PC FLIGHT

Your free digital Flight Simulation magazine

Flight1 Cessna 162 Skycatcher

OnLine Flight Planner

Cockpit Hardware

South Africa 2017

Welcome to the free second issue of 'PC Flight' magazine.

Things are getting very exciting in the FS world with the release of the 64 bit Prepar3d V4. This version now joins XPlane and Aerofly FS2 being 64 bit Sims. By all reports, it's a fantastic improvement, which I will purchase in time, as I still use FSX in my 737NG Cockpit. Developers have been busy updating their products to 64 bit sine P3D V4 was released. Every day there are announcements of updated products for the new version.

Flight Sim 2017 will again be held at RAF Museum, Cosford, UK. We intend to be there again this year. We have been exhibiting at the show since it started three years ago. I've seen it improve each year and I always look forward to meeting publishers, clubs, PC manufacturers, hardware manufactures and new products. If you haven't yet attended, I recommend that you do as it's a great show and great venue.

We welcome contributions of reviews, articles etc. for the magazine. You can contact us at pcpilots@pcpilotsireland.com.

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

Until the September issue, enjoy the Summer.

Terry McGee

FLIGHT SIM 2017

**Saturday 7th October 2017
RAF Museum, Cosford**

Contents:

Flight1 Cessna 162 Skycatcher

http://www.flight1.com/view.asp?page=skycatcher

Flight1 has decided to make their Cessna Skycatcher product available for free. It is a great addition to your library, and now a unique part of aviation history. The G300 cockpit is accurately modelled in very high detail and can be run in FSX, FSX Steam, and Prepar3D v3. Even though Cessna no longer produces the 162 Skycatcher, this is quite a unique aircraft to add to your simulation library. The Cessna 162 Skycatcher interior features the innovative Garmin G300 avionics package, that was specifically designed for this light sport/trainer aircraft in mind. The dual-screen displays provide pilots with primary flight information on one screen while providing engine and moving map features on the other. Apollo SL40 Comm radio and Garmin GTX327 Mode C Transponder also come standard with the aircraft.

Algiers Airport DAAG
**From PrealSoft**
www.simmarket.com

Algiers Airport for FSX and P3D. Houari Boumediene Airport (French: Aéroport d'Alger Houari Boumediene) (IATA: ALG, ICAO: DAAG), also known as Algiers Airport or Algiers International Airport, is an international airport serving Algiers, the capital of Algeria. It is located 9.1 NM (16.9 km; 10.5 mi) east southeast of the city. The airport is named after Houari Boumediene, a former president of Algeria. Dar El Beïda, the area at which the airport is located, was known as Maison Blanche (White House), and the airport is called Maison Blanche Airport in much of the literature about the Algerian War of Independence.

Airport Dallas Fort Worth XP
From Omar Masroor
www.aerosoft.com
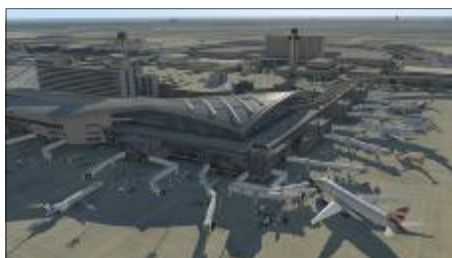
Sprawled across 18,076 acres of land - an area larger than the island of Manhattan - DFW is the world's third largest airport. With 681,244 aircraft movements in 2015, it is also the world's third busiest airport. 7 runways, 5 terminals, 165 gates and 3 control towers help accommodate the 1,845 daily flights. DFW is the headquarters and the largest hub of American Airlines, the world's largest airline. Features: 30 cm/pixel orthoimagery and 1 cm/pixel custom ground detail/markings. Airport lighting and pavement markings closely follow FAA/ACI standards. Terminals with interiors modelled using actual architectural drawings. Modelled aircraft overpasses crossing International Parkway. Raytraced ambient occlusion, local illumination and specular mapping. Uses advanced X-Plane features such as decal shading and 3D spill lights. Animated passenger boarding bridges and Safedock® A-VDGS at all gates (using the freely available AutoGate plugin by Jonathan Harris)*. Animated road traffic and Skylink APM. Complete taxiway network for use by ATC and AI aircraft. Fully compatible with the X-Life plugin by JARDesign*. Makes full use of the new ground service vehicles introduced in X-Plane 11. Thousands of hand-placed objects such as parked cars and streetlights. Parked cars, streetlights and terminal interiors can be individually turned on/off to optimize performance. Uses 4K textures to maximize performance by minimizing draw calls.

Almaty Airport
From Azurafiles
www.simmarket.com

Almaty International Airport is the largest international airport in Kazakhstan. It is about 15 km northeast of Almaty, the country's largest city and commercial capital. Features: For use on FSX and P3Dv3. Highest level of accuracy in geographic positioning, modelling and texturing. Compatible with all AI traffic packages. Fully compatible with Prepar3D v3. High resolution textures included. High quality models and photo real textures. Custom Ground and custom HD Textures. Realistic Ground Markings. Every parking spot simulated. Reflective windows for buildings. Accurate constructed apron light masts. Complete set of textures for the best looks, for buildings, apron etc. Great frame rates even on medium systems (tested). HD Photoreal textures for all buildings. Autoland ILS support and other airport related freq. FS Global Compatibility. Compatible with freeware Almaty Airport satellite image. REX Compatible. GSX Compatible. Carefully detailed 3d objects. AFCAD. North area, South area created. Main area buildings created and other airport buildings. Updates free for Prepar3D version 3+.

Barcelona El Prat
From LatinVFR
www.simmarket.com

Barcelona El Prat for FSX and Prepar3D V1 or V2 or V3 features the following: Extremely detailed airport and surroundings. Photo scenery and autogen, covering 300 square Kilometers. Detailed city and major landmarks. Static aircraft. Very good performance and VAS usage. Animated SODE jetways. AFX file representing actual airline parking positions. Excellent night techniques, realistic runway lighting according to official documents of the airport. Scenery configurator. Much more

Boeing 757 PW2037 Pilot Edition HD Soundpack
From Turbine Sound Studios
www.simmarket.com
Turbine Sound Studios proudly presents the Boeing 757 PW2037 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 757 model for FSX (other models will also work with this soundpackage). A total of 71 sound files are included, all recorded in HD and compiled to meet Microsoft Flight Simulator specifications. This soundpackage includes the following: External engine sounds. Internal engine sounds. Wind sounds. Cockpit environment sounds. Gear sounds. Custom distance sounds. Custom dynamic sounds. And much more.

Calgary International Airport
From FSimStudios
www.simmarket.com

Calgary International Airport (IATA: YYC, ICAO: CYYC), is the international airport that serves Calgary, Alberta, Canada and the surrounding region; it is situated approximately 17 km (11 mi) northeast of downtown Calgary. The airport offers scheduled non-stop flights to major cities in Canada, the United States, Mexico, the Caribbean, Central America, Europe and East Asia. Features: High detailed, updated representation of Calgary International Airport. High Resolution Photoscenery of the airport and surrounding areas. Terminal and hangars modelled and texturized with great attention to detail. High Resolution textures. Static Planes. Winter textures. SODE Jetways after Update 1.1 (Inverse-Kinematics jetways option). Highly optimized for great performance. Tested compatibility with ORBX's Airdrie Airpark. Configurator file for low-end machines. Apron vehicles. Volumetric grass. Night Lighting. Realistic Ground Poly of the airport. Charts of the airport.

CL-215
From Roland Laborie
www.simmarket.com

Tanker plane CL-215 is an amphibious plane designed for fire fighting forest fires(1966-1989). Features: The water gauges and the system of the water tanks filling are operational.5 High Resolution Liveries. Fully animated exterior model. Fully Animated VC cockpit. 3D modelled gauges in VC and exterior model. 3D landing lights. Custom installer for FSX and P3D.

Cumulus & Cirrus
From AFS Design
www.simmarket.com
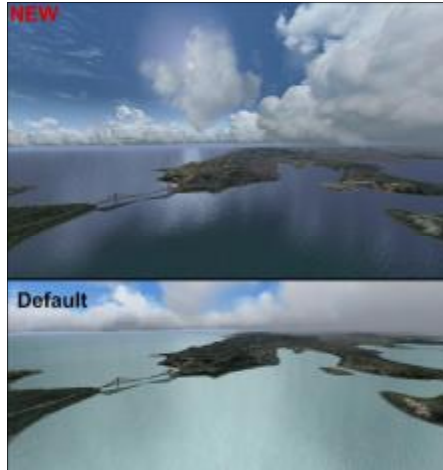
This "Water & Clouds" scenery for FS2004 contains a comprehensive package of new water textures with sky mirror effects as well as cloud and sky textures. New weather themes, photo realistic clouds and sky structures: 12 high resolution cirrus clouds. 10 high resolution cumulus clouds. 3 high-resolution stratus clouds. 111 autogenous sky textures. Sunrise and sunset effects. Sun effects for 4 different seasons. Simulation of an ideal weather cyclone. 8 AFS weather topics for the summer and winter time. New water effects and water textures: Oceans, seas, lakes. 72 new very photo-realistic water textures. Widened breathtaking river Texture. Mirror effects of the water at sunshine, cloudy, twilight and night. Different water textures with blue and green colours. Sharp water details at low altitude over water. More detailed wave animations. Custom built mipmaps for about conducting remote representation to the horizon. Water waves arranged closely photorealistic. Bonus: Boeing 767 with Industrial House Repaint.

E50P Phenom 100 HD Series
From Carenado
www.carenado.com
www.simmarket.com

Special Features Version 1.2: Carenado G1000 Prodigy glass cockpit system; Original Phenom

status screens. Multiple CAS messages. Original Phenom systems. Complete Advanced Aural System Simulation. Full Xplane 10.5 and X-Plane 11 compatible. Features: Carenado G1000 (PFD and MFD); Terrain Awareness map mode. Different declutter levels. Advance menus and cursor with scroll wheel, click/hold or /drag. Aux-Trip Planning Window. Checklist mode. Crisp, vector-based water data. Pop-up windows can be resized and moved around the screen. Pristine scroll wheel support. FPS-friendly terrain map. Original autopilot installed. Dynamic Reflections via plugin in XP10. Makes use of PBR materials for v11. Advanced interior dynamic lighting. 2D pop-up windows for instruments and options. HD quality textures (4096 x 4096). 3D gauges. Original HQ digital stereo sounds recorded directly from the real aircraft. Realistic behaviour compared to the real jet. Realistic weight and balance. Tested by real pilots. 6 HD Liveries.

F-4B/N Phantom II
From Simworks Studios
www.justflight.com

This TacPack-equipped F-4B Phantom II add-on from Simworks Studios includes the F-4B model representative of an early 1960s variant and various post-1968 variants of the F-4B and the F-4N which include a different cockpit layout, scounter-measure dispensers and various EW modifications. Features include accurate flight dynamics, authentic sound set, functional weapons system for TacPack owners, highly detailed exterior and interior modelling and also an animated model of the USS Coral Sea aircraft carrier. A high detail exterior model covering almost every F-4B/N variant to grace the skies, supported by many high-detail repaints. Two different versions of the F-4B cockpit, created with immersive detail TacPack compatibility from the outset: utilise the F-4's arsenal against air and ground targets. USS Coral Sea: a 1965 rendi-

tion of the USS Coral Sea with innovative features, allowing you to customise the appearance of static aircraft on deck. Immersive flight modelling: Feel the plane when doing high performance manoeuvres.

Florida 3D Environment 2017
From Realworld Scenery
www.simmarket.com

You will need to have RWS-FLORIDA or similar scenery for this product to work. Features: Full Night Lighting with a variety of light styles for realism and diversity. Various Buildings based on GIS data, situated in the footprint of actual buildings. Various vegetation based on area of the world and placed according to GIS data sources. Framerates optimized and updated for great performance. Realism that beats any Landclass Based scenery. Experience the Best in Quality Realism, Fly Realworld Scenery! For FSX and P3D.

Eurofighter Typhoon
**From IndiaFoxEcho**
www.simmarket.com

The Eurofighter Typhoon is a twin-engine, canard-delta wing, multi-role fighter. The Typhoon was designed and is manufactured by a consortium of Alenia Aermacchi (Leonardo since 2017), Airbus Group, and BAE Systems that conducts the majority of the project through a joint holding company, Eurofighter Jagdflugzeug GmbH formed in 1986. Features: Improved pilot interface and avionics, and based on the most recent videos of actual simulators used for pilot training. High detail external visual model and virtual cockpit. High fidelity cockpit interface, including realistic Head Up Display and Multifunction Head Down Dis-

plays management. High detail texture sets, based on real aircraft, for Royal Air Force, Aeronautica Militare, Luftwaffe and Ejército Del Aire. Custom flight model based on publicly available information. Custom sound package based on real-life recordings. Full Tacpack integration for sensors and weapon system functionality (including AS-RAAM, IRIS-T and METEOR missiles). **NOTE: Tacpac is required for Radar, Weapons and Load-out Configurator to work. Tacpac and P3Dv2.5 or above are required for Pirate and TFLIR Imagery functions.**

FSXPRINT
From Position Ganes
www.simmarket.com
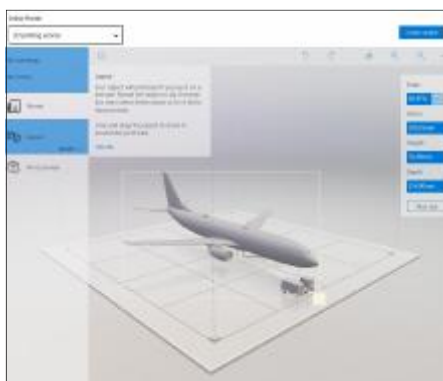
If you own FSX you can print your favourite plane in 3D, using a Windows 10 compatible 3D Printer or using a print Server. Select the *.MDL file and a preview of the airplane or object will appear. You will be able to adjust it and sent it to your 3D printer or order your model online.

General Aviation X Super Bundle Pack
From Perfect Flight
www.simmarket.com

This bundle pack for FSX includes the following: **Ultimate Cessna Grand Caravan Simulation** - Cessna Grand Caravan complete and improved aircraft package with extra options and high resolution textures for the VC panel. 24 Liveries. The Mission Pack offers you a new level of immersion with professional flight plans, timed step by step checklists and real proce-

dures. **Ultimate King Air 350 Simulation** - Complete Beechcraft King Air 350 aircraft package with extra options. 24 Liveries. **Learjet 60 X** - The complete representation of the The Bombardier Learjet 60 midsize business jet with 25 liveries. Gmax Model with Reflective 3d textures, full moving parts and full night lighting inside and out. Stereo Sounds. Panel: Fully-featured Learjet 60 panel. Virtual Cockpit: The Full 3D Virtual cockpit includes the passengers cabin. Flight Management Computer (FMC) - The Learjet 60 is configured for Garret Smith's free FMC. Each product also features a Mission Pack, Custom Settings - You can install a special feature that allows you to use any plane of your choice (instead of the plane included). PES - (Passengers Entertainment System) now fully customizable with your own sound tracks. Complete documentation. Product includes Airport info and charts for all destination and an useful User Guide.

HD Virtual Cockpit for Level-D B767
From Zinertek
www.simmarket.com

Level-D 767 Captains rejoice! One of the best aircraft ever developed for FSX and P3D is about to get better! The Zinertek HD Virtual Cockpit for the Level-D 767 will breathe new life to your virtual cockpit in FSX and Prepar3D with new and sharper textures plus night lighting effects in High Definition. This isn't just merely a port of the FS9 version that we developed years ago. This version has been built from the ground up and contains BRAND NEW day and night textures designed for the FSX and Prepar3D versions of the Level-D 767. In addition, this new product will drastically enhance your Level-D 767 experience during day time and night time without affecting performance. Please note that all these new features are only for the virtual cockpit. The 2D cockpit panel will not see any changes. Features: New textures in High

Definition bring your Level-D 767 to a whole new level of realism. New flood lights inside the virtual cockpit. Realistic night lightings effects during night time. New and more realistic virtual cockpit. New EHSI and EICAS displays with realistic reflections. Realistic windshield reflections. New and more realistic GPWS callout sounds. Compatible with the FSX and Prepar3D versions of the Level-D 767. Frame rate friendly.

HD Repaints for FlyJSim B737-200
From PaintSim
www.simmarket.com

HD repaints of 8 textures for 4 airlines for the FlyJSim Boeing 737-200 model for X-Plane 10. Included liveries; Avior Airlines YV1576. Avior Airlines YV2937. Lufthansa D-ABFC. Rutaca Airlines YV169T. Rutaca Airlines YV380T. Rutaca Airlines YV390T. Rutaca Airlines YV1381. Taca Peru N251LF. These textures were made in high quality. I changed some details of the original Paint Kit, added new high quality portholes, changed fuselage and tail shades, added reflections.

Hangzhou Xiaoshan Airport
From WF Scenery Studio
www.simmarket.com

Hangzhou Xiaoshan International Airport (IATA: HGH, ICAO: ZSHC) is the principal airport serving Hangzhou, a major city in the Yangtze River Delta region and the capital of Zhejiang Province, China. The airport is located on the southern shore of Qiantang River in Xiaoshan District and is 27 km east of downtown Hangzhou. Features: For use on FSX. Custom ground poly for the apron and taxiway including realistic detail texture. All buildings and terminals are absolutely accurate and represent the current real world airport status. Manually placed plants. Night illumination. Manual planning of animation vehicles.

Grise Fjord Airport
From HSimulators
www.simmarket.com

Grise Fjord Airoport for X-Plane 10 and Xplane 11. This detailed airport increases North Canada Mesh, which has 400,000 square miles, which is an essential requirement if you want to have the complete scenario of the entire northern Canadian territory, above the 73 degrees parallel. But if you want to fly only in the Grise Fiord region, it also works, but with a limited area in its surroundings of 8 thousand square miles.

LOWI Innsbruck Airport
From ORBX
https://orbxdirect.com/product/lowi

A destination that needs no introduction, Innsbruck is one of the iconic airports of the world, with a jaw-dropping backdrop, heart-stopping approaches and location smack dab in the heart of Europe. Acclaimed developer Jarrad Marshall has created something truly unique with his first European destination. Within the scenery's extraordinary coverage area (our largest to date), explore the peaks and glaciers of the Austrian Alps, the picturesque Inn, Wipp and Stubai Valleys, the historic Brenner Pass and even Germany's tallest mountain, Zugspitze. Over a dozen towns and villages dot the Tyrolian landscape, and of course the city of Innsbruck has been created in immaculate detail. Key Features: Ultra-detailed rendition of LOWI. Enormous 2500km2 coverage area at 1m/60cm/30cm with 10m DEM. Five additional heliports including

LOJO, LOIU, LOJT, LOIN. Over 160+ Landmarks and POI in coverage area. 30km of animated train routes. Custom HD GSE exclusive to Innsbruck. Crisp 2048 textures for priority buildings. Highly detailed and AI-ready APX by Graham Eccleston. Advanced AO, rendering and night lighting techniques. City centre and many other focus areas in high detail. Over 20 custom bridges and overpasses. All-new static aircraft types unique to Innsbruck Airport. Ultra-HD groundpoly. Huge extended coverage area 275km diameter. Painstakingly optimised for best performance across all sims.

Ready for Takeoff — A320 Simulator
From ExViRe
www.simw.com
www.aerosoft.com

Unlike more complex flight simulations, Ready for Take off was designed from the ground up to enable beginners to successfully complete a flight with less effort and learning. Advanced flight simulation enthusiasts in turn have a straightforward all-in-one solution at hand, including lots of airports right from the start. The player can take place behind the control stick of one of the most well known airliners: the Airbus A320. Its cockpit places all the important functions and systems at the player's disposal – voice recordings from real air traffic help create the appropriate atmosphere. Additionally, the simulation includes a Beechcraft Baron for short range and training flights. Ready for Take off comes with 9 travel destinations out of the box, including the airports of Düsseldorf, Palma de Mallorca, London Heathrow, and Nice. Their 3D models are of high quality and rich in details. They also feature movable objects – luggage carts, busses, pushback trucks, jetways, etc. create a lively apron scenery. A day and night cycle makes these sceneries appear in the right mood. In the beginning, players can choose whether they want to fly

freely between two airports or experience long-term thrill in the career mode. Features: Airports: Hamburg, Dusseldorf, Zurich, Paris Orly, London Heathrow, Nice, Palma, Kos, Antaly. Airlines: Airbus A 320 and Beechcraft Baron.

HD Texture Pack 3 for SimCheck A300B4-200
From PaintSim
www.simmarket.com

HD repaints of 4 major world-known airlines for the SimCheck A300B4-200 model: Liveries: Air Jamaica, Express.com Cargo, Air Paradise, Siberia Airlines - S7. The original Paint Kit has been carefully reworked, including 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 A300-600 and A310, thus, I've modified the cabin arrangement to correspond to the real A300. 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.

Night XP Alaska for X-Plane
From Taburet
www.simmarket.com

NightXP is a nocturnal scenery for hose who like to live life at night; and for those who like to fly spectacular night scenery. We blended existing Xplane10 - Xplane 11 scenery with nocturnal textures to bring the night world alive. Exactly as you will see it if you fly on a real plane at night; more specifically as

a real pilot at night. Taking full advantage of the XPlane scenery system this scenery is very gentle on frames rates; work with any HD Mesh; Photorealistic scenery; Airport Scenery or what you like to put on top of it. It has an easy Installation and works with all Windows Systems and Mac. Coverage: State of: Alaska.

Piper PA31T Cheyenne II HQ Soundset
From ArezOne-Aviation Soundstudios
www.simmarket.com

This is the high-quality Soundset for the Piper PA31T CHEYENNE II with Pratt & Whitney PT6A-28, recommended for the beautiful Carenado Piper Cheyenne II for FSX and P3D or similar models. The sounds were taken from a genuine airplane and processed digitally for a real-feel environment. Among the many features are: Custom Sounds for every knob, cards plastic no-smoke-sign, seatbelts and many more. Full Prop-feathering sound including Beta-Range. Original Flaps sound with wind effects. Original Alternators. Authentic Startup procedures. Authentic shutdown effects. Authentic Ground roll with structure shake airspeed controlled. Propeller management in all conditions of flight. Touchdown for every wheel. Original Open/Close Door sound with lock and wind stream (cabin-Pressure). Engine cooling down sounds inside & outside including Airport Traffic environment. Gear Up & Down with wind stream gear doors and locked effects. Gear warning when gear is not retracted or Down & locked by Throttle. Passengers no smoking and seat-belt Sign with Seatbelt-sound in cabin (if required). Seat-belt animation when shutdown & parked. Asymmetric Engine-Run on each side by Throttle and Propeller Control. Wind effects in cabin speed controlled. De-icing features (outside only).

KDTW for Tower! 2011
From Gabor Nyerges
www.simmarket.com

Real Colour for KDTW brings colour and life to KDTW Detroit Metropolitan Airport. By adding liveries to airplanes, Nyerges Design helps the user to easier identify airlines. Real Colour KDTW includes all airline liveries for each airplane operating in and out of Detroit Metropolitan Wayne County Airport (based on the Nyerges Design Real Traffic schedule). Essential for KDTW controllers.

SH-3 Sea King for P3D
From Virtavia
www.simmarket.com

Featuring 10 distinct models and 20 highly detailed texture sets providing wide coverage of many of this famous helicopter's variants and users. The virtual cockpit has many nice details, such as a fully-functioning hover gauge, a drift indicator, mousable radios and a completely modelled rear cabin area. A TSS sounds package provides a highly realistic audio dynamic, both inside and out. Carefully-tuned flight dynamics make the Sea King a delight to fly, with nimble agility at low speed and safe stability at cruise. The systems are kept to a minimum, just start and fly, so flightsim novices and those new to rotorcraft will have no trouble in getting into the air in the Virtavia SH-3 Sea King. Features: Virtual cockpit with animations and mousable controls. Rear cabin area included in VC. Night lighting effects in VC. Special custom-made gauges for Hover Control, CDI and GVI (drift). Stunning realistic texturing with highly detailed weathering. High quality TSS Sea King soundset included. Togglable crew figures. Animated entry door, side door. Winch/sling is supported. Note; no 2D panel provided.

Night XP Italy for X-Plane
**From Taburet**
www.simmarket.com

NightXP is a nocturnal scenery for those who like to live life at night and for those who like to fly spectacular night scenery. We blended existing X-Plane 10 - Xplane 11 scenery with nocturnal texture to bring the night world alive. Exactly as you will see it if you fly on a real plane at night. Taking full advantage of the XPlane scenery system this scenery is very gentle on frames rates, works along with any HD Mesh, Photorealistic scenery, Airport Scenery. Very easy Installation and works with all Windows System and Mac. Coverage: Italy.

Airport Oslo XP
From Jo Erlend
www.aerosoft.com
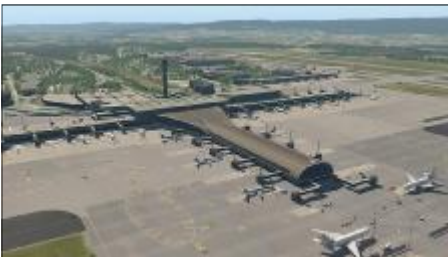
Oslo Airport Gardermoen is the main airport serving Norway's capital, Oslo and the municipals surrounding that area. It is located about 35 km to the North of the city. A surface area of 13 sq km, two runways and more than 100 international destinations make it the busiest airport in Norway. Gardermoen also serves as a hub for Norwegian Air Shuttle, Scandinavian Airlines as well as Widerøe. This realistic scenery for XPlane 11 and 10 was created by Jo Erlend Sund who has already developed several Scandinavian airports for FSX and P3D. The add-on includes detailed models of the terminal, high-resolution textures and supports XPlanes "runways follow terrain" features, resulting in realistically embedded runways. With the help of plug-ins, custom jetway animations, seasonal textures and more are also supported. Features: Realistic recreation of Oslo airport Gardermoen. Highly detailed Terminal models and photo real textures. High resolution runway and taxiway textures. Highly realistic night time effects. Interior models included for Terminal buildings. Supports X-Planes "runways follow terrain" features. Custom Jetway animations (Autogate plug-in required). Custom Aircraft marshaller (Autogate plug-in required). Visual Guidance Docking Systems (Autogate plug-in required). Replaces X-Plane 11 ground equipment models with custom local models (X-Plane 11 only). Highly detailed clutter objects. Custom Wig Wag models. Custom animated windsock model. Seasonal Textures included (seasons plug-in required).

HD Texture Pack 4 for SimCheck A300B4-200
From PaintSim
www.simmarket.com

HD repaints of 4 major world-known airlines for the SimCheck A300B4-200 model: Meraj Airlines "Asiatic Cheetah Livery". Meraj Airlines. Condor. FedEx - Federal Express. 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 A300-600 and A310, thus, I've modified the cabin arrangement to correspond to the real A300. 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.

HD Texture Pack 5 for SimCheck A300B4-200
From PaintSim
www.simmarket.com

HD repaints of 4 major world-known airlines for the FSX Sim-Check A300B4-200 model. Included textures are; United Parcel Service – UPS. Thai Airways. China Southern. Onur Air. The original Paint Kit has been carefully reworked, incl. new bumps, more realistic aircraft skin panel and rivet textures. In these 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 A300-600, thus I've modified the cabin arrangement to correspond to the real A300. Some of the 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 seen on the comparative screenshots.

MegaSceneryEarth V3-Kansas
From PC Aviator
www.simmarket.com

The New MegaSceneryEarth Kansas V3 featuring unsurpassed image sharpness, scenery colour and clarity, improved scenery features with accurate additional water bodies and topographical data and the latest aerial imagery available taken in 2015. Some of the cities and landmarks you'll get to enjoy include: Cities: Wichita, Kansas City, Topeka, Olathe, Lawrence, Shawnee, Salina, Dodge City. Lakes & Water Bodies: Cheney Reservoir, Tuttle Creek Reservoir, Waconda Lake, Wilson, Kirwin Reservoir. Mountains & Hills: Mount Sunflower (4,035), Rock Hillm Red Hills, Point Of Rocks, Motti Hill and a total of 50 peaks above 1500 ft. State Parks & National Forests: Cimarron National Grassland, Cedar Bluff, Scott, Prairie Dog, Rock City, Flint Hills and many more. Major Rivers: Arkansas, Kansas, Missouri, Republican, Smoky Hill. Discover the rest of it all for yourself! As an added bonus, we now provide all the VFR and IFR charts in digital PDF format to enable you to get the most out of your scenery. Update offer price at simMarket.

Luxembourg Findel Airport
From JustSim
www.simmarket.com

Luxembourg Findel Airport (ICAO: ELLX) is the main airport in Luxembourg. It is Luxembourg's only international airport and is the only airport in the country with a paved runway. Features: Fully compatible with FTX Global openLC Europe (additional photo file backgrounds included). Shading and occlusion (texture baking) effects on terminal and other airport buildings. 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. Inclusion of manual in PDF format. Fully 3d taxiways lighting. Automatic season change for vegetation, photobackground high resolution. Ground polygons made with the requirements of the SDK Prepar3D. Realistic reflections during rain (Prepar3D V3). Realistic reflections on glass (Prepar3D V3). Inclusion of manual in PDF format.

UUML Severka Airfield
From RDS—Russian Digital Simulations
www.simmarket.com

Severka - private airfield, sports airfield and airfield GA. Located in the Kolomna district of Moscow region, 73 km from Moscow or 53 km from UUDD Domodedovo Airport. The airfield is used for general aviation (GA), experimental and sport aviation. At the airfield hosts festivals for aviation enthusiasts. And there were frequent AVSIM gatherings. Severka can accept small planes, helicopters and business jets. Features: Developed by Andrey Kravtsov, Max Kaptelkin for FSX and P3D. Ultra-detailed rendi-

tion of UUML "Severka" Airfield. Fully custom modelled airport. Airport building textures created from onsite photography of the actual buildings. Incredible Hand crafted 2 cm/pixel ground poly. Complete coverage of over 250km with high resolution satellite imagery (30-60cm/pix) included Accurate Elevation Mesh. Custom realistic trees and 3d grass with seasonal variations. Hand placed over 2.5+ millions custom autogen vegetation and buildings. Numerous points of interest; "Sugar" Mountain, Voskresensk Bridge, Some Mine and many more! Hand placed more landmarks: powerlines, bridges and buildings. Advanced rendering, ambient occlusion and unique night-lighting techniques used for maximum realism. Unique static aircraft and auto models, animated fishes in water pool. Highly optimized for good performance. BONUS: Helipad (HA4D) 6 km on South from airfield. Designed to blend seamlessly and full compatible with ORBX:FTX GLOBAL BASE, FTX VECTOR and FTX OpenLC Europe.

Polish Airports Vol.2 XP v2
From Drzeweicki Design
www.simmarket.com
www.drzeweicki-design.net

Polish Airports vol.2 is a package of highly detailed sceneries of EPRA Radom, EPSC Szczecin, EPLL Łódz and EPZG Zielona Góra airports in Poland. **Radom Airport** (IATA: RDO, ICAO: EPRA), also known as Radom-Sadków Airport is a civil and military airport in central Poland, located approximately 3 km (1.9 mi) east of Radom city centre. **Szczecin-Goleniów "Solidarnosc"** (Polish: Port Lotniczy Szczecin-Goleniów im. NSZZ "Solidarnosc") (IATA: SZZ, ICAO: EPSC) is the main domestic and international airport serving the city of Szczecin in Poland and is located 45 km (28 mi) northeast of the city, near the town of Goleniów. **Łódz Władysław Reymont** (IATA: LCJ, ICAO: EPLL), formerly known as Łódz-Lublinek Airport, is a regional airport in central Poland, located approximately 6 km (3.7 mi) southwest of the Łódz city center. It has recently

been named after the celebrated 20th century Polish writer and the winner of the 1924 Nobel Prize in Literature, Władysław Reymont. **Zielona Góra-Babimost** (Polish: Port Lotniczy Zielona Góra-Babimost) (IATA: IEG, ICAO: EPZG) is a regional airport located within the greater Zielona Góra agglomeration. The airport is the 11th busiest in Poland, or last among currently functioning with scheduled traffic. The airport is situated near the town of Babimost, 95 km (59 mi) west of Poznań and 170 km (110 mi) from the centre of Berlin. Scenery features: High quality sceneries of EPRA Radom, EPLL Łódz, EPSC Szczecin and EPZG Zielona Góra airports. Photoreal Łódz city with landmarks and autogen. Up-to-date scenery of all airports including newly constructed terminals, aprons and taxiways. Custom programmed navaids. Airport charts included. New in V2 - advanced installer (Windows only) which takes care of all navaids (different system in XP10 and XP11). New airport: EPRA Radom.

PA44 Seminole for Xplane
From Alabeo
www.simmarket.com
www.alabeo.com

Features in the PA44 Seminole version 1.1 for Xplane 10 and 11: Custom sounds. Full Xplane 10.5 and X-Plane 11 compatible. Volumetric side view prop effect. High quality 3D model and textures. Blank texture for creating your own designs. Accurately reproduced flight characteristics. 64-bit. FPS-optimized model.

Huntsville Intl. Airport KHSV
From Fsxcenery
www.simmarket.com

Huntsville International Airport (Carl T. Jones Field) is a public air-

port ten miles southwest of downtown Huntsville, in Madison County, Alabama, United States. The airport is a part of the Port of Huntsville (along with the International Intermodal Center and Jetplex Industrial Park), and serves the Huntsville-Decatur Combined Statistical Area. Opened October 1967 as the Huntsville Jetport, this was the third airport site for Huntsville. Today it has 12 gates with restrooms, shops, restaurants, phones and large murals depicting aviation and space exploration scenes.

Ixtapa-Zihuatanejo Intl.
From Mex High Flight
www.simmarket.com

Ixtapa-Zihuatanejo international airport located in Guerrero State of Mexico, near to the Pacific Ocean. Recently, the airport was remodelled and modernized. These works bring an important expansion of the terminal areas as shops, lobby and baggage reclaim. Features: Carefully detailed 3d objects. Full detail Terminal Buildings. Realistic Ground Markings. Photoreal scenery Background of the airport and near towns (see coverage). Numerous static objects. Landclass of the near area. Autogen over Photoscenery. Realistic AFCAD. Realistic ground textures. Night Lightning. Animal animations. Friendly Frame Rate Compatibility with GSX, ORBX BASE , FTX GLOBAL VECTOR. We recommend addons from ORBX especially HD trees.

Algiers Airport DAAG FS2004
From PrealSoft
www.simmarket.com

Houari Boumediene Airport (French: Aéroport d'Alger Houari Boumediene) (ICAO: DAAG), also known as Algiers Airport or Algiers International Airport, is an international airport serving Algiers, the capital of Algeria. It is located 9.1 NM (16.9 km; 10.5 mi) east southeast of the city. The airport is named after Houari Boumediene, a former president of Algeria. Dar El Beïda, the area at which the airport is located, was known as Maison Blanche (White House), and the airport is called Maison Blanche Airport in much of the literature about the Algerian War of Independence.

Remake Jinnah International Airport Karachi
From MSK Productions
www.simmarket.com

MSK production presents their second rendition of Jinnah International Airport Karachi for FSX. This is a remake of the airport from scratch and includes many new features that were missing in the previous release of this airport. Jinnah International airport is Pakistan's largest international and domestic airport. It is located in Karachi, Sindh, and its passenger terminal is also commonly known as the Jinnah Terminal. The airport is named after Crown attorney/ statesman Muhammad Ali Jinnah, the founder of Pakistan and its first Governor General, who was popularly known as the Quaid-e-Azam ("Great Leader"). Features: All major airport buildings included. High resolution models and textures. Taxiway signs and other small details. Numerous static objects such as service vehicles, buses. Very detailed taxiways and runways. Night Textures and lights. 3D approach and taxiway lights. General aviation parking area. Created in Gmax for best performance. Very good frame rates. Remake of the previous Jinnah International from complete scratch. Animated Vehicles. Custom shadows for increased performance. Approach lights may be activated during the day or a foggy weather by tuning NAV2 frequency to 112.00. Update offer for those who bought the previous version.

Washington XP
From Drzewiecki Design
www.simmarket.com
www.drzewiecki-design.net

Washington XP for X-Plane 10 and 11 is a complete city plus airports package of the large area of Washington, District of Columbia, USA. Fly to any of 5 airports and many heliports in the area, admire some of the world-renowned landmarks like Capitol or Pentagon, or simply pay a visit to The President of the United States in his Oval Office in the White House. Included airports are: **Ronald Reagan Washington National Airport** (ICAO: KDCA) is an international airport 3 miles (5 km) south of downtown Washington, D.C. in Arlington County, Virginia, United States. **College Park Airport** (ICAO: KCGS) is a public airport located in the City of College Park, in Prince George's County, Maryland. It is the world's oldest continuously operated airport. **Joint Base Andrews** (ICAO: KADW) is a United States military facility located in Prince George's County, Maryland. The base is widely known for serving as the home base of two Boeing VC-25 aircraft which have the call sign Air Force One while the President of the United States is on board. **Potomac Airfield** (ICAO: KVKX) is a privately owned, public-use airport located in the community of Fort Washington (formerly known as Friendly), in Prince George's County, Maryland. It is a general aviation airport, and there is no scheduled airline service available. **Washington Executive Airport** (FAA LID: W32), also known as Washington Executive Airpark or Hyde Field, is a public use general aviation airport located 2 miles (3.2 km) southwest of the central business district (CBD) of Clinton, in Prince George's County, Maryland.

Hurghada X v2
From Simbreeze
www.simmarket.com

Hurghada International Airport is located near the tourist resort of Hurghada on the Red Sea. The long 4000m runways are also suitable for larger aircraft like B747 and A380. Features: For FSX and P3D. Detailed representation of the airport incl. 2 runways. Detailed representation of the resort Hurghada incl sights, hotels and Hurghada Marina. Advanced representation of the reefs, Giftun Island and all adjacent islands. Advanced representation of the following hotels: Aladin Beach, Conrad Beach, Sunrise. Mamlouk Palace Resort, Sunrise Garden Beach, Dana Beach, Desert Rose, Golden 5, Iberotel Aquamarine, Titanic Beach, Melia Pharaoh, Hilton Long Beach, Coral Beach. El Gouna incl. Airport (HEGO) included. 10.000 qkm created area. Contain all airport buildings. Contain new terminal. Safegate Docking signs at all gates. Excellent night effects. Realistic runway and taxiway lighting. Numerous scenery effects. Animated ground traffic. Animated 3D people (FSX/P3D). 2 Heliports, one at the airport and one of the Giftun-Island. Manual with charts. Animated IK Jetways (ctrl+J), animated SODE Jetways. There is an update offer for those who purchased the previous version.

Owen Roberts Intl. Airport XP
From RWY26 Simulations
www.simmarket.com

Owen Roberts International Airport is located in Grand Cayman, Cayman Islands. It is the main international airport for the Cayman Islands as well as the main base for Cayman Airways. Features: High detailed representation of Owen Roberts International Airport (ORIA). Includes current real world airport expansions and modifications (March 2017). High resolution "realistic" looking textures (2048/4096). Improved Night lighting from FSX/P3D release. Good FPS performance.

XPlane 11
From Laminar Research
www.aerosoft.com

The 11th edition of XPlane offers a much more realistic and immersive experience. A new rendering engine makes the whole world appear in a new light – literally. Due to "Physically Based Rendering", illumination and reflections behave in physically correct ways and change depending on viewing angle and the object's surface. This technique works dynamically which means that graphical effects no longer have to be pre-rendered. It was also developed with very good performance in mind. In the completely redesigned user interface, the control setup, aircraft, airports and weather options are now presented with a visual preview which makes editing them a breeze. The simulator can now be controlled much more intuitively thanks to this well thought-out menu structure. Furthermore, XPlane 11 features a brand new sound engine that realizes 3D surround sound with high quality samples. This works on a global scale resulting in spatially correct audio placement of any aircraft and any object within the scenery while also taking the current location of the user into account. Numerous new aircraft with 3D cockpits and extensive documentation are available to the virtual pilot; add to that more than 3000 airports with 3D buildings, static aircraft and dynamic environments. The global scenery sees new cities specific to Europe and North America and an update to its overall layout based on recent Open Street Map material. Features: Brand new user interface and controls setup. New aircraft with 3D cockpits plus detailed documentation. Now with over 3,000 airports with 3D buildings. Airports populated with static aircraft plus dynamic airport environments. New rendering engine for enhanced lighting and water effects. New city scenery specific to Europe and North America. Latest road placement and global scenery from Open Street Map. Note: The Aerosoft Edition also includes the following three Airports: Lugano, Toulouse and Weeze.

Flight Sim World
From Dovetail Games
www.justflight.com
http://store.steampowered.com

This is the EARLY ACCESS version of Dovetail Games' new standalone flight simulator, featuring a fleet of highly detailed GA aircraft, easy-to-use flight planner, realistic flight dynamics, integrated Orbx FTX Global textures, lessons and missions, Pilot profile and Pro Mission Editor. Flight Sim World is a flight simulation platform developed by Dovetail Games. Based on benchmark technology, FSW includes the whole world as well as several single and twin propeller aircraft to get you started. The aircraft in Flight Sim World have been created using the latest modelling and rendering technologies resulting in stunning realism and detail. Every switch and gauge in the cockpits is clickable, while a range of animations really brings the experience to life. Not only do the core aircraft look amazing, but they also react to their environment realistically. A combination of atmospheric effects and advanced mechanics result in a remarkably unique flight experience. If creating content is your passion, we have included the Pro Mission Editor, which is a comprehensive tool that allows you to create your own missions. Features: Fleet of highly detailed GA aircraft. Easy to use flight planner. Realistic flight model. Integrated Orbx FTX Global textures. Lessons and missions to test your skills. Pilot profile to keep track of your flight hours. Pro Mission Editor.

Norwich Xtreme
From UK2000 Scenery
www.uk2000scenery.com
www,simmarket.com

Welcome to Norwich Airport. The Airport is located north of the city of Norwich and was formerly known as Royal Air Force Station Horsham St Faith and opened in 1940. It was then made available to the USAF as they called it 'Station 123'. It continued to be used as an RAF Station after the war until 1967 when it was sold to Norwich City. Whilst most runways and taxiways from the military airfield remain, only one runway is used today and most of the northern section is now disused due to the poor condition of the surface. In March 2004, most of the airport was sold to Omniport and since then the airport has become the UK hub for budget airline Flyby which operates many UK and European routes. It is also major Helicopter centre for the North Sea oil industry. Features: Full detail Buildings. Realistic Ground Markings. Hi Res ground image. UK Runway markings. Stunning Night Effects. 3D Approach Lights. Dozens of Airport Vehicles. Excellent Frame Rates. Animated Traffic. Runway Wigwags. Full set of signs. Fencing. Airliner Static Aircraft. GA Static Aircraft. Manual and Options. Special 'Effects'. Improved runway lights. Vegetation. Museum Static Aircraft.

Shanghai Hongqiao Intl.
From WF Scenery Studio
www.simmarket.com

Shanghai Hongqiao International Airport (ICAO: ZSSS) is one of two international airports of Shanghai and an important aviation hub of China. Hongqiao Airport mainly serves domestic and regional flights, with limited international flights. It is located near the town of Hongqiao in Changning District,

13 kilometres (8.1 mi) west of downtown, and is closer to the city centre than Pudong Features: Custom ground poly for the apron and taxiway including realistic detail texture. Realistic Ground Markings. Manually placed plants. Night illumination. Manually planed of animated Trains (CHR) and animated vehicles in airport. Animated Jetways (Sode Jetways). Rebuilt A building of T1 terminal. Volumetric Grass. Terminal Interior. Buildings and air terminal are absolutely accurate and represent the current real world airport status. For use on FSX and P3D.

HD Repaints for IXEG Boeing 737-300 Classic
From PaintSim
www.simmarket.com

Full HD repaints of 4 textures for 4 airlines for the IXEG Boeing 737-300 Classic model for X-Plane 10: Canadian North C-GCNW. Lan Peru VP-BBO. Rutaca Airlines YV169T. Taca Peru N251LF. I painted rare and unusual textures in the maximum permissible resolution for the IXEG Boeing 737 Classic. Some textures were in reality only on the Boeing 737-200. In spite of the differences between the series models, the textures are coloured in accordance with the present liveries.

Georgia 3D Environment 2017
From realworldscenery
www.simmarket.com

New for 2017, RWS-Georgia 3D Environment 2017 for FSX, FSX SE and P3Dv1/2/3. You will need to have RWS-Georgia or similar scenery for this product to work. For those of you who love to fly over photo real scenery. Now you can bring your scenery up to the next level. No longer do you have to fly over a barren flat photo of the

ground, our new scenery add-ons create a 3D environment on top of the photo real by adding vegetation/trees, buildings and 3D lighting to the entire state, making this as "Realworld" as it can get! Full Night Lighting with a variety of light styles for realism and diversity. Various Buildings based on GIS data, situated in the footprint of actual buildings. Various vegetation based on area of the world and placed according to GIS data sources. Framerates optimized and updated for great performance. Realism that beats any Landclass Based scenery.

FS Approaches Vol.7— Switzerland
From Perfect Flight
www.simmarket.com

Extending across the north and south side of the Alps in west-central Europe, Switzerland offers a great diversity of landscapes and climates and it is a very hard place to fly. FS Approaches Vol. 7 offers you the possibility to try your pilot skills. Experience a landing between the snow-capped mountains; perform a steep ILS landing, low visibility and much more extraordinary scenarios. Product Features: A set of 70 Missions approaches for all Swiss Airports such as visual, ILS, VOR DME, Circle to land etc. Tutorial. Learn how to use the GPS to execute an Approach. Basic Approach operation, Approaches with Procedure Turns, Missed Approach, Approach with a Hold, Vector to Final Approach, and more. Fleet includes a complete set of Swiss liveries fully equipped with FMC and the exclusive iPad Radar. Fleet includes: Cessna Grand Caravan in three different Swiss Air paint scheme. Boeing 737-800 Swiss Air. Airbus A321 Edelweiss. MD-11 Swiss Air. Fully customizable with our exclusive Special Feature that lets you to use a plane of your choice (instead of the included fleet) and to edit weather, time, date and season for each approach/mission. Includes airport info and charts for all destination and a useful User Guide.

MegaScenery Earth V3 — New Mexico
From MegaSceneryEarth
www.simmarket.com

The New MegaSceneryEarth New Mexico V3 for FSX FSX:SE P3D V1.X, P3D V2.X, P3D V3.X features unsurpassed image sharpness, scenery colour and clarity, improved scenery features with accurate additional water bodies and topographical data and the latest aerial imagery available taken in 2016. Fly the entire state - BORDER to BORDER - of New Mexico in photoreal detail. Some of the cities and landmarks you'll get to enjoy as you explore New Mexico include: Cities: Albuquerque, Las Cruces, Santa Fe, Rio Rancho, Roswell, Alamogordo. Lakes & Water Bodies: Elephant Butte Reservoir, Conchas Lake, Navajo Reservoir. Mountains & Hills: Wheeler Peak (13,163 ft), Mount Walter, Old Mike Peak, Truchas Peak, Simpson Peak, Lake Fork Peak and a total of 50 other peaks and mountains above 11,500 feet. State Parks & National Forests: Carson National Forest, Cibola National Forest, Gila National Forest, Kiowa National Grassland, Black Kettle & McClellan Creek National Grassslands, Lincoln National Forest, Rita Blanca National Grassland, Santa Fe National Forest. Major Rivers: Rio Grande, Pecos River.

Auvergne VFR 3D Automation
From France VFR
www.simmarket.com

The new VFR Regional series was designed and developed to provide VFR flight with as realistic an environment as possible. "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. Features: Ground textures from 0.8 to 1.20 meter / pixel resolution from IGN aerial photography reworked for an optimal visual rendition in Flight Simulator X® (summer only). Dedicated mesh with high definition 4.75 meters (LOD13). Lakes and rivers with navigable waters fitting the texture. Transparency management of the seabed on the entire scene. Semi-detailed generic airports including flatten platform correction. Obstacles and VFR landmarks modelled on the entire scene including the official SIA database (antennas, towers, water towers, wind turbines, various constructions ...). Hundreds of thousands of objects and notable buildings integrated into the environment (churches, power plants, silos, castles, industrial tanks, bridges, tolls, cranes, boats, streetlights, road signs ...). Integration of 3D Automation® technology allowing multi-million buildings and realistic vegetation areas fitting geographic specs. Extremely dense and optimized vegetation coverage using a custom rendering module controlled by artificial intelligence (AI). Autogen buildings including additional specific and optimized 3D variations. Geo-referenced data for maximum compatibility with future add-ons installed on the same area. Development process 100% Microsoft ® SDK specifications compliant, ensuring maximum compatibility with new releases.

HD Liveries for Jardesign A230. Europe 1—X-Plane
From FSCS
www.simmarket.com

Fully reworked external model for the JARDesign A320 for X-Plane. Reworked external textures, fuselage, wings, engines and etc. Special plugin for reflections, normal maps, chrome for X-Plane 10, for X-Plane 11 only for normal maps, chrome. Special plugin by ddenn, liveries and external kit by mskflyer. Note! BlueFX or MAXXFX may distort colours. Set saturation 1.45 for normal. Features: HD Liveries (2K/4K). HD Normal Maps. Reworked paintkit. Reworked normal maps. Reworked textures. Plugin for normal maps. Plugin for reflections (X-Plane 10). X-Plane 10 / XPlane 11 separate versions. Included liveries in Europe I: Iberia. AirFrance. BMI. EasyJet. Lufthansa (Fanhansa). British Airways. WizzAir.

Prepar3d V4
From Lockheed Martin
www.prepar3d.com

Prepar3D v4 is now available for purchase and digital download. The Prepar3D v4 release brings many exciting changes and enhancements to the platform. This new release completely changes the simulation landscape with a comprehensive baseline update to a 64-bit architecture. Higher resolution visuals, more objects, increased data precision, larger scenarios, and improved performance are now all possible at levels never seen before in the product's history. The sky's not the limit! Additionally, the Prepar3D v4 release brings dynamic lighting, rain/snow particles, global 3D trees, increased autogen draw distances, a fully reworked software development kit (SDK), new default vehicles, and an extensive list of other features and improvements. Prepar3D v4 continues the tradition of being the most affordable high-fidelity visual simulation platform on the market. The detailed list of exciting new features and capabilities can be found on www.prepar3d.com.

Tower! 3D Pro
From FeelThere
www.feelthere.com

Using an intuitive mouse driven command centre even non-English speaking users can enjoy the Tower!3D experience. Tower!3D uses the latest technology rendering the whole environment in full 3D with realistic moving foliage, real time weather changes and volumetric lighting. Tower!3D Your assignment is to guide aircraft of various sizes and capabilities to and from the active runway for landing and takeoff. To help you to assure the safe movement of the airplanes on the ground and in the air Tower!3D provides flight strips, ground and air radar screens and full 3D view of the airport. All add-ons purchased before 2.22.17 need to be re-downloaded and re-installed for compatibility. Features: 3 photorealistic airports (add-ons are available). Advanced AI pilots to follow your commands. Stunning 3D rendering of the airports. Runway assignments for arriving and departing aircraft may be changed. Runway intersection takeoffs are simulated. Advanced routing to and from the runways and terminals can be assigned. Dynamic lighting and shadows, day-night cycles provide a stunning visual experience. Live airport with service cars for airplanes and vehicle traffic around the airports. Tower!3D Pro includes everything from the non-pro version plus: Voice recognition, Multi monitor, Multiplayer, Advanced ground radar (ADIRS), Much more and complex commands.

Joinville 2017 SBJV
From Paulo Ricardo FSX
www.simmarket.com

The airport of Joinville - Lauro Carneiro de Loyola SBJV is located in the largest city in Santa Catarina, Brazil recognized as the Industrial Pole. It is located 13 km from the city centre and has 60 commercial flights per day. Features: Custom Runway and taxiway replica texture. 3D Night lighting, 3D Grass, Light Effects. The city is full detailed in 3D with no impact on FPS. Autogen City. Jetways customized by default command (Ctrl + J). Fur use on FSX, FSX Steam or Prepar3D V2/V3.

PA-28R Turbo Arrow III/IV
From Just Flight
www.justflight.com

Following on from their award-winning TB-10 Tobago & TB-20 Trinidad, Tornado GR1, L-1011 Tristar Professional and Canberra PR9 add-ons, this highly detailed simulation of the PA-28R Turbo Arrow III and Arrow IV has been developed by Just Flight's in-house team following comprehensive, hands-on research with a real-life Arrow III, G-BGKU, based at Conington Airfield. The PA-28R Turbo Arrow III and Arrow IV are four seater, turbocharged piston-engine aircraft equipped with a retractable tricycle landing gear and constant-speed propeller – ideal for touring and instrument training. This Just Flight Arrow package includes the turbo-powered Arrow III and the later Arrow IV model with its distinctive T-tail, each in five paint schemes and featuring HD textures, realistic flight dynamics and an authentic sound set. The superbly detailed VC features different colour schemes for each variant, a comprehensive IFR-capable avionics fit, flight computer panel, logbook panel and custom-coded fuel and electrical systems.

HD Texture Pack 6 for Simcheck A300B4-200
From PaintSim
www.simmarket.com

Featuring HD repaints of 8 major world-known airlines for the Sim-Check A300B4-200 model for FSX: DHL - Old Colours. VASP - Viacao Aerea Sao Paulo. Pecotox Air. Eastern Airlines. 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 A300-600, thus I've modified the cabin arrangement to correspond to the real A300. 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.

Flagship Sandown
From Soarfly Concepts
www.simmarket.com

Sandown Airport (officially known as Island Airport Sandown) is a small GA field located on the Isle of Wight just off the southern mainland of the UK. The airport is unlicensed for passenger travel and therefore has no commercial traffic. The field is used by private pilots and a whole host of small aircraft. Just a few miles from Bembridge, Sandown is the perfect place for ultralight flying. Features: For Prepar3d V3, FSX, FSX:SE. Ultra high definition ground detailing. Compatible with 4096 texture load. HD ground image. Precisely modelled buildings. Realistic textures throughout. Static aircraft. Volumetric grass. Grass detail. Landside areas with photo textures. Holiday camp modelled and included. Apron directional light shine (P3D ONLY). Parked cars. Precision placed trees and shrubs. Hand detailed areas for added aesthetics. Plants and benches around the landside area. Reflective windows. Filler objects like plants, flags etc. Custom built AFCAD for improved AI. Full grass coverage (optional).

FSUIPC5 for P3D V4
**From Pete Dowson**
www.simmarket.com

FSUIPC5: (Flight Simulator Universal Inter-Process Communication) for Prepar3D V4 only. FSUIPC5 is an add-in for Prepar3D Version 4 which provides an interface for other programs to read and write all sorts of pertinent data relating to the simulation and in many ways even to control the actual process itself. It is an essential ingredient in many add-on FS programs, and in fact may be installed on your system by any one or more of them already. For most such programs you do not need to actually purchase FSUIPC5. That deal, for their access, will often have been already done by the add-on program makers. In addition, FSUIPC5 also contains a number of useful features for the Flight Simulator user, features that can assist you setting up the best simulation environment and making the best of what you have. It can do this because, by its very nature as an interface program, as a "puller of wires and pusher of switches" on behalf of external applications, it is also in the best position to help you do the same. To use these additional features you need to register your copy of FSUIPC5 here and obtain an Access Key, which will unlock them.

CFS Alert Airport
From HSimulators
www.simmarket.com
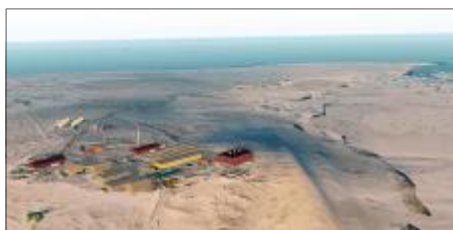
CFS Airport for X-Plane 10/11. The most extreme airport in the world Alert is located 12 km (7.5 mi) west of Cape Sheridan, the north-eastern tip of Ellesmere Island, on the shore of the ice-covered Lincoln Sea. Alert lies just 817 km (508 mi) from the North Pole; The nearest Canadian city is Iqaluit, the capital of the territory of Nunavut, 2,092 km (1,300 mi) away. The settlement is surrounded by rugged hills and valleys. The shore is composed primarily of slate and shale. The sea is covered with ice for most of the year but the ice pack does move out in the summer months, leaving open water. Evaporation rates are also very low and the average monthly temperatures are above freezing only in July and August. Other places on Ellesmere Island are the base research at Eureka (480 km (300 mi)) and the Inuit community of Grise Fiord, 800 km (500 mi), both to the southwest. Siorapaluk (540 km (340 mi) to the south is the nearest populated place in Greenland.

English Electric Lightning T5
From Dave Rowberry
www.aerosoft.com

The Electric Lightning is not an easy aircraft to fly. It's complex and full of systems you must manage without the aid of modern electronics. Landing especially is hard as the landing speed is awfully high and there are many things you must check. Aircraft of this type are rare for flight simulators and we feel the Lightning fills a niche that needed filling. The T5 training version is one of the very few supersonic aircraft with side by side seating. If you like your aircraft very fast and very loud this interceptor will be perfect for you! Features: Four models and fourteen liveries. Includes T5, T55 and T55K models. Highly detailed and accurate modelling with special animations throughout. All instruments are faithfully reproduced in 3D. Advanced flight dynamics. Choice of Firestreak or Redtop missiles (or none) (TacPack required). Cockpit ladder and array of ground equipment. Customised taxi lights. Arrester hooks, overwing tanks, ventral (gun) tank models included. Multi-zoned dimmable cockpit lighting. More realistic brake chute by use of additional coding. Realistic in-flight refuelling rate (refuelling can take place when set parameters are reached to simplify the task for the less experienced fliers) (TacPack required). Wing to wing fuel transfer. Aerosoft Sound Module that adds sound to switches, controls and events for a more immersive environment - Engine sounds recorded during ground runs at the LPG (Lightning Preservation Group). Navigation in Direct TACAN and ILS modes (VOR/TACAN conversion card included). Full Autopilot and Flight Director. Radar showing coastlines, runways and/or air traffic (TacPack required). Many special effects including engine start, engine fires and day and night reheat etc. Ejection sequence (for when things go badly wrong). Extensive documentation with authentic Flight Reference Cards for Normal and Emergency procedures, and a set of Pilots notes all reproduced from the service Air Publications, and a manual to explain specific usages in the simulator. TacPack compatible*. Requirements: FSX (SP2 or Acceleration), FSX: Steam Edition or Prepar3D V3.

Charlotte Douglas Intl.
From FSDreamteam
www.simmarket.com

Charlotte Douglas International Airport developed for FSX, FSX:Steam Edition and Prepar3D v1.4 or later. It has been created with great attention to visual 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 FSX and Prepar3D. Features: Fully customized ground and runways in high resolution, DX10 and DX11 Compatible. Ground terrain seamlessly integrated with the Simulator. Optimized for the Avatar mode in Prepar3D. Immersive Surround Sound Effects. Smart animations and people with almost no impact on memory and fps. Support for SODE Jetways. Working EMAS system.

Working THL and REL runway lights system. Use of the advanced material properties, 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. Complete GSX Integration (requires GSX, free version). YouControl™ menu, to turn on/off static airplanes.

Airbus A380 Family V2
From AFS Design
www.simmarket.com

AFS-design brings an excellent rendition of the Airbus A380 Family for P3D v1 – v3. New in Airbus A380 Family v2: 3D elements in the virtual cockpit: Window frame, pilot seats, 3D switches. Gauges: Radar Height, Seatbelt, No Smoking. Light switches. MFD's now very easy to read. Flaps. Flight dynamic with stall limit. Trim features. Texture improvements. Sounds. New repaint for Air Canada. Includes the following models: Airbus A380 and Airbus A380F. Total of 15 liveries. Also includes the Airbus A380 cabin interior model. All models have a fully functional cockpit. Other features: Detailed external and internal model including Virtual Cockpit with a friendly co-pilot. Animations in the external model: flaps, slats, spoilers, three cabin doors and two hatches, animate gear. Extensive lighting effects of windows and exterior lighting. Exterior lighting: Beacon, Strobes, Nav, Landing and Taxi Lights. Virtual Cockpit: panel light, window reflections, highly detailed, including avionics for radio navigation. Panel with FMC (Flight Management Computer) and GPS (Global Positioning System). Engine thrust reverser including animation and realistic flight dynamics. All models with ATC-ID sign in the cockpit and exterior models. New textures (1024*1024) with specular shine, night lighting and Alpha technology. Record sound of original Rolls Royce TRENT 900 engines. Version 2 is also available for FS2004, FSX, FSX:SE.

Sikorsky S-55
From MP Design Studio
www.simmarket.com

Special Features Version 1.0: Translating tendency effect. Transverse flow effect. Lift effect. VORTEX Ring State. Lost of tail rotor effectiveness. Hydraulic system failure/on/off effect. Realistic sound environment. Realistic outdoor and indoor sounds. Blade flapping sound effect. Two models available: Normal Tail and Inclined Tail. Fully animated. Hoist available. Full HD Textures and realistic paint schemes with all labels and marks. Virtual cockpit: Fully clickable-Precise geometry -Vibration effect-Full HD-Gauges glass reflection-Fully animated-All labels and marks. For use on FSX Acceleration Pack, Prepar3d V3, V4.

Night XP New York, Washington DC, Pennsylvania, Delaware, New Jersey
From Taburet
www.simmarket.com

NightXP is nocturnal scenery is for those who like to fly spectacular night scenery. We blended existing X-Plane10 - Xplane 11 scenery with nocturnal textures to bring the night world alive as you would see it if you flew on a real plane at night. Taking full advantage of the XPlane scenery system this scenery is very gentle on frames rates; work along with any HD Mesh; Photorealistic scenery; Airport Scenery or what else you like to put on top of it. With a very easy Installation, it also works with all Windows System and Mac. Coverage: USA states of: New York; Washington DC; Pennsylvania; Delaware; Maryland and New Jersey.

Trondheim-Vaernes X V2.0
From Jo Erlend Sund
www.aerosoft.com

Trondheim-Værnes X V2.0 adds an up to date version of Norway's fourth largest airport to the FSX, FSX:SE and P3Dv3/v4. All terminal and airport buildings are included with very detailed models and photo-realistic textures including the terminal interior. The airport and its surroundings is covered by an accurate terrain model and a scenery based on photographs. Seasonal textures help to create a real Norwegian atmosphere – during the winter. Features: Fully compatible with FSX/FSX:SE/P3Dv3&v4. Includes a highly accurate recreation of Trondheim Airport, Værnes. Highly detailed models of airport terminal and buildings. Photo-realistic building and ground textures. Densely placed ground equipment and service vehicles. Highly detailed custom terrain model with taxiway bridges over roads and railroad. Terminal interior included. Photo-real scenery covering airport and vicinity. Landmark buildings and bridges in the vicinity of the airport included. Seasonal textures included. Winter ground model with highly realistic ice and snow effect. Custom runway and approach light effects. Highly realistic night time effects. Dynamic flood light effects (P3Dv4 only). Dynamic head lights on Deice trucks (P3Dv4 only). Vicinity animations (Train and custom road traffic). Animated service vehicle traffic. Visual Guidance Docking System included (SODE required in P3Dv3). Animated jetways (SODE). Animated passenger boarding at jetways (SODE). Deice service available during winter season (SODE). Animated Hangars doors (SODE). Custom animated windsock (SODE). Embedded runway guard lights (SODE). SODE features can be disabled with included scenery Configuration Tool. Scenery Configuration Tool included to optimize performance on a wide range jo systems. Different texture resolution sets included to optimize performance. Compatible with AI traffic packages. Static Aircraft included as an option.

OnLine Flight Planner

http://onlineflightplanner.org/widget

The purpose of this site is to quickly create a flight plan for FS 2004, FS X, X-plane, FlightGear or other add-ons with estimated fuel quantity calculation. The flight plan is based on calculations by http://rfinder.asalink.net/free and the fuel plan is based on calculations by http://fuelplanner.com. The output of these sites will be converted to many downloadable file formats.

Select a country from the list and then you get a list of airports. Choose one of them by clicking on it or by using the random button to randomly select one. The selected airport's ICAO code is going to appear on the route form's Departure/Destination field (according to the radio buttons on top of this tab). Use the form on the "Route" tab to generate flight plans which will be offered in .fltplan and a pdf for printing. Below is a Flight plan from EIDW (Dublin, Ireland) to LIRF (Rome, Fiumicino) in a Boeing 737-700.

	Fuel	Time
Fuel Usage	6943 kgs	02:52
Reserve Fuel	3027 kgs	01:15
Fuel on Board	9970 kgs	04:07

Cockpit Hardware

Boeing 737 MIP Desktop System

From SimOnSolution

The Boeing 737 MIP Desktop System has maximum functionality in a minimum size. High quality and attention to detail with a simple system to connect to a single computer P&P. You do not need an entire room to feel like a pilot and fly like a real pilot. Technical data: Metal transmission. CNC laser-cut. Powder painting. Equipment: B737NG Control Display Unit. B737NG Mode Control Panel. Electronic flight instrument system (EFIS). Sixpack System Captain B737. Sixpack System F/O B737. Radio COM. 2 x NAV. ATC Transponder. Auto brake system. Lever gear with led control. Flaps Gauge. AFDS systems. Test light switch Master caution. Warning system. Upper light. Back light. 3 unit display. Plugins: 1 x AC 220V. 1 x USB. 1 x VGA. 1 x HDMI. Size: 110x40x40. 41Kg

www.simmarket.com
www.simonsolution.eu

A320PRO-SR V2.0 Sidestick USB

From ACC (AirCraftControls)

The 320PRO-SRV2.5 SIM sidestick is the ideal stick for your simulation facilities. Whether private or commercial use, this device meets every standard and enjoys impeccable workmanship and durability. The mechanism is equipped in both axes with original spring force packs and gives it as an unprecedented feel. The complete substructure is made of stainless steel, aluminium and brass, and all moving parts are mounted with Teflon bearings. We are confident this drive meets all requirements and therefore comes with a complete mechanics and electronics 2-year warranty. The stick shown here is provided with the universal mounting plate and can be ordered for all sizes and needs. Available as a Captain and First Officer Stick. Optional Black box available for "standalone on desk" version. Features: Exact replica of the 320 Series Side Stick. Button for autopilot disconnect. Button for PTT. Key inputs can be assigned in the flight simulation. Maintenance-free Hall sensors. With Full Speed USB HID compatible device. Works with USB 2.0 / 3.0 compatible systems. 12-bit resolution (4096 steps). Hardware calibration support. Axis trimming and dead-zone settings. Digital filter algorithm set by user. Additional Calibration Software. Current FSUIPC comes with license. USB powered.

www.simmarket.com

From Cockpit phD

The Internal and External Lights Box is 100% Plug and Play. No IT or electronic engineering knowledge is required. Compatible with FSX LINDA modules / FSUIPC (for FSX and P3D). Assign the key commands in FSX setting. No interference with your other hardware, such as keyboard and mouse. Tested on Windows XP, Vista, Win-7 (32 bit & 64 bit) and Win-8. Dimension: 26.5 cm x 17 cm x 5 cm. EXT LT Features: Strobe, Beacon, Wing, NAV & Logo. Rwy, Landing, Nose. INT LT Features: Seat Belt. No Smoking. Emergency Exit LT.

www.simmarket.com

Madeira X Evolution

Madeira is a Portuguese archipelago situated 700km off the coast of Morocco and 400km North of Tenerife. The archipelago includes the island of Madeira, the island of Porto Santo and the Ilhas Desertas. From an administration point of view the archipelago of Savage Islands (Ilas Selvagens - 280km South of Madeira and 165km North of Tenerife) are included. The Capitol of Madeira is Funchal with a population of about 300,000 souls. Tourism is an important sector and contributes 20% to the GDP.

The main airport is Christiano Ronaldo Madeira International Airport (LPMA) which is 13km East of Funchal and is the fourth busiest airport in Portugal. It was opened in 1964 with a 1600m runway, but was extended in 1986 to 1800m and in 2002 to 2781m by building a platform supported by 180 columns over the ocean. The airport is considered one of the most peculiarly perilous airports in the world due to its location and its spectacular runway construction. Then there's also that curved approach to Runway 05!! Wiki lists about 45 Airlines flying in and out of LPMA. The busiest route by pax numbers is to Lisbon, over 800,000 pax being cited. Of the top five routes, 3 are to Portugal, two to the UK, number five is to Porto Santo, its nearby neighbour.

Aerosoft has published versions of this before, for FS2004 and FSX.

This appears to be a redo of what they had previously done for FSX and includes not just LPMA but the whole islands of Madeira, Porto Santo the Ilhas Desertas and the airport on Porto Santo (LPPS). From reading the appropriate forums I detect that there are similar problems getting the scenery to work properly as they've had in previous versions. Or should I say that there's a bit of tweaking of default and 3rd party addons to get Madeira X Evolution to display properly and without anomalies! I haven't got the previous version; it's just that I've finally decided to buy it as it's been on my mind for a while.

I remember flying in a SATA B737-300 Dublin to Funchal. It was dark by the time we arrived. The plane was descending through the clouds. We popped out below cloud level and I saw lights to the right! Good navigating! I saw a brighter splash of light, then tall stand floodlights. Is that the airport?? Nah, it can't be! Sure, we're going straight past it! It must be farther along! Suddenly we were descending and turning right, and shortly the plane was planted on Runway 05!! Wow!!!! What a RUSH!! No messing about! No Mistakes! Fabulous! Gotta get this for Flight Sim! I can't remember what year that was. Must ask the Missus. What, dear? 2004? Oh, ok, 2004!

The current version of this iteration, as of time of writing, is v1.03 and weighs in at 1.3Gb expanding to about 1.6Gb on your HDD. It comes with a 24 page Manual (in German and English) and a 28 page Charts PDF. In the Manual the English starts on Page 15. Page 18 has "Technical Advice" - Mesh reso-

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lution must be set to "1m", and there's a paragraphs on "In case of mesh problems" and "FSX limitations". The "mesh problems" is much more comprehensively covered in a dedicated thread in the Aerosoft Forums - http://forum.aerosoft.com/index.php?/topic/120871-madeira-mesh-mega-topic/. SODE is used for PAPI lights, floodlights, a rabbit, Ground Polygon, windsock, so SODE gets installed during the Main Installation. Current version of SODE is 1.4.2. The PAPIs are a bit dim, hard to see at times. They've already been given some attention as version 1.00 had them appear as squares.
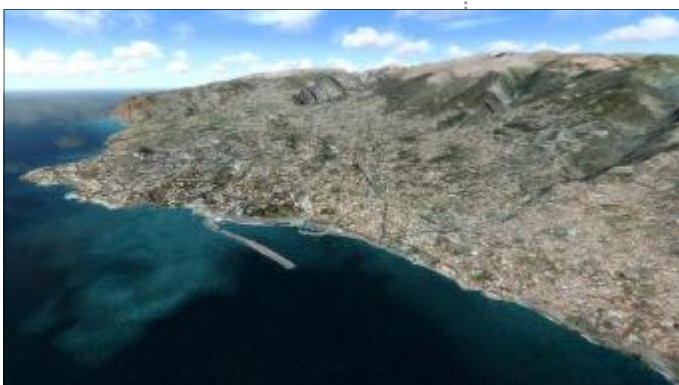
On first installation I had the "mesh problems". Running through the above mentioned thread appears to have solved the problems for me. First stop is to have a look at the airport of LPMA. Spawn at Gate/ Stand A1 (no jetways here). My

tour was taken in the Microlight and an Arrow 3. There are 2 static aircraft parked nearby, a Cessna GA and a Diamond Katana. There's a nice view of the Ihlas Desertas through the fence! We were obviously on a height. Flying around the airport it appeared to be every nicely depicted, with car parks, cars, roadways, road traffic, buildings, runway, lights, the columns supporting the east end of the runway. Across the landscape I was impressed. I remember travelling across the plateau by bus heading towards the North West corner of the island, so I did it in the Micro light. I got up to about 6300 feet and screen-captured some nice shots of wind generators on the plateau, the Radar Station on Pico Arriero, Porto Moniz, Seixal and on to Sao Vincento (where we had lunch in Restaurante Quebramar right on the beach, in 2004). I headed inland to catch the valleys and peaks. The colours are well

used, from satellite photos I think. They include shadow, which seem to enhance the rugged landscape. There's plenty of autogen to fill the landscape with trees, roads, traffic, boats, ships, houses etc.

Porto Santo looks fairly bland and flat with desert colours in comparison. It does have hills! And islets surrounding it and MILES of beaches! It also has mesh problems, which got fixed. The night textures - well, I'm not too enamoured here. Mostly the autogen buildings of the island are brightened a bit with lit windows. There are splashes of light on some roads. But no obvious Street Lighting. The airport is Ok, with apron floodlights, runway lights, taxi edge lights, taxiway centre lights, lead-in lights - a curved row of strobes that automatically switch on in low visibility.

Landing back at LPMA I got di-

rected to "parking". I noticed that AI taking off on runway 05 turned the wrong way to line up by turning right across the grass instead of left across the turnaround area. Same on the 23 end! And while we're at it, AI landing on 05 came STRAIGHT IN over the hill. YUK! I loaded ADEX to have a look and found that Parking TYPE was set to RAMP_GA_MEDIUM and NAME was set to PARKING. Mind you the RADIUS was set to 40 metres! OKAY! That can be easily fixed, though with consequences to apron equipment. No airlines were set either.

No dedicated Approach coding was included either. So I did a bit of research to see if I could at least include a good emulation of the curved approach for Runway 05 (for MY OWN use). It took me a while, but I got there, although AI is asking for the "ILS 05" approach (there is no ILS05 in real life). I tested aircraft up to a B744 and it does it fine, dropping down on the touchdown zone etc. Also, listed airlines for most of the parking spots, I changed the NAME to GATE_A, I added some Taxi Links to get a proper turnaround and

now I'm as happy as can be. I tried the curved approach myself with the PMDG B736 as its part of its Nav database. Great fun!

It's not perfect as there are still some minor items to fix at this stage. However, I'm very happy with my purchase plus tweaking I did. There's still the odd "oddity". If you trundle on the grass too close to the edge of the down slope at LPMA you fall through to whatever level is below. I noticed that if I try to trundle along the road in front of the airport buildings airside I fall through. It's just a result of how the airport area was constructed. Keep to taxiways and runway and everything will be ok.

Philip Wafer

Luxembourg ELLX

I came across this airport which was on sale at SimMarket at just under 20 euros. Been relatively new to X-Plane 11 I wanted to see what it was like to load up a new airport into the sim and indeed what was the quality depicted by JustSim. Never having been to Luxembourg itself, I was interested to see if the presentation would entice me ever to have a gander at the place.

Being one of the original founding members of the European Union, Luxembourg nestles at the heart of Western Europe. It's a small country surrounded by France, Germany and Belgium. Luxembourg City lies in the southern half of the country with a population of around half a million. With the Ardennes Forest to the North, The Moselle valley to the south east and the Mullerthal region in the east, it's certainly not flat rolling countryside. Its banking and finance are world famous as was its steel industry up to the 1970's. Luxair is their national carrier and fly to and from Dublin 6 days a week, not on Saturday. Interestingly neither Ryanair nor Aer Lingus fly directly to Luxembourg from Dublin but Ryanair do fly to other destinations out of Luxembourg.

Having purchased from SimMarket I was able to download the zip file (439Mb) which when unzipped came to 1.3GB. It contains two folders and a notepad install text file. Via the install text file instructions you are instructed to copy the

two folders into the X-Plane Custom scenery folder. You are warned that this scenery is XP11 only and that the scenery has to follow a certain scenery order. Also Be Aware, you Must have runway follows slope Ticked in XP11. No serial number or internet registration was asked for. Do scenery installers not exist for XP? Surely this type of install routine, while not difficult, is a bit old.

With the scenery newly planted it was time to go see what I got for my money. First impressions always count and honestly it bowled me over. For what I paid, it is to say the least very, very impressive. The attention to detail is evident right down to the water drains by the runway! Not only is the airport itself covered but a nice bit of the surrounding countryside is as well.

Airport Buildings

I liked the sharpness of the buildings. They are properly placed and add a real sense of reality. From my research of the airport what is presented here is very close to the real thing. The use of custom autogen for urban dwellings, villages etc. scattered all around adds to the illusion of arriving into a busy international airport. The main Terminal Building, Terminal A is a joy to behold. Excellent rendition with a very high attention to detail. Airbridges work with Marginals plugin as instructed to add in the install text file. Signage is crisp and the elevated car park is just jaw droppingly brilliant. I won't bore you with commentary about all the buildings but take it from me, they are quality. The control Tower, about mid-way down the field is done very well but the tower view is ruined by a badly placed roof!!!
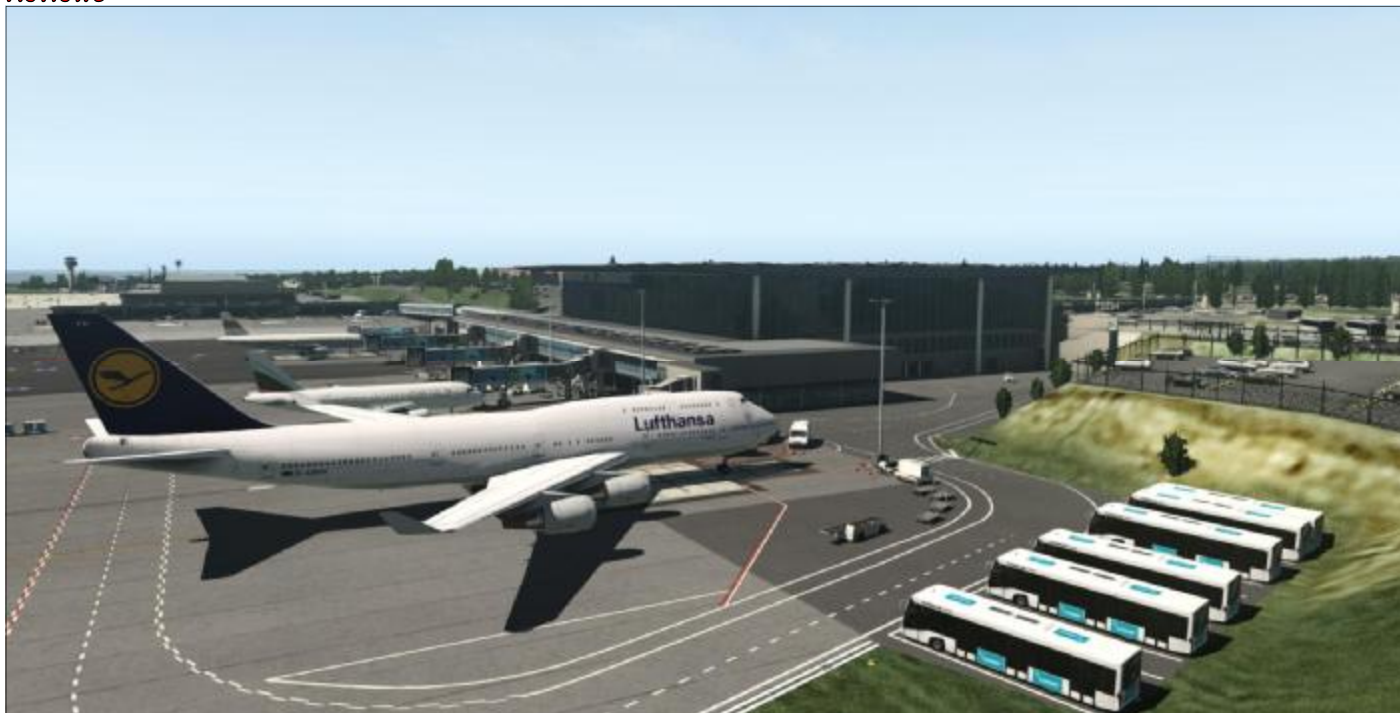
Runway and Approaches

Luxembourg Findel uses only one runway, 06/24 orientation. It is 13,123ft/4000m in length and has an elevation of 1234ft. It's capable of handling a Boeing 747 and the runway is sloped. Now a friend of mine is a line training Captain with Ryanair and I asked her, from her experience, are seriously sloped runways common? Her answer was no. Leeds/Bradford was one that readily came to mind. She told me that most runways are not perfectly flat but neither are they majorly sloped. The runway at 06 starts at 1158ft and rises to 1214ft at the 24 end. A difference of 56ft/17m! Departing 06 with a full load must be interesting! However all sloped runway gradients are treated as a percentage or angle of slope and that plus other runway conditions are laid out in the air-crafts performance manual. The runway extension for 24 over the motorway is well depicted and integrated into the surrounding's.

Airport Environment

This airport package blends seamlessly into the surrounds and that's a testimony to the developer's skill. The trees, grass (with weeds), car parks, and buildings in the airport vicinity add a real sense of purpose to the hard work being done here. Hats off to JustSim! Static aircraft, the huge Cargolux hangar and even the 4 towers of the nearby landmark of Cattenom Nuclear Plant really make this package a must have add-on.

Lighting

The ambience of the night lighting is good. Runway and taxi lighting are clear. Ramps and aprons look well at night as do the main buildings for the most part. The internals of the buildings look a little too dark but I am nit picking here.

Final Thoughts

I love XP 11's dawn and dusk colours. While sitting and admiring this airport from the Cessna 172, a flock of birds flew in, waddled about for a minute and then left. I thought, do you know what? It probably does happen given the amount of trees and hills surrounding this particular airport.

Value for money, definitely. Yes it has some minor niggles, like the control tower view, but overall I loved it and its going to stay on my disk for a long time. Full marks to JustSim.

John McNeely

PA-28R Arrow III

The Piper Arrow III (PA-28R-201) is a low wing, single engined, 4 seater, unpressurised airplane with retractable landing gear. It is a derivative of the single engine Piper Cherokee which first flew in 1960. The Arrow III first flew in 1977 and over 6000 have been built. Current price is around US$450,000. Current version cockpit shows very modern avionics, including a Garmin 500 system and dual GTN650s. WOW!

Just Flights' rendition (released Feb 2017 - I bought it in April) is of an older example with "steam" gauges and a Garmin 100 GPS (based on the FS GPS). At the time of writing the current version is at "SP2.2". The install executable is 875Mb, which translates to about 1.2Gb on your HDD. Included are 2 manuals, a texture switcher, a model switcher, eleven repaints and a paint kit - of which more later. Textures for paints and VC are of the order of 4096 x 4096. The Sound Set is by TSS.

The install routine adds some items to the Add-Ons menu of FSX - various toggles and choices, selections for "Ready for Taxi" or "Cold & Dark". Additions to the Windows Menu are for the Texture Switcher, Model Switcher and Manuals. The Model Switcher accommodates either the default panel setup or the Flight1 GTN or Flight1 GNS. The Texture switcher changes textures for the VC between default textures or "not so worn" textures! I left the VC textures at default, but used the Model Switcher to accommodate my Flight1 GTN750.

A quick look at the 88 page Operations Manual gives quite an amount of info! It includes Intro, Aircraft specs, Systems Guide, Panel Guide, Autopilot Guide, guide to associated menus and options, a basic tutorial and a set of Normal and Emergency checklists - all useful stuff. The Operating Data Manual is 32 pages of Performance Tables and Graphs.

Looking at the aircraft in Spot View, Just Flight have done a great job between the MDL file and the HiDef livery. Inside the VC the 3D impression is excellent, with easily readable gauges and placards. Night lighting - all instruments are visible, but some comments on the Forum lean towards it being too bright but I fly mostly during the day. The default Zoom in the VC is 0.7 - I changed this to my preferred 1.0. With the aircraft shutdown, chocks and ties appear and the pilot vanishes. Passenger access is through the co-pilots door. Unlock it from the inside then click on the door to open. Or – Shift E1 for the door, Shift E 2 for the baggage compartment and Shift E 3 for access hatch to top up the oil. In the VC the yokes can be removed by clicking on its shank. The Garmin 100 LCD screen can be popped up by right clicking. The Manual states "Left Clicking brings up the FSX default Garmin500 popup" but that didn't work for me. It may be due to the fact that I've got the GTN750 installed. Shift+1

does bring up the Garmin500, but on my setup it also splits the screen - UGH! Left Clicking on the DME readout LCD pops that up ok. The software puts an arrow at top left of the screen leading to access; Cold & Dark/Ready to Taxi Toggle, On-screen checklists, Flight Computer. Logbook and Tow bar. The flight computer is informational only. The checklists are "interactive", that is, the item to be done is displayed in RED. When done, click on the item on the checklist whereby it turns GREEN.

A good place to start learning about flying the aircraft is, of course, the "Tutorial"!! It's a 72nm trip from EGHA (Compton Abbas) to EGKA (Shoreham Airport) across the South of England, with an estimated time enroute of 40 minutes. The tutorial goes from page 50 to page 74 and explains operations with appropriate screen captures of the relevant gauge/knob/lever/button/setting etc. The flight was done using VOR to VOR navigation and no in-depth discussion of systems was undertaken – I was referred back to earlier in the manual for this. Operational quirks of the aircraft were explained, though, for example the fuel tank usage - there isn't a "BOTH" selection available, only OFF, LEFT TANK and RIGHT TANK. The autopilot doesn't have a pitch mode capability, although Just Flight have enabled an Altitude Hold "for convenience".

The tutorial went fine for me as a "get to know your aircraft" exercise with Startup, Taxi, Take off, Climbout, Cruise, Descent, Land, Taxi and Shutdown. I found it was somewhat abrupt on takeoff, that is, I pulled back on the yoke at around 65knots as recommended in the tutorial and all that happened was the load came off the nosewheel strut, then at around 75 knots it suddenly rotated rapidly (I had the yoke right back!) and the aircraft "jumped" into the air. I had to shove the yoke forward quickly to prevent over-rotation and stall. Maybe at MTOW I should wait for 75knots before pulling back on the yoke. Once in the air, accelerating, gear up, flaps up, autopilot on - the aircrafts' pitch stabilised on 90knots and about 800fpm (MTOW) and it stayed at 90knots all the way to Cruise altitude - of course the vertical speed tapered off. This gave a very docile feel to the aircraft. The tutorial cruise altitude was 4000 feet, but I've done a few tours at 8000 feet. 8000 feet feels like a bit much for the aircraft, even though the specs mention a service ceiling of 15000 feet, and the graphs and tables have data for 12000 feet. Getting up to 8000 feet took around 20 minutes (average around 400fpm), but the

last thousand feet was at, maybe 200fpm. At 8000 feet, cruise speed was~118KIAS/129KTAS/2500rpm/ 21.5MP/11.5gal per hr/Full Throttle (~75% Power.). 65% Power (91% throttle) gives ~109KIAS/122KTAS/10gal per hour.

At cruise I tried comparing to tables and graphs at ISA with the aircraft performance and came away with the impression that the aircraft was a little slower all round, a little longer to get to cruise, a little slower at cruise, and fuel flow and Manifold pressure a little mismatched. Maybe representing an old engine? Active Sky 2016 was in use at times and the Arrow bumps around quite a lot, after all it's quite a light aircraft, MTOW coming in at 1.25 tonnes. On wind changes I've noticed the speed ranging up to 150KTAS and

down to 120KTAS temporarily.

For descents I've left the Autopilot ON but switched off the altitude hold and just reduced MP back to 15". This gave around -500fpm, which means around 15 minutes for 8000 feet to 1500ft. Descent Tables are quoting 1000fpm descents which sounds more like a dive! Speaking of lack of Pitch Mode, an ILS landing is interesting. The VOR1/ILS indicator will show the path and glideslope (GS), and the aircraft will follow the path beam and compensate for crosswind, but it's up to the pilot to get the aircraft to follow the glideslope. This is done by switching off the Altitude Hold and reducing throttle to keep on the GS. Watch out when you switch off the Autopilot for the landing - the Torque Effect (tendency of the aircraft to roll left) can be exacerbated by fuel imbal-

ance in the wrong direction i.e. Left Tank fuller than the Right Tank. It happened to me as I wasn't paying enough attention. The aircraft is also sloppy when slow and if there's a crosswind, things get really exciting! Specs state it's capable of accommodating a 17knot crosswind - check the Flight Computer for actual values.

A TSS soundset is included. It's been tweaked since the first release and comments on the appropriate Just Flight forum seems to indicate that they're quite accurate. They include engine, prop chatter, wind, door clunks, switch noises, stall warning, low throttle warning, flap gear combo warning, etc.

As you can see, I had great fun with the Arrow III. I took it from Cardiff across to Brittany and on down the West Coast of France. Trying this and that, touch & goes, manual landings, ILS landings, weather, no weather. I navigated by just tooling down the coast, by VOR-to-VOR, GPS direct-to (GTN750), GTN750 flightplan. Range is of the order of 650nm with reserves at 75% Power.

Philip Wafer

Bali X

I have done many reviews on scenery packages for our magazine over the last number of years. Generally speaking I have already been to the airport or would know something about the actual country. In reviewing Bali I am stepping out of my comfort zone. However, since our magazine is now available worldwide for free and in keeping with spreading our wings, I have chosen Bali. Last year I did spend some time in Singapore and Vietnam, so relatively speaking I wasn't too far away from Bali. I do plan on going to Singapore next year and Indonesia will be on the to-do list. The island of Batam, off the coast of Singapore is part of Indonesia.

Indonesia, a Southeast Asian nation made up of thousands of volcanic islands. The islands are spread north and south of the equator. The island of Java in the southern part of the archipelago houses the capital Jakarta and just east of Java is Bali with its airport

located on the southern end of the island on a peninsula just 13 Km south of the regional capital Denpasar. The airport is known as Denpasar International airport or I Gusti Ngurah Rai International airport. An interesting fact is that I Gusti Ngurah Rai was a Balinese hero who died on 20 November 1946 in a puputan (fight to the death) against the Dutch at Marga in Tabanan, where the Dutch defeated his company with air support, killing Ngurah Rai and 95 others during the Indonesian Revolution in 1946.

Latest passenger figures for the airport show just over 17m in 2015 divided more or less equally between domestic and international. The airport was awarded the world's third best airport in its passenger numbers category in 2016 for service. I checked out the airport on Google maps to get an idea of its layout and surrounding areas to determine how true to life this package was. One interesting thing

I did notice was the fact that the international terminal looked very different to the normal airport structures seen in most airports. This building looks very authentic in keeping with the architecture of the region. I was most interested in seeing how close the developers got to the real thing.

This scenery, developed by A-Flight and published by Aerosoft comes in a download version costing €25.79 including VAT. It is a highly detailed recreation for FSX, FSX Steam and P3Dv3 giving a true feel of the airport and its surrounding area. Seasonal photo textures with a 0.4m/px resolution, highly detailed and authentic airport buildings as well as accurate approach lighting create a scenery that's incredibly close to reality. Also included, which has now become a feature of most current scenery packages are Jetways which are animated exactly due to SODE, and by the integration of AES Lite (Airport Enhancement Services)

which combined with the extensive apron traffic brings the whole airport scene to life.

As usual these days, the installation is straightforward. The installation tool finds your Aerosoft folder and slots everything into the appropriate subfolders. The completed installation takes up 925MB of hard drive which is smaller than the last few products I reviewed. That being said whilst the airport is small, it is probably an airport review that I was looking forward to doing because from my research on Google maps this looked spectacular and I hoped that it had been reproduced as true to life as possible for our enjoyment. The airport is a single runway operation orientated 27/09 and 3000 metres long. The original runway was extended some time ago from reclaimed land at the western end. The airport has two passenger terminals, domestic and International and also a cargo terminal. These are on the Northern apron. The

main fire station and emergency facilities are also located on the northern side. On the southern apron is the general aviation terminal. The airport buildings are highly detailed with high resolution textures. In addition the surrounding areas have been covered in the same high quality detail giving a good feel of the Bali surroundings.

The main folder named BaliX has the usual sub folders for scenery and textures along with a config tool to add or subtract features according to your system. One feature is to add dense vegetation which they do advise is a big frame rate hitter. The package also comes with the now familiar and very useful manual written both in German and English offering lots of tips and advice to maximise your enjoyment from the package. In addition the now must-have complete chart booklet comprising of 27 pages of the latest airport charts. In the manual I did see a note for P3D V3 users that Frank is available with

this package. P3D users will have to explain!

System requirements:
Microsoft Flight Simulator X (with Service Pack 2 or Acceleration), FSX Steam Edition or Lockheed Martin Prepar3D v.3
Windows 7 / 8 / 10
CPU with 2.8 Ghz or faster (Dual Core Processor recommended)
Min. 1 GB free hard disk space
3D graphic card with at least 256 MB
At least 1024 MB RAM

I fired up FSX and parked at stand 17 at the International terminal just below the control tower. What a surprise to find myself in a little gem of an airport. The initial detail was outstanding. This is not your usual square or rectangular buildings but an exact replica of the real airport. The detail is just stunning.

The International terminal has 11 gates, all with Jetways and the smaller domestic terminal has 16

stand alone gates. The apron is dotted with lots of detail from vehicles to baggage igloos and buses. All taxiway signage and markings are accurate as per the charts supplied. Each building and all the features on the buildings have been painstakingly reproduced to give life to the airport. The colours on the buildings and the foliage running through them is breathtaking. Moving on down the apron past the fire station and the cargo terminal you quickly come to the eastern perimeter fence. The main road from Kuta to South Kuta, which is the district to the south of the airport is accessed via this road or the main highway built on the lagoon.

The highway is properly located and complete with a number of toll booths. There is also a link from this highway to the airport. All represented in high detail and a copy straight from Google maps. Likewise the areas surrounding the airport are high density accommoda-tion areas with narrow streets typical of the towns and cities of this region. Not unlike the cities that I visited in Vietnam last year. The positives about all this detail is that it is a true replica of the area and even with the detail the whole package is very frame rate friendly. Meanwhile moving back to the main airport and the general aviation terminal in particular. As with the main terminal the general aviation terminal is of a similar design to the main terminal, although on a much smaller scale. On first impressions it looks like two houses side by side rather than a traditional looking terminal. There are a number of stands here as well as some helipads to accommodate both local and visiting aircraft. The facility is run by Execujet of Indonesia and they boast a five star service for visitors, VIPs', celebrities and Royals. The large ramp can accommodate a B747.

A quick switch to night time finds the same standard prevails. We have become accustomed to proper lighting and shading in FSX rather than the white splash that we had in previous editions. The surrounding areas and in particular the highway to the east of the airport look very good. This adds to the overall appeal of the package and the area.

In conclusion this package is a fine reproduction of the airport on the island of Bali. A highly accurate reproduction presented in high resolution textures and yet with very little hit on the all important frame rates. There is lots of activity around the airport, the apron and the surrounding roads to bring the airport to life and give it a more realistic feeling. Aerosoft continue to publish very accurate and wonderful reproductions of the airports. In recent years the standards have risen giving good value for our hard earned Euro. Most packages now have a very comprehensive production of the entire charts for the airport and in most cases the very latest available. All in all, this would be an excellent addition to your scenery collection.

Brian Church

Platform: FSX/FSX:SE/P3Dv3
Download
Cost: €25.79
Developer: A-Flight
Publisher: Aerosoft
www.aerosoft.com

Calgary Intl. Airport

Unlike its big USA neighbour to the south, Canada is a region in flight simulator in which there are still some major cities and airports awaiting scenery enhancements by developers, or for which scenery add-ons already available are in need of updating. The situation is improving and evolving however, and at least one commercial developer (www.simaddons.com) has made significant inroads into developing sceneries all across Canada. Calgary certainly falls into the category of somewhat neglected airports in flight simulator. Its airport, McCall Field CYYC, some years ago received the attention of a developer called CanUK which produced a very good version of the airport for FS9 and which I used in the days when my flying took place on that platform. Although CanUK Calgary was not updated or redesigned for FSX, a fix to make it usable by a Nigel Grant was released, with health warnings by him that it was to be used at own risk and no support was being offered in the event of problems. Unfortunately for me, that fix was not fully satisfactory as I encountered big problems with ground textures and elevation issues, to the extent that I avoided CYYC completely. Simmaddons.com have also included an enhancement of Calgary in their repertoire of Canadian airport and city sceneries. I have never had the opportunity to fly any of their sceneries but the Calgary screenshots on their website look good, but not in my opinion as good as the subject of this review. In addition, to use SimAddon Calgary, you have to purchase their Base pack, which adds to your overall purchase costs. Finally, ORBX Northern Rocky Mountains (NRM) includes the Calgary area within its expansive boundaries, but unfortunately CYYC was not enhanced with this major regional scenery upgrade. None of the big developers like Fly Tampa, FSDreamTeam, Imaginesim or even ORBX themselves (so far as I am aware!) seem to have CYYC in their sights, so acknowledgement and gratitude must go to a smaller scenery developer like FSimStudios for taking on a project the size of Calgary CYYC International.

Calgary CYYC is interesting and challenging as an airport to which to fly given its geographic location and situation. It sits on the northern great plains in the Canadian State of Alberta just 11 miles to the northeast of medium-sized (1.4 million) Calgary city. Like Denver far to the south, the great spine of the Rocky Mountains lie just to the

west of the airport and city, which are at an elevation of 3600 ft. The region is prone to thunderstorms and even tornadoes during the spring and hot summer seasons, whilst in the winter the mercury plummets to -20 centigrade or less. Winds are also significant, and local climate is affected by the extreme variability's of the famous Chinook winds. So there's a lot to focus the mind of pilots flying in this area between weather, and high elevation to the west. If you are in the region for some bush flying, there are also the world-famous Banff and Jasper national parks to the Northwest.

FSimStudios scenery has been designed for FSX and P3D V2/3 and my review covers the FSX installation. The download executable (Version 1.0) is not large at 139Mb, and this easily installs following input of product code into a Sim-Market subfolder created inside FSX during installation. The main folders created are a doc folder, containing the product manual, and a data folder containing the scenery and texture folders and files,

and CYYC configurator files. The CYYC configurator allows some choice over visual elements installed with the scenery, including terminal custom vehicles and terminal details, static aircraft, volumetric grass, and a "Fog Apron Lighting Fixer" which the configurator states is to fix issues with white squares appearing on aprons during foggy days". All the options in the configurator are activated by default, and you must deactivate according to your choice, if you run into performance issues. There is also an update to version 1.1 - if you have issues with the jet ways in the scenery this will fix the problems. Before I installed the update I had the alarming situation of duplicate jet ways being in place which made me suspect an issue with conflicting AFD files, but it seems it was an issue with SODE jet ways as the update was fully effective.

Calgary CYYC boasts 2 North-South runways 17R/35L (12,675ft.) and 17L/35R (14,000ft.), an East-West runway 08/26 (6,200ft.) and Northwest-southeast runway (8,000ft.). The 17L/35R is the

longest runway in Canada, important due to the higher elevation of this field. All these, plus the latest additions to the terminal infrastructure of the airport are represented in the scenery package. The most recently-constructed terminals (concourses D and E, comprising the International Terminal) were only completed in 2016 and so the representation of the airport is right up to date. The international Terminal adds to the older concourses A,B and C, now dedicated to short to medium range services, with Westjet in residence at concourse A. In addition to a host of Canadian carriers, you will also see KLM and British Airways arriving here, along with the occasional charter all the way from China. Several airlines, including Westjet, Air Canada and Flair Airlines, have hubs at this airport which handles 15 million passengers per annum currently.

The terminals in this scenery don't have internal features (although there is a 2D representation of the interiors if you move in close and look carefully) but eye candy such as reflective glass has not been neglected, and overall the terminals are rendered very nicely with crisp and sharp high-res textures and shading. What a wonderful location the nicely represented Marriott hotel has, with dominant views right over the aprons - a plane-watcher's paradise! There are a multitude of nicely-detailed animated jet ways which are a feature of the infrastructure of all the terminals at this airport. The only aspect of the terminals' detail I did not like was an over-reliance on photoscenery textures for rooftop detail which reduced realism a little in my view. The aprons adjacent to the terminals are packed with lots of nicely detailed and varied static service vehicles (none are dynamic) and equipment and there

are also features such as crash barriers, noise deflectors and traffic cones in place. Static aircraft are an optional choice in the scenery configurator, but if you have an AI traffic package running you might, like me, opt to disable these.

In addition to the principal terminal complex on the Northeast sector of the field, all the other main airport infrastructure is impressively included with the scenery- including detailed Westjet and Air Canada hangars, a cargo terminal, the fire station, and a very lofty control tower on the Eastern segment, further extensive hangar infrastructure and associated aprons on the Southeast segment (Canadian North, Avitat, Sait, Viking), yet more hangar complexes on the Southwest segment (Sunwest aviation, Filed Aviation, Shell Aero Centre etc.), and extensive cargo facilities (Purolator, Fedex, Air Canada Cargo - with extensions to the apron ongoing) and more substantial Sunwest and Million Air hangars on the Western segment. Further to the Northwest, there's a huge crane in place working on yet more infrastructure just beyond the highways encircling the airport. Some of the unassuming-looking "minor" hangars merit closer inspection; there are examples of ancient-looking hangars particularly in the Southeast segment which the author has gone to extraordinary lengths to detail both outside and inside - genuine scenery gems easily missed!

Textures for aprons and taxiways, together with associated ground markings, are good - incorporating as they do convincing use of shading in effecting a more realistic and weathered look. Same is true for the runways, though I thought the tire marks were somewhat overdone. Out on the field itself, volumetric grass (optional through the configurator) adds an extra touch of realism.

The overall scenery package sits on top of a photoscenery layer. This works best in respect of the main part of the green landscape between and around the runways and general outer environs of the airport. There are nice variations in shading of ground textures as well as features such as ponds and lakes, which add a pleasingly realistic look. A boundary fence in 3D adds to the good effects. In addition, winter textures (so important in this particular part of Canada) are really convincingly and effectively done. However, the photoscenery is less impressive in significant areas, particularly the sprawling terminal complex landside. There, ground textures and features are heavily reliant on the photoscenery layer for detail such as access roads and vehicle ramps.

The extensive car parks are packed with photo-representations of cars does not look so good, particularly up close. Similarly the 3D car parks immediately adjacent to the terminals have their roofs packed with flat photo-cars. The same less-impressive effect also applies landside at the various hangar facilities around the field. A complex airport of this size has a multitude of access roads throughout and some of these descend into and re-emerge from tunnels airside - it would have been nice to see some 3D effect at these points but this is not the case. Overall, the representation of landside scenery only looks good from altitude and not close-up.

Running this add-on with Orbx Northern Rocky Mountains (NRM) installed in Flight Simulator requires some adjustments to the installed files of the latter as it underlies this entire region upon which Calgary is located. This I discovered following more detailed exploration of CYYC; there were, in particular, scenery bleed-throughs in the vicinity of the new terminal concourse D and some unwelcome troughs and trenches here and there due to elevation conflicts. As these potential conflicts are not referenced in the product manual, I took to both the Orbx users forum and Gabriel over at the FSimstudios website help service to seek answers. Thankfully, both were very helpful and replied in double quick time, and instructed me on the necessary tweaks to make. I simply had to de-activate two files in the Orbx directory in which OrbxNRM is located – these files are in the scenery subfolder and are;
ADE_FTX_NRM_CYYC_Calgary_Intl.bgl and
ADE_FTX_NRM_CYYC_Calgary_Intl_CVX.bgl.

Changing the "bgl" extensions to "off" effectively did the trick and sure enough, the annoying scenery conflicts were satisfactorily cured through these changes. I did notice a lake or two within the perimeter that still seemed to have slight cliff-like edges, but I'm not sure if that effect is due to having FSGlobal mesh installed on my system also.

Unfortunately, there were further scenery problems evident within the scenery. One of these involved highway traffic crossing the airport boundary and racing along taxiway Bravo. Once more, Gabriel at FSimstudios very helpfully came to the rescue, providing me with a small bgl file which when installed into the CYYC scenery folder, resolved the issue, moving the highway traffic back outside the field once more where it belonged.

Another more substantial scenery issue I encountered was with flickering of apron textures. This was affecting both the aprons adjacent to the main terminal as well as those adjacent to the various hangar and cargo aprons. Looking at these carefully from top-down view I noticed that the flickering seemed to be mainly in the vicinity of lighting pylons. Sure enough, when I deactivated bgl files in the scenery folder whose names made them pretty obvious as potential culprits (CYYC_Lights.bgl and CYYC_Lights_2.bgl) the flickering was totally eliminated. Unfortunately, and not surprisingly, this had the downside of rendering the aprons totally dark at night due to the turned-off pylon lighting. Despite some further helpful and diligent assistance from Gabriel over at FSimStudios, including tweaking some texture files, we could not eliminate this problem. Yet, when I

installed the whole package on my laptop FSX installation (which has very few scenery add-ons), the scenery worked perfectly, prompting me to suspect either a conflicting elevation or other scenery/texture issue somewhere within my heavily packed desktop PC FSX installation.

Performance-wise, I experienced good frame-rates with this scenery package. Try as I might, I found it difficult to provoke Out-of-Memory errors whilst provocatively flying my PMDG 737 in and out of CYYC, so my experience was that this scenery does not place overly-heavy demands on FSX. The general representation of this significant Canadian airport is very accurate, well-modelled and right up to date. I did run into some annoying scenery performance problems as mentioned above, which though did not manifest on all FSX installations based on the evidence I saw, nevertheless might prove stubborn on some as I also saw. Some guidance in the product manual as to how to easily solve display issues when also running ORBX NRM would probably be helpful to users and more efficient for the authors, rather than having to seek support. In conclusion, this is a good-quality scenery add-on for an airport that has been largely neglected by most authors and therefore warrants addition to any scenery collection, but users might have to engage in some tweaking or seek additional support to get this welcome addition working perfectly throughout.

Jon Melville

Flightsim Apps

FP737 Handbook by Windy Silverstar (for android) Free

Only available for Android mobile devices, FP737 is a completely free app, without ads either, to provide the handy information to the 737 pilots.

Checklists, Handbook, Limitations, Lexical, are already provided in English and French. The author also announced he plans to complete more content to the Alerts and Handbook sections in the future.

All-in-one tool that allows you to have alerts, checklists, handbook, lexicon and limitations of your B737NG on your phone or tablet and make the process smoother, faster and more enjoyable.

The checklists, glossary and limitations sections are complete. The alert and handbook parts are being developed, they will be available, when upgrades with bug fixes and content additions to make your flight more enjoyable. The use of this application is strictly intended for flight simulators.

Nav Trainer by Fleminger Media (for both iPhone and iPad) €25.49/$4.99

Nav Trainer Pro for pilots
Practice the use of aviation navigational equipment on your mobile device.
Simulates VOR, HSI, RMI, ADF, DME and ILS navigation.
Universal app for iPhone, iPod and iPad
A must have tool for any CFII, student and instrument pilot!
-Students and pilots: improve your understanding of radio instrument navigation at the comfort of your own mobile device.
-Instructors: demonstrate complex IFR concepts to your students from bird's-eye view while on the ground.
-Also suitable for flight simulator enthusiasts.
Used in classrooms, one-on-one ground sessions and by individuals to improve their IFR orientation skills.

Plane Talking
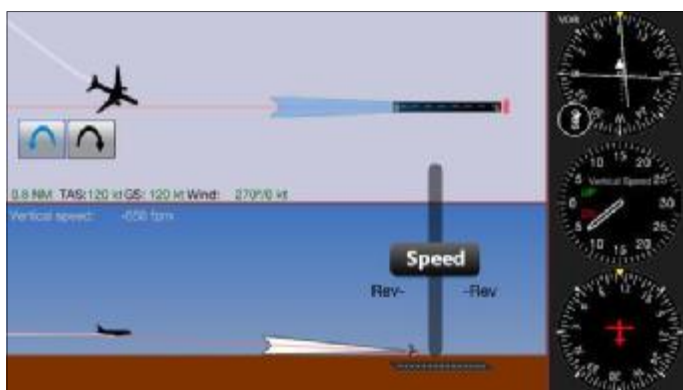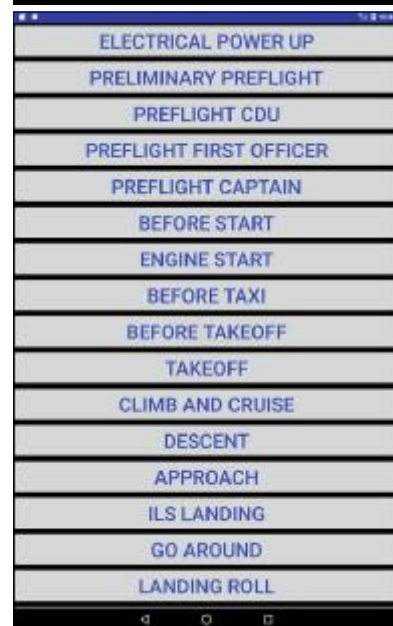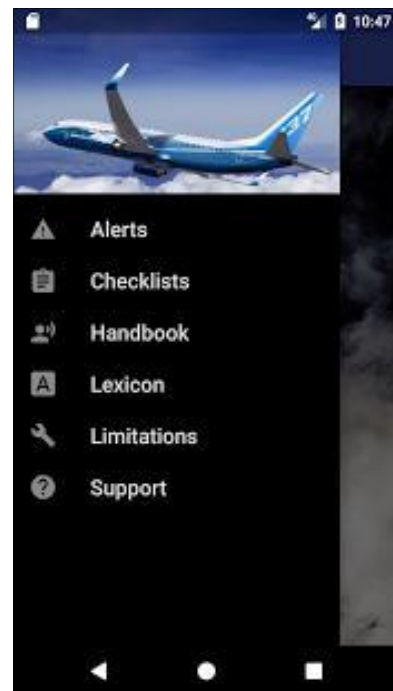
Welcome to our second free edition of PC Flight. Fell free to contact me about anything aviation related as I would be happy to hear from you.

Aer Lingus have taken delivery of two new aircraft recently with the delivery of 2nd hand Airbus A320, EI-GAL. This A320 was previously operated by Aeroflot and was delivered from Ostrava in the Czech Republic on the 5th of May following repainting in Aer Lingus colours. EI-GAL operated its first revenue flight for the airline on the 6th of May when it operated a flight to Amsterdam. This A320 will be joined by a 2nd unit by the end of May when EI-GAM will be delivered. Also, joining the fleet on the 23rd of May was brand new A330-302, EI-GAJ, which was delivered direct from Toulouse using callsign EIN991 and it operated its first revenue flight the following day to New York JFK. Leaving the fleet were two A320's with EI-EZV painted in Allegiant's new colour scheme, delivered out to the US via Bangor on the 3rd of May. This was followed by EI-EZW which recently completed a C-Check in Naples and was supposed to go immediately to Shannon for repainting but it ended up flying for Aer Lingus again for a short period of time to cover some unscheduled maintenance of another A320 before finally being flown to Shannon on the 29th of April for repainting in Brussels Airlines. The airline recently advertised for ten new Maintenance and Engineering apprentices, who will commence a four-year course based between Shannon and Dublin Institute of Technology. One of the airlines A321's suffered multiple bird strikes when departing Naples shortly after take-off when

it flew through a flock of pigeons. The aircraft climbed to FL090 and levelled off before the crew decided to return to Naples where the aircraft was grounded for repairs and airline re-routed one of its Verona flights to Naples to pick up the stranded passengers. The airlines' Toronto service has been recently upgraded to an Airbus A330 aircraft replacing the leased Boeing 757 from ASL. This is a reflection of the level of traffic now on the route and interesting in that Air Canada Rouge now operate all year round and both Air Transat and Westjet have both commenced their summer schedules. Aer Lingus Regional, which is operated by Stobart, showed a year on year growth of 3.8% for the first quarter of 2017 compared to the same period for 2016.

Moroccan based Air Arabia Maroc are due to announce shortly that they will commence a twice weekly service from Agadir to Dublin starting in October 2017. The airline currently operates a fleet of five Airbus A320's.

ASL Airlines continue to make adjustments to its now extended fleet including the former TNT fleet. The two former Boeing 777's of TNT has been returned and have both since been leased to Fedex. In turn the airline has taken delivery of two additional Boeing 747-400's ex Korean Airlines on lease. Both the 747's have been registered in Austria (OE-IFB & OE-IFD) and are somewhat regular visitors over Irish skies as they ply their trade across the North Atlantic to Liege in Belgium along with the other four 747's the airline currently uses. Two additional 737 freighters have joined the Irish fleet recently with

EI-STM and EI-STN – EI-STN appears to be based in Belfast Aldergrove and operates out of there each evening. Two other 737 freighters have joined the Belgian fleet with both Austrian registered OE-IAY and OE-IAZ in the last two months – again one of these appears to be Belfast based.

BMI Regional have been awarded a contract from the UK government to operate services from City of Derry Airport to London Stansted as part of an initiative to protect regional air connections. The new service commenced at the beginning of May following Ryanair's withdrawal of the service at the end of March. Interestingly, to provide the service BMI had to lease in additional aircraft including Austrian registered Embraer EMB170, OE-LMK, operated by People's Viennaline which was noted routing overhead Dublin on a couple of occasions whilst operating the route.

In the last issue, I mentioned the tragic circumstances surrounding the loss of the CHC Sikorsky S-92 "Rescue 116" in the accident at Black Rock Co. Sligo. The wreckage of the helicopter has since been located and recovered along with its black box and during this operation the other flight crew's body was located however those of the two Winchmen have not been found to date despite several extensive searches. The wreckage has been removed to the AAIUI facility at Gormanston, Co. Meath and on the 14th of March they issued a preliminary report into the accident. However, given the complex nature of the investigation I think it would be unfair to comment on this until the final report has been complied. In the meantime,

the families of the four crew members have asked that the Irish Coast Guard, for whom CHC operate the fleet of rescue helicopters, have requested that the Dublin based S-92 continue to use the callsign "Rescue 116" in honour of those who perished in the accident. CHC delivered a replacement S-92 to Dublin on the afternoon of the 4th of April when EI-ICD positioned in using "Rescue 116" as its callsign – very sad. Since then the helicopter and its replacement crew have been busy training extensively and have since commenced rescue operations.

Work on the road infrastructure around the proposed new Dublin North runway continues at a pace with a substantial amount of the work completed to date. On the downside, as part of the re-alignment of the Naul Road, the lay-by close to the old Runway 23 threshold has been closed as it now forms part of the road re-alignment which means no stopping point for me in the mornings. I had originally understood that this area would not affected by the new road but turns out I was wrong and the

maps displayed on the DAA website were not very clear in respect of this. It remains to be seen when the road works are completed, if there will be any lay-by – this spot has been in existence for as long as I can remember (a long time now!) and it will be a sad day if it is removed for good as it will make it very difficult to see what is parked up on the north apron area where the executive jets park up and where the hangars are located! Work on the actual runway itself (I presume the new runway will be 28 Right/10 Left) has not yet commenced as there are several pending court cases in relation to it and these may not be heard until later this year. Work continues weekday nights on the overlay work on the main runway at Dublin 28/10 and during this period runway 16/34 becomes active wind allowing. As part of the overlay works the ILS on runway 10 has been downgraded until mid-June and will only be CAT 1, although runway 28 will still maintain its CAT II/III status.

Recent passenger numbers for Dublin show it now sits at 16th place in terms of European airports

with 27.9 million passengers – incredible really considering the size of the country! This puts Dublin slightly ahead of Zurich which has a close 27.7 million passengers. Figures for March 2017 show a 2% increase on the same period last year with an expected increase during the summer months of 6% over the summer of 2016. The former Aer Lingus Head Office Block (affectionately known as the HOB) has now been fully refurbished to the highest standards and been taken over by ESB International as their headquarters. The office block will house almost six hundred staff having relocated from offices in the city centre and has used the latest in environmental technologies.

The Irish Air Corps are finally about to receive a replacement Pilatus PC-9M for the one destroyed in the crash in October 2009 when "265" was destroyed with the loss of two crew. Noted recently at the Pilatus facility in Switzerland is serial "269" being prepared for delivery. This will bring the fleet of PC-9's in use by the Irish Air Corps back up to eight. Whilst the PC-9M is no longer in production, Pilatus have sourced a second hand unit from the Mexican Air Force which they have fully refurbished. The Government has recently approved funding of over €2million towards building a hangar at the army barracks in Athlone, which is currently used to base one of the Air Corps Agusta AW-139 helicopters assigned to operate the Emergency Aeromedical Service (EAS). Referring back to the CHC Rescue 116 accident – at the time of the accident one of the two CASA CN235's operated by the Air Corps was in Seville on a major overhaul, this is now due back in early June bringing the fleet strength back up to two. A somewhat embarrassing situation arose recently when one of CN235's was operating a flight from Ireland to Sweden carrying

DUBLIN AIRPORT'S PLANNED €320m SECOND RUNWAY

surface-to-air missiles for a training exercise by the artillery corps on a missile range in Sweden, was refused entry to Swedish airspace after an error on an application for clearance through diplomatic channels was not processed. The CN235 was enroute to Sweden when it was advised by the Swedish authorities that it did not have the relevant authority and was refused entry to Sweden and the aircraft had to return to Dublin. It is understood that the mission has since been completed J. The Air Corps had a busy month in May with numerous missions flown by the Agusta AW-139's in support of the fire brigade fighting dozens of forest fires, which are quite unusual in Ireland during May! The AW-139's were fitted with Bambi buckets and were used in several of the bigger fires in drawing water from nearby lakes and dropping it over the fires. However, there were so many fires burning at one point that the Irish Forestry board, Coilte, had to hire in a UK based Bell 212 helicopter from Heli-Lift Services to assist in the fire fighting duties in Sligo which were eventually brought under control by both helicopters and a change in weather conditions. The Bell 212, registered N362EH routed in from the UK via Waterford before routing onwards to Sligo. Interestingly, this helicopter has twelve previous registrations including a spell as EI-BRE back in 1985 with Irish helicopters.

Shannon Airport is to commence a major runway overlay project on its single main runway 24/06 starting during this summer and will cost in the region of €15m to complete with some of the money being loaned by the Irish Government. Lufthansa have commenced operating a Frankfurt to Shannon service at the end of April with the first flight operated by Airbus A319, D-AILM. Kuwait Airways currently use Shannon as a technical stop for its Kuwait City to New York JFK

using Boeing 777's but there was a rumour that they were looking to move the stop over to Stansted in the UK. However, it is understood that for the time being they will continue to use Shannon.

There was a serious incident at Cork Airport recently involving a drone when on the 4th of April at 22.15 one was noted encroaching the airspace around the airport and delaying an inbound flight. A few days later there was another incident when a drone was noted on the edge of the airports 5km exclusion zone and then on the 20th of April, a drone was noted close to the runway approach path and two flights were put in a holding pattern for 35 minutes, all three incidents have been reported to the Gardaí. Unfortunately, Dublin too has suffered a number of drone incidents when in early April an SAS Boeing 737 reported a close encounter with one whilst on approach to runway 28 at 2,000ft and five miles out on the approach making it close to Portmarnock. A short time later an Aer Lingus A320 reported the drone much closer to the airport and about 200 feet below it and a few days later an Aer Lingus A320 departing Dublin for London Heathrow reported a drone passing within 100ft of it whilst climbing through 2000ft. I really do not understand how anyone operating a drone can think it is OK to do so in close proximity to airports – one day there is going to be a serious accident involving a drone and whoever is caught flying the drone should be put in jail and the key thrown away. It is really very

simple, don't fly drones near airports because the consequences could be very serious.

There is a strong rumour going around that a new route from China is to open during 2017 with Hainan Airlines from Beijing using Airbus A330's. It is possible the route will operate via Manchester for which it has been allocated 16 slots from July 2017, so it would make sense that the route would operate from there on to Dublin – it would be nice to see a Chinese carrier operate to Dublin as there must be great potential for the route in both directions.

Norwegian Airlines continue to expand and this time that expansion includes Dublin with a new twice weekly service from Stockholm commencing in early June. The airline is due to start taking delivery of the first Boeing 737-800 Max series and it is understood that one of the new types will feature a tail with the face of Irish Antarctic explorer, Tom Crean, as part of its fleet to operate the new transatlantic services. The first 737-800 Max for airline was noted at the Boeing plant in Renton wearing its temporary marks of N60697 before delivery at which point it will be registered EI-FYA.

Stobart have recently signed a deal with a German company, GOAL, to sell and lease back its fleet of eight ATR-72-600's from its leasing subsidiary Propius for a period of ten years. The airline has agreed to wet lease two Embraer EMB-195 aircraft from FlyBe and have them

Cork Airport

based in Southend Airport. It is understood that the airline is planning on restarting its Southend to Dublin route later this year operating jet aircraft so the lease of the two EMB-195's may be connected with this plan. Also noted is the airline is leasing two RJ85 aircraft from Jota Aviation for a number of months during the summer. The airline had recently bid for a contract with SAS to operate a fleet of four ATR-72-600's, similar to its own fleet, in and out of Copenhagen but unfortunately it was beaten by local company Regional Jet.

Cityjet have taken delivery of three new Sukhoi SSJ's with EI-FWD, FEW and FWF all now delivered but all operating for Brussels Airlines in their colours and based in Brussels with all three having been delivered direct from Venice. The three aircraft will operate for an initial two-year period. This leaves just one more aircraft from its initial order for seven to be delivered. Two of the airlines initial SSJ's, EI-FWB and FWC were operating from Brussels in late March to commence the contract but these have been replaced by the newer aircraft in Brussels Airlines colours – however I have not seen any of the three-original aircraft back in Dublin as yet so they may in fact be leased out elsewhere. The airline is set to lease two of its RJ85's to KLM Cityhopper who plan to use them on the Amsterdam to London City route which it has only returned to recently. Currently Cityjet operate a number of other services for KLM from Amsterdam to Birmingham, Belfast, Hamburg and

Bordeaux. On the downside Cityjet have terminated their London City to Rotterdam route as and from the end of April. In yet another deal with SAS, Cityjet, have signed a deal with Bombardier for a further four CRJ-900 series to operate on behalf of SAS which will bring its fleet of the CRJ-900 to a total of twenty-two aircraft – all based in the Nordic countries. Back in January of the year the airline had bought Danish regional airline, Cimber Air, and it has a fleet of eleven CRJ-900's.

Ryanair continue to take delivery of new Boeing 737-800's with a further sixteen new aircraft having been delivered – in one week alone three new 737's was delivered directly from Boeing. Interestingly one of the 737-800's is slightly different with EI-FZX only being delivered in the last week having "enhanced short landing and take-off" capabilities called "Short Runway Package". The aircraft features sealed landing edge slats, increased flight spoiler deflection from 30 degrees to 60 degrees, a two-position tail skid amongst other things – I am not sure if any of these, apart from the two position tail skid, are visible to the eye. It will be interesting to see where this aircraft is deployed as the aircraft can use runways just under 5,000ft long. Ryanair now has a policy of operating all newly delivered 737-800's out of Dublin for a number of weeks to allow for any minor snags that appear to be dealt with through its maintenance facility here and the aircraft can start their first revenue flight the day after having arrived from Boeing and operate on some of the

shorter Dublin routes like Gatwick, Manchester, Liverpool, Glasgow etc. The airline has announced a significant expansion of its services from Ukraine when later on this year it will commence flights from Kiev to Manchester, Eindhoven, Stansted and Skavsta. It will also commence flights from Lviv to Berlin, Budapest, Krakow, Stansted and Wroclaw. On the downside, the airline is terminating its Dublin to Marrakesh and also Alghero. The airline has announced that it is to start a subsidiary airline in Poland called 'Ryanair Sun' to operate a fleet of five Boeing 737's from Warsaw during 2018. An incident at Dublin Airport in mid-March 2017 featured an unattended Ryanair 737 and a lamp standard on Apron 5G which is opposite to Pier 1 – the damage is unknown but I gather only slight.

Qatar Airlines commence their flight from Doha to Dublin shortly and it is understood that the flights will now be operated by Boeing 787's although the first few flights may well be operated by Airbus A350's – nice to see either in Dublin really!

KLM Airlines have stated that their load factors on the Amsterdam route is in the region of 88% on its four times daily route. Currently the airline operates a mix of Embraer 175 and 195's on the route but even the odd Fokker 70 has been noted as well. The airline has started taking delivery of an additional five of the smaller EMB-175 with PH-EXN recently delivery which has already been noted in Dublin.

That's it for this issue I hope you all enjoy your summer wherever it takes you. Those of you going to the VATSIM Connexion 2017 in London in July should look out for (or maybe that is listen out) for Shamrock 330 (Terry McGee) and Shamrock 321 (Michael Collins) who will both be in attendance at the event.

Ian Broni

Freeware Focus FSX & P3D

Terry McGee selects from some of the latest Freeware files
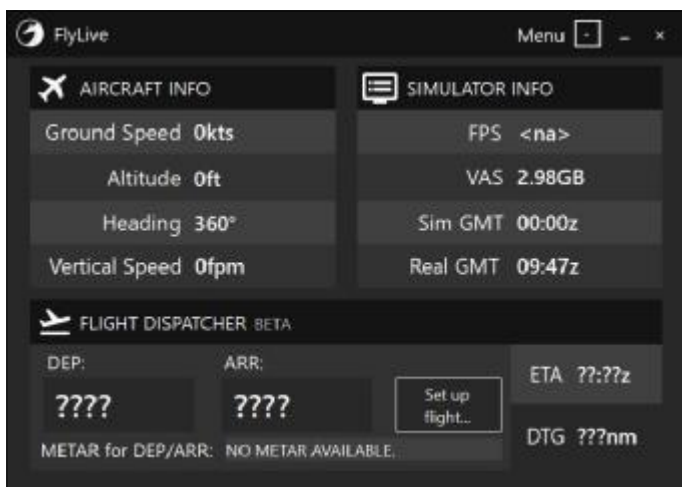
2D Caravelle 10R Panel v3
By Benoit Gaurant
c10rbgv3.zip
www.flightsim.com

FSX 2D Caravelle 10R Panel v3. For AFG plane. This new version adds improvements and a 16x9 panel.

FlyLive
By Mark Ng
flylive.zip
www.avsim.com

FlyLive is a fully free and fully featured* flight simulation streaming suite. Looking to beef up your FSX/P3D livestream for zero charge? You're at the right place! FlyLive is dedicated to satisfying even the most serious flight simulator streamers. The features are packed together in a sophisticated yet simple and user friendly interface - making it surprisingly easy to set up, with the help of the documentation. The purpose of FlyLive is to inject flight data from your simulator into your livestream, so your audience don't have to look at the tiny numbers on the flight instruments to know what's going on. It is designed specifically for streamers who want to "up their game" in Flight Simulation streaming, but don't have the knowledge to code something. Perquisites FlyLive relies on FSUIPC to extract data from the Simulator. You MUST have FSUIPC installed (free or registered) on your computer to use this software. FSUIPC can be downloaded from www.schiratti.com/

dowson.html You must have a broadcaster/recorder that can read from text files constantly. OBS Studio is an excellent, open source free broadcasting suite which FlyLive supports. OBS can be downloaded from https://www.obsproject.com A *legal* working copy of any FSX version or P3D (except v1) with FSUPC must be installed on your computer. *compared to similar programs

Bendix King KI-300 Digital AI
By Bob Kellogg
ki-300.zip
www.flightsim.com

FS2004/FSX Bendix King KI-300 Digital AI. Their new solid state attitude indicator. Intended to replace their analogue KI-256, used in twins and high performance singles. King and Collins altitude selectors are also included, all XML. Add to the panel and as a popup. Instructions included.

Flybe Bombardier Dash 8-Q400
By Kelvin Keeble-Avia_Ni
bee1.zip
www.flightsim.com

FSX Flybe Bombardier Dash 8-Q400, registration G-FKEL. Textures for the Majestic Q400, painted in the Flybe livery. Flybe is the world's largest operator of the Q400.

CYYJ (2017) for FSX/FS9/P3D
By Don Grovestine
cyyj_702.zip
www.avsim.com

CYYJ (2017), Version 7, is a major upgrade to CYYJ (2014). It portrays the Victoria (British Columbia, Canada) International Airport (CYYJ), aviation museum, Pat Bay floatplane base (CAP5) and Coast Guard station, and nearby industrial park as they appeared in early 2017 - as well as a host of static aircraft. It is fully compatible with Victoria+ (both FS2004 And FSX versions), Ultimate Terrain Canada/Alaska for FS2004 and Ultimate Terrain X - Canada for FSX, ORBX's FTX NA Blue and other FS9 road and shoreline upgrades for the area. CYYJ (2017) includes aircraft and traffic files for a realistic AI scenario other than scheduled airline operations. (Use BC Regional AI - also available from this file library - for scheduled traffic). Version 7 adds all the recent major new construction and apron expansion at CYYJ, and includes a greater level of detail in many areas.

JetMagic (Guns N' Roses World Tour '16) Boeing 757-200
By Leonardo Corrales
cieloazul_jetmagicgnrworldtour16_qualitywings.zip
www.flightsim.com

FSX/P3D JetMagic (Guns N' Roses World Tour '16) Boeing 757-200. JetMagic is an innovative customer-focused company, managing and operating a fleet of aircraft, specialized in the transportation of heads of states and VIPs. In this case, their B757-200, registration 9H-AVM, was operated by Guns N' roses crew for their world tour "Not In This Lifetime" in 2016. Textures only for the QualityWings Boeing 757-200.

LEPA—Palma De Mallorca, Spain
By Ray Smith
fsx_lepa_rs.zip
www.avsim.com

This scenery is a very accurate version of Palma De Mallorca airport and created only for FSX: all terminals and gates bought up to date to reflect today's situation, assigned parking as per their website, all approaches, taxiways and taxi signs updated to the latest charts, helipad, extra fuel trucks, support vehicle roads rebuilt and many other scenery improvements and objects added, airport views are from inside the control tower (when in tower view) please view the readme before installation

B777 Sound Pack (for PMDG)
By Kairi Akai
b777sp1.zip
www.avsim.com
Engine sound and other effects (Packs, Wind, Roll..) also the sound pack available for other B777. Video:
https://www.youtube.com/watch?v=36GI0pOD7Xs

Native Aero Commander AC680S
By Robert Catherall
ac680sfsx.zip
ww.flightsim.com

FSX Native Aero Commander AC680S. Package includes three models, two custom panels and era gauges, custom sounds, custom flight model, and four liveries. Compatible with all the original repaints. Simple installation; lots of Aero Commander fun. By Milton Shupe, Scott Thomas, Andre Folkers, Bill Womack, and sounds by Gary Jones.

Guatam Buddah Airport Bhairahawa
By Kapil Gyawali
bhairahawa.zip
ww.flightsim.com

FSX Scenery--Gautam Buddha Airport Bhairahawa (VNBW), Nepal. A small regional airport. Features photoreal terminal, building, taxiways and runways.

Sikorsky S76A Spirit Version 1.0
By George Arana/Nemeth Designs
nderss76av1.0.zip
ww.avsim.com

Formally a Nemeth Designs payware product, then released as freeware for Microsoft Flight 9 (FS2004 ACOF). Now available as FSX native taking advantage of specific features such as bump mapping, specular mapping and self shadowing. Also features 2 simulated engines, torque, live fuel and payload manager and much more. Tested in FSX Acceleration and Lockheed Martin Prepared 3D V3+.

Schweizer SGS 1-26C
By Ray Girdler
schweizer_sgs1-26c_287_10.zip
www.flightsim.com

FSX/P3D Schweizer SGS 1-26C version 1.0 For FSX SP2 and P3D V3. This is an example of the Schweizer SGS 1-26C which was essentially a SGS 1-26B that could be kit-built. Initially when Schweizer introduced the SGS 1-26 in 1954 it was intended to be restricted to kits however most of the ships now flying in the US were factory built. This sim model will work well with both FSX SP2 and P3D V3. Simply unzip the Schweizer_SGS1-26C_287 folder into your airplane folder of FSX or P3D. For more detailed information read the attached pdf. Happy soaring from Ray Girdler.

Project Fokker F100 updated for FSX and P3D
By Leonardo Corrales
projectfokkerf100_updateforfsxp3d.zip
www.avsim.com

This is an UNOFFICIAL update of this Fokker F100 made by Project Fokker (originally for FS2004). I make it work for Microsoft Flight Simulator X and Lockheed Martin Prepar3D. NO VC, just panel 2D with Honeywell FMC included. Model by Project Fokker. Panel 2D by Philippe Wallaert. FMC by Garrett Smith/Honeywell.

Qantas "1980 Retro" Boeing 747-400
By Pete Richards, PMDG
qantas_retro_747-400.zip
www.avsim.com

PMDG 747-400v3 (QOTSII) Fictional Qantas 1980's Retro livery. Please use the PMDG Operations Centre to install.

AFCAD—George Bush Intl. Airport
Created by Joseph Rocco / JD Starseed
afcad_kiah.zip
www.flightsim.com

FSX/Prepar3D AFCAD--George Bush Intercontinental Airport for FS Dreamteam payware scenery KIAH. Houston, Texas (TX), USA (KIAH). Tired of only seeing GA parking for every gate. Now with this updated AFCAD file all airlines are listed in thier prospective gate location and have heavy, medium, small gates and cargo ramps. This file is made only for FS Dreamteam payware scenery KIAH. Parking reflects FSDreamteam's building and tarmac scenery markings. Works in FSX and P3D,. Also works great with WoAI World of AI Traffic and contains easy install read me file inside.

Drzewiecki Design High Quality Snow and Grass Textures
By Drzewiecki Design
drzewieckidesigngrass.zip
www.avsim.com
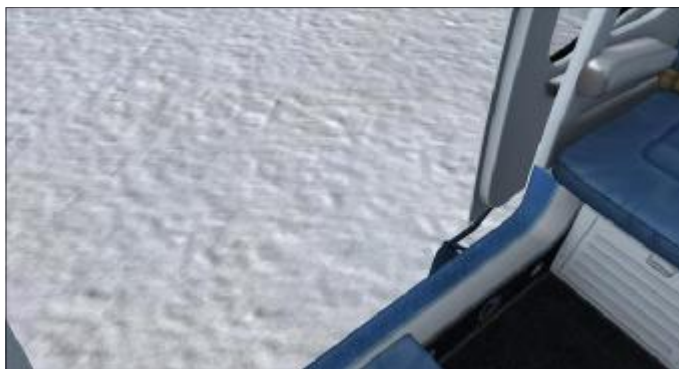
Drzewiecki Design Grass is a freeware, fully automated package of ultra high quality, 4096x4096 pix grass and snow textures for Microsoft Flight Simulator 2004, Microsoft Flight Simulator X, FSX:SE and Lockheed Martin Prepar3D (v1,v2,v3 and v4). It will enhance ground textures in the whole FS. Microsoft Flight Simulator X and Lockheed Martin Prepar3D have texture resolution limit, which is 1024x1024 pixels. It is possible to select higher resolution by manually editing configuration files but Drzewiecki Design Grass will do that for you automatically! Default FS9's grass is 128x128pix and with Drzewiecki Design Grass you can admire the 1024x1024 ground texture resolution. Extra features: Drzewiecki Design Grass will automatically add a HIGHMEMFIX=1 tweak to your FS, which will prevent texture disappearing from aircraft and buildings + snow texture for winter flying.

FAOR—Johannesburg Intl. Airport
By Ray Smith
fsx_faor_rs.zip
www.avsim.com

This scenery is a very accurate version for O.R. Tambo Intl airport and created only for FSX: all terminals and gates bought up to date to reflect today's situation, assigned parking as per their website, taxiways and taxi signs updated to the latest charts, extra fuel trucks, support vehicle roads rebuilt and many other scenery improvements and objects added, airport views are from the roof the control tower (when in tower view) please view the readme before installation.

Tui Boeing 737-800 (G-TAWC)

By Miguel Angel Taboada

texture.tuifly_g-tawc.zip

www.avsim.com

PMDG 737-800NGX Tui (G-TAWC) for FSX/P3D. Textures only. Textures only. Readme instructions included. Don't forget to visit http://www.facebook.com/hangar226 or http://elmikey.wixsite.com/hangar226 for future releases!

AFS Boeing 767-X Update

By Bob Chicilo

afs_b767_xup2.zip

www.flightsim.com

FSX AFS Boeing 767-X Update. This is my second update for FSX of the AFS B767-X by Andreas Meyer. What I did before: I changed the panel for one from Mike Stone's b737-800 and added a HUD and a speed brake light. The HUD makes it easier to line up with the runway for landing, at least for me. I added all the wheels, changed the touchdown effect and corrected the scrape points. Now: I have updated the flight dynamics so that you can fly at low altitude on autopilot without the nose going up and down. No virtual cockpit.
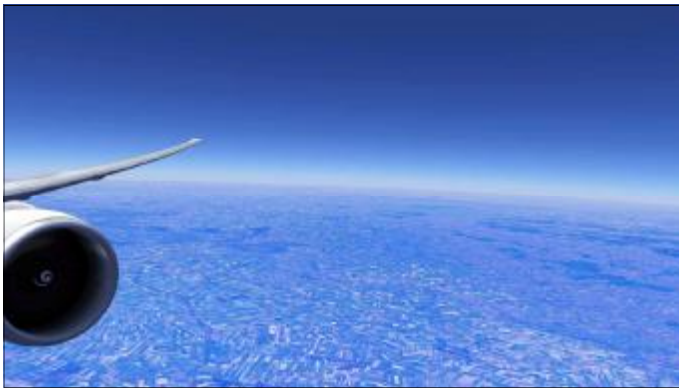
Tromelin

By FSDG

http://fsdg-online.com/home/51-tromelin.html

Tromelin—The perfect stopover airport between the Seychelles and Reunion / Mauritius! For use on Microsoft Flight Simulator X, Microsoft Flight Simulator X: Steam Edition, Prepar3D v2, Prepar3D v3.

Google Earth Sky Textures
By Lucas Cavatoni
google_earth_sky_textures__lucas.zip
www.avsim.com

Google Earth Sky Textures by Lucas Cavatoni Inspired by the work of Pascal Ad. To install Unpack the 140 sky textures into your Prepar3D/FSX Texture Folder: D:\....\Prepar3D v3\Texture The "lucas.ini" is a PTA preset.

TDS Boeing 737 MAX 9 Copa Bio Museo
By Gus Rodriguez
tdsfsx_copa_b737_max9.zip
www.avsim.com

Tenkuu Developers Studio (TDS) - Boeing 737 MAX9 Copa Airlines Bio Museo Repaint by Gus Rodriguez.

Native Cessna 182 RG
Gmax model by A.F. Scrub.
fsxnative_cessna182rg.zip
www.flightsim.com

FSX Native Cessna 182 RG. The Cessna 182 Skylane is an American four-seat, single-engined light airplane, built by the Cessna Aircraft Company. The Cessna C182 was introduced in 1956 as a tricycle gear variant of the 180. In 1957, the 182A variant was introduced along with the name Skylane. This is the retract gear version.

Boeing 737-300/400/500 Classic (FSX Native)
By George Arana, Erick Cantu, Hiroshi Igami
echiers737clfsx.zip
www.avsim.com

Originally designed by Erick Cantu under the Kittyhawk Studios and Vistaliners label, now available as FSX native models. Features 5 models, specular mapping, bump mapping. Virtual cockpit, sounds, panel aliased from the default Boeing 737-800. By Eagle Rotorcraft Simulations.

Freeware Focus FS2004

Backcountry airfields for 19m terrain Mesh in Idaho USA
By Roger Wensley
idaho_backcountry_19m.zip
www.avsim.com

These four backcountry fields are for use with the FSGenesis 19m mesh of Idaho, and are Big Creek, Johnson Creek, Dixie, and Sulphur Creek Ranch. They have been revised to fit and almost certainly do not work without the 19m mesh; a quick comparison with Big Creek before and after demonstrates the difference. I also have Ultimate Terrain installed. The three ingredients of terrain mesh, UT main roads, and UT streams, along with their individual margins of error, very often create conficts of space that make a grass runway impossible to site with it's correct length. Given the choice of turning off roads or streams (the terrain mesh cannot be turned off, obviously) I chose streams; the roads are less obviously incorrect, plus it matters not if roads go uphill while a climbing stream is to be avoided. On that

basis the original series is reissued here for use with the 19m terrain mesh, on the presumption that you have already downloaded the original series. There are no textures or AI included as they remain the same as the originals, and the new scenery bgl's replace the originals to get the runways and grass etc in the right positions. There will be follow-on fields that are new, and all of the new ones will be only for the 19m mesh

FS2004/FSX/P3D Boeing 738 2D Half Panel V3
By Andreas Meyer
afs_a380a_9_ac.zip
www.flightsim.com

FS2004/FSX/P3D Boeing 738 2D Half Panel V3. This panel is for use with freeware aircraft. This update contains new overhead and radio panels and improved main panel. Please take time to read the 'read me' file as it contains important information on how to set up the panels. Includes panels and all gauges.

Modern Piper Cub Panel
By Nick Tselepides
cubpnl.zip
www.flightsim.com

FS2004 Modern Piper Cub Panel for the default Piper J3 Cub.

Air Canada Airbus A380
By Andreas Meyer
afs_a380a_9_ac.zip
www.flightsim.com

FS2004 Air Canada 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. By Andreas Meyer - www.afs-design.de

Hawaiian Airlines "2017 Livery" Airbus A330-243
By Andreas Meyer
afs_a380a_9_ac.zip
www.avsim.com

In 2017, Hawaiian Airlines updated their already very nice livery, to a more modern and sleeker look. This repaint is of the new livery on the Commercial Level Simulations (CLS) Airbus A330-200 RR model. These textures work in FS9 and FSX. They won't transfer over onto the SMS Overland model!

Kolavia Tupelov Tu-154M (RA-85784)
By Sergey Gleba aka serg09
vitamin_tupolev_tu-154m_kolavia_by_serg09.zip
www.avsim.com

VITAMIN Tu-154M in Kolavia livery. Textures only for freeware VITAMIN model. Repaint by Sergey Gleba. Link to my products on SimMarket: http://secure.simmarket.com/paintsim.mhtml

Delta Airbus A350-900 V5L
By Camil Valiquette
359v5ldl4.zip
www.avsim.com

FS2004 Delta Airbus A350-900 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.

Pan American Douglas DC-8-33
By Rodolfo Estrella C.
paadc83.zip
www.flightsim.com

FS2004 Pan American Douglas DC-8-33. This aircraft, registered N809PA, and christened "Clipper Great Republic" served Pan Am in their early DC-8 service since 1960 and flew afterwards for several other operators until scrapped in 1984. High definition textures only for the freeware HJG Douglas DC-8-33 model.

Vought VE-7H Floatplane
Gmax model by A.F. Scrub.
voughtve7h_floatplane.zip
www.flightsim.com

FS2004/FSX Vought VE-7H Floatplane. The Vought VE-7 Bluebird was an early biplane of the United States. First flying in 1917, it was designed as a two-seat trainer for the United States Army, then adopted by the United States Navy as its very first fighter/trainer aircraft. This is the floatplane VE7H version.

CYYJ (2017) FOR FS9, FSX and P3D
By Don Grovestine
cyyj_702.zip
www.avsim.com

CYYJ (2017), Version 7, is a major upgrade to CYYJ (2014). It portrays the Victoria (British Columbia, Canada) International Airport (CYYJ), aviation museum, Pat Bay floatplane base (CAP5) and Coast Guard station, and nearby industrial park as they appeared in early 2017 - as well as a host of static aircraft. It is fully compatible with Victoria+ (both FS2004 And FSX versions), Ultimate Terrain Canada/Alaska for FS2004 and Ultimate Terrain X - Canada for FSX, ORBX's FTX NA Blue and other FS9 road and shoreline upgrades for the area. CYYJ (2017) includes aircraft and traffic files for a realistic AI scenario other than scheduled airline operations. (Use BC Regional AI - also available from this file library - for scheduled traffic). Version 7 adds all the recent major new construction and apron expansion at CYYJ, and includes a greater level of detail in many areas.

Emirates Boeing 777-31H/ER
By Stefan Bree
boeing_777-31her_emirates_a6-eps.zip
www.flightsim.com

FS2004 Emirates Boeing 777-31H/ER. This is a repaint of the SkySpirit2012 B777-300ER v2, in Emirates "HSV livery 2017" livery, registration A6-EPS. Model included. New fan engine and engine night textures. The textures are saved in 32 bit format for quality graphics. Shine effect. Its features are opening doors & cargo doors, detailed textures, accurate paint, dynamic shine & effects, dynamic flexing wings that respond to turbulence, fully independent suspension, trim animation, gear steering, accurate flight dynamics, spoiler animation, crash effects, reflective cockpit windows, transparent navigation light lenses and many more.

Freeware Focus X-Plane

Air China (Phoenix Livery) Boeing 737-800 (Default) XP11 1.0.0
By MB Liveries
http://forums.x-plane.org/index.php?/files/file/37369-air-china-phoenix-livery-boeing-737-800-default-xp11/

If you noticed American Airlines's logo on your fuselage, even if you choose a different livery that is not American, you have to change the normal map (NML) that you have inside your objects folder. I suggest you to create inside the liveries folder, a folder for the American Airlines's livery and put inside all the files that the American livery uses: 738cfm56.dds. 738cfm56_NML.png. 738fuselage.dds. 738fuselage_NML.png. 738tail.dds. 738tail_NML.png. Now, you can select this file

738fuselage_NML.png from Qantas or KLM livery and overwrite it. Once you have done this step, you will not have that annoying American logo on the fuselage. N.B.: If you do this step while you are already in flight, it will not work. To see the fuselage without the American logo, you will need to reload the aircraft.

LFDA—Aire sur l'Adour 1.0.2
By Kvain
http://forums.x-plane.org/index.php?/files/file/36505-france-lfda-aire-sur-ladour/

LFDA- Aire sur l'Adour is a small airfield of the southwest of France. You have to install the ortho4xp photo-real to get a nice result (not include in this scenery). Library used in this scenery: cemetery library, ff_library_extended_LOD, JB_Library, MisterX_Library, opensceneryx, R2_Library, RE_Library, ruscenery li-

brary, t 3D_people_library,The_Handy_Objects_Library, w2xp - world-models library, NAPS_library, CDB_library, RescueX library. Trees are generate by the 1000 autogen file of xplane 11.

PHOG Kalulie, Hawaii Airport Scenery 1.0.0
By ethanyo6
http://forums.x-plane.org/index.php?/files/file/37387-phog-kahului-hawaii-airport-scenery/
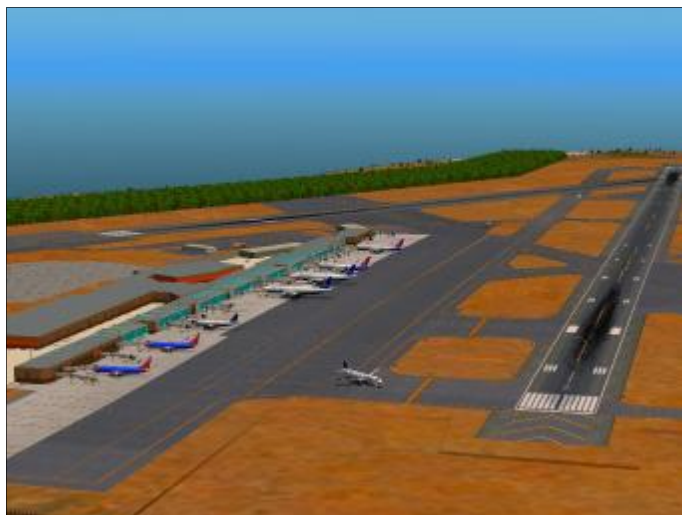
This is as close as I could make it to the real airport. PHOG is already a default airport in X-Plane 10, but if you don't like the default airport, this one is nice and includes many static aircraft and trees to give it more realism. I hope you enjoy it! Just place folder MDPC into your custom scenery folder. That's it, you're ready to fly!

Southwest (New) Boeing 737-800 (Default)
By MB Liveries
http://forums.x-plane.org/index.php?/files/file/36812-southwest-new-boeing-737-800-default-xp11/

Southwest (New) livery for the Boeing 737-800 (Default) XP11. Have fun!

EGKK Gatwick Airport with Static Aircraft 1.0.0
By tdg
http://forums.x-plane.org/index.php?/files/file/35238-egkk-gatwick-airport-with-static-aircraft/

London, United Kingdom EGKK Gatwick Airport with static parked aircraft. Also added are all start ramp gates and added more taxi signs (the best I could do). I have added new ramp lighting and airport staff at the gates etc. If you use my old EGKK or Aerosoft Gatwick please remove them from your Custom Scenery folder first. I do not claim its 100% accurate depiction of the actual airport, but close. Enjoy. This scenery is for Xplane 10 only.

Bergerac LFBE JarDesign 1.0.0
By A Sky Story
http://askystory.com/bergerac-dordogne-perigord-lfbe
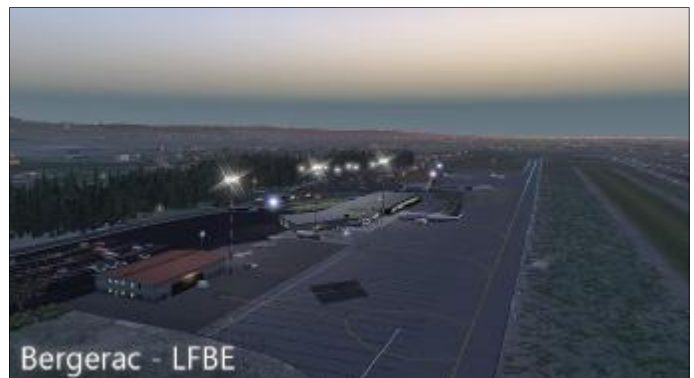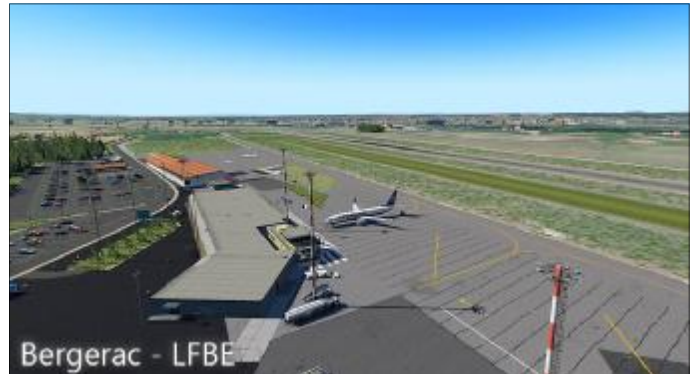
Bergerac Airport, France for XPlane 10 and 11 only.

ENGM Oslo Airport 1.0.0
By tdg
http://forums.x-plane.org/index.php?/files/file/35486-engm-oslo-airport/

A detailed Oslo airport (remove my old version if installed) with a big thanks to Stelaninja for adding taxiway signs, now you can find your way around. This scenery is for XPlane 10 only.

KLM (New) Airbus A330-200 JarDesign 1.0.0
By MB Liveries
http://forums.x-plane.org/index.php?/files/file/34832-klm-new-airbus-a330-200-jardesign/

KLM (New) livery for the Airbus A330-200 of JarDesign. Have fun! If you don't know the aircraft, it is possible to buy it here: Airbus A330-243 - $60.95 http://store.x-plane.org/Airbus-A330-243_p_383.html

Trans Australia Airlines Douglas DC-6B
By Paul Mort
www.flightsim.com

X-Plane Trans Australia Airlines Douglas DC-6B, registration VH-TLC. This is a livery for the payware PMDG DC6B. Trans Australia Airlines or TAA (renamed Australian Airlines in 1986) was one of the two major Australian domestic airlines between its inception in 1946 and its merger with Qantas in September 1992.

South Africa 2017

In late February this year I headed off on another long journey, this time to South Africa. My immediate family and extended family, twenty in all, headed to Johannesburg for a family wedding. Having found that on a previous long haul flight that a short flight followed by a long flight was the preferred option, we duly booked Aer Lingus to Heathrow, followed by British Airways (BA) to Johannesburg. Most of the family were only staying about a week; however myself and my wife decided to take in Cape Town as we had come so far. We booked our internal flights from a small airport to the west of Johannesburg called Lanseria, and what a gem of an airport this turned out to be, more later.

We headed off on the first part of the journey to T2 at Dublin for an Aer Lingus flight to Heathrow. We had a late afternoon flight from Dublin and an evening flight from Heathrow. We arrived early en mass, about twelve of us with the intension of relaxing in the calm of Dublin Airport at that time and having something to eat. At the departure gate we were advised that we would be better getting the earlier flight as there could be weather problems later that evening. So without delay we were fast tracked through security to the gate and boarded our A320 EI DEN for the first leg to Heathrow. A westerly wind prevailed, so after the start up and taxi we were on our way. We departed runway 28 on a DEXIN 1A departure and landed, without any holding, on time in Heathrow. We transferred to T5 - the BA terminal, which gave a good opportunity to take in the vast numbers and variety of airlines there. Having been fed and watered for the long journey we headed for the gate to board our A380 for the journey to Johannesburg. By coincidence it was the same aircraft G XLEK that I travelled back on from Singapore in April 2016. Same seats as well. G XLEK was number eleven of the twelve A380s ordered by BA. G XLEL the last in the sequence has since been delivered. G XLEK in April 2016 was about two months old and just under a year later it still looked good.

Following a pleasant overnight flight and some sleep after a few little tipples, we landed in Johannesburg and parked alongside a number of other international carriers. An Air France A380 to our right and a KLM B777 on the next stand. Having gathered our bags we were off to the wedding venue. Interestingly as we left the airport, a number of the international flights had already been parked remotely for the day only to start the procession northwards that evening. A procession which I watched on a number of occasions during my stay via Flightradar 24 on my iPad. Following the wedding, our group now headed to Pilansberg, a resort area near Sun City located in a safari park about two hours northwest

of Johannesburg. It was truly amazing to get up close to the wild life both on the safari and to observe them from the bar and dining area in the hotel.

During our stay here I managed to get a look at Flightradar 24 on my iPad over a few pints in the evening. I watched the procession northwards from both Johannesburg and Capetown. BA has two flights out of Johannesburg on some evenings. The earlier flight is the A380 followed by a B747. At more or less the same time, a B747 heads out of Capetown also for Heathrow. One of the more interesting observations was a daily Delta B777 from Johannesburg to Atlanta. Total flight time of almost 16 hours and almost 14,000km. Interestingly on my return home, Airliner World had an article on ultra long haul flights, which introduced the new Qatar Airways flight from Doha to Auckland at a distance of over 14,500km taking almost 17hrs and 30mins to complete. The aircraft again is the B777 200LR. The article went on to compare other long haul flights one of which was Singapore to Newark in an A340 flown by Singapore airlines. The route was discontinued some time ago on the disposal of the A340's. However, this may be introduced again as Singapore take delivery next year of the A350 900ULR.

After a few days on safari we all head back to Johannesburg. Most of the party headed home to their various destinations. Myself and my wife headed to Lanseria airport on the western side of Johannesburg for our flight to Capetown. Lanseria is a small single runway operation and the home of the LCC's in Johannesburg. It is certainly a colourful apron with carriers such as Mango, Kulula resplendent in bright green and orange. Our flight was with Flysafair whose colours are very modest compared to the other two. Another fea-

ture of the airport is the amount of business jets both resident and visiting. I would love to have had more time here to do a bit of exploring. Maybe not a great idea!

I did get a short time before boarding to have a look around the apron from the terminal and was lucky enough to spot a lovely black B757 of TCS World Travel. At the time of sighting it there was a lot of activity around the engines with most of the crew tasked with a job. For a further insight into the company and especially a view of the luxurious interior, a visit to their website is worth it. www.tcsworldtravel.com

Time to board our flight to Capetown. Our aircraft was a B737-400 of Flysafair, one of the main LCC's in South Africa. They operate a mix of 737's and from what I could gather the 400's out of Lanseria, and the 800's from Johannesburg. Our aircraft was ZS MWP serial 28891 owned by Wells Fargo. Having booked some time in advance we were able to secure seats 1A&B with no additional charges for the outbound and return flights. After a very pleasant flight we arrived safely in Cape-

town. Capetown International was a lot busier as expected than Lanseria with a wide variety of both local and international traffic. A BA B747 and a Lufthansa A340 were parked up in the distance having arrived earlier that morning and awaiting their evening departure.

While in Capetown and doing the usual tourist bits we got an added surprise while on Table Mountain. I noticed a small brush fire on the side of the mountain as we made our way to the visitors centre on the tour bus. By the time we got to the top of the mountain the fire was fairly big. The local fire brigade were making their way to the scene. They had further backup in the shape of three Huey's working in tandem between the mountain and a local reservoir. A Cessna 172 was acting as top cover. Very spectacular to see these operate under very dangerous and testing conditions as they flew to the mountain having filled the buckets. Visibility at one stage was very limited and the Huey would disappear as it dropped its load and thankfully reappear to go and reload.

And so another holiday came to an end with our journey back to Johannesburg to board our BA A380 back to Heathrow. Our aircraft this time was G XLEC, the third arrival of the type. One thing I did notice was that the wear and tear on the door handles was quite significant given that the aircraft is relatively new to the fleet. A lot of turbulence over Africa made for an interesting flight, however, having landed safely at Heathrow we made our way to the final gate of the journey where we boarded a BA A319 G EUOH to take us back to Dublin to conclude a very enjoyable trip.

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Aviation Gallery

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There isn't a flight goes by when I don't stare out and thank my lucky stars for what I'm seeing and feeling.
— Richard Branson

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