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Welcome once again.

Summer is almost upon us, which is normally the time when flightsim takes a back seat for some. However, it’s also the time for Aviation events such as: Aero Expo, Germany, in April, (this event includes a large Flight Sim section). Daks Over Duxford, UK in June, Newcastle Festival of Flight, Co. Down, Northern Ireland in June and the Bray Air Display, Bray Co. Wicklow, Ireland in July. I didn’t realise that there were so many Aviation Shows in Europe until I found the list on air-shows.org.uk. What a great excuse to visit our European neighbours while enjoying an Aviation Show. www.air-shows.org.uk/2018/07/european-airshow-calendar-2019/ for the full list of events.

The next issue is due in June 2019.

Terry McGee

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Visit the official AERO website: www.aero-expo.com
X-Plane 11 Scenery--EGNS Ronaldsway/Isle Of Man Airport 1.0. Isle of Man Airport, also known as Ronaldsway Airport and, in Manx, Purt Aer Vannin, is the main civilian airport on the Isle of Man. Ronaldsway was first used as an airfield in 1928. The airfield came under Royal Air Force control at the outbreak of the Second World War. Known as RAF Ronaldsway, it was one of the few airfields that continued operating civilian flights throughout the wartime period. Today the airport has scheduled services to the United Kingdom, Ireland and Jersey. This X-Plane 11 version is a remake of the author’s earlier X-Plane 10 scenery: egns_ronaldsway.zip. Requires the latest versions of the following libraries: BS2001 Object Library (BS2001_OPEN_ME.ZIP), CDB library (CDB_LIBRARY.ZIP), FJS Scenery Library (FJS_SCENERY_LIBRARY.ZIP), The Fruit Stand Aircraft Library (The_Fruit_Stand_Aircraft_Library.zip), The Handy Object Library (THE_HANDY_OBJECTS_LIBRARY.ZIP), MisterX Library (MISTERX_LIBRARY.ZIP), NAPS Library (NAPS_LIBRARY.ZIP) and OpenSceneryX (OPENSCENERYX.ZIP).
**Arrivals**

**SCQP Araucania Airport, Temuco Freire, Chile**  
*From Chile Airports 3D*  
www.simmarket.com

La Araucania International Airport also known as Temuco Airport is 21 kilometres south of the city of Temuco, in the commune of Freire, Cautín Province. It is the main airport in the Araucania Region and southern Chile. This scenery was created using photorealistic images. Includes detailed terminal building, hangar, control tower, control tower view, General aviation parking, vehicles, static aircraft, and night textures. Updated Nav aids ILS and VOR/DME for IFR Training. For use on FSX/P3Dv4.

**Airport London Heathrow**  
*From Sim-wings*  
www.aerofsd.com

Never before have there been so many objects on an X-Plane airport to discover as with Britain’s major airport, London Heathrow. The scenery includes all five terminals and animated apron traffic. The award-winning team sim-wings convinces with a model of perfection for such a Mega Hub. Find out what commercial aviation is all about by joining the traffic of the world’s third busiest airport. The scenery covers around 42 square kilometres in total with fully detailed buildings at the airport, including the new T2 and T2B terminals. Fully customized high resolution aerial ground textures, detailed ground markings and the actual taxiway layout with new rapid runway exits and taxiway links make it a perfect rendition while use of LOD technique will give you the best possible performance. Features: Airport London Heathrow with near airport surrounding (about 42 square kilometres in total). Fully detailed buildings at the airport. Safegate and other dockings at all gates (only with Auto-Gate). Includes new T2 and T2B terminals. Pre-rendered self-shadowing and raytraced night lighting. Fully customized high-resolution aerial ground textures (about 30 cm/px) with custom detailed textures for taxiways etc. Detailed ground markings. Actual taxiway layout with new rapid runway exits and taxiway links. Hand placed autogen. Seamless integration of the ground to the Flight Simulator. Animated Apron Traffic. Requires: X-Plane 11 or 10.25.

**AtmoEngine Plugin P3D4**  
*From MWP Projects*  
www.simmarket.com

A lot of users liked our X-Plane 11 simulator add-on and asked to make it for Prepar3D. We did. But we did not just move the plugin to the P3D simulator, we did much better. In AtmoEngine for P3D, we have made a full custom launcher with a custom activation system which the user will be able to easily install the product both full and partial. AtmoEngine includes a realistic sky, without any transition line between colours - we really got rid of this transition completely. Clouds, sun and of course, the environment. We have also created a built-in fps boost. Some of the may features: Sky without sharp transition between colour tones. Realistic haze density. Realistic haze density in the mountains. Photoreal haze colour. Smooth horizon line. Normal horizon position. Realistic moon glow effect. Normal rayleigh effect. Custom Hi-Res clouds. Real clouds colour. Realistic cloud forms. Photoreal cloud specular. Normal lights bloom. Normal lights scale. Normal lights colour. Realistic colour of aircraft shadows. Realistic colour of cloud shadows. Real cloud shadows size. Hi-Res cloud shadows. No flickering shadows from the clouds. Dynamic water waves. Normal waves speed. Realistic wave amplitude and scale. Realistic sun reflections on water. Realistic moon reflections on water. Photoreal water colour.

**Boeing Super Stearman**  
*From Golden Age Simulations*  
www.simmarket.com

The Stearman (Boeing) Model 75 is a biplane formerly used as a military trainer aircraft, of which at least 10,626 were built in the United States during the 1930s and 1940s. After World War II thousands of surplus aircraft were sold on the civilian market. In the immediate post-war years they became popular as crop dusters, sports planes, and for aerobatic and wing walking use in air shows. Our representation of these iconic post war aircraft conversions presents 4 distinct aircraft. The 300 H.P. Lycoming R-680 powered A75L300, the 450 H.P. Pratt and Whitney R-985 powered IB75A, the model S76D1 float plane and the A75AG Sprayer/Duster conversion. Each is fully animated with tool tips active in the VC cockpit for all animated parts and customizable with a Configuration Manager for each version. All are fully compatible with FSX, FSXSE and P3D all versions. Our package includes: High quality, Fully Animated 3D Models. Fully Modelled Detailed Pratt and Whitney and Lycoming Engines. High Resolution (4096 x 4096) Textures. Fully Animated VC cockpit with VC Cockpit Shadowing and Smooth 3D modelled gauges. User Controlled Configura-
Cancun Intl. Airport P3D4
From FSimStudios
www.simmarket.com

Cancún International Airport (IATA: CUN, ICAO: MMUN) is located in Cancún, Quintana Roo, on the Caribbean coast of Mexico's Yucatán Peninsula. It is Latin America’s fourth and Mexico's second busiest airport, after Mexico City International Airport. This scenery is exclusively for P3D V4 and features the following: High detailed representation of Cancun International Airport. Detailed terminal buildings, including interiors and the new Terminal 4. High Resolution textures (4096x4096). Realistic Ground Poly of the airport. Hotel Area with over 300 hand modelled hotels. FBO and airport Surroundings modelled with great attention to detail. Baked Shadows. Static Planes. SODE Animated Jetways. Highly optimized for great performance. Volumetric grass and custom vegetation. Dynamic Night Lighting. 3D Modelled bridge on Taxiway D. Extra: Free expansion pack that includes Photoscenery and Autogen covering the city of Cancun and Puerto Morelos.

Cancun Riviera Maya and Chichen-Itza 2.0 P3D4
From Kings Sceneries
www.simmarket.com


Cannes Mandelieu LFMD
From LMT Simulation
www.simmarket.com

Cannes Mandelieu, LFMD, is located in Provence, Between Saint Tropez and Monaco, 5 kms (3 miles) from Cannes, on the "French Riviera". It’s the second most important general and business aviation airport in France (with over 70,000 movements in 2016). This scenery was performed in attention to detail and the best optimization. Each building and each ground surface (Runways, taxiways, parking) were modelled to maximum realism. Highly detailed and accurate buildings, parking, taxiways. New lights and markings on taxiways and runways. New lighting effects. Day/Night and seasonal textures. Large area around the airport (City centres, residential areas and commercial areas...). Improvement of the original landclass. Static and animated objects: vehicles, characters, helicopter. Volumétric grass. AI Traffic. FranceVFR PACA VFR Vol.1 compatible. With SODE (SimObjects Display Engine): Animated windsocks. Animated doors for Hangar 1. Airport clock on time. Requirements: FSX, P3DV3/ P3DV4.

Cartagena V2 P3D
From PKSIM
www.simmarket.com

Rafael Núñez International Airport (IATA: CTG, ICAO: SKCG) is an airport serving the Caribbean port city of Cartagena, Colombia. It is named after Rafael Núñez, the former Colombian president who wrote the verses to the National Anthem of Colombia. The airport has been managed since 1996 by the Sociedad Aeropuertos del Caribe S.A. (SACSA), a Colombian company that has the experience and technology of its partner operator AENA Spain. Airlines including Air Canada Rouge, Air Panama, Air Transat, American Airlines, Avianca, Copa Airlines, Delta Air Lines, EasyFly, JetBlue, LATAM Colombia, LATAM Perú, Spirit Airlines, VivaColombia, and Wingo have international flights from this airport to various cities in North, Central and South America. KLM have flights to Amsterdam, Netherlands. Features: Completely remake of the scenery. Full photo-real city, including Terrabomba Island. Custom 19m mesh for the area with "La Popa" as should be. Manual autogen positioning. Custom ground textures with reflections and speculars. Custom high resolution textures. Dynamic Lighting (P3Dv4). Texture lighting in ramp (P3DV3). Both versions included P3D v3 & v4. Airport configurator. GSX ready. Static Traffic which could be removed. Update offer available from FSX version.

CityScene Orlando
From orbx
www.orbxdirect.com

CityScene Orlando for FSX and P3D is the biggest CityScene project to date. This scenery package covers 1,115km2 of coverage and includes two major airports, KMCO Orlando.
International Airport and KORL Orlando Executive Airport. Also included is the headquarters of Lockheed Martin and Orlando Renaissance Seaworld, the site of the 2019 FlightSimExpo. Whilst KMCO and KORL aren't as heavily detailed as a commercial airport add-on, they are included in order to provide the full Orlando experience without compromising performance and provide much more detail over the default airports. Allen Kriesman's ground-breaking new technology enables highly-detailed scenery, coupled with highly improved performance and optimisation compared to default city centres. Bypassing traditional autogen methods, buildings correctly replicate unusual footprints, improve on building height and type accuracy, and even add more details for an immersive experience. Vegetation, lighting, terrain, traffic, are all fully integrated. Most importantly, CityScene technology uses next-gen optimisation techniques to ensure the very best performance. Key Features: Highly detailed, accurate representation of Orlando, Florida. Nearly 3.9 million accurately placed regional trees. Over 200k accurately sized, shaped and positioned custom buildings. Includes high rise, commercial, and residential buildings. 135.7k lights, 6.3k container objects, and 3.4k individual water features 40 Points of Interest. Expertly optimised using ground-breaking techniques for best performance. By Allen Kriesman.

Caribsky: St. Vincent 2019
From Richer Simulations
www.simmarket.com

Welcome to St. Vincent, the largest gem in the collection of “Gems of the Antilles” which comprise of St Vincent and the Grenadines. Home to E.T Joshua airport (TVSV) on the west coast and the newly constructed Argyle International Airport (TVSA) on the east coast. Welcome to an island paradise crammed with three airfields, an active volcano, lush rainforest, miles of beaches and high density Caribbean homes. TVSA includes: Newly constructed airport represented as of 2019. SODE jetways. Newly constructed solar farm. Surrounding quarry, houses and related buildings. Fully bumped-map buildings, vehicles, objects and ground polygons. Hand crafted 1m mesh for terrain on approach to runway 04 and the gentle slope near 22, as well as around the entire airport. Approach and directional lights. Fully customisable options which can be turned on/off: fully modelled interior, Fully modelled parking lot, Individual Dynamic Lights, Pre-rendered Apron Shadows, Sparse to Dense 3D Grass, High Poly Vegetation, Upgradeable to 4096 Ultra HD textures (free separate download), St. Vincent includes: 344 square km of photoreal coverage. Wet/ transitional/dry seasons. 0.5m/px photoreal terrain resolution. Custom 5m LIDAR-generated mesh. 1.2 million custom autogen shrubs, trees, buildings and lights. Arnos Vale Stadium. Decommissioned TVSV airport now used as a dragstrip/raceway (with animated race cars) or usable as a sloped runway. Advanced Night illumination: building windows and street lights. Surrounding reef textures. Road traffic. Requirements: P3Dv4.

EGSG Stapleford Airfield for X-Plane 11
From orbx
www.orbxdirect.com

Located in the Epping Forest district of Essex is Stapleford Airfield. This was Russ White’s first venture into the UK and the first of his series of UK VFR airfields and is now available for X-Plane 11. Stapleford began in the 1930’s as Essex Aerodrome and was used by the RAF during the Second World War. Today it is used extensively for pilot training by the Stapleford Flight Centre, a family run business that has been training pilots for over 40 years. Russ has again used his skills to create something special with each building made to look as it appears in real life. Key Features: 11 cm per pixel ground textures. Countryside at 30 cm per pixel. Fully custom modelled airport. Created from on-site photography. Complete with AI traffic. Fully integratable with TrueEarth GB South. Includes more surrounding autogen vegetation. As we do not currently have a version of FTX Central available for Linux or MacOS, you will see a CROSS-PLATFORM DOWNLOAD option in your account. This is a simple zip that you can extract into X-Plane 11 in the meantime until FTX Central is available for those other platforms. Please note that without purchasing and installing TrueEarth Great Britain South for X-Plane 11, the airport will appear differently as it shown in our promotional screenshots. You may experience one or more of the following issues: Missing or misplaced forests, non-aligned road or motorway traffic, missing or misplaced houses and buildings surrounding the airport, ortho colour matching and blending or other visual anomalies.

EGML Damyns Hall Aerodrome for X-Plane 11
From orbx
www.orbxdirect.com

Damyns Hall Aerodrome is a small but feature rich airfield which features realistic vegetation, delivering the most realistic rural environment possible. Located 2 nautical miles south of Upminster in the London Borough of Havering, England, this airfield boasts around 100 acres of grassland. The ground poly is hand textured to 2 cm per pixel which creates a hyper-realistic flight experience! Key Features: Plant and weed species specially photographed, digitized and particle dispersed to create an incredible realistic coverage of native vegetation. Realistic grass system. Accurate depiction of ditches and gullies along the taxiways. 2 cm hand crafted ground textures. High definition building textures created from onsite photography of the actual buildings. Fully integrated into TrueEarth GB South.
EGTF Fairoaks Airport for X-Plane 11
From orbx
www.orbxdirect.com

Set in the beautiful English countryside of Surrey, we have captured the amazing surroundings with on-site photography and excellent photoreal imagery. Every fine detail has been captured from the airport buildings to the McLaren Technology Centre, a stunning modern architectural building. Affectionately nicknamed "Dolly’s Farm" for the piece of land upon which the airport was built back in 1931, Fairoaks Airport is a must-have for your UK X-Plane collection. As we do not currently have a version of FTX Central available for Linux or MacOS, you will see a CROSS-PLATFORM DOWNLOAD option in your account. This is a simple zip that you can extract into X-Plane 11 in the meantime until FTX Central is available for those other platforms. Key Features: Amazing 7 cm per pixel resolution for the airfield area. Countryside at 30 cm resolution. Realistic PAPI approach lights and runway end lights. Realistic HD textures created from on-site photography. McLaren Technology Centre. Integrated full with TE GB South.

FA50 EX
From Carenado
www.carenado.com


FSX Visulator Map 2.0
From inv3rtedco5ine
www.simmarket.com

This is the new and improved version of FSX Visulator Map from inv3rtedco5ine. This updated version improves on the data visualisation capabilities of before, unlocking new experiences. FSX Visulator Map enables users to view their location on an interactive map. Visulator Map will track everything you need to know from altitude to Zulu time. In FSX Visulator there are 3 options of map display, satellite topological and terrain. Visulator Map can run on its own or alongside other Visulator Products. Using SimConnect allows you to run this application locally or on another computer such as a laptop or small second monitor. This application requires internet access to enable future updates. Our team are always developing new features for this product with the hopes to be unlocking several new features in the near future. Current features in development include FSUIPC support, new map overlays and saving of track files for review. Features: Location tracking. Breadcrumbs with flight data. Live display of speed, heading and altitude. Multi-Monitor. Multi-Computer. Compatible with other Visulator products.

HD Cities—Leipzig
From PrealSoft
www.simmarket.com

Leipzig is the most populous city in the federal state of Saxony, Germany. With a population of 591,686 inhabitants as of 30 June 2018, (1.1 million residents in the larger urban zone) it is Germany’s tenth most populous city. Leipzig is located about 160 kilometres (99 mi) southwest of Berlin at the confluence of the White Elster, Pleiße and Parthe rivers at the southern end of the North German Plain. The main features: Photoreal rendition of Leipzig in high definition 0,5m/pixel. Ground textures in HD day & night (Fall, Spring & Summer). Autogen (Houses and trees). Customized 3D Buildings. Night Texture + 3D Street lights (FTX Global users). Optimized for best framrates. Compatible with Leipzig Airport sceneries, German sceneries, FTX Global. Requirements: Prepar3D V1,2,3,4 or FSX.

KSUN Friedman Memorial
From orbx
www.orbxdirect.com

Developed by Turbulent Designs, Friedman Memorial Airport includes 715km2 of 60cm per pixel photoreal for the airport and valley. This mountainous area also includes 1D5 Lukes Wood River Medical Center Heliport for those wanting to take a little more time to explore the valley. KSUN features buildings and vegetation textured in high definition and stunning detail. As attention to detail is key, we like to treat every airport area as a feature area, built with exploration in mind. Not only will KSUN look stunning from your aircraft, but it will look even better up close and personal. We recommend everyone have a wander around!

**Lisbon X-Plane 11**
From MK-Studios  
www.simmarket.com

Welcome to Humberto Delgado Airport, known simply as Lisbon Airport. The 20th largest airport in Europe in terms of passenger volume. It is an important European hub to Brazil, the largest European Star Alliance hub to South America and also a European hub to Africa. Now we bring the airport and the city together to XP11 using modern graphical technics and improved simulator engine. The scenery represents the airport in current up to date condition. Features: Highly detailed buildings. Terminal interior modelled in 3D with correct gate numbers. New ground technics based on real photographs. Fully up to date ground layout. Highly optimized lightning with different effect types adjusted for exact type of light and direction needed. 50cm/pixel satellite coverage of the city with autogen. Important custom city objects and bridges. Optimized to take advantages of X-Plane features.

**Malta Intl. Airport P3D4**
From JustSim  
www.simmarket.com

The cities of Alicante and Elche and the airport of Alicante/Spain in stunning quality! Looks even better when used with our FS Global Ultimate - NG mesh (not required, but recommended!) See the advantages of local scenery built into a HR mesh. Main features: For Prepar3D V4.x (FSX, FSX:SE, X-Plane 11 maybe later, depending on demand). 4K resolution textures. Animated tarmac workers. Ambient Sounds (Seagulls, waves, sounds of departure hall, etc). 750 squared kilometres photoreal. Hand made mesh of airport area 1m resolution. Detailed model of inner departure/arrival hall. Accurate depiction of Elche city/Alicante city. 3D grass/trees custom vegetation. Realistic shadow rendition. Special night light shadows textures. Dynamic lights (P3D V4). 3D ALS and runways lights. Custom buildings for the city, surrounding areas and autogen. Fully optimized design for great performance and high frame rates. Made for FS Global Ultimate - NG Mesh (optional), compatible with FTX Vector. And more ...
America and the central hub for Spanish aviation. Features: Mega Airport Madrid-Barajas with all buildings and service facilities like VOR, ILS. Aerial image for the airport and its close environment (total of 400 km²). Autogen buildings and vegetation for the entire aerial image area. Detailed airport buildings, terminal 4 and terminal 4 satellite with interior equipment. Detailed animated jetway models, (Ctrl-J), SODE jetways as a free download option. Docking systems at all gates and functional windsocks. Partly pre-rendered shadowing/night lighting. Detailed ground markings. Scenery and aerial image are georeferenced to ensure best possible compatibility with other add-ons. Animated vehicle traffic on the apron and around the airport. Detailed AFCAD files with airline parking codes and approach procedure. Can be toggled between North and South approach in the config menu. Advanced config toll.

Munich Airport X-Plane 11
From ShortFinal Design
www.simmarket.com

Munich Franz Josef Strauss (IATA: MUC, ICAO: EDDM) is the second busiest airport in Germany after Frankfurt Airport, handling 44.6 million passengers in 2017. This also makes it the seventh-busiest airport in Europe. It offers flights to 266 destinations. Munich is a hub for Lufthansa, Lufthansa Regional, Lufthansa Cityline and its Star Alliance partners. Located about 28.5 km (17.7 mi) northeast of the city of Munich, it features two passenger terminals with an additional midfield terminal, two runways as well as cargo facilities. Features: Accurate models for all buildings with baked ambient occlusion. Dynamic reflections on objects and ground textures. Custom high resolution ground textures. HDR night lighting. High resolution photo scenery (30cm/px). Randomly placed static aircraft, can be toggled off in the X-Plane settings. Animated airport vehicles (using GroundTraffic by Jonathan Harris). Custom animated jetways and DGS (using the SAM plugin). Taxi network and gate assignments. WorldTraffic 3 and X-Life ready. Summer and winter version. Weather effects on the ground for rain and snow. Performance optimized for high fps.

Paris Orly LFPO P3Dv4
From JetStream Designs
www.simmarket.com

Paris Orly is the second international airport serving Paris. It is also the second-busiest airport in France. The recent opening of several new extensions allowed the airport to modernize, offering a smoother passenger experience. The Paris Orly scenery is for use on Prepar3D V4. It comes with the following features: Scenery configurator for selecting any level of detail. Animated SODE jetways. Dynamic lights. Native P3D ground with HD textures and wet effect. Volumetric grass. Detailed airport objects and vehicles. Animated airport vehicles. Animated Orly-Val train. 3D taxiway lights with halos / Ramp lights with halos. Extended autogen. Night environment. Four seasons. Custom taxiway signs with realistic night textures. Custom runway and taxiway lights. GSX/GSX level 2 compatible (all aircraft positions accurately configured). Visual Docking System via GSX level 2. All objects and models are native P3D, compiled using the P3D V4 SDK. The scenery depicts the Orly airport circa 2019, with all extensions and new terminals included and fully active. Some areas are still getting new construction works in 2019 and until 2024. These areas are shown with construction items and machinery in this scenery.

TrueEarth Great Britain South
From orbx
www.orbxdirect.com

TrueEarth Great Britain South for P3Dv4 spans an impressive 42,000 square miles (107,349 km²) and covers Southern England and Wales. We have developed new technology especially for P3Dv4 which allows for building shapes to be placed accurately to perfectly align with the orthomagery - no more rectangle shapes joined together to "fake it". What really makes TrueEarth Great Britain unique, are the Points of Interest (POI) models. We have hundreds of iconic UK landmarks from Tintagel to Cardiff City Stadium, from the Brighton Pier up to Buckingham Palace in London – all based on 2018 data. You won’t find a more comprehensive and up-to-date British flying experience anywhere! Please note that some of the featured screenshots make use of the PTA 3rd party add-on. This add-on requires at least 57 GB of hard drive space. Key Features: 42,000 square miles (107,349 km²) of hand corrected, crisp, colour-matched aerial imagery. Accurate building shapes to precisely match the ortho imagery footprints. 130 million trees at the correct height and location. 13.2 million buildings at the correct height and location. VFR landmarks such as masts, wind farms, churches, power-lines, castles, stadiums and lighthouses are all accurately placed. Hundreds of custom-modelled 3D POIs. Hand-placed and custom modelled landmarks placed throughout the scenery such as bridges, skyscrapers, castles, piers, and monuments – this is especially noticeable in city areas such as London and along the coast. Sharp and detailed 10-meter mesh brings out stunning detail in natural features such as hills and beaches. Superb water-masking along the entire coastline. Accurate road and rail network blended into the aerial imagery with moving left-hand drive traffic. Summer season only with full night-lighting supported.

UHD Texture Pack 13 for Captain Sim B757-200 III
From PaintSim
www.simmarket.com

Textures only for new model 757 CAPTAIN III. Compatibility: FSX, P3D, P3DV4. UHD - Ultra High-
Resolution (4096 px resolution) re-paints 4 of world-known airlines for the Captain Sim Boeing 757-200 III model on completely new Paint Kit. A completely new paint kit was created in the highest resolution. I completely anew painted the textures of the fuselage, engines, wings and other external parts of the aircraft. The bump and specular textures were completely re-done. They are also different from my previous specular and bump textures for the FSX model. Liveries: Titan Airways. Monarch Airlines - Old Colours. Northwest Airlines (NWA) - Old Colours. Air Finland - Old Colours.

**UHD Texture Pack 14 for Captain Sim B757-200 III**
From PaintSim
www.simmarket.com

Textures only for new model 757 CAPTAIN III. Compatibility: FSX, P3D, P3DV4. UHD - Ultra High-Resolution (4096 px resolution) re-paints of 4 world-known airlines for the Captain Sim Boeing 757-200 III model on completely new Paint Kit. Liveries included are; Delta Airlines – Retro. Paradigm Air. Air China. Air Greenland.

**Ultimate VFR Arizona Part 2**
From realworldscenery
www.simmarket.com

ARIZONA part 2 is the 2nd installment of Ultimate VFR ARIZONA, (Approx. 8200 square miles of scenery). Designed to work best with P3DV4 but will also work flawlessly with FSX and all other versions of P3D. All of our scenery products are designed to work flawlessly with other products such as ORBX, and all add on airports. We combine Photo-real ground with millions of accurately placed trees and structures, resulting in a completely new rendition of the virtual world like you've never seen before. We have also completely re-made the light technology for night time roads, resulting in smaller, more realistic TO-SCALE, light models including ground splash that more accurately represent what you would see at night. Using our new technology we like to call WATER-WORKS, we have created water on nearly every lake, river and pond that is noticeable from altitude, be it 500 feet or 5000+!

**Winter Story P3D4**
From Aerosky Production
www.simmarket.com

Winter. Blizzard. Snow. Frost. Weather created for hot tea, warm plaid and beautiful flights. This will partly help your hot tea and our new add-on, which is designed specifically for flying with snow. Beautiful winter shaders, photorealistic sky and great mood during the flights are waiting you for a low price. By purchasing this add-on your simulator will find the dynamics and the picture will be difficult to distinguish from the real. Main features: Realistic winter atmosphere. Photoreal winter sky colour. Dynamic water waves. Realistic haze effect. Smooth transition of lights between day and night. Reflection on aircraft. Smooth atmosphere tones. Very simple installation, the installer is present. We also recommend using this product with AS4. Requires P3D v4.4.

**Air Hauler 2**
From Just Flight
www.justflight.com

Expanded, enhanced and updated, Air Hauler 2 builds on the addictive first edition to give you even greater control of your own global freight and passenger company with more options, opportunities, flexibility and features. Fly jobs between bases, buy or lease aircraft and create your own virtual airline. Recruit pilots, build routes and look out for special humanitarian missions. Trade cargo commodities, open factories at your airports and buy parts - the possibilities really are endless! The limitless possibilities and flexibility of Air Hauler 2 will let you immerse yourself totally in every operational detail of your company - each crucial flight will have an effect on the reputation and reach of your expanding empire. The level of complexity is up to you - simply fly jobs between bases and buy or lease aircraft, or carve out a career in the air freight or airline industry by hiring AI pilots and risking everything on loans to fill up your dream hangar. Air Hauler 2 tracks all your financial activity, whether you’re buying aircraft or air bases, fuel or repairs, or paying for landing fees or even loans and leases. Take out insurance if you think the part-time pilots you’ve hired might let you down when you can least afford it. Expand your company into an online Virtual Airline where other pilots can fly passenger routes and cargo jobs for your new venture – select jobs from a global shared job board and allow users to help you manage your virtual airline and fly, expand and maintain your fleet! Air Hauler 2 puts you in charge every step of the way - from landings to leases, flight plans to finances, and repairs to recruitment. Compatibility: Flight Simulator X, FSX: Steam Edition, P3D v4, P3D v3, P3D v2, P3D v1.

**757 Freighter Expansion**
From Captain Sim
www.captainsim.com

The most advanced and complete 757 freighter ever built for any sim. The 757 Freighter Expansion supports all features of the 757-2PW Base pack and includes eleven highly detailed and accurate digital replicas of the Boeing 757-200 Freighter variants wearing Captain Sim House livery. Each engine variation provides: Custom engine performance. Custom FMC setup. Custom Flight Model. The RR en-
VFR Real Scenery NexGen 3D-Vol: 1: Southern England and South Wales
From Just Flight
www.justflight.com

VFR Real Scenery NexGen 3D is the next generation of Just Flight’s hugely popular VFR Real Scenery series. The NexGen 3D software uses the very latest 25cm and 50cm aerial images at 1.2 m ‘in sim’ resolution, rising to 60cm around airports. In addition to new imagery, the scenery now uses Just Flight’s new GenMart system to add a huge array of autogen objects for an immersive ‘3D’ feel. The combination of photographic scenery with accurately placed autogen objects gives a truly realistic representation of flying over the real world. As well as trees, houses and industrial buildings, the object library contains features such as wind turbines, wind farms, lighthouses and churches, all placed where their real-world counterparts are located. Some of the many features include: Multiple simulator support - the scenery can be active in all your supported simulators at the same time using a single installation. 25cm/50cm aerial photos taken from 2015 onwards used as source imagery. Scenery Manager utility included so you can adjust scenery options and activate/deactivate the scenery in individual simulators. Performance boost - because the display of photo textures and individually placed autogen objects is more efficient than the generic tile-based system used in default scenery, the performance of your simulator(s) will actually improve when NexGen 3D scenery is being used! 1.2m/pixel general texture resolution. The texture resolution around airports and specific points of interest is 60cm/pixel. 5m (ultra-high) elevation mesh resolution. Comprehensive 3D autogen coverage of buildings and vegetation accurately placed from real-world data. Compatibility: Flight Simulator X, FSX: Steam Edition, P3D v4, P3D v3, P3D v2, P3D v1.

Dalamant Intl. Airport P3D4
From JustSim
www.simmarket.com

Dalamant Airport (IATA: DLM, ICAO: LTBS) is an international airport and one of three serving south-west Turkey, the others being Milas-Bodrum Airport and Antalya Airport. It has two terminals. The old terminal is used for domestic flights and the new terminal is for international flights. The airport serves the surrounding tourist areas and environs of Dalaman. Flights are available to and from over 120 destinations, across the rest of Turkey, Europe, North Africa and the Middle East. Features: Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons made with the requirements of the SDK V4.4 (PBR materials) Prepar3D. Dynamic lighting of the apron. SODE animated windsocks. High resolution ground textures / Custom runway textures. High resolution building textures. Many animated custom ground vehicles. Fully AI traffic compatible with accurate AFCAD file. Visual Docking Guidance System (VDGS) (SODE+GSX). Animated SODE Jetways. Excellent night effects. 3D birds. 3D grass. 3D people. Optimized for excellent performance. Fully 3d taxiways lighting. Automatic season change for vegetation, photobackground high resolution. Realistic reflections on glass (PBR materials). Inclusion of manual in PDF format.

Airport Bergamo XP
From Tailstrike Designs, Windsock Simulations
www.aerosoft.com

The “Aeroporto di Bergamo-Orio al Serio”, also often called Milan/ Bergamo, is one of three international airports in the Milan region. With Airport Bergamo, this airport now finds its way to XPlane 11, complete with all buildings and service facilities. Besides being a hub for Ryanair and offering a number of seasonal and charter flights, Bergamo Airport is also an important cargo airport – both UPS and especially DHL have a large presence here, connecting northern Italy to most major cargo hubs all over Europe. Features: Custom jetways (using SAM plug-in). Custom lighting. 50cm/pixel aerial image with hand-placed autogen. PBR ground textures. Animated radar. Animated ground traffic. Animated windsock. All airport buildings including surrounding buildings. Dynamic lighting. High-quality ground and building textures. Static aircraft. Volumetric grass.

EGTR Elstree Aerodrome
From orbx
www.orbxdirect.com

When released for FSX/P3D, Elstree Aerodrome was Russ White's second UK airport. Combining the 1 cm, 2 cm and 3 cm resolution ground poly areas with the on-location photography of John Lovell, you will be completely immersed in the scenery here which is now available for X-Plane 11. The aerodrome is located in El-
stree, which is situated 2.6 nautical miles east of Watford, Hertfordshire, England. EGTR started out in the 1930s as a small landing strip and came into its own during World War II when it was used for the overhaul and repair of military aircraft. After 1945, Halifax freighters operated from Elstree and several charter companies took up residence. Since then, Elstree has become one of the foremost general aviation airfields in the country and has become a popular venue for visiting pilots. Key Features: Incredible 1 cm, 2 cm and 3 cm/pixel ground poly. Countryside at 30 cm/pixel. Fully custom modelled airport. Created from on-site photography. Designed to be used in conjunction with TrueEarth GB South. Originally developed by Russ White. Please note that without purchasing and installing TrueEarth Great Britain South for X-Plane 11, the airport will appear differently as it shown in our promotional screenshots. You may experience one or more of the following issues: Missing or misplaced forests, non-aligned road or motorway traffic, missing or misplaced houses and buildings surrounding the airport, ortho colour matching and blending or other visual anomalies.

**PA-28-181 Archer III**
**From Just Flight**
[www.justflight.com](http://www.justflight.com)

Just Flight, in partnership with Thranda Design, are proud to present the PA-28-181 Archer III for X-Plane 11. The PA-28-181 Archer III is a four-seater, piston-engine aircraft equipped with a fixed tricycle landing gear, 180hp four-cylinder engine and fixed-pitch propeller. Certified in the mid-1990s, the Archer III is one of the most recent PA28 variants to be built, reflected in its streamlined cowling and cockpit overhead panel controls. Capable of cruising at 118 knots and with a range of nearly 500 miles, it is an ideal aircraft for touring and flight training. The PA-28-181 Archer III for X-Plane 11 features PBR materials with real-time environment reflections for superb quality and realism, HD textures for the highest possible texture clarity and numerous animations including a multi-animation passenger door that, when open, responds to G-forces and air resistance. Among the features are a fully functional IFR-capable avionics fit which includes the Traffic-Watch ATD-300 traffic awareness unit and Strikefinder stormscope, custom-coded fuel and electrical systems, functional electric trim control on the yoke, simulated vapour lock and plug fouling, flight computer panel and functioning carburettor heat and primer controls. The cockpit features an impressive suite of avionics for instrument training and IFR flights, with a GNS 530 GPS, GNC 255 radio, S-TEC autopilot, HSI and ADF instruments.

**Lisbon XP X-Plane 11**
**From Taburet**
[www.simmarket.com](http://www.simmarket.com)

This is a complete scenery for the city of Lisbon Day and Night. Custom objects; custom lighting; auto-gen blended into a photorealistic base texturing. All objects and buildings are based on real world data; position; dimension as accurate as possible. The scenery extends further than Lisbon city centre to further flight immersion experience. Easy and clean installation.

**Pico Island LPPI 2019**
**From TropicalSim**
[www.simmarket.com](http://www.simmarket.com)

The Archipelago of the Azores is composed of nine volcanic islands situated in the middle of the North Atlantic Ocean. The Portuguese archipelago is located about 1,500 km (930 mi) west from Lisbon and about 3,900 km (2,400 mi) east from the east coast of North America. There are nine major Azorean islands and an islet cluster, in three main groups. These are Flores and Corvo, to the west; Graciosa, Terceira, São Jorge, Pico and Faial in the centre; and São Miguel, Santa Maria and the Formigas Reef to the east. These extend for more than 600 km (370 mi) and lie in a northwest-southeast direction. Pico Island (Ilha do Pico, in Portuguese), is an island in the Central Group of the Portuguese Azores noted for its eponymous volcano, Ponta do Pico, which is the highest mountain in Portugal, the Azores, and the highest elevation of the Mid-Atlantic Ridge. Features: Highly detailed Pico Airport / LPPI. Photoscenery surrounding the airport area with night lighting and full autogen3-Arc terrain mesh. Coastline remade for the whole island. Custom landclass and roads. Dynamic Lighting on Prepar3d v4 version. Optional 3D Lights. P3D v2/v3/v4 native materials custom ground option. Wet ground surface effect for P3Dv2/v3/v4 (via native custom ground). Compatible with add-on AI traffic. Compatible with other third-party sceneries. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version for best performance. Installers will detect the sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1, P3Dv2, P3Dv3 & P3Dv4.

**EZdok Camera Professional 3**
**From Flight 1/EZdok**
[www.flight1.com](http://www.flight1.com)

Flight One Software, in partnership with EZdok Software has officially released a new version of EZdok Camera. The new Professional version 3 encompasses many new and exciting features. The goal of EZdok has always been to enhance how the virtual pilot feels while piloting their aircraft, as well as to enhance the enthusiasts view from outside the aircraft. Also, camera creation and management has been central to the EZdok platform. This new version is our most ad-
vanced EZCA to date. 1000’s of hours has been spent on research and development. Live-capture video and accelerometers (attached both to the human body and aircraft body) were analyzed extensively during our R&D process. In EZCA Pro v3, we now feature our XTm™ (Extended Turbulence Module) for the most realistic turbulence synthesis to date. Previous versions of EZCA utilized artificial vibrations to imitate the effects of turbulence. The turbulence effects in EZCA Pro v3 is significantly more advanced and natural. The Extended Turbulence Module affects the position of the fuselage during flight. Regardless of severity, all aircraft systems will operate normally including no emergency autopilot disconnects. Our new Dynamic Head Movements (DHM) module reflects the skeletal animation of a seated human body in conjunction with the motion vectors of the aircraft fuselage. We applied how the human muscle-skeletal system reacts to these motion vectors. The Extended Turbulence module, in conjunction with the new Dynamic Head Movement module, provides you with amazing effects during your flight. They actually work close together to make elements of flight as realistic as possible. Many new features are included such as our new Map of Assignments which allows for easy Hotkey or Joystick assignment to cameras installed into the simulator, a new Panning Devices section has been added which now includes support for SimHat, advanced synchronization with Active Sky turbulence, Advanced and Simple interface options, and a lot more are now part of EZdok Camera Professional 3.

FlyTampa Montreal V2 P3D4
From FlyTampa
www.simmarket.com
www.flytampa.com


G500/6600 Series V1.03
From Flight1
www.flight.com

Flight1 dev team continues to crank out updates and are proud to announce the latest version of their innovative G500/600 Series. Version 1.03 now fully supports the latest Trainer v 730 plus many new features and refinements: Vertical navigation (VNAV) display/ functionality with our GTN Series. New Garmin navigation database cycle 1803. Flight1 has faithfully replicated the G500/G600 for Flight Simulator X and Prepar3D. In fact, the Flight1 G500/G600 is nearly identical to its real-world counterpart. Flight Simulator and Prepar3D virtual pilots can experience first-hand Synthetic Vision Technology. No matter if you fly around New York on a sunny day or land in Innsbruck under IFR conditions, with Synthetic Vision you always get a clear picture of mountains and other obstacles. The G500/ G600 is the perfect companion for your Flight1 GTN 750, GTN 650, GNS 530 or GNS 430. Please Note: GTN Complete or GNS Complete is mandatory before purchasing/installing the G500/600 Complete. The G500/600 Complete will NOT work without the GTN or GNS, it will not even turn on. As it is in real life! Existing users and new purchasers can get the latest version of the G500/600 Series by going to our sales website at http://www.flight1.com/products.asp?product=f1g500 to download and purchase or reinstall.

757-300 Expansion
From Captain Sim
www.captainsim.com

The 757-300 EXPANSION supports all features of the 757-2PW Base pack and delivers the following highly detailed and accurate digital replicas of the Boeing 757-300 wearing Captain Sim House livery: 757-300 with RB211- 535E4B engines, 757-300 with PW2043 engines. Each engine variation provides: Custom engine performance. Custom FMC setup. Custom Flight Model. The RR engine systems and sounds included. The RR Expansion is not required. Moreover, hundreds of optional equipment (winglets, antennas etc) variants and free liveries are available. Note: The 757-2PW Base Pack is required.

EBCI Charleroi Brussels South
From Voie Bleu
www.simmarket.com

EBCI Charleroi V2 for P3D V4 features: P3D V4 compatible only. Textures night and day for all season. Season Textures: summer - winter - hard winter - spring – fall managed by an external tool. Aéroport détaillé, zone limited to the airport public area and proximity. (Restricted for U.S. area). Texture airport ground photo-réalistes from IGN. Volumetric grass and custom vegetation. Compatible with A.I. traffic add-ons and GSX. English Manuel. Landclass and autogène spécifique. 3D approach lights on runway 24. New in V2 (versus V1 2013): 3 new parking positions lost in the 2013 (70, 71, 72). Dynamic Night Lighting on Aprons, (specific P3D V4 light effects). Terminal T1 with basic interiors passenger halls rebuilt in 3D with GMAX. Terminal T2 with basic interiors passenger halls in 3D. All libraries re-compiled with SDK from P3D V4. Ground re-compiled with SDK from P3D V4. AFCAD re-compiled with SDK from

C172SP Skyhawk X-Plane 11
From Carenado
www.simmarket.com
www.carenado.com


Augsburg Airport EDMA P3D4
From FSPS Scenery
www.simmarket.com

Welcome to Augsburg Airport, the first scenery add-on by FSPS. This German Airport is located 7km north of the city of Augsburg and is mainly used for general and business aviation. Designed exclusively for Prepar3Dv4 with full use of the SDK’s features, this add-on offers a high-quality flying experience with much attention to detail and at the same time smooth framerates. High-resolution and detailed textures are included for runway, taxiways, aprons, buildings and much more! Features: Highly detailed representation of Augsburg Airport and surrounding area. High-resolution textures. Photorealistic ground based on high-resolution aerial imagery (20cm/pix). Dynamic night lighting at the aprons. Automatic season switching for photorealistic vegetation (SODE). Runway & taxiway lighting is not only active during night, but also depending on the weather conditions (SODE). Animated Windsock indicating wind speed and direction (SODE). 3D Grass during Spring, Summer & Fall. Realistic specular effects for ground & buildings. Fully compatible with ORBX FTX Germany South, FTX Global, FTX Vector & openLC Europe.

HD Liveries for VirtualCol
Fokker 50
From FSX-Studios
www.simmarket.com


JetairFly 787-8 Caribbean Dreamliner
From Just Planes
www.worldairlineroutes

Our 3rd Boeing 787 program features the very successful Belgian airline Jetairfly, part of the TU1 group which operates the largest leisure fleet in Europe. We’re very happy to return to Jetairfly after having previously filmed the Boeing
767, Boeing 737-800 and Fokker 100. Jetairfly operates more than 160 routes to 105 destinations across Europe, Africa, Asia, North America & the Caribbean. In this program, more than 250 minutes, our pilots take you through all their work as they operate the Dreamliner on an 11 hour route from Brussels to Cancun, they present the aircraft inside out and focus on what’s new and different on the aircraft plus fantastic views during the flights. Features: Cockpit filming using up to multi cameras for great views on takeoff & landing! Flight Preparations. Cockpit Set-up. Briefings & Checklists. External Walk around. Departure & Arrival Airport Charts. Cockpit Presentation. At Cancun live runway camera for external views of our takeoff. Great scenery on departures & arrivals and en route. Views of Cancun area on ground. Cabin Presentation. Running time 257 mins.

EGPB Sumburgh Airport
From orbx
www.orbxdirect.com

EGPB Sumburgh Airport is the first ever airport for X-Plane 11 designed to integrate with TrueEarth GB North and it’s now available to purchase. EGPB features realistic night lighting, highly detailed airport modelling, and a large coverage area of photoreal scenery. Sumburgh Airport is the main airport serving Shetland in Scotland and is located on the southern tip of the mainland. The airport features a helicopter runway and the western end of RWY09 crosses the main road between Sumburgh and the northern mainland, with access controlled in real life by a level crossing with barriers closing whenever a flight is taking off or landing. Key Features: Large 30 cm photoreal coverage. Includes the stunning "Fitful Head". Fully custom modelled airport. Detailed models of surrounding landmarks. High Definition ground polygon. Complex car animations in 3D. Realistic rendition of light sources on all 3D objects. Superb airport night lighting. Fully integrated with TrueEarth GB North. This product is also available for FSX and P3D.

Ultimate Roads XP
From Open Sky
www.simmarket.com

This addon will improve the roads in X-Plane 11 especially when flying VFR. Features: Custom roads textures. High-quality textures. Custom rail ways.

S340 XPlane 11
From Carenado
www.carenado.com

Features: High-end 4k PBR (Physically-based Rendering) graphics throughout, with ultra-realistic materials rendition (Dynamic reflections, realistic metal and dielectric materials, etc.). Fully customized in-depth annunciator logic/aural warning logic/throttle logic, with friction control, gate, flight idle and flight idle override. Custom EHSI and EADI instruments and custom MFDB85 with moving map, all featuring detachable pop-up windows. Integrated FMS with detachable pop-up window (Laminar default). Custom APSB85 Autopilot with detachable pop-up window. Fully customized Custom Torque on Take-Off (CTOT) system. Fully customized pusher (anti-stall) logic. In-depth FMOD sound design implementation, including distance effects, realistic prop reversal effects, etc. Functional gust lock system. Custom electrical system/Start/Logic/Fuel System/prop logic/Bleed Air System/Avionics busses/Hydraulic Logic (Requires, among other things, pressurizing brake lines prior to chock removal)/Electrical Temperature system/de-ice logic. Custom independent windshield wiper logic (with functional off and park positions). Airspeed Indicator with "Barber Pole" and functional test sequence. RealityXP GTN750 support (with 3D panel display support). Extensive VR support with snap points in every passenger seat (All knobs, buttons, dials, handles, etc. also optimized for VR usage). Extensive HDR lighting with gimbaled 3D lights and dynamically illuminated tail logo and ice lights for amazing night lighting effects. Ground steering (tiller) system. Includes air conditioning, pressurization, and oxygen system. Features reversionary logic for EHSI and EADI. All passenger seats support seat backs, table trays, arm rests, HDR reading lights, stewardess call buttons. Main door has optional retractable passenger stairs. Functional stewardess control panel. Visible and functional Ground Power Unit. End-user customizable via Manifest.json file. Goodway compatible. Engine design optimized for XP11.30’s new turboprop model. Flight dynamics optimized for latest improvements in XP11.30. Support for "librain" plugin, including wiper support (Requires separate plugin install). Librain support also includes visual ice effects on windows.

Malta Intl. Airport XPlane 11
From JustSim
www.simmarket.com

Malta International Airport serves the whole of the Maltese Islands. It is located on island of Malta and occupies the location of the former RAF Luqa. The airport has a single passenger terminal which became fully operational on 25 March 1992. This replaced the old terminal which is currently mostly used for cargo. The airport hosts several maintenance facilities including those operated by Lufthansa Technik and SR Technics. The airport serves as the main hub for Air Malta and Medavia besides being a base for Ryanair. Features: Detailed airport objects and vehicles. Custom textured taxiways, runways and apron. Custom surroundings. Custom airport lights. Custom autogen for Malta Island. Compatible with X-Plane 11 features. Animated ground vehicles (X-Plane 11 only). Shading and occlusion (texture baking) effects on terminal and other airport buildings. High

**Singapore City Wow P3D**  
From Samscene3D  
www.samscene.com

Samscene are proud to announce Singapore City Wow for P3Dv3/v4. Scenery features: Full Rendition of the whole country with detailed Singapore city centre area including Sentosa island in aerial imagery. Numerous of landmarks including downtown Singapore and its skyline, harbour front. Almost 1,000 custom-made buildings including museums, hotels, churches, shopping malls, banks, parks, bridges, Ferris wheel, etc. Over 10,000 autogen buildings. Over 1,000 Singapore custom apartment buildings. Mesh over city centre of Singapore. Animated moving cable cars in Sentosa Island. Static ships and ferries have been added to the coast shoreline of Singapore. Ships with light beam at night time. Added many buildings and hangars including EXPO area near the runway 2L of Changi Airport (tested with Imagisim WSSS). Beautiful night effects. FPS friendly due to LOD technique. Compatible with Imagisim WSSS.

**EGTH Old Warden Aerodrome**  
From orbx  
www.orbxdirect.com

EGTH Old Warden is located near Biggleswade, Bedfordshire. We have tried to capture both the history and natural beauty of the airport and surrounding area. Almost every single object seen in the real airport has been accurately modelled and positioned, allowing you to immerse yourself in a realistic flight simulation environment. Old Warden and the Shuttleworth Collection is a private aerodrome and operates unlicensed. The Collection is situated at Old Warden Aerodrome, one of the few traditional all grass aerodromes still in regular use. The Shuttleworth Collection depicts the history of flight from the early 1900s to the 1950s and shows how the airplane operated in the pioneering years. It was rapidly developed through necessity during World War I, was used for sport, pleasure and business in the 1920s and 1930s, and once again became a fighting machine in World War II. Grab this piece of history! Key Features: 15/60cm per pixel ground imagery. Static vintage aircraft modelled. Includes the nearby Shuttleworth Agricultural College. Forests and beautiful green fields. Custom modelled vehicles. Ground poly apron area. Integrates seamlessly into TrueEarth GB South.

**Corvo LPCR 2019**  
From TropicalSim  
www.simmarket.com

The Archipelago of the Azores is composed of nine volcanic islands situated in the middle of the North Atlantic Ocean. The Portuguese archipelago is located about 1,500 km (930 mi) west from Lisbon and about 3,900 km (2,400 mi) east from the east coast of North America. The archipelago, and economic exclusion zone, forms the Autonomous Region of the Azores, one of the two autonomous regions of Portugal. Corvo airport has been under construction from our team for a long time, and what a challenge it has been. Don't be fooled by the size of the airport. The little details and representation of the whole surroundings make you really feel you are at the airport, with windmills, nearby houses and the cemetery adjacent to the airport. Features: Highly detailed Corvo Airport / LPCR. Photoscenery surrounding the airport area with night lighting and full autogen. 3-Arc terrain mesh. Coastline remade for the whole island. Custom landclass and roads. Optional 3D Lights. Wet ground surface effect. Compatible with add-on AI traffic. Compatible with other third-party sceneries. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3D SDK for the P3D version for best performance. Installers will detect sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1, P3Dv2, P3Dv3 & P3Dv4.

**Liverpool P3D4**  
From Digital Design  
www.simmarket.com

Liverpool John Lennon Airport (IATA: LPL, ICAO: EGGP) is an international airport serving North West England. Originally called Speke Airport until 2001 when the airport was renamed after Liverpudlian musician John Lennon of The Beatles. Passenger numbers have increased almost ten-fold since the mid-1990's, with the Airport moving from 20th to the 12th busiest airport in the UK. The airport handled just over 5 million passengers 2018. Features: Detailed airport objects and vehicles created using PBR materials. Realistic wet, puddles effects (PBR materials). High resolution textures on the airport buildings. High resolution ground textures created using PBR materials. Realistic high resolution vegetation throughout the area. Custom surroundings, almost every house and tree in area. Scenery configurator for customization. 3D grass. Friendly FPS. High resolution terrain coverage of the airport and surroundings. Realistic 3D night lightning. Dynamic lighting including animated vehicles. Highly realistic night time effects with custom 3D runway and taxi lights. Animated airport vehicles, cars. Support GSX docking system (GSX recommended).
MD-11 V2
From Sky Simulations
www.simmarket.com


Beijing International Airport
From A_A Sceneries
www.simmarket.com

Beijing International airport has three terminals. Terminal 1 serves the domestic routes. Terminal 2 serves both domestic and international flights. Terminal 3, the newest terminal serves both domestic and international flights that do not operate from either Terminals 1 or 2. Terminal 3 is currently the second-largest airport passenger terminal building in the world. Features of A_A Sceneries’ ZBAA: Supports both FSX and P3D. For P3Dv4, you will need to download new features such as Dynamic Lights later. Highly detailed Terminal buildings with animated trains between the buildings of Terminal 3. Almost all the buildings in the airport and surrounding area are custom modelled, less autogen buildings were used. The frame rate is fully optimized. High detailed ground poly for parking and runways. The ground poly has a rain effect controlled by SODE. It will show up only when it is raining. Photoscenery covers the entire area of the airport with high detail. The photoscenery changes on the season. There is little snow in the Beijing area, so there is no snow photoscenery in winter. Custom made trees which change their colour through seasons. Tunnels with the traffic around Terminal 1 and 2. The taxiway is above the tunnels. Animated jetways control by SODE. Set your parking brake for your aircraft and the gate will be selected automatically. Press Tab-S and the SODE menu will appear to let you control your jetway. Custom made taxiway signs, including runway guarding lights. Realistic night lights. Custom-made Chinese brand 3D cars in the parking lot. Static Service vehicles. Moving vehicles are default since animation can affect fps. Animated windsock which changes with the wind speed and direction.

EGHP Popham Airfield XP11
From orbx
www.orbxdirect.com

EGHP Popham Airfield is the home of the Spitfire Flying Club which has over 400 members. The Club name is retained in memory of Charles Church who owned several Spitfires and whose family still own the airfield. There are 100+ aircraft based here, ranging from Microlights to ex-Russian fighter trainers. We have tried to capture both the history and natural beauty of the airport and surrounding area. Almost every single object seen in the real airport has been accurately modelled and positioned, allowing you to immerse yourself in a realistic flight simulation environment. Key Features: 30/60 cm ground imagery. Static aircraft and vehicles. Custom modelled airport. Custom ground poly areas. Blended photoreal terrain. Photographed on location. Integrates seamlessly with TrueEarth GB South.

Tivat XP
From PYREEGUE Dev Co.
www.simmarket.com

Tivat International airport is located amid high and sharp mountain peaks in the heart of Montenegro. It is definitely an amazing addition to your X-Plane 11 scenery collection, furthermore, it’s an outstanding place to challenge and practice your piloting skills! All the surrounding flora and fauna is included in the scenery to deliver the feeling of really being there. In addition, landscapes and surrounding buildings are also present. Features: PBR Ground textures. PBR Building textures. WT3 and X-Life compatible. Surrounding buildings and landscapes included. Orthoimagery covering the valley and the city. Accurate rendition as of 2018. 4K Resolution textures. Performance friendly.

Australia Tasmania - Badger Island Aerodrome P3D4
From Island Scenery
www.simmarket.com

Badger Island Airport (ICAO: CB06) located on the Badger Island The airport has a 600 metre long runway and is sparsely populated with beautiful scenery. Badger Island, part of the Badger Group within the Furneaux Group, is a 1,242-hectare (3,070-acre) unpopulated low-lying granite and limestone island, located in Bass Strait, lying west of the Flinders and Cape Barren islands, Tasmania, south of Victoria, in south-eastern Australia. The is-

**HD Realistic Clouds**
*From PaintSim*
www.simmarket.com

This product features beautiful and realistic clouds in HD quality for FSX and P3D. Now you can enjoy flying using realistic textures of cumulus, layered and cirrus clouds for your sky. I also left optimal textures resolution for better optimization in your simulator. Now you can use these clouds instead of the original ones and receive the same FPS.

**Ultra VFR New York State Part 3**
*From realworldscenery*
www.simmarket.com

We combined Photo-real ground with millions of accurately placed trees and structures, resulting in a completely new rendition of the virtual world like you’ve never seen before. We are also doing something else new that we’ve never seen done before...SNOW on the ground during the hard winter. We have also completely re-made the light technology for night time roads, resulting in smaller, more realistic TO-SCALE, light models that more accurately represent what you would see at night. We have also corrected many of the default airports to blend in better with their environment. Using our new technology we like to call WATER-WORKS, we have created water on nearly every lake, river and pond that is noticeable from altitude, be it 500 feet or 5000+. New York State Part 3 is the next installment of the State of New York, to the East of PART 1 and 2. Designed to work best with P3Dv4 but will also work flawlessly with FSX and all other versions of P3D.

**Airport Berlin- Brandenburg**
*From 29Palms, LimeSim, Stairport*
www.aerosoft.com

Flights to and from Airport Berlin-Brandenburg are now possible as Germany’s most famous hub opens its gates. Don’t believe that? You can – with the brand-new add-on “Airport Berlin-Brandenburg” we bring what is probably Europe’s largest airport construction site to XPlane 11. From the very beginning Berlin-Brandenburg Airport was not a very lucky project. Construction work began in September 2006 and the opening to the public was scheduled for October 2011. The construction progress continues to fall more and more behind the initial schedule and costs have been skyrocketing ever since. The airport has suffered from continued delays; it is far from completion and as of now an opening date is still not in sight. The add-on Airport Berlin-Brandenburg covers the existing Airport Berlin Schönefeld as well as the adjacent new international airport. Two configurations make it easy to switch between the current status and one where the new airport is already open. Features: Highly detailed rendition of Berlin Brandenburg International Airport “Willy Brandt” (BER). Includes the older Schönefeld (SXF) airport (north of BER) with the same level of detail. Includes two configs to switch between SXF and BER operation. Custom animated approach lights (SAM Plugin required). All jetways animated (SAM Plugin required). Numerous dynamic objects like apron vehicles. High resolution day and night textures. Extensive coverage of over 100 km² with high resolution aerial imagery (0.2-0.4 m/px). Realistic 3D grass and vegetation. Ground Layout: End of 2018. Compatible with default AI-Traffic and World Traffic 3.

**Rainier National Park XP11**
*From Taburet*
www.simmarket.com

Ascending to 14,410 feet above sea level, Mount Rainier stands as an icon in the Washington landscape. An active volcano, Mount Rainier is the most glaciated peak in the contiguous U.S.A., spawning five major rivers. Sub alpine wildflower meadows ring the icy volcano while ancient forest cloaks Mount Rainier’s lower slopes. This complex ecosystem has been depicted in a digital format for XPlane 11. The big mountain itself has been manually and carefully formed to depict reality as close as possible. Autogen high resolution mesh and an extensive photorealistic textured coverage add deep immersion to this area of the world. It is all about flying over mountains and nature!

**Airport2Sim Amsterdam**
*From Airport2Sim*
www.airline2sim.com

Airport2Sim is a new training series based around teaching you how to operate to and from complex and challenging airports, along with bonus bespoke GSX files and other customisations to allow gate opera-
custom orthophotimagery for the airport and the main cities more than 7 Km2 coverage. Hundreds of 3D custom static objects. Accurate Terni City and industrial areas using original Italian buildings photos and OSM data! Custom Hotels, Banks, Stores, Buildings and more. Realistic Night Textures. FPS Friendly. Includes LIAA Arriving Chart. 3D People and Ground personnel.

**FSDG Bremen**
From FSDG
www.aerosoft.com

Home to the Bremen Town Musicians, worlds of discovery, Hanseatic heritage and aerospace expertise - Bremen is a destination with a wide-ranging appeal. With FSDG-Bremen you now have the perfect gateway to the city for your virtual trip. Whether if you want to serve big Hubs such as Amsterdam, Paris or Zürich, you want to fly virtual holiday makers to the airports around the Mediterranean and Red Sea or if you want to take the bizjet for a trip: Bremen is the perfect choice to arrive or depart from! Features: Outstanding level of detail with fully customized airport vehicles and facilities. Animated apron traffic. Ultra-realistic shadow and light rendition on 3D objects and ground. New dynamic lighting technologies. Compatible with SODE jetways and animations. Compatible with all known add-ons including AES, GSX, UTX, FS Global and the FTX series. Requires Lockheed Martin Prepar3d V4+.

**LIAA Alvaro Leonardi Airport**
From Skyline Simulations
www.simmarket.com


**Saint Crèpin LFNC**
From FSX3D
www.simmarket.com

The aerodrome of Mont-Dauphin - Saint-Crépin (ICAO code: LFNC) is open to public air traffic (CAP) 1,
CAN technology is used for communication between the panels and modules in the simulator and the computer controlling them. A CAN bus provides stable operation and optimizes computer's load. This industrial standard has been developed to function in electrically noisy environments and is widely used in aviation, automotive and maritime industries. There is absolutely no need for configuration or calibration. The panel is 100% Plug&Play and ready to use out of the box. No drivers required – Windows recognizes all simworld hardware like a mouse or a printer. USB port can be even changed during operation (no need for using a fixed USB port). All panels and gauges are fully backlit.

Description of the Main Instruments Panel:
- highly realistic 1:1 scale panels
- separate aluminium backplates mounted with screws and washers to give realistic look
- real Boeing fonts, different fonts on specific panels (like on a real B737NG)
- sturdy, aluminium frame, stand, glareshield and back cover
- painted knobs
- all LCD screens included – 2 chronographs, CPT & F/O inboard and outboard DUs, Upper EICAS
- dual colour annunciators on AFDS panels (red/amber)
- adjustable brightness for each Display Unit
- realistic FUEL FLOW switch with locking lever mechanism
- highly realistic annunciators
- spring loaded, locking in all positions realistic metal landing gear lever
- no dummy switches
- power supply, USB cable
- assembled and tested – no additional purchases necessary, the panel is ready for a flight
- video requirements: 5 outputs with support for the following resolutions: 480×640 (2), 1360×768 (2), 1366×768 (1)
- 100% Plug and Play: ProSim737, PMDG, IFly, Project Magenta

Details you will not find elsewhere:
- CAN BUS
- fully working, independent CPT & F/O chronograph panels available in two models – unique on the market
- realistic glarewings’ shape with optional CLOCK/MIC panels
- Sixpacks with recall function, Fire Warning and Master Caution switches
- adjustable Main Panel background (flood) lights built-in in Glarewings and Glareshield
- working, fully backlit (pointer and colour faceplate) BRAKE PRESSURE gauge powered by a stepper motor
- working, fully backlit (pointers and faceplate) FLAPS POSITION gauge powered by stepper motors
- adjustable backlighting for panels and gauges backlighting – independent for CPT & Centre and F/O panels just like on a real B737NG – unique on the market
- dual potentiometers on a Lower Main Panel – unique on the market
- realistic SPD REF and N1 SET dual switches spring loaded to centre position just like on a real B737NG
- optional annunciators available: CABIN ALTITUDE, TAKEOFF CONFIG, FLAP LOAD RELIEF

As the only vendor we offer full flexibility in configuration. You can customize your panel with various options such as optional annunciators, custom SELCAL placard with your own callsign/tailnumber and glarewings’ panels. We also offer an extended GPWS panel with RAAS support.

Note: Mode Control Panel, EFIS Panels, CDU Bay and CDU Panels are not included and are available as additional products.

(SST—Single Seat Trainer also available)
The FWD Overhead Panel is one of the most interactive panels in the whole cockpit, with over a hundred annunciators, eighty switches, six gauges and multiple knobs and pushbuttons.

Forward Overhead Panel description:
- highly realistic 1:1 scale panels
- actual B737NG fonts
- accurate B737NG colours – dark and light grey
- solid, aluminium frame
- dual needle DUCT PRESSURE and CABIN ALTITUDE/DIFFERENTIAL PRESSURE gauges
- painted knobs, realistic decals
- adjustable backlighting for panels and gauges
- highly realistic annunciators including 2-state (dim/bright) blue annunciators
- highly realistic toggle switches with pull-to-switch (lever-lock) mechanism and realistic landing lights switches
- solenoid engines start switches (push-to-switch, automatically released to GND position) with actual switch travel
- solenoid toggle switches for Yaw Damper and Wing Anti-Ice (automatically released to OFF position)
- solid, aluminium powder coated back cover with M6 screws allows easy installation in a cockpit structure (threaded holes)
- no dummy switches
- power supply, USB cable
- assembled and tested – ready for a flight
- 100% Plug and Play: ProSim737, PMDG, IFly, Project Magenta

Features unique to simworld Aft Overhead Panel:
- working, backlighted (pointer and faceplate) OXYGEN PRESSURE gauge powered by a stepper motor for smooth movement
- realistic IRS display with accurate shape of N/S/W/E letters for latitude and longitude, decimal dots above and below the displays
- working and backlit IRS keypad
- working CUE lights: ENT and CLR
- fully functional LE DEVICES panel (all segments driven separately)

Dimensions: 670 x 362 x 125 mm (W x H x D)
The Pedestal, the final piece in the simworld panels suite. A unique and versatile unit, it closely replicates the look and feel of the actual aircraft, at the same time allowing for advanced customization. A revolutionary product on the sim market, featuring never before seen mechanical and electronic solutions, as well as full module functionality.

Full list of modules included in the Aft Electronic Panel:
- 2 x Navigation Panel
- 2 x Radio Tuning Panel
- 2 x Audio Control Panel
- 1 x ATC (Transponder) Panel
- 1 x ADF Panel
- 1 x Cockpit Access (Door) Panel
- 1 x Cargo Fire Protection Panel
- 1 x Weather Radar Panel
- 1 x Backlighting Control Panel
- 1 x Rudder Trim Panel with Rudder Trim Indicator

Detailed description:
- highly realistic 1:1 scale panels
- real B737NG fonts
- panels in accurate colours like on a real B737NG
- aluminium frame
- accurately shaped, painted knobs, realistic decals
- adjustable backlighting for modules
- solid, aluminium powder coated stand
- no dummy switches
- power supply included
- assembled and tested – no additional purchases necessary, the panel is ready for a flight
- 100% Plug and Play: ProSim737, PMDG, IFly, Project Magenta

Unique features:
- unavailable elsewhere Audio Control Panel (as fitted on the latest aircraft) – featuring dual chamber MIC Selector pushbuttons and RX status LEDs, potentiometers with push-push lock mechanism and rotary channel adjustment
- triple rotary encoders on ADF panel (only such solution on the market)
- latest version of the Radio Tuning Panel (multi-radio)
- genuine solution for Extinguisher Arming switches (mechanical shutter on the legend)
- functional, backlit Rudder Trim Indicator
- second-to-none LCD displays, featuring spot on shape, colour and lettering (as well as special symbols)

Dimensions: 570 x 460 x 405 mm (L x W x H)
Shipping weight: 22 kg
Note: Fire Protection Panel is not included.
This CDU Bay is a highly realistic, 1:1 replica modelled after the B737NG unit. It incorporates the Lower EICAS Display Unit and can house optional Control Display Units Plug&Play. Designed with great attention to details and resembling the original with significant accuracy, it was created to meet the expectations of the demanding and ambitious Customers.

CDU Bay details:
- full-metal frame with all details for ultimate realism
- houses two Control Display Units (with CAN technology) – available as an option
- hi-res colour display with a realistic bezel
- 1 x VGA input for the Lower EICAS Display Unit (each CDU requires additional VGA input)
- assembled and tested – ready for flight
- 100% Plug and Play: ProSim737, PMDG, IFly, Project Magenta

The Bay operates as a Plug&Play device and is recognized as a VGA monitor. It is configured the same way any external display is – by setting the appropriate resolution and dragging the desired display onto the monitor (in Extended Desktop mode of Windows). The CDU Bay can house two simworld Control Display Units, but other panels might also fit – please contact us regarding compatibility.

If you already own a CAN device from simworld, you just add this bay, power it up with 230/110 VAC and you can start enjoying all its functions.
FlightSimDevelopmentGroup/FSDG are the authors of quite a number of mainly far-flung niche scenery add-ons located in/off Africa (such as Agadir, Sharm El-Sheikh, Mayotte, and Cape Town), the Caribbean (St. Lucia and St. Vincent), Indian Ocean (Seychelles, Reunion and Mauritius), Asia (Paro-Bhutan), Greenland (NUUK), but also a few European locations nearer home (such as Graz, Thessaloniki and Heraklion). A quick look at the Simmarket website will disclose that where purchasers have recorded their impressions of the standard of scenery produced by this group, in nearly all cases a 5-star rating is bestowed. This sets a tone of consistency for what are solid and quite well-renowned scenery packages, most of which are compatible with Prepar3D up to and including the latest version 4.4.

FSDG Cape Town International Airport, with the easy-to-remember ICAO of FACT, was released 2 months before Christmas 2018. Compatible platforms include FSX, P3Dv3, and P3Dv4. The only other African scenery I have installed in P3D4.4 (the platform for this review) is FSDG Agadir, so I was delighted to add another airport to this continent which is so often overlooked in the flight simulation virtual world, though I understand that ORBX, thankfully, are very soon to release Africa as part of their Global Landclass series – can’t wait!

FACT is a major Southern hemisphere hub and is the 5th busiest airport of Africa (10.5 million passengers in 2018), although this is against a lower scale of throughput compared with the 5th such busiest airports (2018 also) of Europe (Istanbul–68 million), USA (Denver-30 million), and Asia (Shanghai-Pudong 70 million). In passenger terms, the throughput is roughly equivalent to that of Stuttgart, Venice, Chicago Midway or Tampa. However, it handles many ultra long-range flights such as those from Amsterdam (KLM), London (British Airways, Thomas Cook), Frankfurt (Lufthansa, Condor), Zurich (Edelweiss), Vienna (Austrian), Paris (Air France), Istanbul (Turkish Airlines), Addis Ababa (Ethiopian), Doha (Qatar Airways) and Dubai (Emirates). To fly here from Europe will take you around 11 hours, so you’ll need a long-range airliner and a good flight plan. It’s also a notable airport to see the increasingly rare Airbus A340 family of aircraft in operation given that several of the aforementioned airlines, as well as South African Airways itself, operate the type on Cape Town routes. Domestically, the Johannesburg and Durban routes are busy corridors and a variety of African airlines serve Cape Town including Cem Air, FlySafair, Kenya Airways, Kulula, Mango, Rwandair, and TAAG Angola Airlines.

The downloaded executable for P3D4 is 1.33Gb in size. This installs smoothly following input of purchase code, and by default outside the P3D folder and into an adjacent P3Dv4 Add-ons folder. Therein, it will be with your other FSDG scenery add-ons (should you have any such already installed). The scenery and texture files are located in an FSDG-Cape Town sub-folder, the Dynamic lighting files in an Effects sub-folder, and the slim manual is located in a separate FSDG folder along with other FSDG scenery manuals. An FSDG-Scenery Configurator (operation for all your FSDG add-ons) is also located in the separate FSDG folder. In the
windows start menu, the FSDG menu item includes a link to the scenery configurator, but not to the manual – which would have made it easier to find. The scenery configurator allows for easy tweaking of specific scenery elements of all your installed FSDG scenery add-ons, and the relevant Cape Town tab includes Dynamic lighting of pylons and ground vehicles, Static jetways (in the unlikely event that you prefer such instead of the dynamic SODE option), high density of 3D cars in airport car parks, and 3D volumetric grass. You can also change seasonal textures through the “Global Settings” tab, corresponding to any chosen month of the year.

The airport is located 12 miles east of the city it serves, and just to the north of the Cape peninsula and the large and sheltered False Bay (if you must swim here, beware of hungry Great White Sharks). The infamous Robben Island, where the irrepressible Nelson Mandela was held as a political prisoner for 18 years before the fall of apartheid, lies 4 miles off Cape Town’s Bloubergstrand (Robben Island VOR 117.60 is located here). Slew-ing through 360 degrees above the airport in flight simulator reveals a location with impressive mountains in the distance on several sides, the closest and most iconic of course being Table Mountain just beyond the city, which rises majestically to over 3000ft. from the adjacent ocean. The airport dates from 1954 and currently comprises what is essentially a single central terminal running north-south, linking domestic (southern end) and international (northern end) infrastructure. The airfield has two main runways which intersect towards the northern end of the field, these being the main 01/19 (10,500 ft.) and secondary 16/34 (5580 ft.). In the scenery these have excellent surface marking, shading, weathering and texturing and the surrounding airfield meadows (with autogen trees and, if enabled through the scenery configurator, volumetric grass) are also very realistically rendered – indeed from above you can make out the ghostly image remains of the long-decommissioned runways. The correct PAPIs and 3D approach lighting infrastructure according to Aerodrome charts for FACT are included with the runway scenery. Various 3D navigational aid and communication facilities/structures are placed on the field, including the correctly placed 3D Cape Town VOR (115.70) in the acute angle between the intersecting runways. The airfield is itself enclosed by a 3D perimeter fence throughout.

Taxiway golf leads east from the runway 19 threshold, passing in
the scenery an abandoned and engineless Boeing 707 (Flycargo.com – and it’s there in Google Earth if you care to look!), to a set of four remote and realistically aged-looking unmarked hangars (considerable numbers of parked minibuses and vans to the side) with an equally aged-looking extensive apron. The taxiways between the main runway 01/19 and the main airport infrastructure to the west are short and comprise (moving from north to south) Alpha, Echo, Charlie and Bravo. These connect to the cargo terminals (SAA and DHL) and aprons F and S next to taxiway Alpha, the airport main terminal complex, apron A and apron B (remote terminal parking) next to taxiway Echo, and finally next to taxiways Charlie and Bravo the SAA hangar/technical area, general aviation area (via taxiway Hotel), helicopter and Safair hangars, airport tower and fire station complex, and further hangars (“Thunder City” and “ExecuJet”) beyond. Apart from the main terminal (see below), what most impressed me with the remaining Westside infrastructure is the sheer attention to detail including the general aviation area (with lots of smaller bespoke hangars bearing their commercial logos including “Absolute Aviation”, “Base 4”, “Airbus Helicopters”, “SquarAir” (looks like faded and ancient “Court” line logo on the roof), “Stellenhoff Aviation”, and “Signature”). Yet more bespoke hangars further back along taxiway Hotel are represented, including “THG” (with a similarly marked Convair Metropolitan airliner outside), and Air Mercy Service (with rescue helicopter and Pilatus airplane outside). Some of the hangars also include interior details. The fire station, with doors open to the interior, and control towers nearby (yes, there are several), are also impressively represented in the scenery.

The airport terminal overall has 10 jetways, and those of the international part are capable of handling up to A380 size airliners. In the scenery, the SODE-enabled jetways are very nicely detailed and worked correctly with my AI aircraft and airliners which I used when testing the scenery. I have FSDT GSX installed and thanks to the transparent glass of half of the jetways adjacent to docked airliners, I was able to see passengers embarking or disembarking docked airliners, as well as interior jetway detail. However, like the terminals proper, the other halves of jetways (connecting to the terminal) have solid glass facades and no interior detail. Indeed the terminal windows throughout include 2D surface images of the interior, more noticeable upon up close scrutiny or under night-lighting conditions. This 2D representation of interior detail is also the technique applied to the huge multi-storey car park situated just behind the terminal; personally I would have preferred reflective glass surfaces on the terminal instead but that’s down to individual taste. Otherwise this main terminal and associated infrastructure is both impressive and pleasing to look at. The very extensive ground car parks next to the terminal look great (particularly if you activate 3D cars in the scenery configurator), as do the lighting pylons, passenger walkways with overhead sun shades, and a car hire centre, complete with commercial car-hire company logos. Landside, the airport layout is based upon an underlying photo scenery layer to represent ground
textures and approach and access roads (including those right up to the passenger pick-up and drop-off points); as is always the case with this scenery technique, there is the usual loss of detail up close but a more favourable impression in proportion to increasing altitude. A nice touch is the inclusion of a number of colourful advertising billboards on or next to the terminal buildings and approach roads.

My final area of focus was airside, and the main apron areas A, B and C next to the terminal complex. In addition to the 10 jetway-served stands (gates A3-12), the 5 remote Apron A stands, 30 remote Apron B stands, and 5 Apron C stands are all very accurately represented in the scenery. One minor issue I noted was that my British Airways and South African Airways AI aircraft did not use the jetways. Using Airport Design Editor (freeware at ScruffyDuck.org) I analyzed the airport AFX file AFX_FACT.bgl located in the scenery folder for Cape Town, and rectified this by making sure that the airlines assigned to the gates with jetways had the airline codes BAW and SAA added. I found that Apron ground textures, shadowing and markings are excellent, and are further enhanced by weathering, tire marks, oil stains and smudges, as well as contrasting asphalt versus concrete apron surface textures. A variety of static ground vehicles and equipment are placed at all stands and more locations beyond, and these are augmented by dynamic ground vehicles (with dynamic headlights at night) moving along the marked service airside roads. The numerous lighting pylons impress both during daylight, and under night lighting conditions, when the sides of parked airliners in the line of the lighting beams are lit up, whereas the shaded sides are dark.

Performance of my P3D4.4 platform during testing of FSDG FACT was excellent, including with AI traffic at 100%, real weather, and most sliders towards the right. Frame rates under the added challenge of the Blackbox Airbus A340 loaded were generally around 25-35 under these condition, although the fact that Cape Town is a remote location in the virtual world of flight simulator (e.g. less AI traffic and no additional scenery or other scenery add-ons in the vicinity) probably helped to at least marginally reduce general simulator challenge circumstances. I could find no scenery flaws or any conflicts evident with my installed Orbx Global Base pack/Global Vector/Global trees and FS Global Ultimate.

This is an excellent scenery add-on for this beautiful part of Africa. It opens up the possibility to fly to a less travelled and remote (from the European perspective) part of the virtual world, and being welcomed after a very long flight by landing at a fully detailed, very realistic, and high-performing Cape Town International Airport. I hope that FSDG will apply their skills to more airports in this unique part of the world in the future.

John Melville

Platform: P3D v3/v4,
FSX, FSX:SE,
Cost: €25.83
Developer: FSDG
Publisher: FSDG
Available: www.simmarket.com
The Beech Duchess Model 76 is a light twin, designed in the mid 70s. Its target market was the Personal Use Light Twin, Light Charter and Multi-engine Training. It had a very short manufacturing run due to "bad timing", and 437 were built between 1978 and 1982. The Duchess weighs in at 3900lbs/1780kg MTOW as against, say, the Baron 58 at 5500lbs MTOW. Both are Light Twins, the Duchess has seats for 4 and the Baron 6. An interesting feature of this aircraft is the "T" tail, included for better elevator authority. Due to the short manufacturing run, all Duchess' built have the same Lycoming 180HP engines with two bladed props rotating in opposite directions. Ceiling is 19,500', with a Maximum Cruise at 10,000' at 162KTAS. One wouldn't cruise much higher than 10,000' as the cabin is non-pressurised. Range with reserves is quoted as ~780nm. There are a couple of these in Ireland, associated with training schools I think. I've seen EI-BUN often flying in and out of Weston EIWT.

Just Flight had a previous version of the Duchess 76 (Flying Club) for FS2004 with an update for FSX, but this appears to be a much upgraded, all new version. The downloaded install executable comes in at just under 1Gb and occupies over 1.8Gb of disk space when run. The version I installed was V1.006. My initial run of the Install Executable baulked at the activation screen. I just got a blank white dialog box with the mouse pointer showing as the timer symbol and doing nothing. I was able to resolve this by re-downloading the installer and running it again. Then it was a case of BOOM! It's INSTALLED! Let's go FLY! The aircraft comes with Eleven HiRes liv- eries. The individual texture folders weigh in at 65 files/232MB for the default texture dot nothing folder and 16 files/56Mb for the rest. The Texture_VC dot nothing folder comes in at 85 files and 302Mb. That's about 3.5 times a similar combination in the PMDG737. Might have trouble with the graphics. Also included is a PaintKit, a zip containing 12 *.PSD files totalling 190Mb. Looking at the MDL files I find that they're the biggest by far of anything I've noticed so far. The EXT_MDL and the VC_MDL weigh in at 75Mb each. That would seem to imply very fine 3D detail - before I even fire up FSX and look at it. Document wise, a 74 Page Operations Manual and a 25 Page Data Manual is included. Also is a "Cockpit Switcher" executable. This provides 3 options, the default being the inclusion of a GNS 430, based around the Default FSX GPS. The other options are for the Flight1 GTN 650/750 system or the Flight1 GNS430/530 system. I have the Flight 1 GTN so could opt for that. I don't have the Flight1 GNS system, I have the RXP GNS. In Just Flights' relevant forum, an option for the RXP has been requested, so we'll await developments in that area. Checking out the default AIRCRAFT.CFG I see they include 4 pax at 175 lbs each and 100 lbs of luggage. Plus with full fuel we have a TOW of 3863lbs, 37lbs under MTOW. I suppose you could say the aircraft setup is more or less MTOW. Take-off roll, according to the supplied charts, is 1600 feet with no flaps, rotating at 71knots.
Going to the FSX aircraft selection screen I notice that the same thumbnail is used for ALL eleven variations! Within FSX the JF Duchess looks very good. The liveries are quite detailed, looking "used" as opposed to "new" or "dirty". The MDL contains a pilot, no passenger, as opposed to the AIRCRAFT.CFG defining 4 souls on board. The apparent detail in the VC is very good. The cockpit representation is of the more worn variety, although the seats look pretty good. There's a nice Hat Shelf behind the back seats. On the Instrument Panel there's what looks like bits of tape stuck here and there. There's a couple of empty instrument positions blanked over and something else attached. Above the clock, a decal declares "NAV2". The yokes can be hidden with a click of the mouse.

There are plenty of popups available, including the default GPS (which is actually a messy display as the bottom of the screen shows some of the cockpit overlaying the original cockpit view, with the default GPS500 straddling both). A tow bar utility (don't think I've much use for this!), a Flight computer (this I've seen in the JF Piper Arrow III - useful), Checklists (as seen in the Arrow III). Looking at the Virtual Cockpit, I notice that the logic of the fuse board appears to be reversed - i.e. they're all popped out instead of in. Fuel flow in flight appears to be half that of the info in the supplied tables. Some other inaccuracies have been reported by a real pilot to Just Flight for consideration, including fall gradient of Manifold Pressure versus altitude. It seems to stay at about 29 until above 6000', then starts to fall. Hopefully we'll see updates or patches to rectify those.

The Operations Manual contains Introduction, Aircraft Spec, System Guide, Panel Guide, Normal & Emergency Procedures, Autopilot Ref, Refill Menu Ref, Ground Equipment Ref, Failures Ref, Menu Bar Options Ref and a 20 page tutorial from EGHH to EGSF (Bournemouth to Conington) about 120nm/45mins. It takes us from "Cold & Dark" through startup, taxi, take-off, climb, cruise, descent, landing, parking to shutdown. Looks handy enough. The route I tried is EIWT - EGHI, ~350nm. The Aircraft setup is MTOW, no-flap, neutral elevator trim, rotate at 71knots. It doesn't rotate easily. Large backward deflection of the yoke is required to get it to rotate. Then unsticking is abrupt. It's as if the elevator authority is wimpy at 70 knots, unlike the design target of the "T" tail concept. Large forward yoke movement is then required to prevent tail strike or stall. Once safely in the air and wheels up we trim for 85-90 knots and engage the autopilot with HDG and ATT selected. We can change the pitch with the Autopilot pitch rocker switch. Careful of this, as its a left click of the mouse for pitch down and a right click for pitch up. It took me a while to get that! The rate of climb obtainable is somewhat above book values, but I expect this to be fixed with future updates. Cruise at 10000' at Recommended Cruise Settings of Full Throttle/24 MAP and 2500rpm produce approximately the correct speed. I'm showing 160KTAS. The fuel flow appears to be off, I'm showing a total of about 11gpm whereas the charts show around 18gpm. Charts also show an expected full throttle of 20.2MAP whereas the JF Duchess gets about 25MAP at full throttle at 10000feet. I just downloaded and installed v1.007 and I'm not sure what's changed.

Climbing to 10000' and use of the Autopilot is fraught with problems. It doesn't react as one would ex-
pect - as I would expect. I engage the autopilot shortly after takeoff with the runway heading dialled in. Takeoff would consist of no-flap and neutral elevator trim. Full throttle, rotate at 80 knots trying for a non abrupt jump into the air. Still not elegant (just for test purposes I tried letting the ground roll speed reach 100 knots and then rotated - the Duchess rotated beautifully and eased into the air with no drama! I don't know what the wheels/tyres max speed is, and, of course, the take-off roll would be much more than 1600')! Wheels up and trim for maybe 90 knots initial climb. Autopilot ON, ATT (Attitude Hold comes on by default) and click on HDG (Heading Mode). A bit of fine pitch control using the Autopilot rocker. With a GPS flightplan I turn to intercept the course to the first waypoint and engage NAV at the appropriate time. The NAV button sometimes requires TWO mouse clicks to engage! (that may be a function of a fluctuating Frame Rate?). On reaching cruise altitude I reduce the climb rate to less than 500fpm and then click on ALT. Although the NAV button is still lit on the autopilot panel, the aircraft slowly rolls away from the NAV course and I have to engage HDG mode to re-intercept the course to the next waypoint and then re-engage NAV Mode. So, a bit of work still to be done by Just Flight on this. The autopilot DOES follow the plan from then on, but if I engage ATT mode again (for descent), I need to be wary when switching back to ALT Hold. Another item I noticed was that when I engaged ALT mode for 10000' the aircraft stabilised at about 9800' and the 10k' indicator on the altimeter never moved. On later test runs I noticed that the autopilot was holding the correct altitude - maybe that was fixed in v1.007. Frame rates were hard put to stay at my 30fpm setting, with ORBX England & Ireland it was constantly dipping below 20fpm. Also I found that VAS started out at around 3.3Gb and in less than an hour I was OOM! So, in the end I never reached my flightplan destination. I wonder is something causing a memory leak...? So, at the moment, for me, it's just good for circuit training or short hops. In the Just Flight forums I haven't seen any postings regarding OOM, so maybe it's something to do with my setup. I'll have to go chasing that! I'm a bit disappointed that I was unable to complete the flight, but overall I like what I see. I'll be checking for updates and checking out my FSX setup re the OOM thing. I'll also be monitoring the file libraries for (hopefully) somebody doing an EI-BUN livery for it.

Just Flight have an old and new forum setup, most posting are on the old forum.

Philip Wafer
London Heathrow is not just a regular large airport, it is also huge and it comes with so many terminals, runways (only two to be exactly), an extensive taxiway system, cargo and maintenance areas and lots of other interesting aspects. When you think about it, it is very strange for such a big airport to have only two runways – 27L/09R and 27R/09L - but five terminals which are even divided into “A” and “B”. Then you’ll find the maintenance area on one side of the airport near the runways 27R/27L. Half way along runway 27L/09R and just to its south, there’s the cargo area and, north of runway 27R/09L, the hotels, car rental operations and offices are situated. All of this is packed together in a relatively small area.

Installation
You need to download the installer which is version 1.10 as of February 2019 (AS_AIRPORT-LONDON-HEATHROW_XPLANE11.zip). I got it from X-Plane.Org, but you can also buy it and download it from Aerosoft. Although I’m reviewing the product with macOS Mojave, the unzipped package is the same for other platforms - Windows and I assume for Linux too. The package comes with 2 unzipped folders namely: Aerosoft - EGLL Airport London-Heathrow and Default-Streets London-Heathrow. According to the included manual page 13; “for this scenery to be shown correctly it has to be above any other scenery you have installed for the same area, and in the following order:
SCENERY_PACK Custom Scenery/_defaultStreets London-Heathrow/SCENERY_PACK Custom Scenery/Aerosoft - EGLL Airport London-Heathrow/”.

Approaching EGLL tells me that this is more than just an X-Plane 11 airport scenery because, as well as the presence of the orthophoto ground textures, the boundaries are stretched far out before you see them blending with the default X-Plane ground textures. As you near EGLL on approach you’ll see the massive modelled airport. And yes, the massive size and well modelled objects also result in possible lower frame rates compared to other large airports. So EGLL needs a lot of CPU and GPU power.

The photoreal ortho ground textures, the large parking lots and the several roads within and outside the airport fences follow the OSM (OpenStreetMap) structure. Despite not yet being clearly visible, this airport clearly covers a huge area. You can - and yes this is perhaps recommended if you like - install the separate Aerosoft or MisterX static aircraft package, but I would suggest to go for either JARDesign X-Life or for World Traffic 3. When one of these real aircraft traffic packages is active, it gives the modelled EGLL the realistic look and feel it deserves.

After landing runway 27R I vacate via exit A7 and turn on to taxiway B (LINK 13) and a little further to the right on taxiway B. While this taxiway runs parallel along Termi-
nal 1, piers 4 and 4A, I have a great impression of the modelled gates, jetways and, while still on runway exit 7, the airport radar too. That looks breathtaking to be honest. Although there's still quite a distance from the taxiway centerline to pier 4 and 4A, I can clearly see the many add-on objects that are included in the airport scenery which all contribute to giving EGLL the look and feel of the real airport. For example, there are baggage carts, LD3 containers with trolleys, airport authority vehicles, stairs, catering trucks, pushback trucks, baggage belts. So much has been added to this airport scenery.

The maintenance area features include; well-modelled Virgin Atlantic and British Airways hangars with, to right of the Virgin hangar, the aircraft fire bridge test facility. There's nothing parked in front of the large beige yellow hangar unless you have a static aircraft package installed, like World Traffic 3 or JARDesign X-Life. A little further on there's the engine run-up facility complete with sound-reducing plates in the concrete structure. The next large building is a mix of offices and, on each side of them, what appears to be hangars. The office is covered with real texture material, but to be honest it would be better if this could be a little crisper. There is a pedestrian bridge that connects the offices to a huge car park which seems to belong to British Airways. At the so-called 'Bealine Base' you'll find a kind of 'flight or maintenance line'. I'm sure that's not the right term but it's an area consisting of several aprons with a small hangar, a large maintenance facility building, and the historic "blurry modelled" Concorde. Although this maintenance area may not be of the greatest interest, it is crafted with accuracy and an eye for tiny detail.

Terminal 4 although looks modern, I think it is an old building that has been updated a while ago. From the centre you have two 'gates' with many jetways. This lies along taxiway T. Each gate has parked spaces on each side, so all together there are a lot of jetways. Real photo textures have been used and the walls are made in such a way that you really do get the right feeling of what it looks like in real life. The jetways, basically very similar on all terminals, are realistic; they are sharp, with an eye for tiny detail. Every gate position has the correct ground marking; on each spot you'll find some ground equipment (hi-loaders, movable stairs, baggage carts, baggage trolleys, movable GPU connections) and if you're lucky, you'll see some moving objects too. While at the departure entrance, I can see many modelled buildings and roads as well as the pedestrian bridge that links Terminal 4 to the Hilton Hotel. The bridge is very nicely modelled as well as the Hilton itself, but the wall textures of the hotel could be a bit sharper. The cargo area offers many parking locations. As usual, I notice the presence of ground equipment and this time not in an excessive way. You'll find stairs, hi-loaders, trolleys for LD containers, pushback trucks, GPU control stations, different models of tow bars, etc. As at Terminal 4, the ground markings and signs are all included as well as the park guidance equipment. When you've landed and parked your freighter near the BA cargo hangar, and you look behind, you will see what's all been modelled. It's worth a quick visit in its own right: you will come across many
different buildings, trucks, cars, entrance gates, heating facilities and car parking lots. But I've most of the textures I've seen are blurry. The cargo area is massive, but it seems that the developers have put a lot of time and effort into making this part of the airport as real as you could expect, or to give it 'a real as it gets' look.

Terminals 5A, 5B and 5C. Although the road textures towards the departure entrance to Terminal 5 are somewhat blurry, the 3D modelling is gorgeous. The jetways are once again made with the same precision as on Terminal 4. It’s really a pleasure to see this level of quality and like the other places mentioned, there’s a lot of ground equipment and animated buses or airport vehicles.

There is again the presence of a vast amount of static ground equipment and some moving objects like passenger buses etc. The ground markings and signs are, as far as I can see, all taken into account. When inspecting Terminal 4, I made a note that the apron near the gates weren’t dirty. Here at Terminal 5A they are. Not all the same, but yes, here the concrete has dirty marks from aircraft tyres, oil leaks and wear and tear from weather. At Terminals 5B and 5C, you’ll notice that the main buildings look very similar to Terminal 5A. They are a little bit smaller in size, but nevertheless full of tiny detail. And yes, they all have ground equipment parked in several places, together with the same gates with jetways and so on. The terminals look so impressive and not only that, they look so real as well. Add the ground textures of the taxiways and parking locations, the markings and signs and you have the "perfect" modelled airport. As Terminals 5B and 5C offer parking locations for the big jets, many gates have two jetways and, because they are made with great accuracy, they look as real as it gets.

Moving in a westerly direction from Terminal 5C, you’ll find a large apron with possible parking locations for aircraft, the fire station, the so-called northern fuel farm and a little further west the magnificent, majestic control tower. The control tower itself isn’t a standalone building. It’s situated at the end of pier 7 from Terminal 3. Anyway, the fire station area and aircraft parking locations are quite straightforward. There’s not much more to say about them, except to point out that the buildings and fuel farm are all high-quality 3D modelling. The control tower may look simple, but compare the modelled tower with some real pictures and you’ll see that no details are missing. The green glass base construction houses the pillar with, at the end and high above the ground, the actual control section. Because of its length, the pillar is held in position by six cables running from the top to the ground. If you move yourself up to the same height as the control centre. You see everything around you. It doesn’t make any difference which direction you look - north, south, east or west - from this height you can monitor everything at EGLL. From up here you can clearly see that the control tower base is linked to pier 7 via a foot bridge.

Now on to Terminal 3 with the piers 5, 6 and 7. These piers all belong to Terminal 3, and are not the latest design. Old-fashioned or not, the modelling is good and modelled
with great precision. Together with the aircraft markings and signs, the static ground equipment and some moving objects, you feel once again that you at the real EGLL. Although Terminal 3 main building may not be linked to Terminals 1 and 2A, the area of these three terminals looks like one single cluster. Opposite Terminal 3 with its piers, you’ll find Terminal 1 with piers 3, 4 and 4A. Pier 4A appears to be a new extension for Terminal 1 and, looking closely, it seems like one large tube with gates and jetways. From anywhere along pier 4A or taxiway B, you can’t miss the radar tower. Although it’s just a tower with the radar on top, it’s unbelievably detailed. Not only from close-up but also from a distance. The other two piers – 4 and 3 a much older collection of buildings but the overall quality is perfect.

Terminal 2 is divided into Terminal 2A, which is a part of the main Terminal 2 building, and a separately located Terminal 2B. Terminal 2 looks like a new building. Perhaps the main building (Terminal 2A) is already a couple of years old, but definitely newer and much more modern then Terminals 1 and 3. I like the way the main terminal building 2A is modelled. It’s modern, with a wave shaped roof, black walls, clean apron and with the usual jetways, ground equipment, moving objects, etc. Worth highlighting is that each parking position has its own GPU with accompanying controls. It surprised me that at some parking locations, there are end stop aircraft identifications displayed while at others these are omitted, for example, at positions 224 and 223. I must say that the overall impression of Terminal 2A and 2B is outstanding. By the way, this time Terminal 2B isn’t a small replica of the Terminal 2A building. More noteworthy is the way the 3D modelling has been executed which like so much I have seen so far is worthy of a big compliment. The Terminal 2B building looks both modern and impressive. The gates and jetways are as you can expect, of the same high quality as on all the other terminals.

EGLL is a large and complex airport with lots of animations, a large number of static ground equipment and high quality buildings etc., and other objects so it will have an impact on your frame rates. Once you have adjusted your slider settings, you will enjoy EGLL, as I did. It is worth the money for this important European airport? Yes! Is my immediate answer. It was certainly worth waiting for this airport to be updated to X-Plane 11.

Angelique van Campen ■
www.x-plained.com

This is an edited version of the full review. Visit www.x-plained.com for the full review and more screenshots.
Take Off—Flight Simulator by astragon Entertainment GmbH
For iPhone and iPad
Cost: $1.99

Take Off – The Flight Simulator offers exciting missions in an open world, several highly detailed planes, challenging weather conditions, astonishing views in a free flight mode and the possibility to create and manage your own airline. Everything wrapped in stunning and beautiful graphics. What are you waiting for? Start your pilot career now!

Start your career on the beautiful Hawaiian Islands, and upgrade your pilot license to unlock new missions and fly new planes. Send your fleet to international airports in cities such as Los Angeles, New York, Sydney or London. Try out over a dozen realistic aircraft with 3D cockpits – starting from light airplanes to gigantic jumbo jets that are just waiting to take to the sky. Fasten your seatbelt, extend the flaps and push the thrust lever to full throttle.

Fly more than 20 airplanes in an open world or try out more than 40 exciting and varied missions – from airfreight to dramatic rescue operations. You can also establish your own airline and fly to cities such as New York, London, Sydney and 18 other destinations. Fly the most popular models of planes, such as jumbo jets, seaplanes and a military jet with realistically designed 3D cockpits. Experience challenging weather conditions and try to land your plane safely with an engine failure!

Features:
• Fly 24 airplanes with realistic 3D cockpits.
• Explore and enjoy the beautiful open world of Hawaii in a free flight mode.
• 50 exciting missions available – from sightseeing to rescue operations.
• Fly to 21 famous airports around the world.
• Start your own airline and expand your fleet.
• Customize your planes with different paint jobs and upgrade your fleet for better performance and handling.
• Master difficult challenges like bad weather landings or engine failures.

Compatibility: Requires iOS 10.0 or later. Compatible with iPhone and iPad.
Languages: English, Arabic, Dutch, French, German, Italian, Japanese, Korean, Norwegian, Polish, Portuguese, Russian, Simplified Chinese, Spanish, Swedish, Traditional Chinese, Turkish.
I am writing this as the news headlines are awash with Brexit and the grounding of the Boeing 737Max 800 series following a 2nd fatal crash within five months when Ethiopian Airlines ETH302, B38M (ICAO code for the 737Max) crashed shortly after departure from Addis Abba. The aircraft, ETAVJ, had transited Dublin on its delivery flight from Boeing on the 16th of November 2018. The grounding, as I write, affects 371 aircraft currently delivered, including some only delivered in the last few days. The impact of such an event affecting a modern jet aircraft is immense and Boeing may have to pay huge compensation to the airlines who have had to ground their fleet of the 737Max. Passenger confidence has also been impacted with some airlines announcing over the PA systems of mid-flight that the aircraft they were in had been grounded causing anguish amongst those passengers onboard. Airbus will be making the most of the situation, although it’s hard to tell if there will be any immediate impact as most of its NEO series aircraft are already sold/booked for delivery, so they don’t have aircraft available immediately. Interestingly, Norwegian who have two of the 737Max based in Dublin for its two US destinations, routed one of their 787 Dreamliners through Dublin to pick up US bound passengers stranded here. Staying with grounded aircraft – Terry’s Boeing 737NG simulator is still not fully operational, I miss our Wednesday nights on VATSIM.

Aer Lingus launched its new branding on the 17th of January with two of its aircraft repainted in new colours which were made available to the press in Hangar 6 at Dublin Airport for the launch. The new scheme has a mainly white fuselage with Aer Lingus in teal green with a restyled shamrock whilst the tail is teal green in colour with the restyled shamrock logo. The Aer Lingus name is also in a newly designed font. Several aircraft have now been repainted in the new scheme and it is planned to have the whole fleet completed by 2021 with all new aircraft deliveries coming in the new scheme. The airline has purchased a new Airbus A330 Cabin service trainer at the cost of €500 thousand and will be used to train cabin crew in emergency procedures along with the use of the installed equipment on Aer Lingus transatlantic aircraft. It is expected that the airline will also take delivery of a new Airbus A321LR trainer in time for its delivery of its first of these new aircraft. It was recently announced by Aer Lingus that it is to re-introduce a Business Class on its short haul European routes that will be operated by the new A321LR’s when delivered. The new service will tie in with transatlantic traffic with London, Paris, Amsterdam and Barcelona currently being suggested as the most popular onward routes. The airline expects to have eight of its fourteen A321LR’s available for European routes when all the aircraft are delivered. Aer Lingus recently carried out another recruitment drive for pilots with one hundred positions available in the coming few years. Final interviews took place recently and the new recruits were informed within days – soon you might hear the familiar voice of one of our former members over the PA.

British Airways are having a number of aircraft repainted in retro colour schemes as part of its centenary celebrations (1919 – 2019) with two Boeing 747’s in Dublin for repainting recently – G-BNLX was recently repainted in the Landor colour scheme as part of its 100
Years Celebrations. On the 18th of February Boeing 747 G-BYGC departed Dublin for Heathrow to great excitement after having been painted in BOAC colours, from the 1960’s to 1970’s era – there were dozens of photographers lined up by the side of runway 28 for its departure. Apparently, the aircraft will remain in these colours until its retirement in 2023. A third Boeing 747 G-CIVB, is due in Dublin to be painted in the Negus colour scheme. Meanwhile in Shannon, Airbus A319 G-EUPI, was repainted in BEA colours (British European Airways) – one of my favourite colour schemes, and is already back in service with BA. BA have announced that they have ordered 18 Boeing 777-900’s (known as the 777X) to replace its aging Boeing 747’s. It also has an option on another 34 aircraft, so it seems likely that some of these will replace its older 777-200’s as well.

A rare sight these days anywhere in the world is the DC-3 but on the 09th of January DC-3 Basler BT-67, N141PR, transited Dublin whilst enroute from the US to Djibouti. The aircraft was originally to route via mainland Europe but weather conditions at the time made the crew rethink this and they routed via Dublin from Keflavik in Iceland before departing to Genoa in Italy but the weather there was not good, so it had to divert to Pisa. Interestingly, I had seen the aircraft before as both G-AKNB with Intra Airways and the EI-BDU when it operated for Dublin based Clyden Airways back in the late 70’s. Unfortunately, on its visit to Dublin this time I was unable to see it even though it flew close to where I work on a lovely clear day. Staying with the DC-3 for a moment – this year marks the 75th Anniversary of the D-Day Landings and between the 04th and 05th of June Duxford Aerodrome, just south of Cambridge, will host over thirty DC-3’s in an event called “Daks Over Duxford” (www.iwm.org.uk). This two-day event will be followed by another event in Normandy with the DC-3’s being based in Caen in northern France. Tickets are priced at £25.00 plus parking, if you are going by car. I have my ticket bought and will fly over for the day via Gatwick where a friend is picking me up for the drive up to Duxford. Not quite a visitor was another rare aircraft when in early March, DHC-7 C- FPBJ flew overhead Dublin whilst enroute back to Canada. It had departed London Stansted routing to Belfast Aldergrove to refuel before crossing the Atlantic westbound. The aircraft had been operating in Africa for the UN. Other interesting overflights included a number of Cavok Air, from the Ukraine, with Antonov AN-12’s overflying Dublin – sometimes routing into Shannon or sometimes eastbound off the Atlantic. These aircraft have a very distinctive heavy drone from the engines that would even wake you up in the middle of the night they are that loud!

Air Baltic has announced that they will restart services to Dublin from Riga following the airlines cessation of flights back in 2012. The new service will operate four times weekly – Monday, Wednesday, Friday and Sunday and will use the airlines Airbus A220’s (formerly the Bombardier CS300) of which the airline has a fleet of 15.

Air France Cargo 777’s finally resumed services to Dublin following the tragic accident in late November when one of the ground crew from Swissport was killed whilst the aircraft was being unloaded. The Air France subsidiary airline, HOP, is to be rebranded “Air France Hope” to ensure the brand awareness of the national airline who own them. The airline operates a mixed fleet of ATR’s, CRJ’s, EMB-145’s and EMB170 & 190’s – the 190’s are frequently seen in Dublin operating under Air France callsigns on the CDG to DUB route.

Laudamotion continue to expand their fleet with three Airbus A321’s and nine A320’s currently in its fleet. The airline has recently added two additional flights on its Vienna to Dublin route operating on Mondays and Fridays. Following on from its outright purchase by Ryanair, after they purchased Lufthansa’s share, it is planned to have twenty-five aircraft in operation during the summer of 2019 which will be a mix of its current Airbus fleet and some from Ryanair’s fleet. I have noted several
Laudamotion flights being operated by Ryanair 737-800’s in recent weeks as they expand their routes, although it is expected to continue its fleet expansion with Airbus A320’s. It is expected by the end of 2020 that it will carry six million passengers.

Ryanair has recently announced that it will start selling sporting tickets, to such events as top league games in Spain and France and that more football and rugby games will be available soon in partnership with Coras – interesting concept. Ryanair has set up a UK subsidiary with its AOC granted by the CAA back in early January, no doubt with Brexit in mind. To date only one aircraft has been registered to the subsidiary with Boeing 737-800, EI-FEF, being transferred to G-RUKA on the 20th of December but interestingly it only seems to have started flying for Ryanair UK on the 08th of March. Ryanair set up the UK subsidiary to ensure it could still operate UK domestic services and UK to continental Europe following Brexit.

The airline has decided to standardise its IT around Amazon’s Web Services (AWS). The cloud-based network includes databases and analytics and as such it is looking to shut down its own data centres over the next few years. This also includes a move from Microsoft SQL server databases to Amazon’s Aurora. It is expected that this move will lower the cost of its email marketing campaigns which currently sends out in the region of 22 million emails at a time. Ryanair was expecting to take delivery of its first Boeing 737Max 200 series soon (B38), however recent events have postponed that for the moment. The airlines first B38M was rolled out in Renton on the 13th of January and is the fourth variant of the Max series which incorporates an airstairs. The airline had hoped to take delivery of up to five of these aircraft this summer with a total of fifty due to be delivered over the winter of 2019/2020 – amazing numbers when you think of it! The first Max for Ryanair is due to be registered as EI-HAT. In early January, senior executives of the airline flew aboard its only 737-700, EI-SEV, to Israel for discussions with aviation authorities there. The airline carried over 600 thousand passengers from Israel in 2018 and is expecting to expand this further in 2019 with new routes to Athens, Thessaloniki, Sofia and Bucharest, which brings the total number of destinations from Tel Aviv to fifteen.

In a rare announcement in mid-January the airline announced its second profit warning in four months for its financial year which ends on the 31st of March. The profit warning is linked to a decrease in passenger numbers over the winter months whilst fuel and staff costs have increased. The revised profit warning suggests that its profit will be between €1 billion and €1.1 billion instead of €1.2 billion which it had originally expected. In the meantime, the airline has announced that it is to close its Ryanair Holidays service with effect from January 2019 after only launching it in late 2016. The service had offered package holidays and was launched in an attempt to make it the Amazon of air travel.

Those who have visited Shannon Airport will know that it lies perilously close to the River Shannon, so the Irish Government have recently approved €27m in funding for flood defences to protect the airport, the adjacent industrial zone and the town centre of Shannon. There are currently raised embankments around the airport built many years ago but they offer little protection in the case of a tidal flood event. Work will commence shortly to enhance these embankments using modern engineering techniques to widen and raise these embankments to offer better protection. Let’s hope that these enhanced embankments will prevent serious flooding if ever there is a tidal surge.

Stobart now have a fleet of five Embraer 190’s, two of which operate for BA Cityflyer based in London City and one has recently commenced operating for KLM on the Amsterdam to Dublin route. The remaining two 190’s operates a number of flights for Stobart and Flybe from their base in Southend. All five aircraft operate in a very bland looking all white colour scheme. The airline has recently posted its financial results for the last twelve months to the end of February showing revenues of over €144 million which is an increase of 8% on the previous twelve months and shows a pre-tax profit of €3.3
million which compares to a €10.5 million loss in the previous twelve months. At the beginning of January, it was announced that Virgin Atlantic, Stobart Air and Cyrus Capital had agreed to purchase UK based airline FlyBe for €2.2 million and that FlyBe would be combined with Stobart under the Virgin Atlantic brand. One of the key aspects of Virgin’s involvement is the need for feeder services to its long-haul routes which interestingly is what Stobart currently do for Aer Lingus under its franchised agreement which is branded Aer Lingus Regional. Aer Lingus have commented that they are happy with the deal which works well for both airlines. Whilst just under three years since it happened, the IAA has recently published its final report on an incident with Stobart Air ATR-72 EI-FCY on the 24th of August 2016 when it suffered a static inverter failure which resulted in the aircraft declaring a Mayday and made an emergency landing at its destination airport of Cork. These reports are always interesting, which are available at: www.aaiu.ie/reports/ aaiu-investigation-reports.

Work has commenced on extending the ramp area at Donegal Carrickfinn Airport (above) which is expected to take up to five months to complete. The works are carried out during day time hours and will include the installation of ramp flood lighting. The airport only has two scheduled services both of which are under PSO - from/to Dublin twice a day with Aer Lingus/Stobart using ATR-42’s and from/to Glasgow with Loganair using SF340’s which operates three days a week.

Foynes Airshow, which had been running for the last number of years during the summer, has lost its main sponsor with the Irish Aviation Authority (IAA) pulling out. Back in December the IAA had reviewed its sponsorship programme and decided that its monies would be better spent in targeted education and awareness programmes. The airshow organisers had been trying to find another suitable sponsor since December but have been unsuccessful in doing so and have decided not to go ahead with the show this year. In the meantime, Cork has announced that it will host its very own “Air Spectacular” on the 12th of July 2020 in the vicinity of the Cobh harbour area. The airshow is being supported and facilitated by Cork Airport management and staff.

Hainan Airlines have commenced a new twice weekly service from Shenzhen using Boeing 787 aircraft on Mondays and Fridays whilst it still currently operates a twice weekly service from Beijing which operates on alternate flights from Edinburgh but will revert to a four times a week service for the summer of 2019. Some mornings, the ramp at Dublin Airport can be very colourful with Hainan, Qatar, Ethiopian all on the ground together.

Hibernian Airlines, which is a joint venture between Air Nostrum from Spain and Cityjet in Dublin, have recently been granted its Irish AOC and it plans to have at least three CRJ1000’s in operation by the summer of 2019. Interestingly, their first CRJ1000, EI-HBA made its first visit to Dublin recently on a charter from Dublin to Rome having positioned in from Madrid. The aircraft operates in an all-white colour scheme.

Northern Ireland based company Lagan Airport Maintenance, along with Clare Civil Engineering have won a contract to upgrade the runway at Knock Airport. The contract, which is in excess of €11 million, will commence works in May 2019. This will be the first time in the airports thirty-four-year operation to have its runway resurfaced. In the meantime, works have started on the main terminal which will increase seating for passengers waiting for their flights and also increase the size of the restaurant, increase in circulation space for passengers and most importantly upgrades to the bar area. Towards the end of 2019, works will also start on covered walkways from the terminal to the ramp area.

Luxair have been leasing in a few Estonian based CRJ aircraft from Nordica to cater for shortages with aircraft being on maintenance. To date the airline has used both the CRJ700 and CRJ900 from Nordica. Staying with hire-in’s, over the last few months Swiss have been using Brussels Airlines Airbus A319’s on its Geneva route but only at weekends.
Having had to ground their current fleet of fifteen Boeing 737Max’s, Norwegian have based a Boeing 787 in Dublin to replace the two Max’s based there. It had recently reduced its twice daily service to Stewart Providence in the US to a single flight a day from January until the end of March when it is due to revert to twice daily. In the meantime, in an effort to stem losses, the airline has decided to close its bases at Stewart and also its bases in Palma, Tenerife and Rome. It has also announced that it will reduce the number of Dublin based aircraft for the winter of 2019 but at the moment it has not announced how it will affect its Dublin based staff but it has pledged to redeploy workers where possible with the Dublin based staff being able to bid for other positions from June which hopefully will avoid any layoffs here. The airline has indicted that it is currently reviewing the number of AOC’s it operates – presently it operates six AOC’s – Norwegian Air Shuttle, with fifty five aircraft; Norwegian Air International with sixty six aircraft; Norwegian Air UK Ltd with thirteen aircraft; Norwegian Long Haul with twenty one aircraft; Norwegian Air Argentina with four aircraft and Norwegian Air Sweden with three aircraft. Interestingly, the IAG group (British Airways, Aer Lingus, Iberia, Veuling) has announced that it is not considering a bid for Norwegian Air Shuttle and that in due course it will dispose of its current shareholding of 4.6%. After this announcement the airlines share price fell 23% and it also had to raise €308 million in a rights issue to avoid breaching financial covenants.

BMI Regional (British Midland Regional), a UK based regional airline operating a fleet of twenty Embraer 145’s, ceased trading with immediate effect from the 16th of February. The airline had been operating since 2012 after it had been sold on as a subsidiary of the then British Midland International. In 2015 it became part of Airline Investments Ltd (AIL) along with Loganair and was rebranded as Flybmi in 2018. Its fleet of aircraft were grounded immediately, although some now seem to have found their way to Loganair (seven as of the beginning of March) which has taken over some of the former airline’s routes.

The former co-founder and executive chairman of Southwest Airlines, Herb Kelleher, passed away in early January at the age of eighty-eight. Michael O’Leary of Ryanair paid tribute to Herb calling him the “Grand master Yoda of the low fare airlines and visionary and teacher without whom there would be no Ryanair”. It is well known that Ryanair modelled itself in the early years especially on Southwest whilst it may have gone on to expand on this original model in later years. However, unlike Ryanair, Southwest had always recognised trade unions and this along with his management style earned him great respect amongst his staff and peers.

Cityjet has taken all of its Sukhoi fleet out of action with all seven now stored in various locations including Dublin and Shannon. There is a rumour that they are in process of being sold to another European operator – I hope they have better luck with them than Cityjet did. Most of the Sukhoi’s had been wet leased to Brussels Airlines and interestingly they have been replaced by four Canadair CRJ-900’s or 1000’s for Spanish based Air Nostrum in which Cityjet have a vested interest – Hibernian Airlines. One of the airlines RJ85’s that had been stored in Cranfield for over a year, EI-RJI, recently returned to the fleet and is being used as part of the Aer Lingus wet lease for the London City route – it recently flew to Rome to be painted in the Aer Lingus new colours.

Works have started in earnest on the new runway 28R/10L for Dublin Airport. Large amounts of earth moving equipment can be seen working away behind the perimeter fence, although the design of the runway has been modified from the original planning application back in 2007 with a reduction in the number of taxiways, reduced taxiway width from 30m to 27m and a change in the structural composition of the 7.5 m wide out shoulders of the 3,110 m runway. In the mean-time works are being carried out on the threshold area of runway 28/34 in the evening times which has reduced the main runway 28 length which means that the ILS for 28 is out of action for the period of the night-time works. Listening to the radio, crews are being vectored for “VOR Tango” approaches for runway 28 and given landing clearance as “Cleared to land runway 28, displaced threshold”. Mandatory readbacks are required which has led to some interesting communications especially with foreign crews not familiar with such jargon. Dublin had its own “Drone” incident recently when a departing Stobart crew alerted the tower to a drone operating close to the threshold area of runway 28. All flights in and out of the airport were stopped for a short while and both Airport Police and Gardai were involved in a follow up operation but no drone was located.

That’s it for this issue – My thanks as always to Irish Air letter, Planepotters.net, Planebase.

Ian Broni
Aer Lingus Airbus A330-302
Repaint by Phillip Hughes
posky_a333_aerlingus2018.zip
www.flightsim.com

FSX/FS2004 Aer Lingus Airbus A330-302, registration EI-EDY. New 2019 Aer Lingus livery painted on the Project Open Sky A330v2 paint kit. Model features high resolution textures based on photos of the aircraft. Add to your exiting POSKY A330-300 GE Model. This model does not have or include a VC. The detailed textures include full night lighting. Original model and package for FS2004 and tested in FSX so should work for both.

Airport Kassel EDK Version 5.0
By A. Claudi
edvk_v50p3.zip
www.flightsim.com

P3Dv4 Scenery--Airport Kassel EDVK Version 5.0. Scenery with photo-realistic ground textures, accurate buildings, runways, taxiways and the official approaches with waypoints, localizers and glide paths. More than 1200 objects, 60 individual scenery models, approximately 100 custom ground polygons and lines have been created. High resolution textures, accurate night Lighting and winter textures. Works with VFR Germany and ORBX Germany North.

AI Aircraft Editor.NET
By Martin Gossmann
aiae.zip
www.flightsim.com

FSX/P3D/FS2004 AI Aircraft Editor.NET (AIAE.NET) allows easy validation and modification of your aircraft configuration files. It allows mass-updating of specific keys. It checks the [fltsim.x] sequences for correctness. You can re-number sections and format the aircraft.cfg file. AIAE.NET allows to change the wingspan size for FS2004 and for FSX and later aircraft. You can run a detailed validation on a selected aircraft or on all aircraft below a given root folder. The validation checks for missing and unused textures, models and air files, duplicate titles etc. You choose to see either an overview, detailed or error report. AIAE.NET features a model viewer (by courtesy of Arno Gerretsen), allowing you to see any selected model and texture.
Alaska Horizon Air Retro Livery
Bombardier Dash 8 Q400
By Fabio Siess
q400_alaska_horizon_air_retro_n421qx_zip.zip
www.avsim.com

Repaint of the Majestic Software Q400 in Alaska Horizon Air retro livery. Textures only for FSX and P3D. Including modified cabin and cockpit textures. Visit “facebook.com/Virtual.Repaints” for other repaints.

An Idaho Mountain Flying Adventure
By Brett Delana
ksmj.zip
www.flightsim.com

FSX Scenery--An Idaho Mountain Flying Adventure. Welcome to the Heart of Idaho (ID), USA! The mountain country has to be seen to be believed. As one who grew up exploring this part of the US I had the fortunate opportunity to do things that most just dream about. Who wouldn’t want to swim in hot-spring fed lakes, or pools? Idaho has more hot springs than any other state. Have you ever climbed up to a pass at 10,000 feet? And then looked down at those who chose not to climb 1500 feet below, looked left at your brother, and then looked over the pass at the mountain basin that begged to be explored. I did these things 58 years ago. You can do it tomorrow if you want to. This FSX adventure will take you to many places I have visited. It will also take you to places that I have not yet visited. Some of the strips are difficult to get into. That is typical of mountain flying. Some are reasonable. Your flying skills will be tested as you figure out the best approach.

Approach and Landing Automation of Synthetic ILS System
By Bill McClellan
sync_ils_automation.zip
www.flightsim.com

FSX/Prepar3D Approach and Landing Automation of Synthetic ILS System. Adds automation to the Synthetic ILS developed by Karol Chlebowski for both glidepath and glideslope. Besides the automated ILS there is automated approach capability starting from about 15 miles from touchdown through landing. An automated takeoff function is also available. This was tested and worked on both P3D and FSX.

Bendix King KI525A and KA51B Adapter
By Jon Dyer
ki525a_ka51b.zip
www.flightsim.com

FSX/FS2004Bendix King KI525A HSI and KA51B Adapter. Bendix King KI525A Horizontal Situation Indicator (HSI) and KA51B Slaving Adapter. Accurate simulation of KI525A HSI and KA51B Slaving Adapter. Two versions of the KA51B Slaving Adapter are provided. Full Documentation is provided.
British Overseas Airways Corporation (BOAC) for the PMDG 747-400. By Mo Textures.

**British Airways (BEA Retrojet) Airbus A319 G-EUPJ**
By Gustavo Aguiar

aerosoft_a319_britishairways_g-eupj_bea_retrojet_p3d.zip
aerosoft_a319_britishairways_g-eupj_bea_retrojet.zip
www.avsim.com

British Airways retro livery (British European Airways - BEA) for Aerosoft Airbus A319. Use AirbusX Extended Livery Manager to install. As the Aerosoft model does not allow me to delete the 1L and 1R windows, unfortunately the BEA logo on the front has the hole in these windows. I hope you can understand this limitation of the Aerosoft model, it was the only solution I found for this.

**Carrickmore Airfield, County Tyrone, Northern Ireland**
By Barry Friedman

carrickmore.zip
www.avsim.com

AFCAD files for Carrickmore Airfield This is a microlight airstrip in County Tyrone in Northern Ireland. Runway, taxiway and apron placements per Google Maps. I included stock airport objects to resemble the buildings at the airport. ADE ground polygons are used for runway markings. Some stock objects are from Acceleration pack so this works best if you have the Acceleration pack or FSX:SE.

**Helirescue P3D**
By HR SimYard

https://flightsim.helirescue.at/en/

With HeliRescue for P3D, you get 4 sceneries for free, with custom objects and obstacles to provide challenging helipads in Austria. More information on the dedicated webpage here. We proudly present the Austrian freeware scenery “HeliRescue P3D” for Lockheed Martin’s PrePar3D flight simulator. This scenery contains helicopter rescue bases and hospitals around the beautiful country of Austria. Due to very high details, accurate size and dimensions of all buildings, animated windsocks and dynamic lighting (introduced with PrePar3D v4) at dusk, dawn and night, it is a must for every helicopter simulator pilot. This scenery will be continuously extended. From time to time simply check back and look under project status to see which locations are available and which have been updated to a newer version. After the execution of the installer, the program automatically downloads all available released sceneries. To ensure a correct working, it updates your
scenery library (scenery.cfg) with the required entries. To uninstall the package, simply head to the normal "Add or remove programs" in Windows. Find the HeliRescue P3D entry and click on uninstall. Tip: When a new base is released, you don't need to download the installer again. Just run the application again and it will download the new files and, if available, update the existing data. Currently available sceneries: LOMR – RK-1 Fresach (incl. antenna on Villacher Alpe). LOJP – Martin 2 Karres. LOJN – Christophorus 8 Nenzing. LOJR – Landeplatz Mittelberg. LOJT – Alpin 5 Hintertux. Installer requirements: User has to have admin rights .NET Framework 4.6. Software/Scenery requirements: Lookheed Martin PrePar3D v4.4 Flugwerk Austria Professional HD (East and West). SimObject Display Engine SODE (Freeware).

**ERJ Speed Calculator-reloaded 0.9.0**
By Gerson Nerger (CFG278)
erj_-_speed_calculator_-_reloaded.zip
www.avsim.com
This tool allows you to calculate the take-off and landing v-speeds and also the take-off stab trim settings of the Embraer Jets 170, 175, 190 and 195. There are two versions of the software available: for macOS and for Windows (each version either in 32bit or 64bit). A Linux version is not planned currently. Important for Mac users: If you get an error message like "An exception of class NilObjectException was not handled. The application must shut down." do the following quick work around: Move the app to your desktop and back to your folder. This removes the "Quarantine Bit" to stop translocation. It is a security feature of the modern macOS versions "Sierra" & "High Sierra". It's important to check your security preferences and allow your Mac to run the app at all. The software is not code signed because I am not an Apple verified developer. Have fun! Gerson Nerger (CFG278) - the data used in the airports_database.sqlite - except the magnetic declination (variation) - come from http://ourairports.com/data/ ... thanks a lot for sharing - the data for the magnetic declination (variation) come from https://www.ngdc.noaa.gov/geomag-web/#igrfgrid - the Metars come from http://tgftp.nws.noaa.gov/data/observations/metar/stations/

**Isle of Wight (SODE)**
By John Watts
sode_iow.zip
www.avsim.com
Primarily for ORBX True Earth or ORBX England. SODE is required. All the following vary with date time and weather- Flocks of birds around Airfields. Small smoke plumes around Airfields. Grass cutting Tractors. Hot Air Balloons (Summer Sundays, weather permitting). Lastly and most importantly - Surf Breakers according to windspeed. https://youtu.be/KPoFetRAN60 slightly corrected version.

**Condor Boeing 757-300 Fleet**
By John Watts
condor_fleet.zip
www.avsim.com
Condor Boeing 757-300 Fleet. Photo realistic textures. Requires Captain Sim Boeing 757-300 Expansion for P3Dv4. Include: D-ABOE (Blue Livery), D-ABOF, D-ABOG, D-ABOC (Hannover Airport Livery), D-ABOA, D-ABOJ, D-ABOK, D-ABOL, D-ABOM, D-ABON (Painted by Cosmo Cramer), D-ABOH, D-ABOR, D-ABOB (Blue Livery).

**IrelandVFRTour3.zip**
By HeloMissionMan
irelandvfrtour3.zip
www.avsim.com
Helicopter VFR Tour of Ireland number 3 based on the work of Daniel Floretin. This is the third of ten tours. Make sure you have Daniel's scenery packs installed as well as Orbx EU Ireland. (See Tour 1 for full instructions on downloading the scenery).
**KDFW Dallas/Fort Worth Intl. Airport**  
By Lyman Lundquist and James Shaddox  
kdfw_p3dv4.zip  
www.flightsim.com

Prepar3Dv4 Scenery--KDFW Dallas/Fort Worth International Airport, Texas (TX), USA. The primary international airport serving the Dallas/Fort Worth metroplex area in the state of Texas, USA. Located roughly halfway between the major cities of Dallas and Fort Worth, Texas. An extensive update to the stock KDFW airport. All runways, taxiways, signage, ramps, high speed exits, terminals, hangars, airline logos, ground markings and lighting have been updated to reflect the 2019 KDFW environment according to the latest GoogleEarth details. Compatible with ORBX (not required).

**Instrument Flight Planning for Flight Simulator Pilots**  
By Richard McDonald Woods  
instrument_flight_planning_for_flight_simulator_pilots.zip  
www.avsim.com

This a document to help you create high quality instrument flight plans from PFPX v2 for a variety of aircraft types.

**SkySpirit 2011 Boeing 747-8i**  
United Friend Ship  
By SkySpirit2011  
texture.united_373450.zip  
www.avsim.com

This aircraft is made by SkySpirit2011. Model by Hiroshi Igami. Flight Dynamics by Warren C. Daniel and Brandon D. Henry. Tested by SkySpirit2011 Members. 747 Series Masters by Corey Ford and Yosuke Ube. Repaint by Gus Rodriguez. This repaint cannot be modified, distributed, or reloaded in any website without my express permission.

**British Airways Boeing 747-436**  
Repaint by Phillip Hughes  
ba100_retro747_boac_livery.zip  
www.flightsim.com

FS2004/FSX British Airways Boeing 747-436, registration G-BYGC. This year marks British Airways’ 100th
Anniversary and G-BYGC was the recipient to carry the BOAC retro livery. It will be out of the paint shop in Dublin in February 2019. Livery painted on the Project Open Sky 747-400v4 paint kit with Rolls Royce RB211-524G series engines. The model features high resolution textures based on photos of what the aircraft is to look like. The detailed textures include night lighting, custom catering trucks, air stairs and cargo containers.

**MD-11 V2.0 Livery Pack 1**
By Sky Simulations
www.skysimulations.com

Sky Simulations proudly presents the first Livery Pack 1 for our Mc Donnell Douglas MD-11 Version 2. Continuing our effort to expand the experience with our MD-11 this pack contains: Passenger model liveries: Alitalia, American, Finnair, Japan Airlines circa 90, Thai Airways, Varig Airlines. Freighter model livery: Gemini Air Cargo.

**Pushback Panel v3.0**
By Gene Churumov
harrier_pb3_0.zip
www.flightsim.com

FSX/P3D Seaboard World 707-345C 1968. This is a repaint of the 707-345C in Seaboard World 1968 colors. The payware Captain Sim 707-300C is needed for this repaint. New York based, Seaboard & Western Airlines - an all cargo airline, was renamed Seaboard World Airlines on 26 April 1961. The "new" airline received the first of 6 CL-44 turboprops in August 1961. The CL-44 was the first modern airliner designed solely to carry freight. They were put into service after August 1961. By 1962, the Lockheed Constellations were all replaced, and Seaboard became an all-turbine-powered airline (with the exception of a solitary C-46 based in Europe). Two years later in 1964, Seaboard received their first pure jets in three DC-8-Fs. 1964 was the airline's best year ever, as profits jumped by 53%, and the future looked very bright. However, it was not to be. Seaboard was forced to compete over its routes with the freight capacity of the passenger airlines, which annually became more competent in the cargo field. Although they did have a bright spot in providing charters to the military, the air freight industry as a whole will eventually fail to achieve the traffic potential envisioned by "aviation experts". Nevertheless, Seaboard, with new jetliners at their disposal, went on and provided excellent service to its customers. They offered a wide range of cargo services to many points in Europe. Eventually, failing passenger charters and stiff competition took their toll. Seaboard was bought out in 1980 by the only real all-cargo success at the time - The Flying Tiger Line. Seaboard operated 2n 707-300Cs from 1968 to 1969. This aircraft, N7322S, was leased from VARIG in 1968. This repaint was tested on FSX-SE. It should work on FSX and P3D v1-3. Textures are DXT5 dds.

FSX/P3D Pushback Panel v3.0. Planning an international flight to Eastern Europe or Russia. Version 3.0 makes it possible to choose between English and Russian ground crew to use both in one flight. Includes brake sound FX. Supports FS2004, FSX, and all versions of Prepar3D including v4.0 and later. Based on ground handling gauges by Rob Barendregt and Doug Dawson's XML sound gauge. The panel is intended for aircraft pushback procedures. (c) 2019 Harrier Panels. To evaluate the sound quality click the video link above.

**Seaboard World 707-345C 1968**
By Ted Giana
fsx_p3d_seaboard_world_707-345c_1968.zip
www.flightsim.com
FS2004 Scenery--OLBA Beirut Airport v3, Beyrouth, Lebanon (Liban). Full new version with new night textures, gate numbers, trees, vehicles. This scenery was built from the official maps for the runway and taxiways with Google Maps as a background image as support. The different signs were positioned without any documentation or references. Only use with IVAO or VATSIM; no AI possible.

**Realistic Airbus Stall Sound or ‘Buzzer’**

By Leonardo Santos
airbus_stall_sound.zip
www.flightsim.com

FS2004 Sounds--Realistic Airbus Stall Sound or "Buzzer". This is the actual stall 'buzzer' that most Airbus aircraft have, as opposed to the various sounds that engine sound pack creators usually include in their sound sets. It uses the same British guy voice as the recognizable Airbus altitude callouts. I cut the sound from a recording of an Airbus cockpit so that it loops neatly twice and converted it into a proper .wav file to be used in FS2004. There is no gauge for this, as this sound file is meant to replace the current stall sound file in your Airbus engine sounds folder.

**China Eastern Airbus A350-900 AGS V6**

By Camil Valiquette
359v6mu4.zip
www.flightsim.com

Custom Interface Pack 2
By Mark Daniels
fs2004interface-pack2.zip
www.flightsim.com

Custom interfaces to give your FS2004 a new look. 76 aviation/airline related interfaces and 19 other various types including movies and TV.

AI Aircraft Editor.NET
By Martin Gossmann
aiae.zip
www.flightsim.com

EasyJet
AI Aircraft Editor.NET (AIAE.NET) allows easy validation and modification of your aircraft configuration files. It allows mass-updating of specific keys. It checks the [fltsim.] sequences for correctness. You can re-number sections and format the aircraft.cfg file. AIAE.NET allows to change the wingspan size for FS2004 and for FSX and later aircraft. You can run a detailed validation on a selected aircraft or on all aircraft below a given root folder. The validation checks for missing and unused textures, models and air files, duplicate titles etc. You choose to see either an overview, detailed or error report. AIAE.NET features a model viewer (by courtesy of Arno Gerretsen), allowing you to see any selected model and texture.

Pemba Karume Airport (HTPE) v1
By Emmanuel Mwandosya
pembav1.zip
www.flightsim.com

FS2004 Scenery--Pemba Karume Airport (HTPE) v1. This is Pemba Airport (also called Karume Airport; not to be confused with Karume International on the island next door). This is the second Airport on the Zanzibar Islands, and is the main airport of the Island of Pemba. Build using Sketchup, Sbuilder and ADE. Requires Rwy12 object library if you want to see scenery objects appear.

Singapore Airlines B787-10 AGS V6
By Camil Valiquette
780v6sq4.zip
www.flightsim.com

Boeing 737-200 ADV
By Sascha Rieger
enhanced_boeing_tinmouse737-200adv_with_vc_final.zip
www.flightsim.com

FS2004 Boeing 737-200 ADV. This is an enhancement for the TMECBK 737-200Adv adaption with VC of Erick Cantu's original model TinMouse 737-200Adv by Bjorn Kesten, with the kind permission of Bjorn. All the liveries from Bjorn's FSX VC model are converted and tweaked to FS2004 format. I have added some gauges to the VC, a TCAS altimeter, stand-by AHIs, altimeters and ASIs. clocks, a nicer timer and a whisky compass. There are several VC configurations, loosely based on photographs. I have modded and cleaned up the VC textures to get a nice three dimensional effect, with additional eye candy and a few variations between liveries. I have also added Shockwave Redux lights. Finally, I have included a real world livery of N320DL Northern Air Cargo based in Anchorage, plus some fictional Northern Air Cargo planes, for a grand total of 22 hi-res liveries.

Vista Australis Scenery Pack for FS2004 v1.8 Final
voz180complete.zip
www.flightsim.com

FS2004 Vista Australis Scenery Pack for FS2004 v1.8 Final. The Voz team are proud to bring you VOZ 1.8, a major Australian scenery and object library addition for Microsoft Flight Simulator 2004. Arguably the most popular and most-downloaded addon in the history of FS2004, countless people from all around the world have joined the Voz community and it has had a rich and avid following. This is the final release of VOZ for FS2004. VOZ 1.8 is a complete package and is not compatible with any previous versions. The only supported version is 1.8. Uploaded to FlightSim.com with the kind permission of John Venema and Jay Kae.

EFKT_KITTILA (Finland)
By Serge Libon
efkt_kittila.zip
www.avsim.com

FS2004 EFKT_KITTILA (Finland) This scene was developed in order to perform Flight Crew Experience Tour 2019: TUI fly Belgium Boeing 737 This scenery was built from the official maps for the runway and taxiways with Google Maps as a background image as support. The different signs were positioned without any documentation or references. Only use with IVAO or VATSIM; no AI possible. By Serge Libon

Eurowings Airbus A320-214
By Stefan Bree
airbus_a320-214_eurowings_d-abhc.zip
www.flightsim.com

FS2004/FSX Eurowings Airbus A320-214. This is a repaint of the Project Airbus A320-214, in Eurowings "white engine" livery, registration D-ABHC. Model included. The textures are saved in 32 bit format for quality graphics. Shine effect. Night textures by Adam Hamada. Contains accurate model with details such as opening passenger and cargo doors, animated pack inlets and outflow valves, all operable control surfaces, detailed flap tracks and slat rails, hydraulics modelled on spoilers, landing gear doors and many more.
Aeroworx Douglas C-47 Dakota Beta 2.5
By Aeroworx (Johan van Wyk and Fred Stegmann)
awxdc3beta2_5xp11.zip
www.flightsim.com

X-Plane 11 Aeroworx Douglas C-47 Dakota Beta 2.5. The Douglas C47 is a twin-engined low wing transport aircraft, powered by Twin Wasp R1830-90C engines. Between 1935 and 1947 Douglas built a total of 10,654 of the type and over 80 years later there are still almost 1,000 in flying condition. This magnificent aircraft was originally designed by Manfred Jahn, Jan Visser and Team and is being flown by hundreds of happy users. At the end of July, Aeroworx obtained the permission to port this aircraft to X-Plane. As members of the South African Airways Museum Society, we have direct access to their C-47 and also a few other DC-3/C-47’s. Getting good photographs is no problem, the crews flying and maintaining these aircraft are also extremely helpful in providing us with documentation, advice, etc. This aircraft features a fully 3D vintage virtual cockpit, with dozens of mouse click-able animations. The Sperry is the primary autopilot, but for the more "modern" guys, a GS30 is available as a pop-up. This is a public beta version, PLEASE read the "Release Notes" attached to the download.

LFKC Calvi-Sainte-Catherine Airport 1.0
By Charles Macelli
europe_france_lfkc.zip
www.flightsim.com

X-Plane 11 Scenery--LFKC Calvi – Sainte-Catherine Airport 1.0. Calvi – Sainte-Catherine Airport is a medium sized airport in Corsica and I suppose it marks a significant departure from my usual Canadian sceneries. It seems to be an airport of significant importance to the region and I was quite surprised to find it absent (except for just the runway) in X-Plane. Although I have never been to Corsica, I am very familiar with the Mediterranean, having been born and raised on the island of Malta, just over an hour’s jet flight from LFKC. The scenery presented a few challenges and for the sake of accuracy, I tried to put in as many details as possible. I hope the Corsicans would approve. LFKC is at an elevation of 209 ft / 64 m. There is a single concrete runway, 18/36 at 7,579 ft (2,310 m). This is a lego-brick scenery and uses the megabytes of art assets already included in your installation of X-Plane. It will compare favourably, at times better, to other (much larger sized) sceneries of this area and will probably exceed your expectations. Please see the included documentation for further details.
**EILT Letterkenny Airfield 1.0**  
By Taco Vree  
eilt_-_letterkenny_v1_0.zip  
www.flightsim.com

X-Plane Scenery--10 EILT Letterkenny Airfield 1.0. Letterkenny Airfield is located in County Donegal, Ireland. It has a single runway (08/26) which measures 1969 ft in length. Requires the latest versions of the following object libraries:  
3D People Library (*3D_PEOPLE_LIBRARY.ZIP*),  
World Model Library (*WORLD2XPLANE.ZIP*),  
The Handy Object Library (*THE_HANDY_OBJECTS_LIBRARY.ZIP*),  
OpenSceneryX (*OPENSCENERYX.ZIP*),  
Tree Lines and Farms North America V2, (*TREELINES_FARMS_NORTH_AMERICA_V2.ZIP*),  
R2 Library (*R2_LIBRARY.ZIP*) and RuScenery (*RUSCENERY.ZIP*).  
All fields are positioned correctly, relative to HD Mesh v3 (*XP10_HD_MESH_V3_+50-010-EUROPE.ZIP* and *XP10_HD_MESH_V3_+50-020-EUROPE.ZIP*).

**X-Plane Backup Scenery Library 2.2.0**  
backup_scenery_library_2_2_0.zip  
www.flightsim.com

X-Plane Backup Scenery Library 2.2.0. This file creates a "backup" sim library for all of the well known and well used public libraries in X-Plane. This file will allow you to load most sceneries which reference third party libraries, even though you may not have the library installed. It will prevent X-Plane from crashing out if it cannot find the library. It is based on ideas and work by Chris k and subsequently Richard Elliott (many thanks to both). Important: please see the included documentation for instructions. Uploaded to FlightSim.com by Austin Goudge.

**CYPW "West Coast Flying"**  
By Canada4XPlane  
west_coast_flying.zip  
www.flightsim.com

X-Plane 10 and 11 CYPW "West Coast Flying" 1.0. This is Canada4XPlane's Powell River Airport, Powell River city and surrounding area in British Columbia, Canada. This package features the following: CYPW Airport and basic town modelling, Powell River Warf, Powell River Waterdrome, optional winter textures, WT3 compatibility, custom hangars and terminals, custom dynamic lighting (including asphalt), accurate static aircraft and ground traffic, custom city and harbour details, Blubber Bay harbour/mine, Texada Island and Gilles Bay Airport and mine, plus the Powell River pulp mill and electrical buildings. Requires the latest versions of the following libraries: CFXP Static Aircraft Library (*CFXP_STATIC_AIRCRAFT_LIBRARY.ZIP*), MisterX Library (*MISTERX_LIBRARY.ZIP*) and OpenSceneryX (*OPENSCENERYX.ZIP*). Tested in X-Plane 10.51.
**KPVF Placerville Airport 1.0**
By Vogon Zarniwoop
kpvf_placerville_airport_1_0.zip
www.flightsim.com

X-Plane 11 Scenery--KPVF Placerville Airport 1.0. This is KPVF, Placerville Airport in California (CA), USA. Placerville has a single runway measuring 4201x75 feet (1280x23 m). It also has a single helipad. This X-Plane scenery is made to mesh seamlessly with Ortho4XP terrain. Ortho4XP is not required to use the airport, but everything is much nicer that way (as seen in the screenshots). Requires the following object libraries: 3D People Library (3D PEOPLE LIBRARY.ZIP), CDB library (CDB_LIBRARY.ZIP), The Handy Objects Library (THE HANDY OBJECTS LIBRARY.ZIP), JB Library (JB_LIBRARY.ZIP), Flags of the USA States (FLAGS OF USA STATES.ZIP), MisterX Library (MISTERX LIBRARY.ZIP), World Model Library (WORLD2XPLANE.ZIP), OpenSceneryX (OPENSCEENERY.ZIP), RD Library (RD LIBRARY.ZIP) and the RA Library 1.2+ (RA LIBRARY.ZIP). Full details included in the package.

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**X-Plane DC3 Buffalo Airways**
By Roger Mole
dc3_buff.zip
www.avsim.com

Buffalo Airways livery for the wonderful Manfred Jahn C-47. You must have the C-47 Basepack installed to use this file. Just drop the Buffalo folder into the main Liveries folder and you're good to go. It's a bit of a quick and dirty repaint but it'll do until someone with more time and talent than I have can do another one, which I'm sure they will. In the meantime enjoy, but don't compare it too closely to the real aircraft, as although it's pretty close, it's not photoreal. This folder contains revised files as originally by mistake I uploaded files that were not final.

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**RCAF Canada DeHavilland Chipmunk**
By Sean McLeod (Aerostarsim)
dhc-1_chipmunk_rcaf_v105.
www.flightsim.com

X-Plane 11.30+ RCAF DeHavilland Canada Chipmunk DHC-1 1.0.5. This is a simple conversion of Jacques Brault’s X-Plane 8 and 9 DHC1 Chipmunk to X-Plane 11. This particular aircraft can be seen at the Canadian Warplane Heritage Museum. X-Plane 11 is configured by default for 3D cockpit view, so to use this aircraft you must choose to do one of two things: After loading the aircraft, select ‘Option-w’ on MacOS for 2D or ‘Alt-w’ on WinOS for the 2D instrument panel. Sounds provided by Dataroots. Thank you to Jacques Brault for creating this aircraft for X-Plane.
EGBB Birmingham Intl. Airport UK 1.0.0
By tdg

EGBB Birmingham International Airport United Kingdom. Made for XPlane 11.20+ only as it uses the new terminal system in XP 11.20+. I do not claim it’s a 100% accurate depiction of the actual airport but close. Comes with static aircraft or non static aircraft files just choose one version. Made on a Windows 10 pc 64bit. Please keep up to date with the library files needed due to objects getting bigger and better. My sceneries may not use all these library files listed but it’s best to have them installed.

Paris Charles De Gaulle LFPG 4 4.0.0
By skydiverbiker

This is version 4 of LFPG scenery, France. The scenery was originally build by TDG and rebuild with custom objects. There are still marginal objects from the original. The change since V3 is that all the gates are now equipped with SAM gates and safedocks except Terminal 1 which has Marshalls because it's impossible to implement safe docks there. Some SAM gates are custom built to represent the real airport.
Product Reviews

The opinions expressed of products reviewed are the personal opinions of the reviewers.

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