window display with 13 Features buttons below which open different programme modules as well as "Freeze", "Pause", "Info" and "Exit" buttons adjacent. The connection between the programme and your flight simulator platform is through SimConnect - FSUIPC is not needed. The active window display depends on which of the features buttons has been activated (indicated by the button turning green). With so many choices in front of you it's probably somewhat bewildering as to where to start at first. However, I would recommend beginning with the Map

window, if for no reason other than this is the place to begin to get a clear impression of just how powerful this programme is.

FS-Flight Control comes with a recent Airac cycle (standard aeronautical information) supplied by Aero-soft (can be updated). The MAP window itself has an array of over 30 buttons, placed left and right of the central map display, that allow you to execute a wide variety of controls over what you will see on the map itself, as well as providing a number of useful tools. So, for example, you can zoom out to worldview, zoom into a detailed airport layout view, keep the map centred on your aircraft, display your aircraft track, display various map surface types including terrain/street view/satellite/height map etc. In relation to airports, you can display runway ILS beams, axis, and markers, taxiways, and aircraft parking. Other features that can be toggled on or off include weather stations, weather display, NDBs, VORs, waypoints, low and high altitude airways, controlled airspace, as well as an aircraft-centred compass rose. Display of AI aircraft can be activated





and by right-clicking on any of these you can instantly obtain flight details of each. Alternatively, activating the IVAO button, VATSIM button or Pilot Edge button instead, not only instantly displays online aircraft en route around the world, but also the currently active controllers under each of those systems!

Pressing the Position button to the left of the Map button and looking at what this module had to offer at first reminded me of a review I carried out in 2015 of a programme called FSI Panel. That programme, excellent for what it does, is designed essentially for practicing mainly IFR approaches. With the Position module in FS-Flight Control however, it's possible to do and see a lot more. On the top left of this window, I input EIDW in the Airport ICAO field and was immediately presented with the four available runways 16, 34, 10 and 28. When any runway was highlighted, information including the corresponding length, altitude, heading and ILS frequency were displayed. I could then click on any of 9 handy aircraft symbols (Approach Training) which would enable me to instantly

locate to downwind/vectors/base or 3M or 8M final positions. This is a fantastic feature, saving you so much time and preparation normally demanded in setting up approaches, tuning in frequencies, setting OBS bearings etc. Alternatively I could choose a custom location in relation to the chosen runway. However, what's really powerful for your training is the option to choose different procedure types for each runway including SIDs, STARS, Approach Transition (where available) or Final Approach. Clicking on STARS for example, instantly lists all the STARS (as provided with the AIRAC Cycle) for your chosen runway in a drop-down list, and once you select which STAR you want to practice on you can then select what waypoint on the STAR to position yourself. As if that were not enough, at the bottom of the Position window, you can even set for your launch waypoint your aircraft speed/gear up or down/Pitch/Flaps/Altitude and have HDG, CRS and ILS frequency auto-set, now that's impressive!

Exploring further, my next stop was the Flight



Whether you are a well-disciplined flight-simmer who likes to meticulously plan every flight, or conversely either too impatient or just not very good at planning anything to do with flights, this superb module makes life so much easier. As an example, I chose to create a flight plan between Dublin and Birmingham. I simply choose departure runway 28 at EIDW and arrival runway 33 at EGBB, followed by activating a "Use SIDs/STARS" option and Airway usage button, then "Calculate Airway Route". I was then given the option of selecting my SID procedure for the chosen runway 28 at EIDW and STAR procedure for chosen runway 33 at EGBB. Next step involved choosing between Low or High airways between given waypoints on the route and, with that being done, the entire route plan was instantly and neatly displayed before me (I can still edit it further even at this stage by adding further waypoints). This new flight plan could then be synchronised with a flight simulator flight plan or (if I had them - which I don't) the ProSim or Project Magenta FMS, or Airbus or Wilco MCDU. More significantly for me, among the several other options I





had, was one to export the flight plan directly into my flight simulator, save as a flight simulator flight plan, or save as e.g. an X-Plane, PMDG, Flight 2 GTN 650/750 Flight Plan. And yet there's more I can do; if I want I can insert myself at any waypoint within the entire route (by simply right clicking on the waypoint) with selectable parameters such as altitude, heading, flaps, gear, speed, bank angle etc. All the while my flight plan is visible in the map window so I can see exactly where I am. Having completed a landing at EGBB, and if I'm not happy with how it went (a situation with which I am very well familiar), I can opt once more to re-position myself at any waypoint along the entire flight plan just completed which once again saves a huge amount of setting up time and also impresses any observers you might have watching on. Or if I want to "up the ante", as well as re-inserting myself somewhere in the flight plan, I can also go for more challenging conditions (see below), such as very quickly setting adverse circumstances including those right up to a very foggy CAT IIIC Approach. The possibilities for

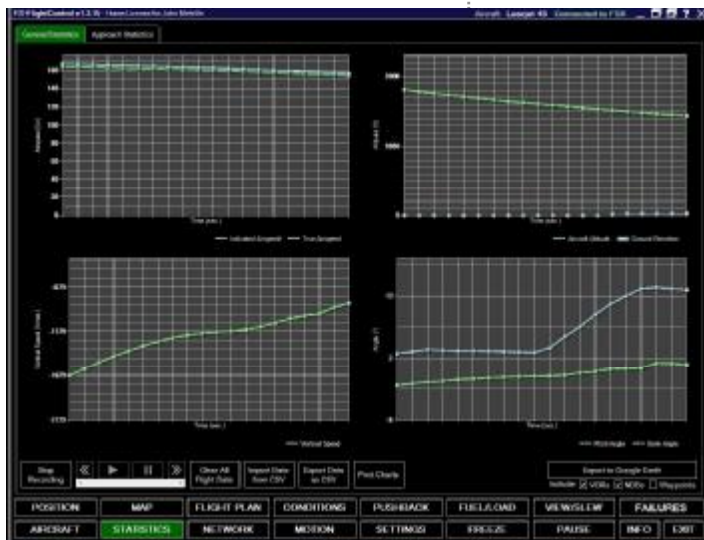
re-living my airport approaches under a huge number of different conditions, and indeed with different aircraft, are almost endless. This really is a great way of getting so much more learning and fun out of your flight simulator platform.

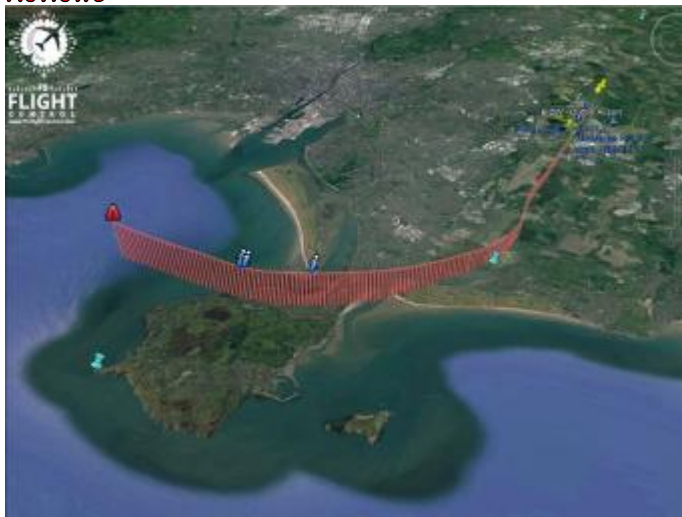
Through the Conditions window it's possible to invoke pre-set weather themes, create custom weather, input real weather, conjure up various ILS visibility settings (CAT I/II/IIIa/IIIb/IIIC) and set a variety of season and time combinations through a colourful interface. This makes weather selection much more interesting than the default weather menus in our flight simulator platforms. The current METAR can be translated into standard text, very useful for the many of us who are not fluent in quickly deciphering the parent weather syntax. As well as positioning of your aircraft on flight plans, approaches and custom locations, it's also possible through the Pushback window to customise precisely various distances and turn angles on the pushback, and via the View/Slew window various view positions inside the cockpit and outside the

aircraft, and choose slew positions through the window interface rather than your keyboard keypad. Nothing to get too excited about, unless you are fully dependent on default flight simulator pushback and slew functionality.

The Fuel/Load window module facilitates adding fuel individually to the different tanks in your loaded aircraft and to select passenger and cargo payload and distribution (the programme detects the aircraft you have loaded up and calculates weights accordingly). It seems to work fine with default aircraft and with many add-on aircraft, but not all - for example I couldn't get it to fully function with my Captain Sim 777. Nevertheless, given the variety of payload managers that come with different add-on aircraft, it's great to have a single manager in this module that works with many of your fleet types.

The Failures window is one of the aspects of FS-Flight Control that particularly facilitates true simulator training. With a sim instructor networked to your flight sim PC from a laptop, tablet, or even a mobile phone (for the sharp-





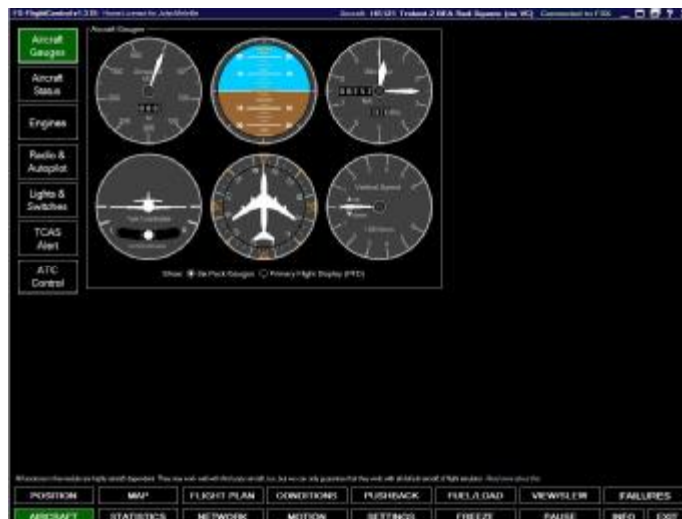
sighted) you can be subjected to the full element of surprise and challenge, just like in real simulator training. Or opt for random failures instead. There are a wide variety of potential failures that can be precipitated ranging from engine failure, through electrical and hydraulic failures, brake failures, fuel leaks, gear, flaps, panel and more failure types. Once again, these work great with the default aircraft, and with some, but not all add-on aircraft. The authors acknowledge this with a statement at the bottom of the screen (also applies to the Aircraft module - see later) which clarifies that the functions in this module are highly aircraft dependent and are guaranteed to work only in default aircraft; nevertheless they are working to expand functionality of this module to more and more add-on aircraft.

A really instructive (sobering if you are a bad pilot) window is Statistics. This is where you can observe and record in stark detail just how good or bad you are at flying your aircraft properly, or improperly. Any significant deviations or over-corrections will show up on the various graphs available on the

Statistics tab (airspeed/altitude/vertical speed/angle) as correspondingly telling (again embarrassing for the bad pilot) graphical representations on the display. The graphs can be observed live as you fly (by you or your instructor) and after you land you can re-play recorded flights and approaches graphically again. In addition you can export, for example, your approach graph to Google Earth and generate a nice-looking 3D representation (see screenshot of approach to EIDW), or export to a CSV file if you are into number-crunching. An additional tab is available for viewing a graphical representation of approach statistics as well as a statement on your vertical speed, pitch and bank angle, and G-force upon landing - here you can see Localiser and Glideslope deviation graphs - the screenshot I took of an EIDW approach demonstrated a nice adherence to glideslope but my localiser deviation made it obvious that it was a very windy day and nothing to do with disorganisation in the cockpit - honestly. Once again, this is a straightforward yet superb feature of FS-Flight Control.

The Aircraft window allows you to view and manipulate an array of aircraft parameters from the programme screen rather than the aircraft cockpit. Thus you can gain oversight and exert external control over general aircraft parameters (airspeed, altitude, attitude, engines, brakes, flaps, electrical and pressurisation systems, and you can open and close external doors), engines, radios and navigation (including autopilot settings), lights and switches (e.g. battery, pitot, avionics master etc.), and display of ATC window. A novel feature is the ability to generate an AI representation of any of the aircraft you have installed in your flight sim in order to test your response to TCAS alerts - a cool feature is that you can apply a specific location and airspeed for this approaching aircraft, or a mean-minded instructor can do it to add to your training stress. The engine controls are the most detailed in this module and include the possibility to observe detailed engine status, control throttle, control propeller and mixture where appropriate, and control engine switches. The displays will change according to the number of engines on your





aircraft (not fully functional with all add-on aircraft).

The last major module to mention is Settings. This is for those who want to add even more customisation or enhancements to the many and various facets of the programme such as specific aircraft settings, map appearance, connect up Active Sky weather (if you have it), update your navigation data, build a database linked to a different simulator, change SimConnect settings, change the defaults in the other modules - and so on ad infinitum. The beauty of it all is that you don't have to go here or change anything at all to fully enjoy the programme. But as your familiarity grows with FS-Flight Control you probably won't be able to avoid the temptation to extract even more enjoyment by endlessly tweaking this vast and powerful flight simulator utility - if so this is for you.

Additional windows include Network for linking in with other computers and Motion which is for connection to the Swiss Brunner company's motion simulation devices. The latter is beyond the budgets of most of us but the fact that it is an included module demonstrates how very far away it is that FS-Flight Control is from a game and how much closer it is to a truly high-tech and professional degree of flight simulation.

Last mention is the INFO window. Reflecting a strongly positive and supportive attitude by the authors, this module facilitates the submission of any questions on the programme for which we haven't found answers, or to make suggestions for future improvements or enhancements. When I made use of this for some questions of my own, I found that answers were answered very promptly, and these fully addressed the issues raised -

so full marks there! In addition, you can also pose questions through the website itself.

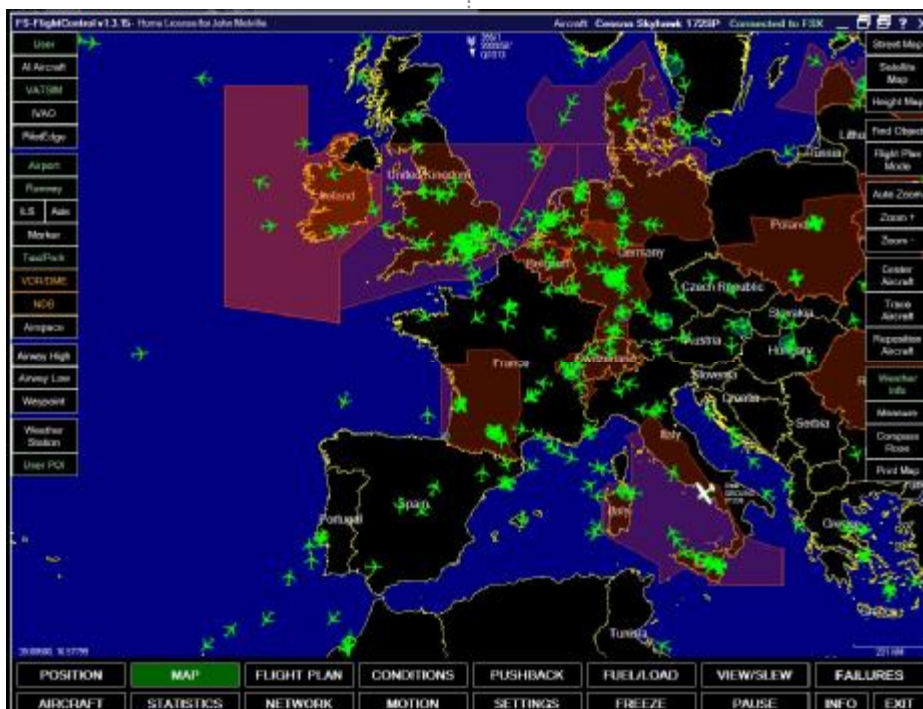
The latest version of FS-Flight Control at time of writing is version 1.3.15 and if you look at the change log on the INFO tab, you'll see that there is a very active rate of product version updates given the sheer number listed. So, this is both a programme in which detected or emerging bugs are being very actively addressed, and one in which there is constant striving for implementation of yet more improvements - both very good signs of a solid product.

Coming back to what I said at the beginning of this review as looking forward to something innovative in flight simulator, this product delivers fully in that regard. It does what it promises to do extremely well through a precise and highly-stable platform. Though complex-looking at first sight, it has been well thought-out and designed, and is actually quite easy to master with a minimum of study of the concise manuals, and practice within the programme itself. I love the fact that it's so easy to switch from one flight simulator platform to another through the Settings window. As well as being a serious-level study and practice tool for real-world aspiring pilots, I believe FS-Flight Control also has a wonderful appeal for the majority of us who just want to learn to fly better and more professionally but in a fun way, in the virtual world.

John Melville



Platform:
FSX/FSX:SE/P3D/FSX/XPlane
Cost: €49.95 (check website)
www.fs-flightcontrol.com



Small Airstrips and Bush Flying

What's your nearest aerodrome?? Mine is Weston, EIWT, Dublin, Ireland. Rwy 07/25 is 3030ft x 77ft. It's a small local aerodrome with Cessna 150s and 172s, mostly doing circuits. I see the odd twin flying in and out along with some Exec Jets. The scream as they takeoff and rocket skyward is an impressive show! Dublin, EIDW, is my nearest "BIG" airport. Boeings and Airbus aircraft of various sizes fly to and from exotic places near and far. Cork, Donegal, London, Glasgow! Paris, Lisbon, Frankfurt, Naples! Dubai, Los Angeles, Keflavik, Addis Ababa! How do I know this? Well, Dublin Airport has a presence on the web www.dublinairport.com. It lists ARRIVALS and DEPARTURES of scheduled commercial flights, Aer Lingus, Ryanair, British Airways etc. Easy to emulate. Next Monday EI764 leaves Dublin at 13:30 to Tenerife, ETA 17:55. EI765 returns from Tenerife at 18:35 arriving in Dublin at 23:00. So, I plan a flight with PFPX (Professional Flight Planner X), fire up FSX, select FSL Airbus A320 (or the Aerosoft version) check callsign, change the flight number as necessary and go fly. Great stuff!!

But where do the aircraft out of Weston fly to? I know, I know! They do circuits, touch and goes. It's boring watching that. The pilots could be training, probably are. Weston has a web presence www.westonairport.ie but nothing like EIDW listing arrivals and departures. I found a blog <http://eiwt.blogspot.ie/> which lists visitors to Weston. It gives registrations, aircraft type, owner, arrival and departure times. Nothing on where it came from. Some info could be inferred by the registration, G-**** would likely be from the UK - although there are some G registered aircraft based at Weston. If the owner is listed as a company, then we could Google that and infer that the aircraft came from the company base airport/aerodrome. For instance, a Cessna 310 of RVL Aviation regularly flies in and out. RVL are based at East Midlands Airport (EGNX), so we could emulate that with our trusty Milviz C310. Synergy Aviation are based in Fairoaks Airport (EGTF) and Weston often sees one of their B200 aircraft. With a little research one can find out the likely origin and emulate the flight. From the blog, G-BBTH, a C172, is listed as The Ormond Flying Club. Sounds Irish! Well.....it is! The ORMAND Flying Club is based in Birr and their other aircraft is an advanced ultralight Eurostar EV97, registration EI-DKW. So we're off to Birr!! We could do an around Ireland trip. Abbeyshrule is nice! Belmullet EIBT! It's just a FIEL. I had a hard time spotting it. Good fun, though!

I've got Orbx EU Ireland, and I'm just thinking that



one cannot emulate everything. I came across a YouTube video of a C172 flight from Weston to Bantry. Bantry Aerodrome (EIBN) is a private airstrip. One needs to ring up and arrange an attendance of an authorised person to be awaiting your landing before getting there. Unfortunately the aerodrome is just "NOT THERE" in Orbx EU Ireland, so I can't do that flight. There are "ADD ON" Irish small airports packs available at AVSIM, but they rely on stuff that's in other airport packs to work properly. That would be adding a number of airports that I already have, to get the one that I want. THAT'S NOT HAPPENING.

In Orbx PNW (Pacific North West), Florence Municipal Airport (6S2) is a nice place to start. There's a sort of "semi-remote" feel to the place. It's right on the Pacific Coast. Highway 101 runs through it. Eugene (KEUG) is 40nm East, Portland (KPDX) is 120nm East North East and Oregon South West Regional (KOTH) is 35nm South. After that it's 250nm to Seattle (KSEA) and 400nm to San Francisco KSFO. There are a lot of small airstrips in the area. So we head out from Florence (6S2), head South down the coast to Lakeside Municipal (9S3). In over the dunes and hills to land on Rwy15, 2150 feet of....."Turf"? And watch out for the trees! It's a public, unattended airport, a field in the middle of town. East (ish) 60nm to Lost Creek Airport (82OR) a few miles outside the town of Dexter on the West end of the Dexter Reservoir. Takes maybe half-an-hour to fly to the vicinity. A little while longer to find which field it is and then finding room to manoeuvre around the hills to line up with Rwy16, a grass strip at 2270 feet long. 80nm North West is Siletz Bay State Airport (S45). RWY17/35 has a 3300 foot asphalt runway. Approaching Rwy17 has you descending across scenic Siletz Bay and the beautiful Salishan Spa & Golf resort. The Orbx S45 cost me AU\$25. An addon for an addon. The coverage includes the airport and about 10nm of the coast in high detail. It's a nice area to explore with the Microlight. Government Point, Pa-





cific Palisades, Lincoln Beach, Gleneden Beach, Coronado Shore, Salishan, Salishan Beach, Cutler City, Siletz River, and Taft.

Walter Suttons Place (WA79) is between Amboy and Chelatchie in Clark County, Washington. It's 25nm NNE of Portland Airport (KPDX). This is 2000 feet of field, mown 60 foot wide with a road defining each end. Watch out for the electricity cables on poles along the road on the Western end. Again, an Addon for an Addon from Orbx, AU\$25. A good bit of the surrounding valley is included, plus Walter Musas' strip to the East. Walter Musas' strip is 1500feet of paved road which doubles as an access road to his house - or is it the other way round? It makes for quite a hairy approach and landing with hills, cliff, a forest in close proximity - easy enough to see, though. According to the blurb with the addon, Walter Musa flew a Turbo Commander in and out and in landing only used half the runway - some brakes on that aircraft! Walter Suttons airstrip, on the other hand, as I said above, is a field which is a little hard to find among all the other fields. Exciting stuff!

Farther North is British Columbia and Alaska. Orbx have a presence for these States as well - Pacific Fjords and South Alaska. In between is FSaddon's Tongas Fjords. This is wild country. At the southern end the largest Metropolitan Area would be the likes of Vancouver and Victoria. The farther North one goes the more sparse the population and more remote. The most efficient mode of transport for a lot of these remote places among the myriad of islands, mountains, valleys and lakes would be a suitable aircraft - amphibian, seaplane, STOL, small. A recommended addon for an addon for this area would be Misty Moorings. Actually, that's what it was called for FS9. It was resurrected for FSX as "Return To Misty Moorings" - "RTMM". All freeware at <http://return.mistymoorings.com/> Their website is well organised. They have over 700 individual sceneries, with extensive documentation. The RTMM Home page is a very instructive starting point. So let's take one of their sceneries, Big Lake Cabin (big_lake_cabin_01.zip,

701kb). The actual scenery file inside the zip (big_lake_cabin_01.bgl) is 380 bytes. The other 5 files in the zip are one "readme", 3 "jpgs"(2 pics and 1 PlanG map), and an FSX "pln" file. The "readme" contains the usual install instructions, credits etc., plus a storyline. Certainly adds local colour! This particular cabin is, I think, fictitious. It consists of a ramshackle cabin on the shore of Big Lake with a short rotting jetty jutting into the lake. The included flightplan is basically a "Direct-To", with a recommended flight altitude of 5200ft from Ketchikan International. There is an alternative flightplan description on the website from the Metlakatla seaplane base on Annette Island flying at 1200 feet across the island, then from the Island to the Thorn Arm, up the Thorn Arm to Decision Island and then on to Big Lake. A flight of about 25nm. I flew from Ketchikan seaplane base at about 1500feet, South to Mountain Point then East to Big Lake in the FSX Beaver float plane.

Another addon from RTMM is "Barnstormers". This is set in the Bulkley-Nechako Regional District of British Columbia. This District is 73000km2 with a population of about 38000 souls. The enhanced "Barnstormers" area is about 100nm West of Prince George. A map of the area is provided, with a single flightplan. The Readme PDF lists Points of Interest, airstrips, landmarks etc, with GPS co-ordinates. "In Real Life" LDAir (Lake District Air) runs "Fly in fishing" to Tesla Lake and Coles Lake from Burns Lake using Beavers - about 80nm each way. On their website the cabins look lovely (IRL)! In "Barnstormers" the area contains Tesla Lake Cabin. You can fly from Burn Lake Airport (CYPZ) using an amphibian or like LDAir, directly from Lake Burns near the township of Lake Burns. For other places in the area covered by "Barnstormers", a GPS equipped aircraft can get you there by inputting the co-ordinates listed in the Docs. You could have a nice tour of Points of Interest e.g. Skin Lake Spillway, Ootsa Lake, cabins, Huckleberry Mine, Chikamin Bay Dock, Eutsuk Abandoned Airstrip etc. Could be great fun finding all the places listed in the Docs.

Australia! A CONTINENT, a country. The Great OUT-





BACK. Out in the bush. "Bush" country! I've often wondered is this where the term "bush flying" comes from? Maybe not. I suppose, when I think of "bush flying", the first thing that pops into my head is ALASKA, then British Columbia. So what is "bush flying"? My impression is of flying to places where it's the only means of easy access because of remoteness, or impossible or almost impossible land based access due to distance or terrain difficulties. Even in Ireland we have terrain difficulties - Belturbet, EIBT, is a field. Which field? All those fields look the same as we whizz by at a Hundred Knots. Again - Australia! Yes, you've guessed it. I've got OrbX FTX_AU. Also the OzX addon for the addon. Totals something like 25Gb of data. It's a big country. I've a few of the OrbX payware addon airports, Melbourne, Brisbane - as well as their freeware addon airports - Busselton, Lilydale, Launceston, Murray Island, Port Lincoln, Redcliffe and Coffs Harbour. Nice airports. But we were talking about small stuff. There ARE small strips supplied by MS and OrbX. But OzX supply a lot of addon for an addon as well. North-north-east 50nm from Bundaberg (YBUD) is Lady Elliot Island (YLTT). It's TINY! It's listed as an Eco-Resort. Its' runway 17/35 is 1900 feet across the island from side to side. And that's the LONG side. SeaAir Pacific are chartered by Lady Elliot Island Eco-Resort to fly in guests using Cessna Caravans, Britten Norman Islanders and Twin Otter aircraft from Bundaberg (52nm), Hervey Bay (75nm), Redcliffe (180nm) and Coolangatta (~250nm). Plenty to start with. Although, the fun part is the landing (AND the taking-off) on the 570m strip on Lady Elliot Island! Looking at the specs of aircraft listed on the SeaAir Pacific website, even the Twin Otter barely fits - they're quoting an airstrip of 600m for the Twin Otter.

As I said, a lot of the small stuff was added by OzX. Including Lady Elliot Island on the Southern end of the Great Barrier Reef in Queensland. It appears one can go direct to YLTT by entering the ICAO code into the default GPS. Not so for Orchid Beach Airport (YORC) on Fraser Island nearby. But in OzXs' documentation has directions to get there. It's of the form of "Start

airport ICAO, Magnetic Track, Distance in nm" - YHBA037032 - start at Hervey Bay Airport, track 037° and travel a distance of 32nm. Orchid Beach Airport Rwy13/31 is a 2200foot grass strip beside the beach - Orchid Beach (DUH). 20nm South along the beach from YORC is the wreck of the SS Maheno, which was blown ashore during a storm in 1935 - if you fancy a look, Wikipedia has the details. 90nm on a heading of 300° is the resort of Agnes Waters. Agnes Waters Airport YAWT Runway 14/32 is a 4000ft grass strip. Watch out for the surrounding trees! In Northern Territory is Willowra YWLA. Docs direct YBAS330168, Alice Springs - Track 330° Magnetic for 168nm. I cheated using PlanG and tracked 35° from Yuendumu YYND for 75nm instead. Everything is RED out here and YWLA Rwy12/30 is a 3500ft dirt runway, RED dirt. So it's hard to spot..... like Belturbet EIBT, a green field among all the other green fields....a red strip among all the surrounding red landscape. A hi-def monitor helps. Half the fun is FINDING these strips. Research beforehand is a MUST. Google will find URLs with the appropriate data so that you can make informed plans before taking off. In the end it can be a lot of work before you even take off. I'm finding it can be similar to flying the tubeliners in the amount of work before takeoff.

This article may sound like an advertisement for OrbX etc, but, really, this is just a little of what I do when I get out of the tubeliners. It's a bit more than just hopping in an aircraft and flying somewhere, anywhere just so long as one is FLYING. Although, sometimes I do just that too. The above is more of the order of "Oh, that looks an interesting spot! What goes on over there? What form does its airport take? The runway is THAT short! Hmm! What aircraft flies in-and-out of there? Have I got something similar in my hanger? How do I get there from, say, a regional airport? Cor! That's a fair ol' distance! How am I going to find it?" And so it goes.....Google is your friend!

Philip Wafer





Flightsim Apps

RemoteFlight GLASS by Inputwish s.r.o. (for IOS devices only) \$11.99

RemoteFlight GLASS is our newest universal app for both iPad and iPhone. In this app you will enjoy a full-screen Glass Cockpit Extension App of the primary flight display (PFD), Dual Radios, ADF and Transponder, RMI and other features to complete your flight experience, all in one App, crisp and clear across all devices.

Features:

Primary flight display: attitude indicator - altitude indicator with vertical speed - airspeed indicator (+ ground speed info) - heading indicator - altimeter (user selection knob) - slip indicator - localizer and glideslope - flight director - optional wind information.

Radios: dual COM radio - dual NAV radio - ADF radio - XPDR setting.

GPS: next waypoint ID - course to waypoint - heading to waypoint - offset - distance to waypoint.

RMI: compass - NAV ID - direction (beacons or gps) - frequency - OBS - DME - AP heading.

OBS selector.

AP heading selector.

Flight director switch.

Free RemoteFlight server or X-Plane plugin is required to connect the app to the simulator.

Compatible simulators: FSX, FSX:SE, P3D, X-Plane 9,10,11 (PC and Mac).

Please see <https://remoteflight.net> for more information on connecting this app to a simulator of your choice.



RemoteFlight MAP HD by Inputwish s.r.o. (for iPad only) \$9.99

RemoteFlight MAP HD is an ideal companion for long haul flights, as well as a tool for those, who like to explore the world while flying. Dragable and zoomable vector map moves with the aircraft and key flight variables are displayed on side-panel, which you can hide. You can choose from different types of maps, aircraft icons and units of measurement. It's an ideal companion for long haul flights in Flight Simulator (FSX/FS9/P3D or X-Plane), or a handy tool for simulator pilots flying VFR.

Zoomable vector or photo map moves with the aircraft and key flight variables are displayed on side-panel. You can choose from different types of maps, aircraft icons and units of measurement. Now you can sit back and relax, or chat with a stewardess, while still fully aware of the situation in cockpit. Map and aircraft movements are now smooth and animated. Even aircraft strobe lights are flashing, all for your flight-simming pleasures.

Key Features: Fast updates of key flight variables (interval is configurable) •

Indicated Airspeed and Groundspeed, Altitude, Magnetic heading and real track heading (based on GPS), Simple Vertical speed indicator • Fullscreen map mode with minimised panel • Map tiles from Apple (3 types), Google (4 types) • Configurable aircraft icon - airliner, general aviation, helicopter or a simple arrow • Configurable units - feet/knots or metres/kph • Photo / aerial map is now default • Super-easy import of FS9 and FSX native flight plans via a shared folder set up in RemoteFlight server (Note: this is feature isn't available for X-Plane on Mac) • Display your flight plan path along with key waypoint data • Display of the next waypoint identification, magnetic track to waypoint, distance and time to go, all based on current position.

RemoteFlight Server utility is required to establish the connection between Flight Simulator and your device. RemoteFlight server is very lightweight and will not affect the performance of your Flight Simulator/X-Plane. Download the server free on <https://www.remoteflight.net/server>

Get free RemoteFlight LITE app for iPhone and iPad and test the configuration.





Firstly, my apologies for missing the September issue, but work and personal commitments got in the way. As mentioned in previous issues I have a number of sources for the information used, including some groups I am a member of and also an excellent magazine – Irish Air letter, which I cannot recommend highly enough and a sample issue from July 2016 can be found at

http://newsletter.stobartair.com/files/2016-08_3_IAL499-July_2016.pdf

An interesting incident recently took place at Dublin Airport when a departing aircraft reported that whilst rolling down runway 28, the aircraft ran over a number of hares that had run in front of the aircraft at the critical V1 point. The aircraft continued its rotation and informed the tower of the incident and that there may have been casualties. The tower controller immediately closed the main runway and had a Ground Operations vehicle check out the runway and sure enough discovered a dozen or so carcasses strewn across the runway. Normally if its just one or two the ground crews would remove these but they informed the controller that it would take them some time to remove all the debris so a FOD sweeper (similar to a road sweeper) was tasked with assisting with the removal. In all it took over 30 minutes to remove the carcasses and in this time several aircraft were put in the holding points both to the north and south of Dublin with two aircraft having insufficient fuel to remain in the hold for an extended period and one diverted to Shannon and the other to Belfast.

The Irish Air Corps have finally taken delivery of a replacement PC-9M following the loss of No 265 in October 2009. Serial No 269, which differs from the rest of the Air Corps fleet in that it carries underwing fuel tanks, arrived in Baldonnel from Switzerland on the 04th of July. This now brings the Air Corps fleet of PC-9's back up to eight aircraft. The aging fleet of Cessna FR.172H's are due for replacement soon with just four aircraft now in flying condition (203, 205, 208 and 210) following the withdrawal of No 206. A tender for three new aircraft with an option for a fourth for use by the Garda (Irish Police) Air Support Unit was issued in late June this year and there were a number of responses. Whilst the PC-12 seems much talked about due the current use of the Pilatus PC-9's by the Air Corps it is hard to tell who will win the tender. The second Casa 235 returned from a major overhaul in Seville recently bringing the fleet strength back up to two aircraft. An interesting sortie by one of the 235's recently had it on high level patrol to the north west of Ireland when the crew of an Aer Lingus A330 on a transatlantic flight contacted them with a message relating to an injured seaman off the south-east coast. The Casa made a direct routing to the area to provide top cover for a UK based Sikorsky Coastguard helicopter which routed to the scene to pick up the casualty. The Casa stayed on station and then escorted the Coastguard helicopter back to just off the Scilly Isles before routing back to Dublin – all in all the mission lasted over seven hours. The former Irish Air Corps Gulfstream G1159 IV Serial 251 which was sold back in February 2015 under some controversy was

noted visiting Dublin in mid-August with its new owner, Journey Aviation, as N297PJ – interesting in that it was sold for scrap! Because of staffing shortages within the Air Corps and complications with rostering of crews in the Irish Coastguard both have had to withdraw from being available to fly air ambulance flights – both had on a regular basis been tasked with carrying out air ambulance flights to the UK using helicopters. Since they are currently not available the Health Service Executive (HSE – who I work for) have had to contract out this service to a UK based company called Capital Air Ambulance who operate a fleet of Beechcraft 200's. One of their aircraft is now based in Dublin. G-KVIP, sits on the North Apron parking area awaiting its next mission.

The current chief executive of the Irish Aviation Authority (IAA), Mr. Eamonn Brennan, has been appointed as the new Director General of Eurocontrol commencing January 2018 for a five-year term of office. Mr. Brennan joined the IAA back in 1990 when it was set up by the Government with the position of Commercial Director.

Norwegian Air International have taken delivery of six new Boeing 737-800 Max Series aircraft and all six have passed through Dublin with a number of these here on a rotational basis. The aircraft are powered by the new CFM LEAP engine and are distinguishable from other 800 series 737's with their "longhorn" type wing tips – although some standard 737-800's have been retro fitted with these as well. These are distinguishable by having both an upper sweeping wingtip along with a downward fac-



ing smaller tip – hence the name “Longhorn”. The airline commenced transatlantic service from Dublin at the beginning of July to the US serving both Stewart and Providence. Initially the airline used some of its standard 737-800’s which were ETOP’s modified until the Max series aircraft were delivered and even then, there were some technical teething problems. The 737-800 Max’s feature some interesting tail logos with EI-FYA having Sir Freddie Laker, EI-FYB having Tom Crean and EI-FYC featuring Jonathan Swift. The airline is considering flights from Dublin to Asia if it can secure permission from Russian Authorities to overfly their territory with Beijing currently earmarked as its first destination. The airline is planning to use Boeing 787 Dreamliners for these flights however it cannot operate with a full payload from Dublin’s runway 28.

Ryanair has started taking delivery of another batch of Boeing 737-800’s with delivered so far in September with sixteen aircraft including EI-FZY, EI-FZZ and EI-GDA through to GDN being delivered. Interestingly EI-GDC was delivered direct from Boeing in Seattle early on the morning of the 8th of September having landed at Dublin at 07.03 local time – normally the delivery flights arrive in the early afternoon and layover for a day or two before entering service but GDC immediately entered Hangar 1 and by the late afternoon it was rolled out on its first revenue flight to Memmingen in Germany. A recent report in the Telegraph Newspaper has claimed that Ryanair has started to block window and aisle seats in order for pre-paying passengers to book these which means for those that do not pre-book there is little chance of them being able to sit together – there has been a lot of media coverage in



relation to this with passengers travelling in groups, like families, being separated. It appears that the strategy by the airline is to push passengers towards revenue generating pre-booking of seats. Again, a lot of media coverage in the last while in relation to the airline cancelling up to sixty flights a day over a few months as it tries to clear a backlog of annual leave by pilots following a re-alignment of their annual leave year with the calendar year. The cancellation of flights with only a few days’ notice has caused much angst with passengers. Myself and Terry were victims with our outbound leg to Birmingham for the Flight Sim show in RAF Cosford in October was cancelled. We tried to rebook but all but the last flight on the Friday night were full so had to fly to Manchester instead. The turmoil of cancelling so many flights may impact on the airlines reputation and although it has claimed it is to do with annual leave, a good part of the problem is that the airline has lost over a hundred pilots to competitor Norwegian Air as it is currently expanding its services and flies similar Boeing 737-800’s. The knock-on effect of this matter may rumble on for a number of months and it will be interesting to see what, if any, impact it has on the

airlines financial performance – with many investors keenly watching the share price.

Dublin airport suffered a number of technical glitches over the last month or two with the baggage system in Terminal 2 (T2) failing over a number of days at the end of June causing major disruption for passengers and the airlines operating from T2. The DAA claimed that a third-party vendor carrying out an IT system upgrade caused the baggage system to fail over three days in total. Airlines were forced to manually move checked in bags to the main baggage area which caused significant delays for many departing flights and numerous pieces of luggage getting misplaced and lost with Aer Lingus being the most badly affected by the disruption. Another disruption arose in mid-July when the Long-term parking facilities at Dublin Airport reached maximum capacity and travellers were left with nowhere to park and many ended up abandoning their cars on grass verges which in turn caused traffic problems around the areas. The IAG CEO, Willie Walsh, has raised concerns over bottlenecks at Dublin which could affect IAG’s future plans for expansion at Dublin Airport. Citing the recent baggage and





parking problems along with aircraft parking problems at Dublin he has stated that the airports' performance is not in line with IAG's expectations. He has claimed a number of US airports are trying to establish links to Dublin but that the current capacity issues are hampering these negotiations.

Infrastructure works for the proposed Runway North have now been completed with all the roads around the proposed runway having been finished and only leaving some landscaping to be done. The realignment includes the provision of a lay-by in a similar location to the old one however it is much smaller and has been marked out for cars to park – however if one large truck parks there, then it is full! Of further note is that whilst this was completed several weeks ago now it still remains cordoned off with fencing leaving nowhere on the northside of the airport perimeter to park. All that's left now is for the runway to be built.

The Bray Air Show took place over the weekend of the 22nd & 23rd of July with most of the aircraft attending staying either at Weston or Baldonnell with one exception which was the Spanish Air Force F-18's two of which were stationed at Dublin for the weekend. With so many of participants staying at Weston the airport put on a bit of a show themselves with most of the exhibitors available for people see and be close to although there was a small charge to attend. I drove out early on the Sunday morning just to see what was there and



then positioned myself back to Dublin airport along the back road close to the control tower from where I was able to easily monitor all the aircraft departing either Weston or Baldonnell to participate in the show with 42 aircraft taking part in the display. The only one I got to see close up was the Spanish Air Force F-18 which was on the West Apron and then it taxied out and queued on runway 34 waiting in turn for its departure slot – it looked great sitting in the queue between Aer Lingus A320's and Ryanair Boeing 737's. When it did eventually get to depart it did so gracefully down the runway climbing to about 200 feet before the afterburners kicked in and it climbed away steeply.

CHC Helicopters have sourced a replacement S-92 to replace EI-ICR which was lost in a tragic accident a few months back. Australian registered S-92A, VH-NBP, has been shipped by sea in mid-June to the UK and will be modified for use with CHC Ireland in Norway before being flown from Stravangar via Aberdeen and Prestwick, to Shannon in mid-October and reregistered as EI-ICS. After a few days in Shannon it was flown to Waterford to be based there and their based S92 was flown to Shannon as the spare aircraft. Interestingly in an article in the London Times in early October it was stated that the Irish Coastguard were somewhat unhappy with the replacement aircraft in that it has a slightly smaller range than its current fleet (252 versus 272 nautical miles) and the aircraft only has seating for 18 in-

stead of the seating capacity of 20 for the rest of the fleet – I wonder if this is why it was sent to Waterford!

Hong Kong based airline Cathay Pacific have announced that they will commence flights from Hong Kong to Dublin starting June 2018 with a four times weekly service using Airbus A350 aircraft. The flights arrive at 06.50 in the morning and departs again at 11.55 and will operate on Mondays, Wednesdays, Thursday and Saturdays. The airline currently has a fleet of 18 Airbus A350-900's with another four on order and it has a further 26 of the new A350-1000 on order as well. This is the first direct route from Asia to Dublin but will no doubt prompt other carriers to join and it will be the longest current flight from Dublin at a distance of 5318 nautical miles.

Cityjet has agreed to lease a total of four of its RJ-85's to KLM to operate a number of routes on their behalf – including the Amsterdam to Dublin route which uses the RJ-85 on a couple of the services a week. The airline continues to take delivery of the new Canadair CRJ-900's with the latest aircraft EI-FPP routing from Montreal via Keflavik to Dublin on the 14th/15th of September. This brings the total fleet of CRJ-900's currently in use to 15 all of which are operated for SAS. There were two incidents involving the CRJ-900's recently with one aircraft bursting a tyre upon departing Stockholm enroute to Brussels but it continued the flight only to find upon landing that there was





some damage to the flaps and the No 1 engine had ingested some of the rubber debris. The second incident occurred when one of the CRJ's suffered a pressurisation problem when climbing through FL190 en-route from Billund to Stockholm and had to make an emergency descent to FL090. After a short time, it was able to climb again to FL100 and it continued the flight without further incident. The airline now has a total of six Sukhoi SU-100's with three based in Dublin and the other three on lease to Brussels Airlines and operating in their full colours on various European routes on their behalf.

Aer Lingus's latest Airbus A330-302, EI-GCF, was delivered to Dublin on the evening of the 20th of November direct from Toulouse. It is understood that the aircraft will not enter full service until March 2018 and is currently parked outside Hangar 6 at Dublin. The airline commenced a new three times a week scheduled service from Dublin to Miami starting the 1st of September. The airline had previously operated flights to Miami but as a charter service back in the early 1980's. One of the airlines A330-200's, EI-LAX, suffered significant damage from a set of passenger steps which damaged part of the fuselage. As a result of the damage the aircraft was removed from service and Aer Lingus had to hire in a number of aircraft to make up for the damaged aircraft which was out of service for almost a month – the hire-ins included Omni Air Boeing

767 and Boeing 777, Privilege Style Boeing 767 and 777, H-Fly Airbus A340 and Titan Airways Boeing 767. In a recent Capital Markets Day in Dublin the airline's parent company, IAG, outlined its plans for the introduction of the new Airbus A321LR's – in all it is expected to take delivery of twelve of these with deliveries staggered as; 4 in 2019, 4 in 2020 and 4 in 2021. Whilst the aircraft are being acquired to replace the leased Boeing 757's used on North Atlantic routes it is expected the A321LR's will be used on other longer European routes including holiday destinations. Recently the airline announced two new North American destinations for 2018 with Philadelphia on four flights a week and more recently it announced four times a week schedule to Seattle. As part of all this expansion the airline also announced it is to recruit an additional 100 hundred pilots on a direct entry scheme.

It is sad to report the demise of airlines, particularly those that have been around for a good while. Air Berlin was founded in 1978 until it finally collapsed at the end of October this year – at one point it was Germany's second largest airline and was tenth in European terms. The airline had suffered several years of continues losses and eventually went in to liquidation at the end of October after having failed to secure more financial support from its major shareholder Etihad Airlines. Unsurprisingly in its demise airlines like Luf-

thansa stepped in to take over some of its routes. Several of the airlines Airbus fleet were flown to Shannon by leasing companies who actually owned the aircraft and in recent weeks several of the former airlines fleet of DE Havilland DHC-8 aircraft have been flown to Dublin for repainting. Another airline we lost was UK based Monarch Airlines which was originally found in 1967 flying Bristol Britannia's. When it collapsed in October it was the UK's fifth largest airline and the largest UK airline to collapse. Monarch were frequent visitors to Ireland in terms of charters and their scheduled services to the Canary Islands from the likes of Birmingham always tended to route overhead Dublin on the outbound and return legs.

KLM Airlines have increased capacity on its Amsterdam to Dublin services with the introduction of Boeing 737-700's on the route on some of the flights replacing the smaller Embraer 170/190's it used. The Embraer's are operated by subsidiary KLM Cityhopper whilst its Boeing fleet is operated by the main KLM airline. The airline currently operates a fleet of 18 737-700's, 25 737-800's and 5 737-900's.

Air France is another airline increasing capacity on its Paris CDG to Dublin route with the use of some of its own fleet of aircraft – instead of using its franchise partner Cityjet. The airline has been using Airbus A318's, A319's and





even A320's on the route along with aircraft from its subsidiary airline HOP who have both Embraer 170's and 190's operating in to Dublin.

Storm Ophelia caused some interesting weather-related issues when it blew across Ireland during the 16th of October. Myself and my wife were staying up in Donegal for a few days at the very top of the Inishowen Peninsula and it certainly was blowing storm force winds when it came across Donegal later on that night – nothing like trying to sleep whilst wondering if the roof is going to stay on the house. The whole country had been put on alert for expected high winds with schools closing and business's and public service bodies

sending staff home early. At Dublin airport the winds, whilst strong were within crosswind limits most of the day but later on in the evening the winds swung and put both runway 28 and 16 out of crosswind limits. One particular Ryanair flight from Stansted made four attempts to land before finally giving up and going back to Stansted and the airlines flight from Rome Ciampino ended up diverting to Newcastle in the UK! In all there were 180 cancelled flights including all of Stobarts Aer Lingus Regional flights. Aer Lingus repositioned its three Cork based A320's up to Dublin early in the morning as they feared the aircraft would be damaged. It was interesting to see how Ophelia formed as a hurricane just off the Azores before making a highly un-

usual right turn heading north instead of the usual track across the Atlantic to the Caribbean. As Ophelia tracked north it picked up sands from the Sahara and also smoke from forest fires in both Spain and Portugal. The Hurricane was downgraded to a storm before reaching Ireland but there were a number of incidents where aircraft reported the smell of smoke in the cockpit/cabin during the storms transition across Ireland including a FlyBe Dash 8 enroute from Cardiff to Dublin where it made an emergency landing but no trace of a fire/smoke could be found.

That's it for this issue, have a great Christmas and best wishes for 2018

Ian Broni

COMAC C919

China's Commercial Aircraft Corp of China Ltd (COMAC) signed 130 new orders for its C919 passenger jet with four Chinese leasing firms, after the plane took its maiden flight in May this year.

China's domestically developed C919 passenger jet completed its second test flight in September, but the duration and near five-month gap since its first flight have raised questions over whether its latest delivery target can be met.

It is powered by CFM International LEAP turbofan engines and can carry 156 to 168 passengers in a usual operating configuration up to 3,000 nautical miles (5,555 km). The narrow-body C919, which will compete with Boeing's 737 and the Airbus A320, is a symbol of China's ambition to muscle into a global jet market estimated to be worth US\$2 trillion (S\$2.7 trillion) over the next 20 years.

Sales to date have been restricted largely to its home market because it has yet to be certified by regulators in the United States and Europe.



Photo by Weimeng at www.airliners.net



Freeware Focus FSX & P3D

Terry McGee selects from some of the latest Freeware files

Aeroflot Airbus A330-300 (VQ-BEK)

By Sergey Gleba | PaintSim
fsx_wilco_airbus_a330-
300_aeroflot_ultra_hd_by_serg09.zip
www.avsim.com



FSX FeelThere Wilco Airbus A330-300 in Aeroflot livery. My attempt to completely change and improve the appearance of the visual paid model Wilco Airbus A330-300. Livery in the colours of the airline "Aeroflot - Russian Airlines" is made on a revised whale with a resolution of Ultra HD format (4096x4096). Livery is suitable for both the first version of the model, and for Evolution. Description and Installing in the text file Readme. Link to my products on SimMarket (There are also 16 Ultra HD textures for Wilco A330-A340!):

<http://secure.simmarket.com/paintsim.mhtml>

Ground Services Soundpack for GSX

By Nick Kidd
ground_services_soundpack_for_gsx_v1.3.zip
www.avsim.com



Version 1.3 of Ground Services Soundpack for GSX. These are an alternative to the original files. You must have a fully registered version of GSX for them to be of any use. There are no original files in this archive. Some files supplied are "empty" by design. Version 1.3 includes a choice of 2 different boarding sound sets to suit boarding at a gate, or boarding on an apron. Replacement pushback and deice sounds included. Provided to you free of charge - but please read the instructions!

KMOT, Minot International Airport, North Dakota USA

By Tim van Ringen
kmot.zip
www.avsim.com



Complete new setup, done with ADE, from top-down images. Minot International Airport is a non-hub primary public airport. The Airport is owned and operated by the City of Minot.

Majestic Software Bombardier Dash-8 Q400 Eurowings (Luftfahrtgesellschaft Walter LGW) fleet package

By Bogdan Misko
mjcq400_eurowings_fleet_v100.zip
www.avsim.com



The ZIP-file contains repaints of the entire fleet of Eurowings's (operated by Luftfahrtgesellschaft Walter) Dash-8 Q400's for the Majestic Software Dash-8 Q400. Accurate fonts for the registration, logos and placements/proportions of those have been used, a high attention to detail and a close resemblances to the real life counterparts have been kept in mind. Installation instructions are included in the readme. Majestic Software Q400 PILOT/PRO/TRAINING Edition is required.

KORD Fully Up To Date Scenery As of Dec 3, 2017

By John Manley

mjqc400_euowings_fleet_v100.zip
www.avsim.com



KORD FULLY UP TO DATE SCENERY AS OF DEC 3, 2017 (12-3-17) Only compatible with P3D V4.1. FSX/P3D 32bit applications to follow at a later date. Everything in this scenery AFCAD is fully up-to-date and in compliance with current airport diagram. ****PLEASE READ THE README****

Samsun Carsamba Airport Scenery

By Sunay Kilic

<https://flyawaysimulation.com/downloads/files/7841/fsx-samsun-carsamba-airport-scenery/>



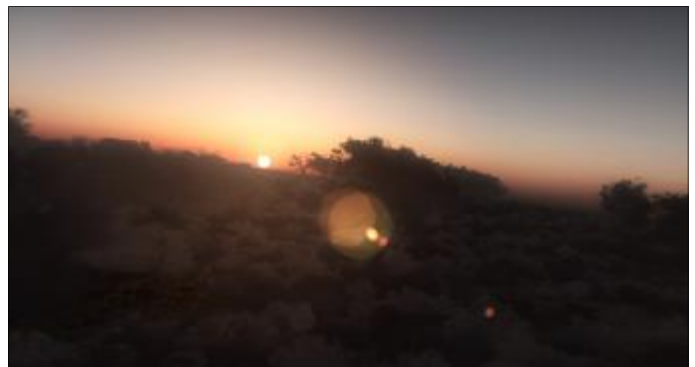
Samsun Carsamba Airport (LTFH), Turkey. Moderately detailed and realistically depicted scenery of Samsun Carsamba Airport and the surrounding area, for FSX/SP2. Created mainly by FSDS 3.5.1, the scenery in-

cludes accurate main terminal, tower and other airport buildings, afd file, various objects and some photoreal terrain textures. By Sunay Kilic. (See also LTFH9XF.ZIP). Scenery Details: The new scenery objects are created with FSDS 3.5.1 and FSDSXTweak 2.4. Other objects used are default FSX objects, except that the apron lights are from Jim Dhaenens. Has highway traffic (on E70 Samsun-Ordu highway). Has AI traffic, representing B737 and MD83 flights between LTFH and LTBA, LTFJ (can be eliminated by deleting the Traffic_b737md83_LTFH.bgl file). Has a static PZL 104 Wilga model (can be eliminated deleting the static_PZL104.bgl file). The new extended apron and the new warehouse building (that are added in 2009) are also represented. Has photoreal textures (with kind permission of Google) covering a 9km x 9km area, containing summer day and also night textures, of 1m resolution. Has corrected coast lines and also depicts the stream adjacent to the runway. Has landclass of the surrounding Samsun and Carsamba area. Compatibility: Microsoft Flight Simulator X (FSX) including Steam Edition & Prepar3D (P3D).

Simple Sun Mod

By Gabriel Joaquim Teles Rodrigues

simple_sun_mod.zip
www.avsim.com



This mod has the purpose to improve FSX's sun and lens flare effect. It will make the sun smaller and visually simpler - closer to what you see in reality. Also, it will add a new lens flare effect, which follows sun's characteristics.

Sun Express 'Die Schlumpfe' Boeing 737-800 (D-ASXB)

By Mathieu Vos (APSS)

tdsxb738sxd_dieschlumpfe.zip
www.avsim.com



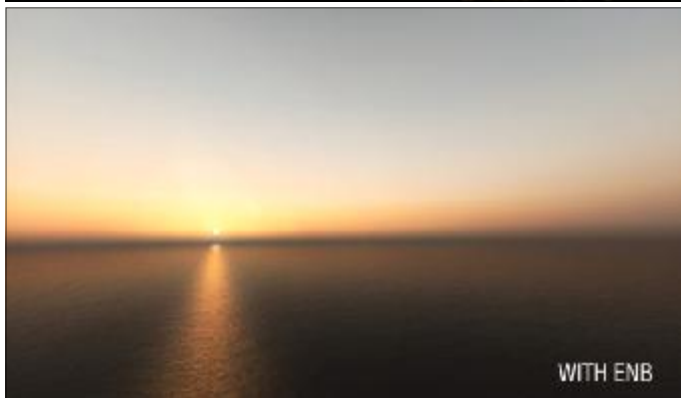
This is a Boeing B737-800w of Sun Express Germany in the special Die Schlumpfe Livery. Registration: D-ASXB, Repaint by: Mathieu Vos, Model by: TDS.

Sky Textures for ENB Series

By Gabriel Joaquim Teles Rodrigues

sky-textures-for-enb-series_12.zip

www.avsim.com



This package contains a set of sky textures for using in conjunction with the ENB Series mod. Specific ENB settings are included. This set can be used without ENB Series, but it was designed to take advantage of some ENB features. The use of ENB Series is, therefore, encouraged by the author.

UK Airfields-Volume 37 - Redhill EGKR

By Alf Denham

alfs_uk_airfields_vol_37.zip

www.avsim.com



Redhill EGKR is a grass airport between Heathrow and Gatwick. home of Bristow Helicopters, London Helicopter Centre and several Flight Training Schools.

TAP Air Portugal Airbus A330-300 (CS-TOW)

By Torsten Märtke

sms_a333_cs-tow.zip

www.avsim.com



TAP Air Portugal CS-TOW for the payware Overland/Simmer Sky A330-300 model. This package is painted in 32-bit textures, and is compatible with FSX and FS9. Textures only! Base aircraft model and textures by Overland/Simmer Sky, Repaint by Torsten Märtke. Paintkit by Sergey Gleba. Visit me on Facebook <https://www.facebook.com/martke.torsten.3>

World of AI - Installer 2.4

By Peter van der Veen

woains24.zip

www.avsim.com



This is the World-of-AI Installer Version 2.4. You'll need this installer for future World-of-AI releases. You need the Microsoft .NET framework 2.0 to make the installer work! The installer is compatible with Microsoft FSX and FS2004. Please follow the instructions in the readme! This update adds the possibility to install the packages in another folder than the simobjects/airplanes folder in FSX. Also this folder will be added to your scenery.cfg file. Already installed WoA packages in the old folder will be copied to the new one.

AIRBUS A320 **N491TA**



TACA

Transavia "Peter Pan Vakantieclub" Boeing 737-800 (PH-HIS)



Vietjet Air "Ngân Hàng Quân Đội" Airbus A320 Sharklet (VN-A675)

FSTramp 7.03

The screenshot shows the ArcView 3.2a software interface. The main window displays a map of a region with a large blue lake and a green circular area. The interface includes a menu bar at the top, a toolbar on the left, and several panels on the left side displaying data tables and metadata.

Table: Districts (2/2)

District	Area
District 1	1,111,111
District 2	1,111,111
District 3	1,111,111
District 4	1,111,111
District 5	1,111,111
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District 100	1,111,111

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District 19	1,111,111
District 20	1,111,111
District 21	1,111,111

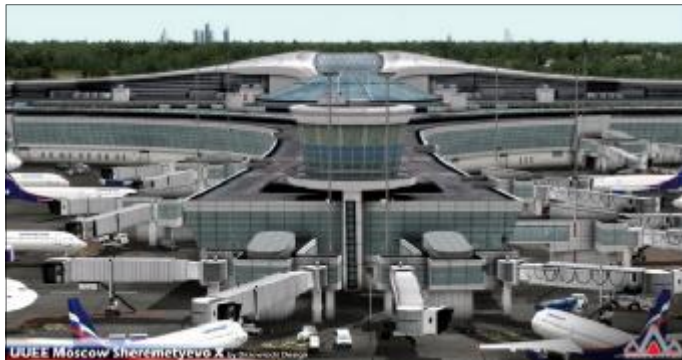
51

UUUE Moscow Sheremetyevo X Demo

By Drzewiecki Design

uuee_moscow_sheremetyevo_x_demo.zip

www.flightsim.com



FSX/P3D/FSW Scenery--UUUE Moscow Sheremetyevo X Demo. Scenery of UUUE Sheremetyevo airport in Moscow, Russia, fully compatible with FSX/FSX:SE/P3Dv1/P3Dv2/P3Dv3/P3Dv4 and FSW by Dovetail. This product is a fully functional DEMO version of the commercial payware product. Most objects are modelled as in the full version but covered with low resolution textures. Using this free demo ensures no problems with online (VATSIM, IVAO, multiplayer etc.) flying in case some users use the payware scenery and some don't.

Update for the Fairchild F-19 with New Panels

By Michael Pook

fsx_f91.zip

www.flightsim.com



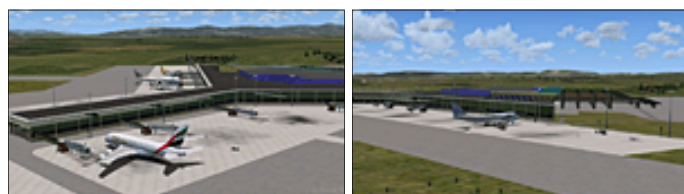
FSX Update for the Fairchild F-91 with New Panels. The Fairchild 91 was a single-engine eight-passenger flying boat airliner developed in the United States in the mid-1930s. Fairchild designed the aircraft in response to a Pan American Airways request for a small flying boat to operate on their river routes along the Amazon and Yangtze. The result was a conventional high-wing cantilever monoplane with its radial engine mounted above the wing in a streamlined nacelle. The red "Kono" belonged to explorer Richard Archbold. This an FSX update of the F91 by Chris Herring. The package features entirely revised panels and includes the three default and three new liveries by Mick Morrissey. Smoke and additional camera views (cabin and co-pilot) added. FDE optimized for FSX. All credits go to Chris Herring for the original model and to Mick Morrissey for the three additional textures. New panels and other updates by Michael Pook.

New Islamabad International Airport V3

By Syed Irteza Haider

apxv758.zip

www.flightsim.com



FSX Scenery-New Islamabad International Airport V3, Pakistan. Minor adjustments on the feedback of users.

V7.5.8 Addit! Pro

By Joseph Sterns

apxv758.zip

www.flightsim.com



V7.5.8 Addit! Pro for Flight Simulator X. Addit! Pro is a comprehensive addon manager for Flight Simulator X. Easily install, manage and remove aircraft, adventures, flights, flight plans, gauges, missions, panels, AI airport and facilities data, scenery, sounds, textures, videos, weather and more! Archive add-ons to Addit! Pro's File Cabinet or recreate them in zip files. Modify your aircraft, panels and sounds. Automatically update your FS Scenery Library. Includes FS Configuration Manager, complete scenery library editor, ZIP/RAR support and

much more! See Readme.htm for details. Requires Flight Simulator X: Standard, Deluxe, Gold or Steam Edition.

Dassault Mercure 100



This free and complete pack installs the Dassault Mercure 100 model either for FSX or FS9.

Mario Noriega and B. Plamondon prepared a full 3D virtual cockpit + 2D panels, with a functional HUD and various liveries of the Classic commercial aviation era. Download the packages here, <https://simviation.com/hjg/aircraft1/dassault/dassault.htm>. The installation and handling notes are here <http://tonymadgehjg.proboards.com/thread/8797/amd-mercure-installation-handling-notes>.

The DASSAULT MERCURE (pronounced "MER-CURE" en franacise and not MERCURY a'la anglais) was a twin-engine narrow-body jetliner developed by DASSAULT AVIATION of France during the late 1960's comparable in size and capacity with the much later B737-400. It first flew on May 28th 1971 and entered service with AIR INTER on June 4th 1974. Although this aircraft was superbly engineered and very advanced for it's time and capable of higher performance than the B737-200 it was a commercial failureprimarily due to its lack of range in comparison with that of rival aircraft of the period such as the B737-200 and DC-9-30. Only 12 MERCURE airframes were ever produced by DASSAULT AVIATION between 1971 and 1975 when production was terminated. AIR INTER became the only operator of these aircraft and which remained in service with the airline until 1995 and during which time it built up an impressive service reputation despite the shortcomings of its range. This MERCURE simulation is compatible with both FS2004 and FSX. PLEASE NOTE: Separate "FS2004" and "FSX" specific aircraft base packs are provided.

Freeware Focus FS2004

Air Canada "NC 2017" Boeing 777-300ER

By Tino W
aca773_nc2017.zip
www.avsim.com



Air Canada Boeing 777-300ER in the brand new 2017 livery. SMS / Overland Base package required. C-FITL is currently still flying in it's old livery. Air Canada is repainting all of their fleet these days. So it's only a matter of time until this beauty will get the new scheme.

Airbus A380 Photorealistic Interior 2D Views

By Chesley Hann
a380_2d_cockpit_and_wing_views.zip
www.flightsim.com



FS2004 Panel--Airbus A380 Photorealistic Interior 2D Views. Interior cockpit and cabin views for the Project Airbus A380. These views compliment Wilhelm Hudetz's A380 panel ([A380WSPNL.ZIP](#)) and will only work with the Project Airbus A380.

easyJet Airbus A321

By Steve Colley
a321easyjet2018.zip
www.flightsim.com



FS2004/FSX easyJet Airbus A321 (due 2018). Version 2, updated to the Neo door configuration as per easyJet

orders. Textures only, requires the Project Airbus A321 CFM sharklet model.

British Airways Airbus A380

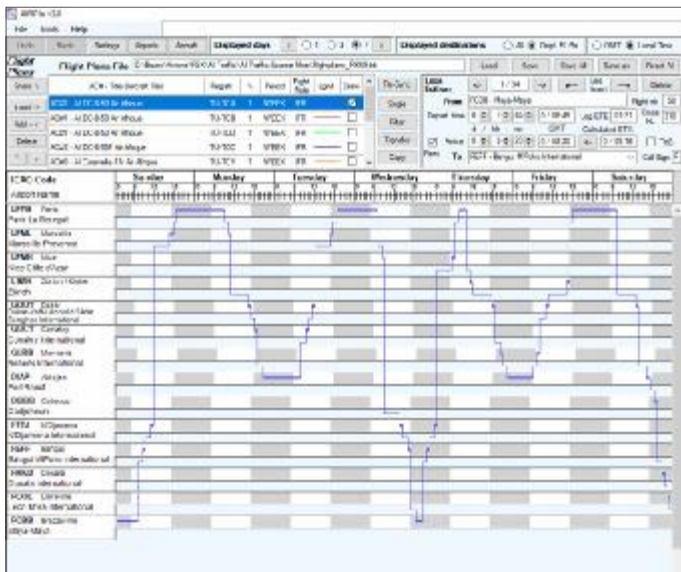
By Andreas Meyer - www.afs-design.de
afs_a380a_9_ba.zip
www.flightsim.com



FS2004 British Airways Airbus A380. The Airbus A380 is a doubledecker, four-engined airliner manufactured by Airbus S.A.S. The media has termed the A380 a "superjumbo". Without virtual cockpit. Free for private use.

AI Traffic Scheduling Tool

By Bruno Thoraval
aiflpln_v3-0.zip
www.flightsim.com



FS2004 AI Traffic Scheduling Tool. AIFlpln main goals are simplicity and comfort for manual edition of AI flight plans on a planning board, providing by this way a visual understanding of the edited flight plans. This V3.0 version improves the appearance of windows and panels (this way being more robust to Operating System changes) and introduces a copy function internally to a flight plan. Requests a compiler-decompiler such as TTools to produce the final .bgl file.

Dassault Mercure 100



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dassault/dassault.htm.

The installation and handling notes are here

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Marble Hall Airfield, South Africa

By Kobus van Wyk & Morne van Wyk
buscen02.zip
www.flightsim.com



FS2004 Scenery--Marble Hall Airfield, South Africa. A custom made Marble Hall Airfield (FAMI), Limpopo, South Africa with photoreal textures and photoreal ground. The small airfield has been recreated with custom true to life models and photoreal textures. Some of the buildings on the approach to runway 22 (and even the road signs) have been modelled with custom true to life models with photoreal textures and the marble works next to the airfield is also included with custom models and custom textures. The airfield is mostly used by crop dusters and as an added bonus, two static crop

dusters are included with the kind permission of their respective developers (a Piper PA-25 Pawnee by Andy Strukowski and a Turbo Thrush by Marcel du Plessis). Both planes are flyable aircraft (see download details in Readme file) which were converted to static aircraft models by myself. The paved runway is aligned 04/22 and 1000m long and sits at an elevation of 3000 feet.

Howard DGA-15P Repaints

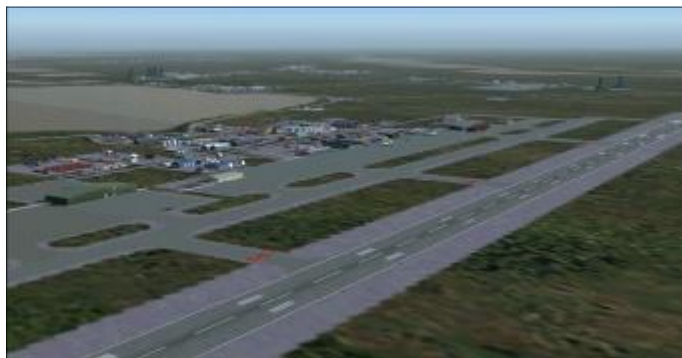
By Leonardo Santos / Paul Clawson
dga15_repaints.zip
www.avsim.com



These are 6 simple repaints I made for Paul Clawson's amazing Howard DGA-15 model. I made these because I couldn't find any repaints whatsoever on any library, and the original model only came with one! 5 of the 6 repaints are based on paint jobs on actual DGA-15's that I found with a google search. To use them you will need to have either the original package - FS9 (dga15fs9.zip) / FSX (dga15.zip); or the updated panel version by Michael Pook (fsx_howard_dga.zip) which works for FS9 / FSX / P3D. You can find these in flight-sim.com's library. Do a zipdive if you wish to see all of the 6 paint jobs before downloading.

Prudhoe Bay

By Roger Wensley
prudhoe_bay_alaska.zip
www.flightsim.com



FS2004 Scenery--Prudhoe Bay area on Alaska North Slope USA. Prudhoe Bay airport is now closed, and the runway is used for storage. Just to the south is Dead-horse PASC, with numerous storage, maintenance, and accommodation areas immediately to the north of the apron, and others adjacent to the road between the two. The runway is just under 6,500 feet with approach lights at both ends and ILS on 04 (true heading of 75 degrees). This scenery reflects the overall situation in 2011. Nearby oil production facilities and buildings are included with PASC, as are others further away within certain limits; north of the now-defunct Prudhoe Bay airport access is restricted, stopping free-roaming private photography. The airport buildings and those close to the airport are replicas of the real life buildings; as distance increases the accuracy fades somewhat but not totally and there are everywhere replica trucks and cross country vehicles that are true to life.

Sun Express "Die Schlumpfe" Boeing 737-800 (D-ASXB)

By Mathieu Vos (APSS)
tdsb738sxd_dieschlumpfe.zip
www.avsim.com



This is a Boeing B737-800w of Sun Express Germany in the special Die Schlumpfe Livery. Registration: D-ASXB, Repaint by: Mathieu Vos, Model by: TDS.

Temuco Airport

By Stuart John Gilbert II

scqp.zip

www.flightsim.com



FS2004 Scenery--Temuco Airport (SCQP). A new airport in Temuco, Chile. There is a new airport in Temuco - La Araucania Airport (SCQP) now no longer in Maquehue airport (SCTC).

Qatar Airbus A350-1000 V5L

By Camil Valiquette

350v5lqr4.zip

www.flightsim.com



FS2004 Qatar Airbus A350-1000 V5L. Night lighting effects have been upgraded. Including CamSim's own static displays and Animated Ground Servicing (AGS). Model design and paint by Camil Valiquette.

Virgin America Airbus A319-100

By Ryan Gabuyo

pa319_virginamerica_n528va.zip

www.flightsim.com



FS2004/FSX Virgin America Airbus A319-100. Textures only for the Project Airbus A319 in Virgin America livery, registered N528VA and named "Fog Cutter".

Stellweg Airlines Fokker F-27-500

By Mike Stone / The DFW group / Stellweg Airlines.

fs2004_fokker_-_f-27-500_stellweg_airlines_df-wfb.zip

www.flightsim.com



FS2004 Stellweg Airlines Fokker - F-27-500 DF-WFB. In the package you will find this Fokker F-27 MK500 DF-WFB, operated by Stellweg Airlines in 32 bit textures. Added few pictures allowing first glance in the view section of this zip file. This is a complete and perfect flyable aircraft with panel and sounds, using the defaults of the Beach King Air350. This shiny Fokker F-27 MK500 DF-WFB features extra bright navigation lights and realistic engine exhaust smoke. Includes an up to date specially made customized lightmap. The tell-tail lights are illuminating the vertical stabilizer. Various camera views have been added too. Smart looking engines complete the exterior highlights.

Freeware Focus X-Plane

BR CE SNOB Sobral Airfield v1.0.0

By Rui Mesquita
br_ce_-_snob_sobral_airfield_v1.0.0.zip
www.avsim.com



CAQ5 Nakusp Airport 1.0

By Canada4XPlane
cfxp_-_caq5.zip
www.flightsim.com



This is an X-Plane 11 and X-Plane 10 scenery package for Virgílio Távora Airport (ICAO: SNOB, IATA: QBX), which is the airport serving the city of Sobral, Ceara, Brazil. It includes corrected aprons, ramps, gates, taxiways, lighting system, city buildings, ortho-photoscenery for the airfield area, and (XP11 only) airport ground services (like push back). This scenery was tested and is operational (as of December 02, 2017) in "X-Plane 11.05 64 bit", Windows 10 Home. It was also tested and is also operational (as of December 02, 2017) in "X-Plane 10.51 64 bit", Windows 10 Home. Only the default X-Plane 11 libraries, by Laminar Research, are needed. No third party libraries are used.

X-Plane 10 And 11 Scenery--CAQ5 Nakusp Airport 1.0. Nakusp Airport, is located 1.3 nautical miles north northwest of Nakusp, British Columbia, Canada. This X-Plane scenery features: correct lighting, excluded autogen in the downtown area, replaced downtown autogen with library objects and facades, custom docks, plus surrounding houses and farms modelled around the airport. Tested in X-Plane 10.50. Requires the latest versions of the following library objects: CDB library ([CDB_LIBRARY.ZIP](#)), The Handy Object Library ([THE_HANDY_OBJECTS_LIBRARY.ZIP](#)), JB Library ([JB_LIBRARY.ZIP](#)), MisterX Library ([MISTERX_LIBRARY.ZIP](#)), OpenSceneryX ([OPENSCENERYX.ZIP](#)) and the RD_Library ([RD_LIBRARY.ZIP](#)).

KSAN - San Diego International 1.51

By MisterX6

<https://forums.x-plane.org/index.php?/files/file/24953-ksan-san-diego-international/>



Features: Photoreal scenery for the areas surrounding the airport. Custom city buildings. Detailed rendition of San Diego Lindberg Field International (KSAN): Accurate airport layout. Custom models for all terminals, including the recently expanded Terminal 2. Custom high resolution taxiway and runway textures. Animated Airport Vehicles. Moving Jetways and Marshalls. X-Plane 10 HDR Night Lighting. Custom static aircraft, covering all major airlines operating from KSAN. Requirements: X-Plane 10.50 or X-Plane 11. [MisterX Li-](#)

[brary 1.5](#). (Optional, but recommended) [AutoGate](#) by [marginal](#) for the moving jetways. I recommend installing HD Mesh V3 tile +30-120 by [alpilotx](#) to get the best experience.

GCFV - Fuerteventura 1.0

By fjpadilla

<https://forums.x-plane.org/index.php?/files/file/41449-gcfv-fuerteventura-v-10-fjpadilla/>



GCFV Fuerteventura Airport v 1.0 for XPlane 11. The authors' 1st attempt to do an X-Plane scenery. GCFV is located on Fuerteventura Island, Canary Islands, Spain. The scenery has custom objects, zoom level 20 of the airport zone. Gates and taxi routes from Aena charts. Almost completed. In upcoming versions I'll add more buildings around the main terminal.

LFPG Paris Charles De Gaulle 1.0.0

By skydiverbiker

<https://forums.x-plane.org/index.php?/files/file/41249-lfp-g-paris-charles-de-gaulle/>



LGAV Athens Intl. Airport Greece 1.0.0

By tdg

<https://forums.x-plane.org/index.php?/files/file/41042-lgav-athens-international-airport-greece/>



Since there is no detailed scenery out there of Paris Charles de Gaulle airport, I started off with tdg's LFPG <https://forums.x-plane.org/index.php?/files/file/24795-lfp-g-paris-charles-de-gaulle-int-airport/>. So I got the permission from tdg to publish this. Totally free of course. I added more details, custom terminals, gates and lots of other stuff. It is all made with Sketchup and the latest version of overlay editor. It is designed for X-Plane 10.51. Since I do not have XPlane 11 you must follow the instructions mentioned in avgas-koolaid's second comment to make it work. You need also to backup and delete other scenery of LFPG in your custom scenery folder. You need all the libraries that you can download from the org. I have been downloading many scenery from the org and I like to contribute to the community. Don't be too hard with your comment because it is my first scenery. The following terminals are redone with custom objects: Terminals 1, 2A, 2B, 2C, 2D, 2F, 2E(K). There will be future updates for the rest of the terminals.

LGAV Athens International Airport Greece "Eleftherios Venizelos" began operation on 28 March 2001 and is the primary international airport that serves the city of Athens and the region of Attica. It is Greece's busiest airport and it serves as the hub and main base of Aegean Airlines as well as other Greek airlines. Made for XP11. I do not claim it is 100% accurate depiction of the actual airport but close. Enjoy IT'S FREE. Made on a Windows 10 PC 64bit PLEASE keep up to date with the library files needed due to objects are getting bigger and better. My sceneries may not use all these library files listed but it's best to have them installed. This scenery is for XPlane 11 & 10.



Here are a two pages of photos taken at the Flight Sim 2017 Show organised by Just Flight and PC Pilot.

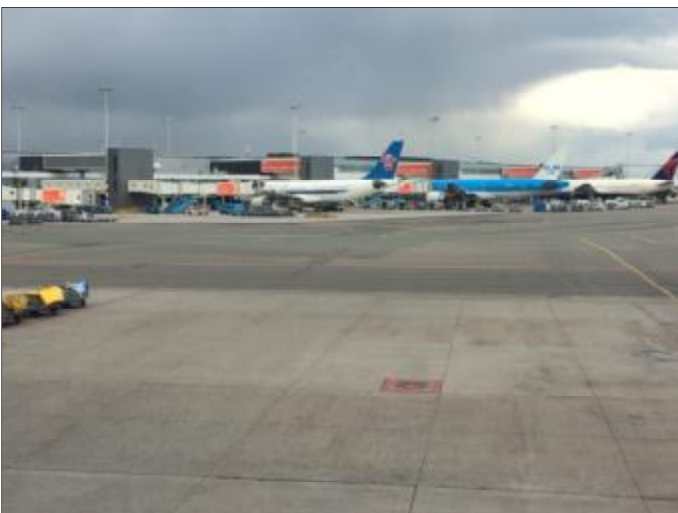




Aviation Gallery

Amsterdam Schiphol Airport November 2017

Photos by Terry McGee



Product Reviews

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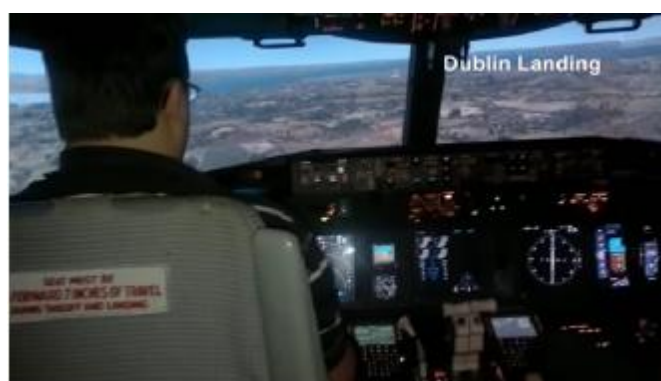
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