

Your free digital Flight Simulator magazine



Cockpit Hardware



Flight Sim Apps



Considering a New PCP





Published by The PC Pilots Ireland pcpilotsireland.com

Contributors

Terry McGee

terry@pcpilotsireland.com

Ian Broni

ianbroni@iol.ie

Brian Church

brianchurch1@eircom.net

John Melville

ismeldsl@eircom.net

John McNeely

mcneely.john@gmail.com

Aerosoft

www.aerosoft.com

Simmarket

www.simmarket.com

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

For those not familiar with the PC Pilots Ireland and our magazine, here's a brief history.

The PC Pilots Ireland has been in existence sine 1993, when Ian Broni and Terry McGee decided to start a Flight Simulator Club, the 'PC Pilots Club of Ireland', to share our interest with other like-minded people who used Microsoft Flight Simulator. Membership steadily grew with the help of our printed magazine, published



every quarter, which until the end of last year, was only available to members, who paid an annual fee. All articles and reviews in our magazine are provided by our members and Flight Sim product publishers has supported us by providing products for review in the magazine. Back issues of PC Flight will be freely available on our website soon.

We held an annual 'Fly-In', in a Hotel at Dublin Airport at which members got together for a day of Flight Simming. We also had on occasions a guest speaker from the flight sim community or the real world of aviation. We exhibited at many Flight Sim events in the UK and Germany and we held Ireland's first Flight Simulation and Aviation show.

Due to lack of new blood, we decided to close the club at the end of last year but continue the magazine as a free download, published every quarter. PC Pilots Ireland is now a flightsim community group with our private PC Pilots Ireland Google Group which consists of past 'PC Pilots Ireland' members and those wishing share their interest in Flight Simulation with others.

We welcome contributions for the magazine of aviation and flight sim related articles. You can contact us at pcpilots@pcpilotsireland.com

PC Flight is available for download from aerosoft.com and our own website popilotsireland.com.

I hope you enjoy our magazine and I look forward to comments and suggestions.

Terry McGee

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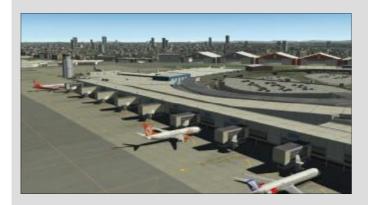
Congonhas Airport SBSP

By Rui Mesquita br_spsp_-_congonhas_airport_v.1.0.0.zip www.avsim.com

This is an XPlane 11 and X-Plane 10 scenery package for Sao Paulo's Congonhas Airport (IATA: CGH, ICAO: SBSP), one of the four commercial airports serving São Paulo, Brazil. It includes corrected aprons, ramps, taxiways, lighting system, and (XP11 only) ground services (like push back). This scenery was tested and is operational (as of February 18, 2017) in "X-Plane 11 Public Beta #11 64 bit", Windows 10 Home. It was also tested and is also operational (as of February 18, 2017) in "X-Plane 10.51 64 bit", Windows 10 Home. Only the default XPlane 11 libraries, by Laminar Research, are needed. No third party libraries are used.

















HRRIVALS

your guide to new products

Bali X From A-Flight www.aerosoft.com



The international Airport of Bali has been modelled for FSX, FSX:SE and P3D based on recent aerial imagery with a resolution of 0.4 m/pixel. The custom airport environment with highly detailed airport buildings and high-resolution textures conveys the true Bali look and feel which you can see in the surroundings of this holiday destination. SODE animated jetways have also been included. Features: 0.40 m/ pixel aerial imagery for the airport and immediate surroundings. High detailed custom ground polygons. High detailed airport buildings with high resolution textures. Custom modelled surrounding area of the airport for a true Bali look and feel. Static objects, buses, carts... SODE animated jetways (optional). 3D PAPI lights. AI compatible. Manual and Charts.

Milano Linate From JetStream Designs www.simmarket.com



Milano Linate LIML is a major airport in Italy, ranked 4th in 2015 with more than 9 million passengers a year. It is also the second airport of Milan, behind Malpensa airport. The airport is named after Enrico Forlanini, a famous Italian aeronautical pioneer born in Milan. Linate is conveniently located just six kilometres from downtown Milan, this makes the airport very popular among business travellers. Main destinations are domestic and European. The airport is also home

to "Milano Linate Prime" Corporate and General Aviation centre, the first Business Aviation centre in Italy and fifth in Europe. Milano Linate scenery for FSX and P3Dv3 comes with the following features: Scenery configurator for seasons, levels of detail, etc. Native P3D ground polygons with reflections, rain, etc. Animated jetways. Volumetric grass. Detailed airport objects and vehicles. Animated airport vehicles. 3D runway and taxiway lights with halos. Ramp lights with halos. 4 seasons (snowy conditions included). Realistic ground layout with HD textures. Extended custom autogen. Night environment. Custom taxiway signs with realistic night textures. GSX© compatible. Static GA aircraft. The scenery is fully optimized with the latest techniques for better performance.

L-049 Constellation From A2A Sim www.justflight.com



A2A Sims' L-049 Constellation features four fully modelled and functioning crew positions, tracking of your flying performance, custom Navigator's map, real-time Load Manager, a pop-up Crew Reports 2D panel and three liveries. Among the many impressive cockpit features are inertia starters, default and historic Sperry autopilots, authentic fuel delivery, auto-mixture, dual-speed superchargers, deep cockpit lighting, Pure 3D instrumentation and a fully functioning fire extinguisher panel and controls.Among the many features are: Four fully functional crew positions, tracking of your flying performance, custom Navigator's map, real-time Load Manager, a pop-up Crew Reports 2D panel and three liveries. Among the many impressive cockpit features are inertia starters, default and historic Sperry autopilots, authentic fuel delivery, auto-mixture, dual-speed superchargers, deep cockpit lighting, Pure 3D instrumentation and a fully functioning fire extinguisher panel and controls. Three liveries - TWA, BOAC, and a C-69 cargo paint. Every aircraft is unique - don't expect all gauges to read the same values! Four fully modelled and functioning crew positions: pilot, co-pilot, flight engineer and navigator. Intelligent crew and responsive passengers. Captain's Career based on your flying abilities and flight management. Available seperately for FSX and P3D.

FSiPanel From Flight1 www.flight1.com



FSiPanel is proud to announce support for the newly released 747-400 Queen of the Skies II from PMDG for FSX and P3D. The awardwinning software prepares the airplane for you by positioning the aircraft in FINAL, DOWNWIND, BASE, VECTORS or TAKEOFF. It will spool up the engines and set the trim of the aircraft, and also does the NAV setting for the approach. FSiPanel is designed to help you train your high end aircraft the same way as we train in the airline environment. FSiPanel will support the major high end aircraft and more aircraft will be added based on users request. It consists of an instructor panel with a weather engine allowing the pilots to train any kind of IFR approach in any airport within FSX/P3D. FSiPanel prepare the airplane for you in the following way: Position the aircraft in FINAL, DOWNWIND, BASE, VECTORS or T/ O POS. Spool up the engines. Trim the aircraft. Does the NAV setting for the approach. When everything is ready, the pilots get the info and can take over control to fly the approach. It can be used on a single station or as a client / server to allow a fully loaded experience. Compatible with FSX/FSX Steam Edition & P3D V2.5/V3.x.

Airport Berlin Tegel XP

From Aerosoft

www.aerosoft.com



As the airport Berlin-Brandenburg isn't operational yet, Berlin-Tegel (EDDT, TXL) still holds all the reasons for its further existence for at least the next couple of years both in real life and in Flight Simulation. This has given us enough reason to completely remodel the current state of the airport authentically. Airport Berlin Tegel for X-Plane 11 offers a very accurate and realistic recreation of the airport with highdetailed models and textures. Optimized to guarantee an astonishing graphical appearance with an outstanding performance, the airport makes for a superb flight destination. Animated ground vehicles, animated radar antennas and hangar doors, fire fighters in action create a lifelike rendition of the airport Berlin-Tegel. Features: Realistic recreation of the airport Berlin-Tegel (EDDT, TXL). Fully compatible with X-Plane 10. Compatible with X-Plane 11 Public Beta. Summer and winter textures. All airport buildings recreated photo real Models and textures are based on original photos. Guaranteed high performance and outstanding visual appearance due to optimized modelling- and texture techniques. Baked textures for authentic shadows and light effects at buildings and on the ground. Roofs of the buildings were partly structured with detail- and specularmaps, Animated hangar doors, fire fighters. Animated radar3D Approach-, runway, navigation and PAPI-lights. Tegel unique Docking system at the Jetway-Gates. Realistic night effects. Animated vehicle traffic and static planes at the correct parking positions. High resolution photo scenery (50cm/pixel) in the area of airplane boundaries through lines and lettering detailed recreated apron. Note: If the final version of X-Plane 11 has been released, we will offer a free update!

B-29 Superfortress

From Virtavia

www.simmarket.com



The Boeing B-29 Superfortress was a giant leap forward in bomber technology and production by the U.S. during WWII. Design studies for a "super bomber" were requested by the U.S. Army Air Corp in November 1939 with a contract for the first two XB-29s being awarded in September 1940. The first flight took place in Seattle, Wash. in 1941. Features: Optimised for P3D. Standard B-29A (early and late variants) and 'Enola Gay' models included.Full virtual cockpit with gauges and controls. Accurate and functional Engineer's Station. Stunning bare-metal bump-mapped 2048-pixel texture sets. All FSX/P3D features (bump mapping, self-shadowing, bloom etc). Various animated doors and togglable bomb load. Custom startup smoke. Togglable animated realistic crew figures with period flight gear. 8 texture sets, including 2 Korean War versions. Illustrated user manual in PDF format. Quality soundset by Sonic Solutions. PhotoShop paintkit files provided. Note: NO 2D panel is provided.

Billund X From Vidan Design

www.simmarket.com



Billund Airport EKBI, BLL is located in central Jutland and is Denmark's second largest airport after Copenhagen Airport EKCH. Billund Airport handles an average of more than two million passengers a year and the airport serves as one of Denmark's busiest air cargo centres as well as a charter airline destination. This highly detailed scenery of Billund Airport features a large area of photo real ground scenery (60 cm./pixel), detailed models of air-

port buildings, animated airport vehicles and SODE animated jetways. For Microsoft Flight Simulator X, Microsoft Flight Simulator X: Steam Edition and Lockheed Martin Prepar3Dv3. Features: Billund Airport EKBI, BLL airport scenery. Animated SODE jetways. Custom modelled airport vehicles. 60cm/ pixel photoreal ground imagery covering approximately 50 sq km. Detailed models of airport buildings with photo realistic textures. Animated airport vehicles and road traffic. Custom modelled vegetation, grass, trees. City of Billund scenery.

Boeing 757 RB211-535C Pilot Edition HD Soundpack From Turbine Sound Studios

www.simmarket.com



Turbine Sound Studios proudly presents the Boeing 757-RB211-535C Pilot Edition soundpackage for FS2004 recorded in HD High definition. This Pilot Edition is as heard from the cockpit. This product has been developed for the Captain Sim model for FS2004 (other models will also work with this soundpackage). This soundpackage includes the following: External ensounds. Internal engine sounds. Wind sounds. Cockpit environment sounds. Geardown sounds. Gearup sounds. And much more. A total of 61 sound files are included. All recorded in HD and compiled to meet Microsoft Flight Simulator specifications.

Reunion

From FSDG

www.simmarket.com



Reunion - France's largest overseas territory and arguably the most beautiful one, is one of the most spectacular and wonderful islands in the world. Located in the Indian Ocean, 750km off the coast of Madagascar and only a 30-minute flight away from Mauritius, Reunion has everything a pilot can wish for - active volcanoes, high mountains with deep valleys, several airports, challenging weather situations and a huge number of points of interest. FSDG's Reunion add-on includes the whole island with custom mesh, autogen, night lighting, landmarks and a lot more, plus the airports of Roland-Garros, Pierrefonds and several other landing sites for small aircraft as well as helicopters. Features: Reunion Island complete with custom mesh, autogen, night lighting and landmarks. Accurate rendition of Roland-Garros airport (FMEE) and Pierrefonds airport (FMEP). Highly detailed renditions of two other airports (Le Port, Bras-Panon) and three additional heliports. High resolution aerial imagery with night textures and 3D lights. Ultrarealistic shadow and light rendition on 3D objects and ground. Volumetric lights for a supreme experience between dusk and dawn. Animated jetways and custom apron traffic (FMEE). New 3D lights technology for great performance and long-range visibility. Numerous AI traffic with multiple custom AI models (aircraft & helicopters). Hundreds of additional landmarks and objects (bridges, military installations, antennas, solar fields, paragliders etc.). Optimised for great performance and visual quality. Compatible with all known addons including FTX products, UTX and FSGlobal. Manual included. Compatibility: Flight Simulator X, FSX: Steam Edition, Prepar3D v3, Prepar3D v2.

6 New XpressSim Products From Flight1

www.flight1.com



Scenery Solutions and Flight1 have added 6 additional products to the XpressSim line. The new products include 3 scenery areas Newfoundland, Canada and 3 new scenery

areas for the region near Duluth, Minnesota USA. Canada: Gander City And CYQX Airport (\$4.95) -Includes the city and airport region of Gander, which was an area of important historical significance during 9/11.Canada: St Johns Cityscape (\$4.95) - Detailed rendition of the largest city in Newfoundland and Labrador. Over 31,000 custom buildings and objects. Canada: St Johns International Airport CYYT and Region (\$4.95) - 80km of scenery with over 5600 custom placed buildings surrounding the custom version of CYYT. Duluth Cityscape And KDYT Airport (\$4.95) - Entire cityscape for Duluth, Minnesota including important harbor areas. Scenery includes KDYT airport. Duluth International Airport Region (\$4.95) - Includes KDLH airport, with new terminal building and 64km of surrounding detailed airport region. Superior City and KSUW (\$3.95) -City of Superior, Wisconsin, which is an important industrial and harbor city. Also includes KSUW airport. All XpressSim products are priced between \$2.99 and \$5.99 each, making them very affordable options for such detailed and unique scenery. All XpressSim products include custom Texture-Photo terrain with full seasonal support, custom buildings in their real world locations and more! To find out more about XpressSim products, along with the free scenery areas available for download, please see their support forum or visit the XpressSim page at the Scenery Solutions site

www.scenerysolutions.com/ download/XpressSim

Hamburg Airport EDDH From JustSim

www.simmarket.com



Hamburg Airport (IATA: HAM, ICAO: EDDH), known in German as Flughafen Hamburg "Helmut Schmidt", is the international airport of Hamburg, the secondlargest city in Germany. Features: Fully compatible with ORBX Germany North and FTX Global Vector (photo file backgrounds included). Fully compatible with FTX Global

openLC Europe (additional photo file backgrounds included). Shading and occlusion (texture baking) effects on terminal and other airport buildings. High resolution ground textures / Custom runway textures. High resolution building textures. Animated SODE Jetways. Surrounding area with custom autogen. Fully AI traffic compatible with accurate AFCAD file. Excellent night effects. 3D birds. Optimized for excellent performance. Fully 3d taxiways lighting. Automatic season change for vegetation, photobackground hiah resolution. Ground polygons made with the requirements of the SDK P3D. Realistic rain reflections (P3DV3). Realistic reflections on glass (P3DV3).

Flight In The Cockpit Icelandair 767-300

From Justplanes

www.justplanes.com



After the tremendous reception of our last film on the 757-200 to the USA we're delighted to return to Keflavik for our 3rd Icelandair film! This time we feature the newest addition to the airline's fleet, the Boeing 767-300. Several of the routes have outgrown the size of the Boeing 757 so the airline needed larger equipment, 4 Boeing 767 are joining the fleet to serve the busiest European routes in the morning and busiest North American routes in the evening. Having just filmed the routes to the USA we decided to feature 2 of the most important European routes: Heathrow and Schiphol. As always, Just Planes has been tremendously well received in Iceland and our new program features some great pilots who present the aircraft in details as well as all the parts of our flights. Features: Cockpit filming using up to 6 cameras for great views on takeoff & landing. Pilot Presentations. Flight Preparations. Cockpit Set-up. Pilot Briefings. Checklists. Departure & Arrival Airport Charts. Cockpit Presentation. Great Scenery. Stories about Iceland & Icelandic people.

Boeing 777 Al-Traffic

From FSPXAI

www.simmarket.com



This is a highly detailed Boeing 777 model for Flight Simulator X and Prepar3D AI traffic. This product is for FSX and P3D AI traffic use only and are not flyable. It contains NO panels, gauges (including FMC), custom sound sets nor anything that is needed to behave as UI aircraft (user flyable model). With no charge for existing customers -B777-200LR, B777F, 200/200ER and B777-300 models will be added in a future update. Customers should already know the appropriate folders to put the traffic and AFD files functional. Also, should be familiar with the typical tools to create the files needed to. (Note: Before adding to shopping cart, please take a look at the two screenshots of "User Agreement" and comprehend all of articles).

747-400 Queen of the Skies II From PMDG

www.precisionmanuals.com



PMDG is proud to offer the PMDG 747-400 Queen of the Skies II for Lockheed Martin's Prepar3D (v3.3) and up). PMDG is proud to present a new simulation of the Oueen of the Skies - the Boeing 747-400. Developed over three years and building upon all of the awardwinning features of the PMDG 737NGX and PMDG 777 products, the PMDG 747-400 Queen of the Skies II is our most magnificent creation yet. We have included every variant of the aircraft in this single package. The ubiquitous passenger 400 and freighter 400F models, the cargo-converted BCF, the "combi" $400\mbox{M}$ model, the extended range 400ER and 400ERF, and even the rare 400D domestic model that was used in Japan. Each variant is modelled with accurate weights, range and engine options. No less than 35 pages of detailed options from the world's 747-400 fleets are modelled. From the highly visible ones like antenna types and position all the way to obscure cockpit display and FMC options that real-world crews will recognize, it is the most complete set of options ever placed into a P3D addon aircraft. This package contains a simulation of the PMDG 747-400 Queen of the Skies II models including the full functioning Virtual Cockpit, a detailed tutorial, PMDG 747 Tutorial and the PMDG OPS Centre. This is compatible only with Lockheed Martin's Prepar3D. (v3.3 and up) NOT COM-PATIBLE with PREPAR3D 2.x.

Also available separately for FSX.

Hunter F.6/FGA.9 From Just Flight www.justflight.com



The saying "If it looks right, it'll fly right" certainly applies to the Hunter, with its graceful flowing lines and curves. This FSX/P3D Hunter collection features the F.6 and the definitive FGA.9 ground attack fighter variant, modelled in great detail and each with their own Virtual Cockpit representative of the type as operated by the RAF.Features include 13 high quality paint schemes covering both British and overseas air forces, authentic sounds, multiple detailed animations, a deployable braking parachute on the FGA.9, retractable reticle gunsight, 3D gauges and accurately modelled electrical, hydraulic and fuel systems. The correct landing gear sequence, flap actions, airbrake, canopy and a realistic animated pilot. The detailed engine fan is visible through the intake mouths and the models include other highly detailed areas such as flap recesses and gear wells. Details such as boarding steps, wheel chocks, pre-flight flags, and Ground Power Unit are included. Compatibility: Fliaht Simulator X, FSX: Steam Edition, Prepar3D v3, Prepar3D v2, and Prepar3D v1.

FSAirlines

From FSAirlines

www.fsairlines.net



FSAirlines - Virtual Airline Manager for Microsoft Flight Simulator and X-Plane. FSAirlines allows you to mange your virtual airline as realistically as possible! FSAirlines Flight-Tracker connects directly to your flight simulator and uses this data to compute your virtual airline's metrics. The FSAirlines Crew Centre offers you an easy way to manage all aspects of your virtual airline: hire real pilots, set their salary and assign type-ratings. Buy, sell & lease airplanes and build your fleet. Create flight plans & manage finances. Partner up with other virtual airlines. Advertise your virtual airline on FSAirlines.

Hamburg Airport for X-Plane From Just Sim

www.simmarket.com



Hamburg Airport (IATA: HAM, ICAO: EDDH), known in German as Flughafen Hamburg "Helmut Schmidt", is the international airport of Hamburg, the secondlargest city in Germany. It is located 8.5 km (5.3 mi) north of the city centre in the Fuhlsbuttel quarter and serves as a base for Germanwings, Condor and easyJet. Hamburg Airport is the fifth-busiest of Germany's commercial airports, measured by the number of passengers and counted 16,223,968 passengers and 160,904 aircraft movements in 2016 and is named after Helmut Schmidt. Features:

Custom taxiways and airport lights. Shading and occlusion (texture baking) effects on terminal and other airport buildings. High resolution photo scenery near airport and city. High resolution ground textures / Custom runway textures. High resolution building textures. Runway reflection effect. Volumetric ground effect textures. Compatible with X-Plane 11 features. Animated gates (AutoGate plugin by Marginal). Animated custom ground vehicles (X-Plane 11 only) World Traffic compatible. X-Life traffic compatible Optimized for excellent performance.

C-17A Globemaster III for P3D From Virtavia

www.simmarket.com



A high-wing, 4-engine, T-tailed military-transport aircraft, multi-service C-17 can carry large equipment, supplies and troops directly to small airfields in harsh terrain anywhere in the world day or night. The massive, sturdy, long-haul aircraft tackles distance, destination and heavy, oversized payloads in unpredictable conditions. It has delivered cargo in every worldwide operation since the 1990s. Features: Eleven paint scheme variants included: March AFRC - 55140. McChord AMC 10186. McGuire AMC - 44130. Mississippi ANG - 33113. Hawaii ANG - 55147. Royal Australian Air Force A41-207. Royal Air Force -ZZ171. Royal Canadian Air Force -177701. Bare 'Primer', the predelivery scheme - 00172. NATO, Papa AB, Hungary - 001. Qatar Emiri AF, Al Udeid AB, Qatar -80201. Optimised for P3D. Very high quality exterior model, shaped to perfectly match the real C-17. 2048-pixel textures. All FSX fea-(bump mapping, shadowing, bloom etc). High quality 3D cockpit with many mousable functions and systems replication. Detailed 2D panel suite, with many unique features such as Nav frequency presets. 29-page user manual in PDF format. Extremely high quality TSS soundest animations for: fowler flaps, spoilerons, reverse thrusters, front exit and steps, windscreen wipers, paratroop doors, rear cargo to level and optional ground position, togglable pilots and togglable formation ('slime') lights.

HD Texture Pack 2 for Simcheck Airbus A300B4-200 From PaintSim

www.simmarket.com



Featuring HD repaints of 4 major world-known airlines for the Sim-Check A300B4-200 model: Alitalia, Korean Air "Jeju", Korean Air, Pan American. The original Paint Kit has been carefully reworked, including new bumps, more realistic aircraft skin panel and rivet textures. In this repaints I aimed at rendering the aircraft as close to the real ones as possible. You may see that some of the aircraft repaints are made as $D \square 300-600$, thus, I've modified the cabin arrangement to correspond to the real Đ□300. Some of the given livery repaints already exist but I pursued greater detalization, accuracy and enhanced quality, which took a lot of effort and time. The difference between the original and custommade repaints is to be seen on the comparative screens.

4 New XpressSim Products From Flight1

www.flight1.com





Scenery Solutions and Flight1 Software have added 4 additional prod-

ucts to the XpressSim line for FSX/ FSX:Steam/P3D v2&v3, which are available for immediate download and purchase. The new products include 2 scenery areas for the French island of Corsica and 2 scenery areas for Greece. France: Ajaccio city and LFKJ airport (\$5.95) which includes detailed scenery for the entire bay of Ajaccio France: Propriano city and LFKO airport (\$3.95) includes the coastal resort town and the extended airport region. Greece: Patras Cityscape (\$3.95) with over 40,000 custom buildings for a dense and accurate portrayal of Greece's 3rd largest city. Greece: Araxos/Patras LGRX Airport Region (\$4.95) = 45km from Patras and a detailed portrayal of the airport and surrounding region.

Manchester Xtreme V2 From UK2000 Scenery

www.uk2000scenery.com



Welcome to Manchester Airport, officially opened on 25 June 1938 and was initially known as Ringway Airport. During World War II it was called RAF Ringway. By 1995, 15 million passengers per year were using the airport and a new runway was added in 2001 to allow for future expansion. Today nearly 23 million passengers use Manchester. Features: Full detail Buildings. Realistic Ground Markings. Hi Res ground image. UK Runway markings. Stunning Night Effects. 3D Approach Lights. Dozens of Airport Vehicles. Excellent Frame Rates. Unique Service Fleet, Animated Traffic. Runway Wigwags. Full set of signs. Fencing. Static Aircraft. Manual and Options. Docking systems. Special 'Effects'. Improved runway lights. New features in Version 2: New ground image and all ground details. Updates models and textures. Layout update to latest charts. New car parks added. Autumn/winter variation to suit Default or FTX users. Prepar3D Specific modifications. Uses latest system, with updated textures and methods. Available for FSX/P3D/ FS2004.

Night XP United Kingdom— Ireland for X-Plane 10/11

From Taburet

www.simmarket.com



NightXP is a nocturnal scenery for those who like to live life at night; and for those who like to fly spectacular night scenery. We blended existing X-Plane 10 and X-Plane 11 scenery with nocturnal texture to bring the night world alive. Exactly as you see if you fly on a real plane at night. Taking full advantage of the X-Plane scenery system this scenery is very gentle on frames rates; work along with any HD Mesh; Photorealistic scenery; Airport Scenery or what else you like to put on top of it. Very easy Installation; Works with all Windows System and Mac. Coverage: United Kingdom and Ireland.

Cessna 441 Conquest II HQ Soundset

From ArezOne-Aviation Soundstudios

www.simmarket.com



This is the high-quality Soundset for the Cessna 441 Conquest II with Garret TPE331-10 is recommended for the Alabeo Conquest II. The sound was taken from a genuine airplane and processed digitally for the real-feel environment. Features: Full Propfeathering sound including Beta-Range. Engine failure effects (FSX svstem failures). Cabin heat sounds. Fully compatible to ALA-BEO build-in sound effects. Fully compatible to A2A Akku-sim tool. Runs great in Prepar 3D V2 V3 and ON. All other soundtools and environments (3rd addon packages). Full Prop-featheringsound including Beta-Range. Complete new Custom-Sounds Heater, Clicks, Spots Altitude-Alert and many more for complete list refer the additional Flight-Manual. Orginal Flapssound with wind effects. Orginal Alternators. Authentic Startup procedures. Authentic shutdown effects. Authentic Groundroll with structure shake airspeed controlled. Propeller management in all conditions of flight. Touchdown for every wheel. Orginal Open/Close Door sound with lock and windstream (cabin-Pressure). Engine cooling down sounds inside & outside including Airport Traffic environment. Gear Up.& Down with windstream geardoors and locked effects. Gear warning when gear is not retracted or down & locked by Throttle. Passengers no smoking and seat-belt Sign with Seatbelt-sound in cabin (if required). Plus many more.

Airport Antalya XP From Aerosoft

www.aerosoft.com



With 16 of the 18 million passengers being foreigners it is clear this is not a standard airport. Just go there in August and you see an airport running at maximum capacity. The rendering of this airport was done by our internal Aerosoft modellers and the conversion to X-Plane 10 & 11 was made by Caipirinha. The ground layout is based on high resolution aerial images, the rendition of all buildings and facilities of the airport are very close to the real world and show the airport as of 2009. The package includes our static aircraft library which places aircraft with realistic liveries on the aprons. Features: Complete coverage of the airport and immediate vicinity. High resolution (50cm / pixel) day- and night textures. Photorealistic textures on buildings, vehicles, etc. Customized lightning. Customized static aircraft library places realistic aircraft on the parking positions. Very easy on frame rates. Simple installer. For use on X-Plane 10 and X-Plane 11.

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



Developed by Just Flight's in-house development team, this highly accurate and immaculately detailed Arrow III package comes in eleven paint schemes with 4096 x 4096 textures and with a truly 3D virtual cockpit featuring fully functional custom-coded avionics, fuel and electrical systems. Other features include a comprehensive and fully functional IFR-capable avionics fit, failures for realistic flight operations, an authentic sound set developed by Turbine Sound Studios, interactive checklists, flight computer panel, Custom-coded fuel system including the option to have automatic switching of the fuel tanks for use on those long distance cross-country flights, Realistic landing gear system with emergency release, Fully functional and comprehensive IFR capable avionics fit, Numerous animations including passenger door, baggage door, cockpit window, sun visors and oil cover, Ground equipment including chocks and tie-downs plus many more! Compatibility: Flight Simulator X, FSX: Steam Edition, Prepar3D v3, Prepar3D v2, Prepar3D v1.

Nantucket Island From iBlue Yonder

www.simmarket.com



Nantucket Island sits just off the east coast of the US state of Massachusetts, below the long arm of Cape Cod. It's an island steeped in history dating back to the colonial days, but is best known as the centre of US whaling in the 19th century. Nantucket Memorial Airport (KACK) is the island's air-link to the rest of the world. Like the rest of the island, its architecture features

heavy use of characteristic unpainted wood-shingled buildings and is loaded with New England charm. Features include: More than 100 square miles of photo terrain in full five-seasons. Incredibly nuanced 1-metre terrain mesh from high-detail LIDAR data. Detailed Nantucket waterfront. Local VFR landmarks, including churches, water towers, Sankaty Head, Great Point and Brant Point lighthouses, and the historic windmill. Full autogen houses and vegetation as per their real-world counterparts. Detailed hyper-accurate rendition of Nantucket Memorial Airport based on extensive on-site photography. Enhanced airport ground poly that leverages new visual features in Prepar3D v3. 3D grass, shrubbery, and other custom vegetation. Static aircraft commonly seen on the ramp. Custom animated windsocks. Dynamic seasonal models, driven by the Viva engine. All models optimised for high performance. Created by veteran scenery designer Bill Womack, with the help of the iBlueYonder team. Compatibility: Flight Simulator X, FSX: Steam Edition, Prepar3D v3.

Pisa X From KDMentertainment www.aerosoft.com



Pisa International Airport is the main airport of the Tuscany region of Italy. The airport, officially named Galileo Galilei, is a dedication to the famous scientist who was born in the city. This scenery add-on features a highly accurate and detailed representation of Pisa International Airport (Galileo Galilei Airport) as well as the City of Pisa, Tuscany with its famous landmarks, industry and resident housing. For this scenery, the entire city has been modelled from the ground and up, making it perfect for VFR and overflying in general. The scenery includes all buildings and ground elements representative of how they are in real life. The scenery also has a photo real ground image with a resolution of 30cm/ pixel covering the entire ground

perimeter of the airport and the metropolitan area. Features: Pisa International Airport incl. military section. The city of Pisa. Leaning Tower, Cathedral, Stadium & more. 30cm/pixel photoreal ground imagery. 2K textures / 1K optional. Baked ambient occlusion. Internally modelled terminal and tower. Static GA- and military aircraft.

LFRN Rennes Saint-Jacques From France VFR

www.simmarket.com



The Regional Airports product range provides the most popular French airports platforms. For information about the others airport products available please visit our official website France VFR. Each airport can be used as a standalone product but is also optimized to run with all other France VFR® products, especially with our famous Regional Airports product range.

Transall C-160 From JSS Simulations





The Transall C-160 comes with fully working systems including pressurisation, highly detailed static elements including wheel chocks and pitot covers, 3D pilots and even a simulated discharge procedure. JSS Simulations have teamed up with Milviz/REX and the Transall C-160 comes complete with an integrated API for the Advantage Advanced Weather Radar. Features: Very accurate and highly detailed aircraft interior and exterior (including Cargo hold with lighting). High resolution textures of four Airforce liveries (German, French, South African and Turkish). Loads of 3D animations. Selfshade. Pre-saved views. Animated sections including cargo door, left & right jump doors, crew windows, inspection hatches, nose cone &

toggle yoke. Open/close doors and cargo bays. Add/remove Wheel chocks. Add/remove safety cones. Pitot and engine covers on/off. Complete 3D flight deck including functioning TCAS. Instrument reflections. Loads of 3D animations including night flight UV lights. High resolution textures (2048 x 2048). Custom lighting control. Self-shade. All gauges and switches fully functional (within the limitations of FSX) and clickable. Audible switch and knob sounds. Working Cabin pressurization system. Dimmable panel/panel lighting including varied UV lights (red/blue). Compatible with FSX, FSX Steam and Prepar3D V3.

Where are my Aircraft WAMA From Lorbi-SI

www.simmarket.com



The "Where Are My Aircraft?" application (WAMA for short) for FSX and P3D remembers where you left all your aircraft in the simulator world. When connected, it will display all your parked aircraft where you left them. Parked your brand new "Iron Maiden" 747 yesterday on your favourite airports VIP parking and want to see her during your departure in your 737? On arrival you want to see your A2A Fleet parked at the GA Terminal? With WAMA your parked aircraft now stay where you have left them - as static AI traffic. So you can see your fleet all over the world/ country/homebase, wherever you parked them. (Also very useful for impressive screenshots showing all your addon planes together...). Feature list: WAMA keeps a database of all your aircraft on their parking positions. All these aircraft are displayed in the simulator too. You can view all positions in Google Earth. You can choose to fly any of your parked aircraft through the WAMA dialog or directly in the simulator. You can exchange the parked aircraft models for different ones, for example light-weight AI models. To initially build up the database, you can import your saved flights.

Balearic Islands X Evolution

From Sim-wing

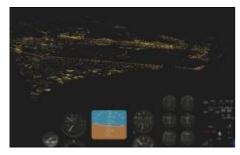
www.aerosoft.com



Mallorca, Menorca and Ibiza rank among the most popular destinations for tourists and pilots alike. All three islands appear in great detail thanks to the current aerial imagery with a resolution of 0.5m/ pixel up to 0.25m/pixel on some airport areas. The airport facilities are up to date as well, and due to the custom autogen, the airports fit nicely into their corresponding islands. Included are the islands of Ibiza (with Formentera) and Menorca with their international airports as well as Mallorca with Palma Airport and Son Bonet. They come with highly detailed AFCAD files for AI aircraft and realistic approach procedures for your own approach. The highly detailed jetways are fully animated and can be docked to the aircraft using CTRL-J. Features: Up to date aerial images of the whole archipelago with 0.5m/pixel. Up to date airport facilities (car parks, etc.). Ground shadows with pre-rendered lights (raytracing lights). Up to date Taxiway lines for PP, taxiways, etc. incl. new markings. Custom taxiway, RWY, and 3D apron lighting. Lots of static and animated vehicles, e.g. buses, carts, etc. Grass between taxiways. Autogen. Complex AF-CAD. Compatible with AES (Airport Enhancement Services) (FSX only / AES is NOT compatible with FSX: Steam Edition or P3D). Compatible with FSX/FSX:SE/P3D.

Night XP Spain & Portugal From Taburet

www.simmarket.com



NightXP is a nocturnal scenery for hose who like to live life at night;

and for those who like to fly spectacular night scenery. We blended existing X-Plane10 and XPlane 11 scenery with nocturnal textures to bring the night world alive. Exactly as you will see it if you fly on a real plane at night; more specifically as a real pilot at night. Taking full advantage of the X-Plane scenery system this scenery is very gentle on frames rates; work along with any HD Mesh; Photorealistic scenery; Airport Scenery or what else you like to put on top; of it. Very easy Installation; Work with all Windows System and Mac. Coverage: Spain and Portugal including Canaries - Madeira - Azores.

Tri Cities Regional Airport From fsxcenery

www.simmarket.com



KTRI Tri-Cities Regional Airport (IATA: TRI, ICAO: KTRI, FAA LID: TRI) (also known as Tri-Cities Regional Airport, TN/VA), is in Blountville, Tennessee and serves the Tri-Cities area (Bristol, Kingsport, Johnson City) of Northeast Tennessee and Southwest Virginia. The airport is governed by the Tri-Cities Airport Commission (TCAC) and is owned by the cities of Johnson City, Kingsport, Bristol (TN), Bristol (VA) and both Washington County (TN) and Sullivan County.

PA46 500TO Malibu Meridian G1000 HD Series

From Carenado

www.carenado.com



Special Features in version 1.1: Improved Carenado G1000 (PFD and MFD) with GCU 476 Control Unit. AFCS GMC 710 autopilot. Flight Plan creation option directly from the MFD. Volumetric side view prop effect. Takeoff run and landing real rolling movement effect.

Dynamic propeller shines effect. Cold and Dark start option. Features: Carenado G1000 (Primary and multi-function displays) with GCU 475 Control Unit: Normal and Emergency Checklist on screen. TAWS and TCAS with visual and audible alerts. Fully customizable (AUX page included). Inset map with traffic, topographic and terrain awareness option. 3 different wind option display. MFD map with traffic, topographic and terrain awareness display option. Flight plan creation option directly from the MFD. 3D knob technology for G1000 knobs. HD quality textures. Original HQ digital stereo sounds recorded directly from the real aircraft. Customizable panel for controlling windows transparency, instrument reflections and static elements such as wheel chocks and sights props. Real behaviour compared to the real airplane. Real weight and balance. Tested by real pilots. Realistic night lights effects on panel and cockpit. * This aircraft does not have a complete 2D panel. Only the PFD, MFD and GFC 700 Unit have a 2D representation. For FSX and P3D.

Paris Charles De Gaulle LFPG From Taxi2Gate

www.simmarket.com



Paris Charles de Gaulle Airport LFPG also known as Roissy Airport is the largest international airport in France. It is named after Charles de Gaulle (1890-1970). In 2015, the airport handled 65,766,986 passengers and 497,763 aircraft movements, thus making it the world's eighth-busiest airport and Europe's second-busiest airport (after London Heathrow). Features: Custom Ground Textures. Custom Photo Scenery. Custom mesh. Hand placed Autogen. Carefully detailed 3d objects. Full detail Buildings. Terminal Interior Realistic Ground Markings. Numerous static objects. Fencing. AFCAD. Realistic ground textures. Night illumination. Volumetric Grass. Moving Jetways (only SODE). Much more. Compatible with FSX and P3D.

Manchester X

From I.D.S. www.aerosoft.com



Manchester Airport, opened in 1929, served as a former Royal Air Force Base during World War II. Today, the airport handles over 21 million passengers and over 93,000 tons of freight every year and is known to be Great Britain's biggest airport outside of London with over 180 destinations worldwide. High resolution satellite imagery and accurate, hand-placed 3D-objects create a very realistic representation of the airport. On top of that, AES-Lite is included simulating airport traffic in a very dynamic and realistic manner. To ensure excellent performance in all circumstances this expansion comes with a configuration tool allowing you to enable or disable certain objects to either improve performance or enhance visuals. As an additional feature you can choose matching seasonal textures to get the best possible experience at any time of the year. Features: All seasons. Billboard coverage. 3D grass. Static Cars. Static People. Static Ground Service. AES-Lite dynamic traffic. Custom trees. Static Aircraft. Scenery Manager. Charts.

Barcelona El Prat LEBL

From JustSim

www.simmarket.com



Barcelona–El Prat Airport (LEBL) also known as Barcelona Airport, is an international airport located 12 km (7.5 mi) southwest of the centre of Barcelona, Spain in the municipalities of El Prat de Llobregat, Viladecans, and Sant Boi. Features: Shading and occlusion (texture baking) effects on terminal and other airport buildings. High resolution ground textures / Custom runway textures. High resolution build-

ing textures. More than 4000 autogen buildings accurately placed by hand - the total. number of autogen is more than 15000 objects. Animated jetway - (SODE). Custom buildings cities. Fully AI traffic compatible. Excellent night effects. Optimized for excellent performance. Inclusion of manual in PDF format. Fully 3d taxiways lighting. Automatic season change for vegetation, photo background high resolution. Ground polygons made with the requirements of the P3D SDK. Realistic reflections during rain (Prepar3D V3). Realistic reflections on glass (Prepar3D V3). 3D birds. Fully compatible with FTX Global openLC Europe and FTX Global Vector. Compatible with FSX and P3D v3.

FlyTampa Amsterdam From FlyTampa www.simmarket.com www.flytampa.com



Amsterdam Schiphol International (EHAM) airport scenery features the following: Detailed surrounding scenery with numerous custom buildings. 3D Terrain including 3D tunnels and bridges. Prerendered selfshadowing and custom reflection maps. Surrounding Photoscenery for Amsterdam city. 3D night city lighting. Animated apron and local road traffic. Static vehicles and objects.

Birmingham XP

From Taburet
www.simmarket.com



Birmingham XP rebuilds the city of Birmingham, UK using autogen and some custom built objects. It is

designed to be frame rate friendly; every PC that can run XPlane 11 and XPlane 10 will run Birmingham XP. The Autogen is extracted from the latest available OSM Data. Fully adjustable for XPlane 11 or X-Plane 10 scenery settings control panel for best performance based on your system. However, this scenery is best with objects settings on full and with 8 GB memory. Very easy to install and uninstall and to adjust for optimal frame rates performance. This scenery is also designed to be fully compatible with default Airports or Addon airports scenery to go on top. Birmingham XP includes night scenery and is fully compatible with Windows and Mac.

Eppley Airfield KOMAFrom TropicalSim

www.simmarket.com



Eppley Airfield (KOMA) is an international medium hub airport three northeast of downtown Omaha, in Douglas County, Nebraska, United States. It is by far the largest airport in Nebraska, serving ten times more passengers than all other Nebraska airports combined, and is named for Eugene C. Eppley, the Eppley Hotel magnate of Omaha, from whose estate \$1.0 million was used to convert Omaha Municipal Airport into a jetport in 1959-60. Features: Highly detailed rendition of Eppley Airfield / KOMA located in Omaha, Nebraska - USA. Optional SODE animated jetways. Specular maps on glass terminals. Full night illumination. Photoscenery with full custom autogen. Photoscenery features full night illumination and seasonal variations. Stock animated cars on highway and airport adjacent roads for FSX and Prepar3d versions. Compatible with add-on AI traffic. FS9 version compatible with default and add-on FS9 scenery. FSX version compatible with default and add-on FSX scenery P3D version compatible with default and add-on P3D v2/v3 scenery. Usage of FS9 SDK for the FS9 version for best performance Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version.

Israel 3D 2017

From realworldscenery

www.simmarket.com



New for 2017, Realworld Scenery Israel 3D for FSX and P3D features the following: Full HD photoreal Scenery for the Country of Israel. Full Night Lighting with a variety of light styles for realism and diversity. Various Buildings based on GIS data, situated in the footprint of actual. buildings (Over 1.5 million buildings created). Various vegetation based on area of the world and placed according to GIS data sources. Framerates optimized scenery for immaculate performance. Realism that beats any Landclass Based scenery. RWS-ISRAEL-3D-2017 courtesy of the U.S. Geological Survey.

Airport Maastricht-Aachen XP From XYZ Visuals

www.aerosoft.com



Maastricht-Aachen Airport is a small international airport, located about 10km North East of the city of Maastricht and about 30km North West of the city of Aachen. It is the second largest hub for cargo flights in the Netherlands. Mainly low-cost-carrier like Ryanair or German Wings use the airport for passenger flights to holiday destinations in southern Europe. This rendition of the airport for XPlane was developed by XYZ Visuals, the creators of Airport Amsterdam. The airport itself has been faithfully recreated with high resolution aerial images, numerous custom 3D objects and exact ground markings. It also includes an impressive night lightning. Features: Realistic rendition of Maastricht-Aachen Airport. Photo real textured buildings. Ground layout based on high resolution aerial images. Realistic reproduction of ground markings.

Customized night illumination. Very good performance and implementation. Animated radar facility. Numerous details. Animated road traffic. Fully compatible with X-Plane 10.51. Compatible with XPlane 11 Public Beta.

PA22 Tri Pacer From Alabeo www.simmarket.com www.alabeo.com



The Alabeo PA22 Tri Pacer for FSX and P3D Version 1.1 has the following features: Realistic Behaviour. Superb material shines and reflections. Volumetric side view prop effect. Dynamic propeller shines effect. High quality 3D model and textures. Blank texture for creating your own designs. Included are 4 hd liveries, 1 Blank texture, Alabeo GNS530 PDF, Normal Procedures PDF, Emergency Procedures PDF, Performance Tables PDF, Recommended Settings PD.

Ultimate Cessna Grand Caravan Simulation From Perfect Flight

www.simmarket.com



With this representation of the Cessna Grand Caravan for FSX you will experience a realistic simulation. The Mission Pack offers you new level of immersion with professional flight plans, timed step by step checklists and real procedures. Features: Cessna Grand Caravan - Complete and improved aircraft package with extra options and high resolution textures for the VC panel. 24 Liveries. The Mission Pack includes 24 Missions to fly the Cessna Grand Caravan in different weather conditions and locations. Missions also features the exclusive (Passengers Entertainment

System), now fully customizable with your own sound tracks. When you reach the cruising altitude, a Prompt Menu will appear on your screen with PES Options. Includes Airport info and charts for all destination and a useful User Guide. Features: Interactive Missions briefing. Pre-start checklist. Cockpit and cabin preparation (Frequencies, Autopilot etc.). Taxi checklist. Captain speaking Taxi announcement. Flight Attendant Taxi briefing. Before Takeoff checklist. Takeoff calls (60, 80, V1, Vr, V2, gear up, flaps up). After takeoff checklist. 10000 feet warnings. Flight Attendant announcement. 18000 feet warnings (altimeters). Altitude alert. Descent checklist. Landing checklist Flight Attendant Landing briefing. GPSW (2500, 1000, 500, 400, 300 200, MA, 100, 50, 40, 30, 20, 10). After landing Checklist. Flight Attendant after landing briefing. Parking checklist.

LFMN Nice V2 for X-Plane

From JustSim

www.simmarket.com



Nice Cote d'Azur Airport is located 3.2 NM (5.9 km; 3.7 mi) southwest of Nice, in the Alpes-Maritimes department of France. It is the third busiest airport in France and serves as a focus city for Air France and an operating base for easyJet. of Monaco, it also serves as the citystate's airport, with helicopter service linking the principality and airport. Features: Fully compatible with X-Plane 11. Shading and occlusion (texture baking) effects on terminal and other airport buildings. High resolution photo scenery near airport. High resolution ground textures / Custom runway textures. High resolution building textures. Optimized for excellent performance: added autogates, few cars removed, fixed Ground traffic, fixed ground equipment models, changed some textures, all windows and glass have reflections (XPL11 only), terminals models updated, removed bad mormal maps, and some minor fixes. Animated custom ground vehicles.

PA34 Seneca V HD Series

From Carenado

www.simmarket.com www.carenado.com



Special Features in Version 1.1: Carenado G500 compatible with X-Plane GNS430 (included). Optimized for X-Plane 10.5x. X-Plane 64 bits required. All-new sound architecture. Volumetric side view prop effect. Features: Carenado G500: Terrain Awareness map mode. Different declutter levels. Advance menus and cursor with scroll wheel, click/hold or /drag. Crisp, vector-based water data. Pop-up windows can be resized and moved around the screen. Pristine scroll wheel support. FPS-friendly terrain map. Original Seneca V autopilot installed. HD quality textures (4096 x 4096). 422 pixels / meter textures. 3D gauges. Original HQ digital stereo sounds recorded directly from the real aircraft. 3D stereo effects, such as outside sounds entering open windows. Customizable panel for controlling window transparency, instrument reflections and static elements such as wheel chocks and turbine inlet/exhaust covers. Realistic behaviour compared to the real airplane. Realistic weight and balance. Tested by real pilots. Realistic 3D night lights effects on panel and cockpit.

Madeira X Evolution From MK Studios www.aerosoft.com



With the possibility of wind shear due to its location right on a cliff line, no instrument landing system and a steep turn before the final approach – Funchal Madeira is considered a very demanding airport. Madeira X Evolution is a challenge for virtual pilots to prove their landing skills. Besides the main

airport at Funchal, featuring lots of details with the terminal as of spring 2016, we've also included the oldest airport of the archipelago on Porto Santo. The picturesque archipelago in the Atlantic Ocean was recreated with photo realistic textures, custom height mesh and extensive Autogen. Bridges, wind turbines, and more detailed VFR objects are as beneficial for immersion as the dynamic traffic and animations, e.g. for the wind hoses. Additionally, Madeira X Evolution features SODE 3D dynamic lead-in lighting. Compatible FSX/FSX:SE/P3D, AI Traffic, GSX and SODE v1.4.2.

Eurofighter EF-2000 Typhoon From FlyFreeStd

www.simmarket.com



The Eurofighter Typhoon is a twinengine canard-delta wing, multirole fighter. The Typhoon was designed by a consortium of three companies, EADS, Alenia Aeronautica and BAE Systems, working through a holding company, Eurofighter GmbH, which was formed in 1986. It was initially introduced into service in 2003. This new version 2 features the following: Unique seven texture sets: Austria, Great Britain, German, Italy, Spain Saudi Arabia, Display. Five different models: Armed - with four weapon configurations (changed with a click on External Control System Panel-SHIFT+2). High quality bump-map, specular and base texture. High quality native FSX model. High quality 3D cockpit (no 2D cockpit). Animated air refuelling probe. Collimated HUD. HMD (Helmed Mounted Display- SHIFT+1), Illustrated user manual in PDF format. High quality soundset. All gauges are made with realism. Exterior Model and Virtual Cockpit are very detailed and animated.

CYBD Bella Coola for X-Plane From Beti-X

www.aerosoft.com

Bella Coola airport CYBD is located 11 km northeast of Bella Coola, British Columbia, Canada. The town of Bella Coola is close to the stunning and vast Tweedsmuir Park, and set within a lush valley and

between stunning mountain ranges. Features: For use on X-Plane 10 and XPlane 11. Faithful replica of real airport with HD buildings and pre-rendered ambient occlusion. The airport surroundings with handcrafted ground imagery with a resolution of 2cm per pixel. Surrounding Photoscenery at a resolution of 50 cm per pixel covering an area of over 275 square kilometres. Volumetric grass. Hand placed 3D animated trees and other custom objects. The architecture of the buildings fits in precisely with this location. Each building has active collision detection, helicopters can land on roofs etc. Many species of HD trees and landscape with dense forest. Hand edited Mesh of the whole area. Edited abnormalities in terrain elevation, perfected roads, power lines etc.

Plug & Play USB Interface Circuit I/O Card Set for Extra Switches

From Cockpit phD

www.simmarket.com



The Plug & Play USB Interface Circuit I/O Card Set for extra switches features the following: No IT engineering knowledge is required. Just connect the interface circuit to your PC by USB cable (Included) -100% Plug and Play. Easily add up to 12 toggle switches / rocker switches / push buttons AND 1 POV/Joystick to your flight simulator. Assign the key commands in FSX setting. Compatible with LINDA modules / FSUIPC (FSX and P3D). Tested on Windows XP, Windows 7 32 bit & 64 bit, Windows 8. No interference to your other hardware, such as keyboard and mouse. The Package includes: Circuit Card (12 inputs + 4 direction keys + POV / Joystick). USB Connection Cable. 12 Switch Connectors. POV / Joystick 5-pin Connec-

Shizuoka RJNS

From Wing Creation

www.simmarket.com



Mt. Fuji Shizuoka Airport (IATA: FSZ, ICAO: RJNS) is a local airport, in Shizuoka Prefecture, Japan. The official airport name is "Shizuoka Airport" but, is sometimes called, Mt. Fuji Shizuoka Airport. The airport is located 25km from Shizuoka City Centre. This airport is the newest commercial airport, in Japan. The airport started operations on June 4, 2009. Initially, it was built with a 2200m runway, due to the influence of neighbouring trees. The runway was immediately extended to 2500m afterwards. The remnants of the 2200m runway markings can still be seen in the real world, as well as our scenery. Features: Supporting FSX SP2, Steam Edition (DX10 not recommended) and P3D V3.4. Realistic modelling based on a field survey (April. 2016). Includes Shizuhama AB RJNY (simple scenery), Miho airfield, Shimizu port, Yaizu port, and other landmarks. Custom landclass and 4 seasons photo ground textures. Custom Animated Jetway. High resolution textures. Night Textures and lights. Countermeasure for Frame rates.

Riogaleao Rio de Janeiro International Airport SBGL V2 From Richard G Nunes

www.simmarket.com



The International Airport of Rio de Janeiro / Galeao Antonio Carlos Jobim (SBGL) is the second largest international airport in Brazil. It has 62 parking positions for aircraft with 38 boarding bridges. The airport is also served by one of the largest and most modern and best-equipped Cargo Logistics Terminals in Brazil. Features: For use on X-

Pane 10 and XPlane 11. Faithful replica Airport Antônio Carlos Jobim / Galeão, rendered with real textures and Occlusion environment. Runways, custom flooring and taxiways, replica texture. Auto Gate Synchronized and jetways customized Plugin used by Marginal. Static and animated objects, vehicles, people and aircraft. Using Ground Traffic by Marginal. Grass 3D, true to type lawn from Galeão Airport. Fixed ground in the airport area. Built underpass of taxiways M and N (Bridges). Customized Approach Lights Systems ALS. Night texture and HDR lighting. Soil Service animating and aircraft traffic. Animation reform in progress. Includes Corcovado Mountain and Christ the Redeemer. Expansion of Animation (works) from Galeão Airport 2016. Version 2.0 features: New Pier South Terminal, New Floor and Layout Pier South. New Boarding Bridges. New Jetways Textures. New Layout Solo TPS1 / TPS2. New Layout Patio Loads Terminal. New Texture of the Patio Floor and Taxiways. New Track Texture 15/33. New Track Texture 10/28. Added South Pier Solo Service. Patio Lighting Adjustment. Performance Tuning. New boarding bridges. New Fingers Textures. See Simmarket for an update offer.

Jacksonville Intl. Airport From Cielosim

www.aerosoft.com



Jacksonville International Airport KJAX for FSX, FSX:SE and Prepare3D. Experience one of Florida's busiest airports in true high definition. Features: High Definition (HD) Textures - Get up close and personal! We compiled this scenery using 2048 x 2048 px high definition textures to make sure that everything looks as crisp and realistic as possible! High Resolution Ground/Imagery - Enjoy extremely detailed high resolution aerial imagery. Realistic 3D Grass - We utilize the latest 3D techniques to make sure that even the smallest things are brought to life. Custom Placed Autogen - Realistic and accurate autogen placement around the surrounding areas of KJAX. Custom Placed Static Vehicles & Aircraft - We included static parked vehicles (including ground service vehicles) and aircraft all throughout KJAX. Jacksonville Air National Guard Base - The Jacksonville Air National Guard Base (125th Fighter Wing) is included with this scenery. You will be able to find numerous parked F15s in this area. 3D Modelling of the Main Terminal Interior -Be able to see inside the KJAX main terminal as you are parking your aircraft. See everything from the waiting area seats, the ticketing area, to even the bathrooms! Optimized For Great Performance -KJAX was built with performance in mind! Enjoy no frame rate loss with this scenery. State of the Art Night Illumination - We utilize the latest night lighting techniques to assure that night lighting does not look fake, too bright, or overly done. 3D Animated Jetways - KJAX supports animated jetways by using CTRI J within FSX or Prepar3D.

Majestic Dash 8 Q400 First Officer

From Airline2Sim www.justflight.com

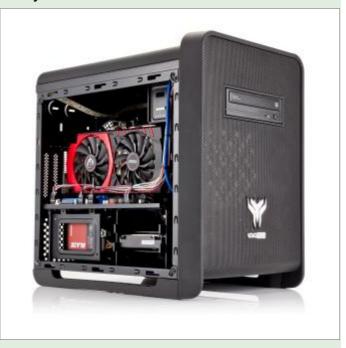


Improve your flying skills in Majestic Software's Dash 8 Q400 with this 12-hour series of HD video tutorials for the Majestic Software Dash 8 Q400 PILOT or PRO Edition from a current Dash 8 First Officer and take your Q400 knowledge and flying ability to the next level! You'll be guided step by step through some of the most challenging scenarios that real-world Dash 8 pilots have to master - follow these 12 tutorial videos and you'll be able to master them too! Course contents: Q&A /Course Overview (26 mins). Exterior Walkaround (30 mins). Rejected Takeoff (57 mins). Engine Fire/ Evacuation (30 mins). Engine Fail at v1 (90 mins). Max Crosswinds (100 mins). VOR Approach (80 mins). RNAV Approach (100 mins). NDB Approach (60 mins). Circle To Land Approach (40 mins). CATII ILS Approach (108 mins). Winter Operations (40 mins).

Considering a New PC?

By John McNeely





I was asked recently what PC I should buy to run today's crop of simulators and any tips on configuring it. Honest to God, where does one start answering a question like that? The smart answer is to buy the fastest your wallet will allow. Yep it's that simple really. On one level it might sound facetious but a seriously fast PC will run any of today's sims quite well and should last until the next generation of hardware deems it otherwise.

Most people reading this article are already PC savvy and there is no point listing out what to look for in hardware specs. It really is about how much you want to pay and what kind of flight simming you want to do. Yes I could wax on about the latest generation of Intel processors or graphics cards but a cursory bit of research on the internet will yield that information in a flash.

What follows is just my opinion garnered from years of building or supplying PC's for business or friends and setting them up to do what the client wants. Firstly a detailed questionnaire should demand what exactly is this PC going to do? Will it be for flightsim only or a flightsim plus general home PC use? Now spending the guts of €2000 to run a sim is frankly beyond a lot of people's budget and seems quite indulgent. Most use their PC's for general use such as web browsing, general Office related tasks and gaming. That's fine as long as you understand that you may have competing resources that could influence your simming.

If the PC is for simming only then you really need a machine with some serious horsepower underneath. Intel processors have been the flavour of choice for many years now and on the whole they work. Failed processors are rare enough occurrences and the latest Core i7 Kaby Lake will keep you current for some time to come. I am writing this on a Core i7 based PC

bought in April 2014 and as you see core speeds have not gone up a lot in 3 years. This leads me to believe that Intel are somewhat at an impasse and core speeds in the next few years will need some serious engineering to get beyond today's limits.

Graphics cards for simming have been dominated by NVidia and each release not only sees the graphics core increase but also the amount of on-board RAM. The NVidia 1070/1080 are out and can seriously push some fantastic displays. It seems that 4GB RAM is now de rigour to run any sim as processor speed alone is not cutting it. X-Plane 11 and Prepar3D now offload to the Graphic Processing Unit or GPU to get the required eye candy/realistic world we live in to show up on the screen.

System Memory or RAM to you and I, is now cheaper and faster. Windows 7 runs/ran sweet at 4GB but 8GB was comfortable and 16 GB desirable. As 32bit sims are awaiting their move to 64 bit anything beyond 4GB of system RAM was/is wasted. 32bit applications cannot see beyond the 4GB limit. 64 bit simulators like X-Plane 10/11 can and do heavy duty addons like complex aircraft and high density scenery. Windows 10 will run on 2GB of memory but I believe 16GB is a nice amount to make it sing. Depending on the amount of addons intended I would lash 32 GB into a machine as a little future proofing. The more complex these addons become, especially scenery, the more RAM they will need to run smoothly.

Power supplies are often overlooked. In 2 years' time you may want to upgrade the graphics card and you find that instead of that 600/800W PSU it requires a 1000W PSU. If you can, opt for the most powerful you can afford.

Casings are often overlooked. Aesthetics are important





to me especially if the machine is visible to the users. Big powerful PC's with flashing LEDS on fans etc. are not to my taste. Indeed I have come across several instances where sim PC's are bigger than servers that power a small business. I understand the need for cooling and space inside the box but some cases are really so big as to be an eyesore. Personally I like a bit of colour and one that doesn't take up half the floor or requires two people to move it. A standard ATX size case can run a sim no problem. One thing I have always done is remove the casings twice a year and blow out any dust with a can of compressed air. Leave it open for 10 minutes afterwards to fully dry out and then put it back all connected. You'd be surprised how much dust can get into it.

Whirring fans and general PC noise get on my goat. There I am looking at beautiful scenery, with the sound set to off on the PC and what do I hear? Bloody fans! Quiet PC in the UK has done a lot of research/

work in this area and has an interesting site in this regard. They test many components and rate them for quietness. PC noise in the office is for many a real issue. Fans getting clogged with dirt which unbalances them over time makes them irritatingly noisy.

Hard drives are faster and cheaper than ever. I notice that many PC builders are using M.2 drives (pic above) as the operating system drive and SSD or even SATA drives for extra storage space. I mentioned M.2 drives in my last article and if you can picture a USB thumb drive without its cover inserted into a memory slot you will have an idea of what it looks like. Extremely fast to boot up the operating system, it would appear that many builders are offering 250GB versions. I have yet to try out one of these but if anyone has I'd be interested to know if they load a sim or complex scenery faster than an SSD drive.

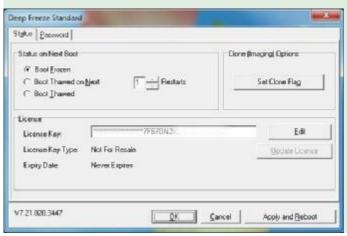
I have been following a few forums re Virtual Reality





and how they work with flightsims. Firstly Oculus Rift, priced at roughly €700 is a steep investment. While all accounts agree that the "experience is very immersive" they run at low res, 800X600. Yes there are cheaper headsets but it seems the "Rift" is the king at the minute. No doubt the technology will improve over time but one caveat is that you need a video card from today's generation. One thing puzzles me however; does it cater for people who need to wear spectacles? How does that work? It's a headset; the screen is close to your eyes. Judging by the age profile at simulator shows no doubt many need reading glasses. At this stage of my life I either don the reading glasses or the book is down at my knees written in a large font. Again if anyone has experience with VR I would love to know. For many this could be a way to really "get into the cockpit". Will it replace replica cockpits? I don't believe so as the tactile experience cannot yet be replicated.

USB connected peripherals are still the norm for most users. Whether it be joysticks, pedals, MCP Panels or FMC's. Windows 10, like its predecessors still has a nasty habit of turning off your device when it thinks it's not being used. Go to Computer Management>> Device Manager>> and in the middle pane or Window, expand 'Universal Serial Bus Controllers'. Right click any of those listed and click on properties. On the top



tabs, look at 'Power Management' and untick. If you have a few USB devices in action, rather than attaching directly to the PC, get a powered USB HUB. Why? Less power drain on the PC.

So, has the decision been made, House/Gaming or dedicated sim PC only? If it's a general use house PC you will need a good antivirus/protection package. Yes there are some decent free ones out there but I always buy mine because support is available. Nothing worse than a gammy update which wrecks things and you're waiting on a guru to fix it. You get what you pay for. You must exclude your sim from AV scanning. AV scanners can be fairly frisky when reading files and if a sim package is not excluded it will cause issues. Also, if installing your sim software from scratch, don't put it on the C Drive. Dedicate if you can a separate partition or drive and put it there. Microsoft will always protect the system drive so save yourself a lot of heartache and install your sim elsewhere.

If it's a dedicated sim PC, once you get everything installed and working, freeze it. It's a point in time snapshot and no matter what you do during a session, even if infected while online flying, just reboot and you're back to your working sim. Deep Freeze from Faronics is a product I used and found it an excellent solution.

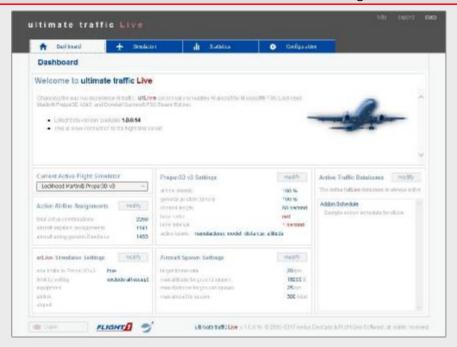
One last small tip, as there may be many externally powered devices attached, clearly LABEL them. Rooting around the back of a setup and chasing what cable does what is not fun.

Who you decide should build your system is a matter of choice or experience. Many are happy with Chillblast, www.chillblast.com and I have used Yoyotech, www.yoyotech.co.uk. I have not used any local builders but that's not saying anything about them. The choice is yours and a little research goes a long way.

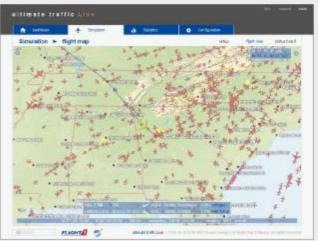
John McNeely

Preview

Mate Traffic Live www.flight1.com









Cockpit Hardware

YokeBox for Saitek Hardware

Basic Edition













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www.aerosoft.com

YokeBox for Saitek Hardware









Accessories	Basic Edition	Ultimate Edition	Compatibility/ Description
Main Frame	1	1	Main Frame with key- board holder
Radio Panel Rack	0	2	Saitek BIP, Radio Panel, Switch Panel, Multi Panel (Two units mountable in one rack)
Joystick/Mouse Rack	2	3	Saitek X52, X52 Pro, X- 56 Rhino compatible
Chart holder	0	2	Holder for Charts & Checklists (A4)
Throttle Rack	1	2	Throttle Quadrant, Cessna Trim Wheel com- patible
Throttle/TPM Rack	0	1	TPM Panel compatible
Coffee holder	0	1	Standard McDonalds/ Starbucks cardboard cup fitted
Monitor & Instrument Rack	0	1	19"-24" Vesa mount / Instrument Panel (6 items)
Slipcover	0	1	Cover with zipper
Pouch for cables	1	2	Custom design with fas- teners for cable manage- ment



This is the third review I have done of airports in this region. The first was Bergamo X by Aerosoft way back 2014 and the second was Milan Linate by Venez in 2015. I read back through the reviews and the Aerosoft Bergamo production was by far ahead of the Venez production in quality and content. I thought it was opportune to take up this request and see if Aerosoft still have that edge in production. Milan Malpensa airport is the largest airport is this region. The airport is located 49 Km North West of central Milan. The airport today has two terminals and two runways as well as a large dedicated cargo terminal. The airport handled 18.5m passengers in 2015 and up until 2008 Malpensa was a major hub for the flag carrier Alitalia.

Life began in Malpensa airport around 1909 when it was a farm and used to test aircraft prototypes by Giovanni Augusta and Gianni Caproni. It opened to civil operations after wartime reconstruction to serve northern Milan. At the time it served some European cities as well as a number of transatlantic routes. In the late fifties and early sixties saw a large expansion of the airport with a new terminal and extension to both runways. All looked good for Malpensa; however the proximity of Linate to the city saw a shift of airlines to this airport including Alitalia. By the eighties the situation was reversed as Linate became over crowded with no

room for expansion. In the mid eighties Malpensa was upgraded under a law passed by the Italian parliament and Linate downgraded to a domestic and short haul facility. As mentioned, Alitalia set up base in Malpensa from 1998 to 2008. EasyJet set up its second largest hub outside the UK and flies to over 67 destinations around Europe.

This scenery has been developed by David Rosenfeld and published by Aerosoft. It comes in a download version costing approx. €26.83 (depending on your country VAT rate). It is a highly detailed recreation for FSX, FSX Steam and P3Dv3. Seasonal photo textures with a 0.5m/px resolution, highly detailed and authentic airport buildings as well as accurate approach lighting create a scenery that's incredibly close to reality. Also included, which has now be-

come a feature of most current scenery packages are Jetways which are animated exactly due to SODE, and by the integration of AES Lite (Airport Enhancement Services) which combined with the extensive apron traffic brings the whole airport scene to life.

The download file size is 671Mb and when fully in stalled in your system it comes in at 1.6Gb. It installs automatically to your Aerosoft folder if you have previous packages downloaded. If not it creates the folder in the main FSX folder. The folder contains the normal scenery and texture folders as well as a 2048 resolution folder for FSX if required. Apparently 2048 does not work in P3D. There is also a twenty page manual in German and English explaining the various systems and tweaks to get the best out of the package depending on your system. During the installation



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animated Jetways are installed and the workings of these are also covered. It also notes that the package is compatible with the SODE Jetway system. There is also a separate manual in the support folder for the SODE system. If you do not have it installed in your system it is available free on the internet. In addition there is a full set of charts in PDF format containing about eighty pages which were up to date at the time of publication; February 2016. On checking my own Navigraph charts, there is little difference in the dates.

System requirements: Microsoft Flight Simulator X (Service Pack 2 or Acceleration) or Microsoft Flight Simulator X Steam Edition or Lockheed Martin Prepar3D V3.Windows 7 / 8 / 10. Dual Core CPU with 3 GHz. 4 GB RAM (8 GB recommended). 3D graphics card with 1 GB Video RAM. Installation Size: 1.6GB.

As is my usual task before firing up the scenery, I visit the airport on Google maps to get an idea of the set up and also key landmarks in and around the airport. Having fired up FSX I parked at stand 104 on the eastern side of Terminal 2. Terminal two is in the northern sector of the airport nestled in between the thresholds of runway 17L and R. Terminal 2 is exclusively used by EasyJet. It is the older terminal and certainly lives up to that in looks. That being said, it is highly detailed with very good textures and through to real life. Just behind it is a small cargo terminal not to be mixed up with the larger cargo terminal and apron south of the main terminal. T1. First impressions of the scenery are very positive. Very good detail with lots to discover and lots of details which take a few times looking at the scenery to discover.

Moving west from here is the general aviation terminal and apron situated close to the 17R end of runway 17R/35L. Moving on towards Terminal 1 we pass the main maintenance hangers and finally to the very impressive Terminal 1 complete with its three satellites. This area is very well detailed with a wide variety of airport vehicles moving about servicing the aircraft. All stands have the correct Jetways with all aprons and taxiways very well marked and very importantly, all are correct with the charts. Just past Terminal 1is the first of three fire stations located at the airport. The other two are located on taxiway C between both runways. All three are very well turned out with lots of details and in all cases the fire tenders are outside and ready for any emergencies.

The cargo operations at Malpensa are very busy and this is reflected in the large terminal and extensive







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apron, well depicted in the scenery. The apron is well sign posted as are all areas of the ramp with taxiway signs, runway indicators and stop bars. On the landside there are numerous freighter trucks lined up to off load there goods. These, along with all the cars in the car parks are through to life and in full 3D format. The local train to the centre of Milan is working and moving in and out of the terminal on rails. Another thing that I had to check out was while on the land side was the Volandia museum of flight. It is located at the front of the main terminal and sure enough it is there complete with its rustic red roof and gate guard. This is a large building and from my investigations on-line, houses numerous types of aircraft, buses cars and machinery. Looks like a spot to look into if you are in Malpensa with some time to spare. Also in the same area is the Sheraton hotel. From Google maps it has quite

an extensive garden to the front of the hotel done out in circles. True to form Aerosoft have come up trumps again with the true to life depiction. One fault noticed on the landside which I can overlook however, is why not get it 100% correct rather than 99%, is the floating buses at the front of the terminal. Not sure whether this is an FSX problem, as the road to the front of the terminal rises on a ramp to the first level. I had a look at the forums but did not find anything on this.

Meanwhile back on the airside part of the airport and this time I have changed to night time. As with most of the latest scenery packages, this is well up with the high standards of lighting that we have become accustomed to. The apron is well lit as are all the taxiways and signage. The runway approach lights are well set up and if you look closely at the 34R and 34L

approach lights you will see very distinctive differences which are through to the real ones.

In conclusion, this package is a fine reproduction of Malpensa airport and indeed comes in tops over the other two reviews of Bergamo and Linate some years ago. A highly accurate reproduction presented in high resolution textures and yet very little hit on the all important frame rates. There is lots of activity around the airport the aprons and the surrounding roads to bring the airport to life and give it a more realistic feeling. Aerosoft continue to offer very accurate and wonderful reproductions of airports. In recent years the standard has risen, giving good value for our hard earned Euro. Most packages now have a very comprehensive production of the entire charts for airports and in most cases the very latest available. I know in the past there have been subfolders containing terrain, however if this is a step forward by the developers it is indeed welcomed. It's not getting any cheaper to keep up to date with our hobby. All in all, this would be an excellent addition to your scenery collection.



Brian Church

Platform: FSX/FSX:SE/P3Dv3

Download Cost: €26.83

Developer: David Rosefeld Publisher: Aerosoft

Available: www.aerosoft.com



The lowest airport in the world is said to be Furnace Creek/Death Valley in California at -64 metres. However, the title for largest below sea-level international airport in the world at -3 metres below the adjacent North Sea goes to Amsterdam Schiphol, EHAM. Schiphol is truly one of the great airports of the world - also known locally as Luchthaven Amsterdam. One theory (among several) is that its name is said to derive from an old Dutch term for "Ship Grave", reflecting the fact that the whole 6800 acres currently making up the airport, and much more adjacent land besides, used to have lots of sea-going vessels, rather than vessels of the skies, navigating their way over it! Many of these came to grief over the years - hence the ship graveyard context.

Amsterdam Schiphol began to operate as a civilian airport as far back as the end of WW1 and shortly after that the renowned Fokker aircraft manufacturer located its first factory nearby. During WWII it was first bombed by the Luftwaffe in 1940, then became a site for German heavy antiaircraft batteries, was bombed heavily by the Allies from 1943 onwards, and was finally blown up and rendered useless by the retreating German army in 1945. Despite these misfortunes, and fol-

lowing a decision by the Dutch government in 1949, Schiphol went on to become the primary airport for The Netherlands. Since then it has gone from strength to strength and is now the 3rd busiest European airport and 14th busiest World airport, by passenger throughput (58 million in 2015). As regards cargo, it is also major hub and ranks number 16 in the world by tonnage.

The airport footprint is vast, and anyone who has ever flown to this airport and has landed, in particular on the remote runway 18R/36L, will know that even though you have "arrived", depending on your allocated gate you still face up to 30 minutes taxi-time before you reach your stand! For the virtual pilot, it's easy to be overwhelmed and disorientated by the sheer size of this airport without a good set of ground charts to refer to. Thankfully, FlyTampa provide a welcome link in the product manual to the most updated airport information and charts at the official AIS (Aeronautical Information Services) website - on the Contents page just click on the "Integrated Aeronautical Information Package" link and you can access a huge number of Schiphol charts and information (as well as same for other Dutch aerodromes).

Installation of FlyTampa Schiphol involves input of the product code upon launch of the 321Mb exe file. It can be installed in FSX SP2 or P3D. My installation was to the former. Prior to installation proceeding, among the additional components you are invited to install is the included Configurator Tool which is a must-have. This tool, allows you to not only adjust global scenery seasonal settings (for all FlyTampa scenery you may have installed) but also facilitates lots of tweaks to the Schiphol scenery. For a very complex and extensive scenery add-on of this size that will test your system to the extreme no matter how powerful it is, it's very useful for the virtual pilot to be able to increase or decrease the detail chosen to be visible and so this tool is an important one to have at your disposal. The configurator adjustments are mostly related to scenery complexity including density of cars in car parks, apron detail (including apron detail elements, 3D ground staff and deicing operations), 3D grass, vehicular traffic (including the extensive motorway network around Schiphol), gate docking type (FSX -P3D native or fully functional legacy GBLC based safegates in FSX), and snow textures. The impact on performance of your choices (small/medium/large) is indicated which is very helpful in avoiding





overloading your system. The one tweak that is not performancerelated is the "Airport setup". For anyone using AI traffic this is essential in order to get your arriving and departing traffic using the appropriate runway as dictated by wind direction - thus you can choose to apply ADE (Airport Design Editor) files according to whether the wind is from North, South, East or West. The authors created the ADE files to try to replicate as closely as possible the real procedures at Schiphol. Reading through the FlyTampa forums I was very impressed with the detail to which the authors went here - manipulating AI traffic movements in an airport of this level of complexity is challenging enough to provoke insanity through frustration and confusion. So for anyone, like me, who likes to have realistic AI traffic flow, the determination of the authors to go that extra mile here is really appreciated. Given the amount of work completed on this aspect of the scenery package, it's a pity the authors did not highlight this in the product manual itself.

Once I had installed the exe file, I actually misunderstood the next

step in the installation process. As well as the scenery executable, the package also includes a low texture set (LITETEX.exe) and a high texture set (HITEX.exe); these textures are principally those associated with airport aerial image, ground pavement details, city buildings, terminal textures, vehicles and hangars and cargo areas. The product documentation does not include an "Installation" section and so there is no description there

of what to do with the texture sets. My intuitive impression was that after installation of the base package, the next step was to install a low-resolution or a high-resolution texture set corresponding to one or other of the executables. My initial choice was to install the low-res set, and see how it performed with sliders set towards max, real weather, and flying a performancedemanding PMDG Boeing 737. It was only later, when delving into more product detail in the forum that I realised that in fact the scenery comes with three gradations of texture complexity. The low-res and high-res textures are exactly that, but in-between and corresponding to what is installed with the base-pack executable, is a set "intermediate" textures. Tο change between different texture sets, you need to launch the set you wish to install over what's already in place, and in the case of the medium-res textures this involves re-launching the base-pack. Even with the low-res textures installed, FlyTampa Schiphol nevertheless looks great and I found performance very good, even when loading up a resource-demanding aeroplane. I carried out numerous touch and go's in my PMDG 737 (KLM colours of course), followed by a thorough exploration of much of the maze of taxiways and aprons with, as mentioned, detail sliders pushed well forward, as well as ground and aircraft shadows on and AI traffic close to max. Frame rates for me at this texture level were generally between 30 and 40. I finally pushed too far when I also brought up GSX ground facilities having finally parked at a gate -



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the dreaded windows chimes warning of an imminent OOM. Still, pretty good performance considering all that was loaded on my system.

Switching to the default installation textures - these contain higher resolution textures than the lowres texture set for the immediate area of the Schiphol terminals. The very positive difference in the appearance of the scenery textures is immediately apparent - the higher details manifest at this level without doubt, bring the whole scenery more vividly to life. The main cost I noted was a reduced, though not intolerable frame rate coming in at about 20 with my PMDG 737 active. Once again, applying the GSX Ground Services also provoked OOM, but even more swiftly, and before it did so, some of the GSX vehicles were missing textures, which I assume to have been the first symptoms of memory stress on performance.

When you opt to install the high resolution textures, once you get the "installation complete" notification you are also cautioned to revert to default textures by reinstalling the original Amsterdam if you run into memory problems. As I have Simstarter installed, I decided for this part of the review and with the high-res Schiphol textures installed to test how the scenery would perform on a day flight from Dublin to Amsterdam in the PMDG 737 but with all 3rd party scenery add-ons deactivated except Mega Airport Dublin, Orbx Ireland, Wales England, and FTX EuropeLC. I also had Flightsim Commander running. This flight ran smooth and faultlessly until, crossing the Dutch coast near Rotterdam and with the distance to Schiphol reducing below 18 miles to the

threshold of my preferred arrival runway 36C, back once more came those accursed OOM warning chimes swiftly followed by the dreaded pop-up "your system has run out of available memory" window.

So it was back to an installation of the default texture set (i.e. a reinstall of the base programme) and with the same parameters and conditions in place I performed the same flight Dublin - Amsterdam in the same aeroplane with the only difference this time being an approach to runway 18R. Crossing the coast at 4000ft. and with only 10 miles to the threshold my OOM anxieties resumed. But onward the approach progressed until finally my wheels made contact with terra firma with no OOM woes!.....none that is until near the end of the rollout by which time the memory chimes resumed. But at least this time, the approach and landing had been achieved successfully and given that I had ill-advisedly being performing all these tests with 100% Ultimate Traffic running in the background, this was not bad at all.

The lesson from all this is that in the case of this sophisticated scenery it's really a case of having to cut your cloth to its measure; if you want to appreciate all that the full high-res rendition of FlyTampa Schiphol has to offer by way of visual treats, it's really off-limits to fly into the airport in a resourcedemanding aeroplane, and even more off-limits if you have 3rdparty global scenery, weather enhancements, heavily populated AI traffic activated or other demands imposed on your system, without compromises on the chosen visual details. This was a point where I wish I had P3D installed as from what I have heard and read, it can much better handle the high-res textures than FSX can.

Leaving the issue of performance aside and returning to the scenery package itself, FlyTampa have achieved an ultra-realistic and up to date depiction of the entire Schiphol facility and associated characteristic table-flat Dutch landscape. There are so many miles of runways and associated taxiways that I found it an absolute must to have always to hand the Amsterdam



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Schiphol Aerodrome charts downloaded from the charts link in the product manual as mentioned above. Everything you see on this chart, and more beyond the aerodrome itself, is represented accurately and realistically in the scenery. All the six runways are faithfully reproduced - these being runways 04/22 (6808 ft.), 06/24 (11,483ft.), 09/27 (11329ft.), plus the three parallel runways 18L/36R (11,155ft.), 18C/36C (10,827ft.) and 18R/36L (12,467 ft. - "the remote one") making up the full complement. These include all approach lighting structures, direction signs, surface markings and textures (including tyre marks), and adjacent navigation facilities. Some of the taxiways pass over motorways - for example taxiway Q which leads from Freight areas II and III to runway 36C. At the southern end of this taxiway where it intersects with taxiway A is one of the nicest treats of fine scenery detailing being the emergence of animated apron traffic from an underground tunnel (buses etc.). Surrounding and in some cases intersecting the aerodrome are a complex of motorways (some elevated), and canals run parallel to some of the runways/taxiways as in the real environment. Volumetric grass and animated windsocks are features which can be chosen for display from the scenery configuration tool.

All airport terminals and other infrastructure and buildings are present throughout to the greatest level of accuracy and detail. The Schiphol terminal infrastructure comprises what is effectively one super-terminal with all passenger facilities under one roof and with multiple piers radiating from a central plaza; great in particular for flight connections and passenger convenience. The many passenger piers include C-, D-(double), E-, F-,G- and H-piers, as well as the remote parking area B-apron on the south side of the complex. The piers are equipped with animated jet ways (except for one side of pier C and all of pier H) activated

by the standard CTRL-J. Some of the piers (E,F,G) have double jet ways for the heavies. Animated safegate docking systems also abound to guide you accurately to your parking position. Apron surfaces are fully marked with figures, lines and directions as well as tyre marks and are realistically weathered and smeared with grime and oil stains. In addition to the buildings structure, lots and lots of airside detail is included such as lighting pylons (with bashed protection guards!), blast deflectors, marking cones, cargo pallets, direction sign, static ground equipment and vehicles, and configurable dynamic vehicles. The rooftop viewing terrace (the "Panoramaterras") adjacent to pier D is depicted in great detail including the KLM City hopper Fokker 70, seating areas for the patrons, and pay-per-view telescopes for the plane-spotters!

Two features dominate the central plaza - the 331ft, air traffic control tower and the World Trade Centre-Hilton Hotel-Sheraton Hotel building complex. These are surrounded by elevated access roads with overhead direction placards and by multi-storey car parks with configurable levels of parked cars. There are advertising billboards, walkways between buildings, rooftop details as well as room for some autogen trees, and the extensive entrance to the Schiphol Plaza (being the entrance to the shopping area and train station) is very nicely represented. The only aspect of all this landside detail I did not like was the blurry ground appearance of the underlying landside photo-layer when up close. The buildings I've already mentioned are just some of the huge and varied assortment of such in the central area which are too numerous





to describe but form an overwhelmingly convincing impression of realism and complexity reflective of the real airport central terminal environment.

Beyond the central complex, the many cargo terminals and hangar complexes are represented in equally great detail and accuracy. All the freight terminals areas I,II,III,(KLM Cargo) V and VI (Avia Partner) to the north of runway 06/24 and Freight Area VIII (with building signs depicting Swissport, DHL, Skylink, Worldwide Flight Services, Menzies Aviation and Martinair Cargo) to the south of that runway are present. The east of the field adjacent to runway 04/22

has the KLM, Transavia, Bombardier and Martinair hangar complexes. Just beyond these buildings is the GA terminal and Kustwacht hangar with static Dornier 228 parked outside (yet another scenery configurable item) - look out for the also-configurable static helicopter just around the corner. Further facilities remote from the central complex include the fuel farm adjacent to Freight VIII, a fire station beside that, the even bigger fire station and Fire Brigade Practice Ground adjacent to the runway 09 threshold (with that weirdlooking cross between a Boeing 747 and a DC10 accurately positioned in place), and the de-icing apron on the opposite side to runway 09. And way beyond the airport perimeter itself, there are custom typical Dutch houses and farms to make your approaches to Schiphol feel even more authentic!

The list of very high-quality scenery features and details so convincingly represented in this FlyTampa Schiphol airport package is simply staggering. It's an airport that you can easily spend several days exploring. If you have AI-traffic installed on your system, it's a virtual plane-spotter's paradise, given the huge number of colourful airlines and associated airliners that frequent this enormous airport of world importance. In FSX at least however, you must be prepared to trade off detail for performance as the full representation of FlyTampa Schiphol in all its undeniable glory, is just beyond the limits of that ageing flight simulator. However, even within the limitations of FSX performance limits, when you arrive at the right balance of details chosen, this is a fantastic scenery to fly in.



John Melville

(1)

Platform: FSX/FSX:SE/P3Dv3

Download Cost: €34.44

Developer: FlyTampa Publisher: FlyTampa www.flytampa.org



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- Replay system
- · Different view modes

















Welcome to the first free digital only issue of PC Flight magazine. It does seem a tad strange not being a club any more but after over 20 years it was time to move on. For those of you not familiar with this column in our magazine, this is where I take you through some of the latest aviation news relating to Ireland. Both Terry and I live quite close to Dublin Airport and we both have many years of interest in aviation and flight simulation. I have many sources for aviation news including the mainstream media but also some specialised aviation magazines including Irish Air Letter which is a highly detailed monthly magazine as well as websites such as FlyingInIreland, Aviation Herald, Travel Extra and many more. My aim is just to bring interesting bits of Irish aviation related news and nothing else. If I am incorrect in any aspect of what I write, I am open to correction and any views that may be expressed herein are solely mine.

We start off with the extremely sad news of the loss in the early hours of the 14th of March of "Rescue 116" a Sikorsky S-92 helicopter with four crew on board operating for the Irish Coast Guard by CHC Helicopters. The Sikorsky, registered EI-ICR, was operating a rescue mission to the west of Ireland in conjunction with the Sligo based "Rescue 118". Rescue 118 was tasked with airlifting an injured crewman from a fishing trawler located some 135 miles off the west coast but in order for it to operate such a distance from land it

required top cover to provide it with a communications link. A request for top cover was lodged with the Irish Air Corps shortly after the rescue mission was launched but due to the unavailability of suitable assets the coast guard opted to use one of its other Sikorsky's to operate the top cover function. The Dublin airport based Rescue 116 routed from Dublin to a fuel dump at Blacksod lighthouse on the west coast of Ireland to uplift fuel before continuing out to sea, but contact was lost with the helicopter shortly before it landed for fuel. Rescue 118 continued its mission returning the injured crewman to Sligo before it and the Shannon based Sikorsky joined the search for the missing helicopter along with a number of lifeboats and local fishing boats. In the early hours of the 14th the Shannon based Sikorsky spotted one of the missing helicopter crew members in the water and was airlifted to hospital but died of her injuries a short time later. A week on from the incident the remaining three crew members and the helicopter itself are still missing although it is understood that a beacon from one of its black boxes has been located and divers are awaiting a break in the poor weather conditions to dive at the location and hopefully be in a position to locate the bodies of the missing crew and also the wreckage. It is a very sad loss for the Coast Guard to lose four highly trained crew and helicopter from one of its busiest locations. Rescue 116 was based on the western side of Dublin Airport close to the control tower. I used to see the Sikorsky on an almost daily basis as it used to pass close to my house when it was routing east from Dublin Airport out via the Broadmeadow Estuary on either rescue missions or training exercises – the skies over Swords have been silent of its distinctive sound since its tragic loss. Let us hope that the Air Accident Investigation Unit can recover the wreckage and find out what happened in the early hours of the 14th of March so lessons can be learnt.

Aer Lingus have finally announced an order for the replacements for the currently leased Boeing 757's from ASL. Air Lease Corporation (ALC) have announced that they have agreed a long term lease agreement with Aer Lingus to lease seven Airbus A321LR Neo's with delivery of the first three aircraft in the middle of 2019 and the remaining four aircraft due for delivery in 2020. The new A321 Neo's will eventually replace the four leased 757's on both the Dublin and Shannon US/Canadian routes currently served and probably a few new, yet to be announced, routes. Whilst the aircraft are being leased for use by Aer Lingus there are indications that they could also be used in the wider IAG airline group as well. It is understood that the new aircraft will be configured in a 12 seat business class and 174 economy class layout - compared to the current 757's which have 12 business and 165 economy. Although there is no decision yet on the engines being used, it is understood that the new









aircraft will have a range of around 4,000nm which is about 100 more than the 757's currently have. Interestingly the A321Neo is currently the only new production aircraft that is available to compete with 757's in terms of range and capacity and is a good fit for the Aer Lingus fleet of mixed Airbus A320, A321 and A330's. A number of the 757's on lease have been having their annual C Checks being carried out during the quieter winter months with both EI-LBR and EI-CJX having been recently completed.

Cityjet continue to integrate the operation of their three Sukhoi SSJ100's with the aircraft being used to build up hours for the crews and can be seen operating a number of training flights out of both Shannon and Prestwick. The airline has announced that it has agreed to lease one its SSJ's for a month to BMI Regional who will be using it out of Bristol and is due to commence the lease of three of its new SSJ's to Brussels Airlines starting this summer. The next SSJ due for delivery is EI-FWD (their fourth) and it is currently in Venice being readied for delivery and is being painted in Brussels Airlines colours. The next two aircraft due for delivery, EI-FWE and FWF will be joining FWD on lease to Brussels Airlines who will be operating the three aircraft from its main base in Brussels Airport to other European destinations. Cityjet have also being using their SSJ's to operate a number of

charters, including for some English soccer teams along with some rugby teams including the French national rugby team for their recent Six Nations clash with Ireland in Dublin - normally Air France would use a B777 or even a B747 with the French national team! The airline continues to expand its Nordic business with the recent delivery of another CRJ-900 with EI-FPJ being delivered in early February with another two aircraft due for delivery in April all operating on behalf of SAS. In some route news the airline is ceasing two of its London City routes to both Paris-Orly and Nantes with effect from the 25th of March and reducing services on its London City to Amsterdam route in face of some stiff competition from KLM. As a result of some changes in services from London City, the airline is to reduce the number of staff at its base here, although it is hoped to offer some staff alternative roles within the airline.

Rumours of a first visit by an Airbus A380 to Dublin have been circulating in recent weeks and it has transpired that Emirates Airline had hoped to route a delivery flight of new A380, A6-EUQ, from Airbus in Finkenwerder via Dublin as a mark of its 5th Anniversary of its base in Dublin. However, it has been reported that the original date of the 26th of March 2017 has now slipped and a revised date is not yet available. This should be an interesting sight in Dublin and no

doubt put a strain on ground operations during the time of its visit with trying to manoeuvre such a large aircraft around the taxyways and ramp areas but this could be a sign of things to come.

Work has commenced of infrastructure work surrounding Dublin's new North Runway – this is the new parallel runway to sit alongside the existing 28/10 runway and will sit more or less on top of the old smaller 29/11 runway to the north of the existing main runway. A few weeks back the small link road from Forrest Little to the Naul Road was closed to facilitate the realignment of the existing Naul Road close to the lay-by at the old runway 23 threshold area. Work also commenced on a new link road from the west ramp area, including the Boot Inn, Control Tower and Westland hangars which will take a westerly direction around the new runway. Lots and lots of trees and hedges have been removed giving some great views of the north apron area of the airport but I am sure these are short lived before large security fences are erected.

Dutch airline, KLM, has increased its daily service from Amsterdam to Dublin to three flights a day as and from the 19th of February and this will increase to four flights a day from the 26th of March. Currently flights are operated by Embraer EMB-190's with the odd flight operated by the smaller EMB-175's. Currently the airline has a fleet of







30 EMB-190's and 4 EMB-175's and all 190's have now visited Dublin.

Norwegian Air International finally received permission from the US Federal Aviation Administration to commence transatlantic flights from Dublin, Cork and Shannon to Providence, Rhode Island with Dublin and Shannon also having services to Stewart International with flights commencing on the 1st of July 2017. It is understood that all flights will be operated by the airlines fleet of yet to be delivered Boeing 737-800 Max aircraft. The airline also announced flights from Belfast and Edinburgh and it is understood that between these and the three Irish routes, that Norwegian will base four of the 737's in the US and two will operate from its Edinburgh base. Between Aer Lingus, the US Airlines, Icelandic airline Wow, Canadian airline Air Canada and Westjet and now Norwegian, there will be a large amount of capacity on North American routes this summer. The introduction of the 737-800 Max series aircraft for these routes will in fact be the first deliveries of this new type of Boeing 737 with the first aircraft due in May. The airline has 100 of the new aircraft type on order and although US airline Southwest had placed an earlier order, they are not now taking their first aircraft until July. Commencing new routes with a new type of aircraft is a challenging situation as the airline has already learned from its situation with its introduction of the Boeing 787-800's which had teething problems.

Not that we have a lot of flights to/ from Russia here in Ireland but in-

terestingly the Russian authorities have decided to change from their Metric/QFE measurements for airports to align with the rest of the world using Feet/QNH. Back in 2011 Russian enroute traffic had changed over to feet/QNH but traffic landing at Russian airports still had to face the whole metric/QFE conversion. From February, Russia changed over completely to Feet/ QNH and finally aligning itself with how the rest of the world operates. Staying with Russia - as quite regularly reported in the mainstream press, Russian military aircraft are quite often intercepted on unannounced flights through international airspace. A recent such incident involved two Russian Air Force Tupolev TU-160 Blackjack bombers which were noted over the Norwegian Sea, along with four other aircraft which subsequently turned around leaving the Blackjacks to continue on their unannounced mission all the way north of Scotland before turning south along the western side of Scotland, continuing along the west coast of Ireland before turning south east once passing the tip of Kerry and entering the bay of Biscay - at all times the two aircraft kept outside sovereign airspace. It was interesting to read the military response to such a flight which crossed dozens of flight airways and the North Atlantic track system without ATC contact or permission. Once the bombers were radar identified NATO military jets were scrambled to intercept them and shadow them along their long journey which included military fighter jets from the RAF, French Air Force and Spanish Air Force, including several air tankers to keep all these in the air during the shadowing operation. I can only imagine the chaos this caused for Shanwick ATC operations as they had to figure out where the bombers were transiting and what airline traffic might be impacted as the two bombers just wandered about.

Ryanair continue to take deliveries of new Boeing 737-800's with a total of eighteen new aircraft delivered since January this year. Four have already been delivered in March with EI-FZB, FZC, FZE and FZF having arrived in Dublin, with a further twelve aircraft from the current order to be delivered which will bring its current operational fleet of Boeing 737-800's to an amazing three hundred and ninety three aircraft. The airline has another two of its older 737-800's currently in Dublin awaiting sale and delivery to South Korean airline JeJu Air with both painted in their new owners colours and one







probably due to be delivered shortly as it is now wearing its new registration HL8090. Ryanair has announced a substantial increase in the number of flights and routes it is to operate from Frankfurt in the coming few months with its based fleet increasing from two aircraft to seven and twenty new routes. Its base in Frankfurt Main airport has only recently opened with two aircraft based and an initial four routes operating and now increasing to twenty routes in just a few months. The move to Frankfurt and away from its smaller and sister airport of Frankfurt Hahn is part of a wider move by the airline to move back to major European city airport and away from their smaller and more distant ones. However, this transition is not always easy as the airline has experienced in Brussels National airport of late - up to now Ryanair had operated quite happily from the smaller Charleroi airport before transferring some flights across to the main airport but has found operating early morning flights between 06.00 and 07.00 has attracted noise fines in the region of €5,000 per flight so in the meantime, it has reverted some of its flights back to Charleroi. Other expansions include Edinburgh with thirteen new destinations and five new destinations from Warsaw's Modlin airport interestingly Ryanair is the number one carrier in Poland ahead of both LOT and Wizz Air and it is hoping to further increase its market share with up to 100 million passengers

by 2022. For 2017 the airline plans to carry about 11 million passengers in Poland which is an increase of 20% from 2016 - amazing numbers really. During the month of February, this year, the airline carried 8.2 million passengers which is up by 10% on the same month last year and also increased its load factor to 95%. The UK Brexit situation is being monitored carefully by the airline and apart from the Edinburgh expansion, other UK expansions will be limited until a clearer picture as to the impact of Brexit will have on the European airline business.

Scandinavian Airline Systems (SAS) have announced the setting up of an Irish subsidiary to operate services from the UK and Spain to Scandinavian countries and has applied for its Irish AOC and is currently recruiting staff. It is understood that the Irish operation will initially operate a fleet of nine new Airbus A320 Neo's and hopes to commence operations in early November this year with UK flights followed by Spanish flights in 2018. The airline commented that one of the reasons it chose Ireland to set up a base was for its lower labour costs compared to Scandinavian countries.

Swiss is to introduce its new Bombardier CS100 aircraft on its Geneva to Dublin route commencing the 26th of March with three of the weekly flights using the CS100 and the remaining flights using the nor-

mal A320's. The CS100 is a new type for Dublin with Swiss being the only operator so far to use it here, although one of their initial deliveries did route via Dublin. The airline currently has a fleet of six CS100s with another one due for delivery.

Stobart Air has returned to service one of its ATR-42's following a three month overall in Germany, ATR-42 EI-CBK re-entered service in early February initially on the Dublin to Kerry route but it is also used on the Donegal route. The airline is currently in the running to win a wet lease contract with SAS to operate up to seven ATR-72's for the airline following the current incumbent's decision to terminate the contract. There are a number of other bidders including Danish Air Transport and Flybe, but it is understood that Stobart are in with a good chance of securing the business.

The Tellus Project returns to Ireland again this year with Sanders Geophysics of Canada basing their specialised Twin Otter aircraft, C-GSGF, in Sligo from March. This phase will see the Twin Otter carry out low level survey flights over both Mayo and Donegal between now and September.

Orbis International, the international non-profit, non-governmental organisation dedicated to saving sight worldwide, sent their 'Flying Eye Hospital' to Dublin for a number of days in early March. The aircraft, DC-10-30, N330AU, arrived on the 28th of February and departed again on the 9th of March. During its visit it was parked over on the west apron and was open to the public to view and obviously attract donations as well.



Ian Broni

Freeware Focus FSX & P3D

Terry McGee selects from some of the latest Freeware files

Aer Lingus Classic Boeing 747-400

By Piotr Lukaszyk aer_lingus_pmdg_747.zip www.avsim.com



Aer Lingus 'Classic' textures for the PMDG 747-400 v3.

Barnstable Municipal Airport

By John B. Loney, Jr. barnstable_municipal_khya_fsx_2017.zip www.flightsim.com







Barnstable Municipal Airport (IATA: HYA, ICAO: KHYA, FAA LID: HYA), also known as Boardman/Polando Field, is a public airport located on Cape Cod, one mile (1.6 km) north of the central business district of Hyannis, in Barnstable County, Massachusetts (MA), USA. This airport is publicly owned by the Town of Barnstable. It is Cape Cod's major airport as well as an air hub for the Cape and the Islands. The airport is served by scheduled commercial flights as well as charters and general aviation. This is a total re-do of my earlier scenery.

KENWIGAIR #25

By KENWIGAIR (by Ken Wigginton) kenwigair_25_ssp763fer_triple_freighters www.flightsim.com









KENWIGAIR #25, Boeing 767-300FER SkySpirit2010 - Triple Freighters. Complete aircraft with model, FDE, panel, liveries and sound pack. Liveries by Danny Cummings, Triadi Sudarmawan and Pedro Rodriguez. KW_763FSSP_cj panel and FDE by Ken Wigginton. 767 GE sound pack by Steven Persson.

Air Force One Boeing 747-400

By Nathan Mccassey pmdg_747_qotsii_af1.zip www.avsim.com



Air Force One repaint for the PMDG 747 QOTSII *NOTE* Please make sure you read the readme in this file if you have texture issues.

LOWW Schwechat Airport, Vienna

By Ray Smith fsx_loww_rs.zip www.avsim.com





This is a very accurate version for Schwechat Intl Airport to reflect today's situation with two optional files: one version with the Crosswind runway operating where both runways will be used for takeoff/landing and one version as the default airport runway operation: assigned parking at all terminals now as per their website, extra parking including a gate for the A380, start location added to the helipad, all ILS approaches, taxiways and taxi signs updated and corrected to the latest charts, extra fuel trucks, support vehicle roads rebuilt and many other scenery improvements and objects added, airport views are from inside the control tower (when in tower view) please view the readme before installation.

EKHV Haderslev FSX/P3D

By Jens Peter Pedersen ekhv_haderslev_v1.zip www.avsim.com





Haderslev airport (EKHV) is a small private airport in southern Jutland. This scenery covers the airport area and surrounding countryside, complete with detailed airport layout, a considerable number of added 3-D objects, hand placed autogen vegetation and an 80cm/pixel ortophoto ground map with full season support. Among the functional improvements over the stock airport is a more realistic taxi and parking layout, not least the addition of parking spots of which there are none in the stock airport. I have attempted to keep size to a minimum by using nothing but stock objects. So it's not photoreal, but probably about as good as it gets in 5½ megabytes.:)

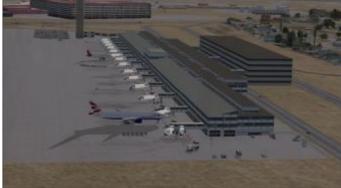
Piper Navajo fsxnavajo2dpanel.zip www.flightsim.com



FSX Panel--Piper Navajo. Layout by Robert DeSantis

KLAS—McCarran Intl. Airport Las Vegas

By Robert Catherall klas_rwc_022017.zip ww.avsim.com









This is an adaption of Ray Smith's (fsx_klas_rs.zip) scenery for KLAS. Ray has given me permission to make his file available for Prepar3D v3. There are two optional files, one file with the Crosswind runways operating where all 4 runways will be used for takeoff/landing and one file as the default P3D runway operation. Assigned parking for the gates and terminals now updated as per their website with extra parking including gates for the A380, the new control tower added, Air Cargo moved to its new location, taxiways and taxi

signs updated to the latest charts, extra fuel trucks, support vehicle roads rebuilt and many other scenery improvements included. Airport views are from the roof of the new control tower (when in tower view) please view the readme before installation.

Etihad Airways "New colours" Airbus A380-800 (A6-APC)

By Torsten Märtke sms_a380_etihad_nc.zip ww.avsim.com



Etihad Airways "New Colors" Airbus A380-800 A6-APC for the payware Overland/Simmer Sky A380 model. This package is painted in 32-bit textures, and is compatible with FSX and FS9. Base aircraft model and textures by Overland/Simmer Sky, repaint Torsten Märtke.

Curtis F-11 Hawk II Paint Kit

By Juan Villamor curtis_f-11_hawk_ii_paintkit.zip ww.flightsim.com





FS2004/FSX Curtis F-11 Hawk II Paint Kit. A paint kit for the Curtis F11 Hawk II by Eduardo Padul. Includes my own VC panel.

SimLauncherX v5.9

By Maarten Boelens simlauncherx_361763.zip ww.avsim.com







SimLauncherX (or SLX for short) can be used as a launcher application for both FSX:ME, FSX:SE and Preone of the installed aircraft, selecting the start location down effect. (runway or parking position), selecting the type of weather and the time of day. You can also display and

create flight plans and attach them to a flight as requested or active flight plan. Version 5.9 adds a flight computer, AI browser, interactive (spoken) checklists, PMDG 737/777 CDUs, approach charts, fleet management and many other improvements. SimLauncherX is a more modern version of my previous SimLauncher application with a lot of additional functionality: - interactive map. - display, create and modify flight plans. show .kml/.kmz files on the map. - radio stack. - instruments panel. - scenery.cfg editor. - dll/exe.xml editor. process monitor. Works with FSX:ME, FSX:SE and P3D v1, v2 and v3.

Olympic Airlines "Blue Tail" B767-300ER

By Achilleas Moraitis lvld_b763er_olympic_blue_tail.zip ww.avsim.com



This is a repaint of the Level-D Boeing 767-300ER in the colours of Olympic Airlines. Install using the repaint

TDS Boeing 727-200 Update

By Bob Chicilo tdsboeing727-200aaupx.zip ww.flightsim.com



FSX TDS Boeing 727-200 Update. This is an update of the TDS B727-200 and assembled by Chris Evans. I have changed the size of the GPS, added a HUD, a more modern autopilot, a GPS icon, and a trim gauge. par3D (v1, v2 and v3). Flights/scenarios can be loaded All done on the 2D panel; VC left unchanged. I added when launching the simulator or when the simulator is the rest of the wheels, and corrected the scrape points; already running. New flights can be created by selecting I updated the flight dynamics and changed the touch-

Sky Texture V2

By kairi akai sky_2.zip www.avsim.com









Sky Textures from Sunrise to Midnight for FSX.

Washington X Demo

By Drzewiecki Design washington_x_demo_360877.zip www.avsim.com



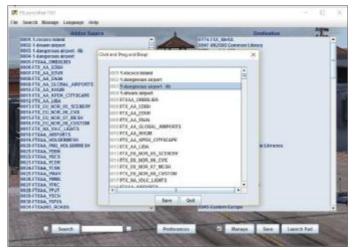




WASHINGTON X DEMO features an extremely detailed scenery of a large area of Washington, District of Columbia, United States, fully compatible with FSX, FSX Steam, P3Dv1, P3Dv2 and P3Dv3. With this product you are free to fly to any of 5 airports (KDCA, KCGS, KADW, KVKX, W32) and many heliports in the area, admire some of the world-renowned landmarks like Capitol or Pentagon, or simply pay a visit to The President of the United States. This Demo version of the commercial product is a fully functional freeware scenery, featuring same airport layout as in the full version but with limited 3D objects and low resolution textures. This ensures no problems with online (VATSIM, IVAO and multiplayer) flying in case some users have the payware scenery and some don't. It's equipped with an automatic installer, which means that the scenery will be automatically added to the Flight Simulator Scenery Library. Please uninstall all previous versions of the above-mentioned airports you may have installed before. Please make also sure that no duplicated AFCAD files are installed.

FSLaunchPad One Thousand One

By Pierre Legault fslaunchpad-1001.zip www.avsim.com



FSLaunchPad 1001 provide a lot of new possibilities for FSX,FSX:SE and P3D users. Now it's possible to manage more than Thousand sceneries, add and delete more than one scenery in same time, move several sceneries consecutively to another directory and update the scenery.CFG file automatically. Also it's possible to resize then User Interface with the mouse like a Web page and a new Interface for Google Earth Search was update to see the results clearly. FSL 1001 is available in English, French and now in Spanish!

KPTA—Tampa Intl. Airport, Florida

By Robert Catherall ktpa_rwc_022117.zip www.avsim.com





This is a Ray Smith's scenery file "fsx_rs.zip". Ray has given me permission to make his file available for Pre- This ADE scenery has a photoreal airport background. par3D v3. This is a very accurate rendition for KTPA to Because the FSX stock scenery shows only jungle, I reflect today's situation with two optional files: One ver- upgraded the area surrounding the airport as well. sion with the Crosswind runway operating where all 3 Tested only in FSX but may also work in P3D.

runways will be used for Takeoff/Landing and one version as the default airport runway operation, all 3 runways now renumbered to 1L/19R, 1R/19L (the 1's are now the primaries) and 10/28, all approach data corrected for these runways, taxiways and taxi signs updated to the latest charts, the Fedex ramp completely rebuilt, assigned parking as per their website with extra parking, new control tower, extra fuel trucks, lighted helipad, support vehicle roads rebuilt and many other scenery improvements and objects added. Airport views are from the roof of the new control tower (when in tower view) please view the readme before installation.

Brussels Airlines Sukoi Superjet 100

By Robe Painter ssi100-brusselsairlines.zip www.avsim.com



Aeroproyecto Sukhoi Superjet 100 (SSJ-100) EI-FWD in Brussels Airlines livery. Textures only for Aeroproyecto model. Repaint by ROBE PAINTER

SBTT, Tabatinga Airport, Brazil

By Robe Painter ssi100-brusselsairlines.zip www.avsim.com





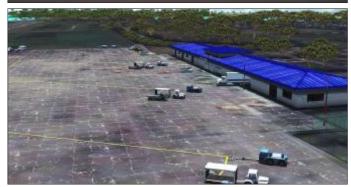
Daniel Z. Romualdez Airport

By Soarfly

Go to <u>simviation.com</u> look for RPVA_2017.zip www.soarflyconcepts.com/romualdez









Also known as Daniel Z. Romualdez International Airport, is an airport serving the general area of Tacloban, a highly urbanized city on Leyte island in the Philippines. The airport is small and situated right alongside the ocean making for a picturesque approach. This scenery is provided with photo real surround allowing you to enjoy the scenery even more. Features: High definition ground image. High definition ground detailing. Filler from Soarfly Airfield Objects. Precision placed trees and vehicles Surrounding autogen (Attached). Photoreal Surround. High-vis 3D approach lights. Beautiful Night lighting. Many static vehicles and details. www.soarflyconcepts.com/romualdez

American Airlines Boeing 767

By Andreas Meyer - www.afs-design.de afs_b767_x_amn.zip www.flightsim.com



FSX American Airlines Boeing 767. The B767 is a twinengine aircraft of the U.S. aircraft manufacturer Boeing. The economically very successful low-wing monoplane was the first long-haul Boeing aircraft with only two engines and is produced today. The Boeing 767 has until today more transatlantic flights performed than any other passenger airplane. The development of the Boeing 767 as a widebody aircraft began on 6 July 1979 and was intended as a replacement for the Boeing 707. The first flight took place on 26 Of September 1981. Free for private use.

Boca Raton

By Mark Piccolo - Soarfly Concepts boca_hd.zip www.avsim.com





Boca Raton is located in Florida and is a small GA airfield that serves larger corporate groups. Soarfly Concepts has made this dulled down version prior to a full X-HD release for a few good reasons but the main one is we liked the airport and hope to get a photo real version out soon.

POSKY Boeing 767-200 Panel Project

By Ken Wigginton fsx_posky_b767-200_panel_project.zip www.flightsim.com



FSX POSKY Boeing 767-200 Panel Project built on Chris Jeanne's bitmap. Also available is a POSKY 767-300 panel.

British Airways 'victorRIOus' Boeing 747-400 (G-CIVA)

By Gustavo Aguiar pmdg_b744v3_britishairways_rio2016_gciva.zip www.avsim.com



British Airways "victorRIOus" special livery for PMDG Boeing 747-400v3. Works in P3D too.

Cebu Pacific Air Airbus A320

By JhayZonKiD airbus_a320_cebu_pacific_air_rp-c3249hennan.zip www.flightsim.com



FSX/P3D Cebu Pacific Air Airbus A320, registration RP-C3249 (Hennan). A repaint for the payware Aerosoft Airbus X.

SSP Boeing 767-300 Panel Project

By Ken Wigginton fsx_ssp_b767-300_panel_project.zip www.flightsim.com



FSX SSP Boeing 767-300 Panel Project built on Chris Jeanne's bitmap. Also available is an SSP 767-200 panel.

Freeware Focus FS2004

Mahan Air Airbus A340-600 (EP-MMF)

By Xudeva Irribarra /Simubuild irm_a346.zip www.avsim.com



Mahan Air Airbus A340-642. A repaint for Simubuild Freeware Group Airbus A340-600. Painted with Mahan-Air current livery, it's a real aircraft registered as EP-MMF. This aircraft entered service with the Iranian airline in 2016. User Guide and SIMUBUILD A346 Model included for FS9 and FSX.

Milano Malpensa Refresh 2017

By Fabio Ferrari texture_360917.zip www.avsim.com





After the first update of 2013, today I replace the textures of the great scenery ISD LIMC Milan-Malpensa for FS2004. The effect that is restricted to certain textures is desired to make more uniform the colour without giving the cartoon effect as it was in FS2004 at dawn. Installation: Copy the textures of this folder into the textures of the great scenery ISD LIMC Milan-Malpensa for www.facebook.com/groups/266322650 also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/pag stallation: Copy the textures of this folder into the textures of the great scenery ISD LIMC Milan-Malpensa for www.facebook.com/groups/266322650 also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/groups/266322650 also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/pag stallation: Copy the textures of this folder into the textures also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/groups/266322650 also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/pag stallation: Copy the textures of this folder into the textures also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/pag stallation: Copy the textures of this folder into the textures also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/pag stallation: Copy the textures of this folder into the textures also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/pag stallation: Copy the textures of this folder into the textures also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/page stallation: Copy the textures of this folder into the textures also visit my Facebook page "Abdulla for updates on my ongoing and future https://www.facebook.com/page stallation: Copy the texture for the folde

ture folder LIMC, after you back up the same folder. It recommends the use of Malpensa area in 2013 to improve the content. Long Live FS2004!

Norwegian Long Haul Boeing 787-8 Dreamliner (LN-LND)

By Abdullah Rahman / Abdullah's Aerographix / Tenkuu Developers Studio norwegian_boeing_787-8_dreamliner.zip www.avsim.com





Norwegian Long Haul Boeing 787-8 Dreamliner (LN-LND) repaint. Requires the TDS base package from flightsim.com. This beautiful livery painted on Tenkuu Developers Studio Boeing 787-8 Dreamliner aircraft. The textures are saved in 32bit format for quality graphics. Its features are dynamic wingflex with input from several new parameters including ground spoilers, fuel load, and angle of attack, control surface droop when the engines are off, detailed textures, accurate paint, dynamic shine & effects, independent parallel bogies when on the ground, custom tire rotation code, animated pack vents, gear steering, accurate flight dynamics, idle-reverser animation, ground spoilers, smoothed gear and flap animations, customized nose wheel steering animation, accurate aileron simulation, custom coded engine fan start-up and shutdown animations and many more. For support visit Tenkuu Devel-Studio's Facebook page: https:// www.facebook.com/groups/266322650175225/ Please also visit my Facebook page "Abdullah's Aerographix" for updates on my ongoing and future repaint projects: https://www.facebook.com/pages/Abdullahs-

Eurowings Airbus A319-112

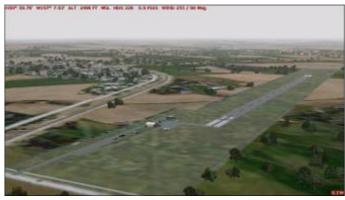
By Stefan Bree airbus_a319-112_eurowings_d-astx_v2.zip www.flightsim.com



FS2004 Eurowings Airbus A319-112. A repaint of the Project Airbus A319-112, in Eurowings livery, registration D-ASTX (updated wing texture). 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.

Lucky Lake CKQ5

By Roger Wensley lucky_lake_sk.zip www.flightsim.com





FS2004 Scenery--Lucky Lake CKQ5, in Saskatchewan, Canada. The village of Lucky Lake is 80 miles south of Saskatoon. It has a small population of less than 300, The AI planes comply with this single runway concept most of whom are dependant on agriculture for income and the only snag is that you cannot announce a landeither directly or indirectly. Marijuana is a recently in- ing as there is no runway offered for you to select for troduced crop after the failure of a government- landing in the AI procedure. When taking off runway 10 financed potato growing operation called SPUDCO. The is offered and you can announce take off. The land used village was previously known as Devil's Lake. The air-iby the ranch is mostly flat, and with a slant approach field is half a mile north of the village, with an asphalt on final and a late turn it is fairly straightforward. The runway just over 3,000 feet long, lit, and aligned 07-25 largest landmark is the man-made lake. Morgan Ranch

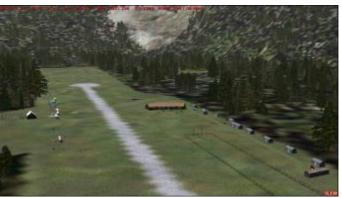
in FS2004; this has now changed to 08-26 with the wandering magnetic north. Circuits on 25 are right handed to avoid over-flying the village. 100LL fuel is available.

Sulphur Creek Ranch ID74

By Roger Wensley sulphur_creek-1.zip www.flightsim.com







Sulphur Creek Ranch ID74, private airfield in Idaho (ID), USA. This airfield is in the mountains of Idaho, around 30 miles south of Johnson Creek 3U2 which was the third in the series to be posted. Sulphur Creek Ranch is a privately owned airfield, serving the "Ranch", "restaurant-bar-lodge-andwhich translates into holiday-cabins". The field is at 5,744 feet ASL, and the runway is 2,920 feet long and aligned 10-28. It is a single-ended runway, with 28 used for landing and 10 for take offs; this is down to a large chunk of mountain occupying the sky at the western end of the runway.

Freeware Focus FS2004

02ID is nearby and the grass area has been modified down in size as per reality. The buildings have been omitted as they are not adjacent to the runway and not visible, and I have no information on them.

Emirates Skycargo Boeing 777-200

sspb772femirates_rose_fs9.zip www.flightsim.com





Emirates Skycargo Boeing 777-200 "Roses", registration A6-EFL. A B777-200LRF in Emirates Skycargo colours. Special for valentine is the "From Emirates SkyCargo With Love" colours painted with wonderful roses on the plane. Repaint by Mathieu Vos (APSS), model by Sky Spirit 2012.

British Aerospace BAe 146-100

hjg_avro_rj-70_v1.zip www.flightsim.com





FS2004 British Aerospace BAe 146-100 (Avro RJ-70), v1 base pack. HJG ARJ/BAe Project. RJ70 model by Jon Murchison and Paul Haak. Flight dynamics by Jon Murchison, Matthias Lieberitch, Mike Monce and Mark Cranston. Beta testing by Mike Monce and Mark Cranston.

Garmin G5 Glass Gauge

By Bob Kellogg g5-1.zip www.flightsim.com









FS2004/FSX Garmin G5 Glass Gauge. A fairly realistic XML replica of Garmin's new instrument, now certificated for general aviation. Has PFD and HSI pages. Use one as a standalone primary flight display or as a backup, or use a pair to replace old steam attitude and DG. Add to any panel and as a popup. Instructions included.

Freeware Focus X-Plane

Confins Intl Airport v1.0.0

By Rui Mesquita br_mg_sbcf_-_confins_intl_airport_v1.0.0.zip www.avsim.com



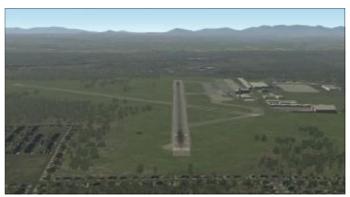




This is an X-Plane 11 and X-Plane 10 scenery package for Belo Horizonte's Tancredo Neves/Confins International Airport (IATA: CNF, ICAO: SBCF), formerly called for Afonso Pena International Airport (IATA: CWB, Confins International Airport, is the main airport serving ICAO: SBCT), the main airport serving Curitiba, Brazil. Belo Horizonte and its Metropolitan Area, in Brazil. It It includes corrected aprons, ramps, gates, taxiways, includes corrected aprons, ramps, taxiways, lighting lighting system, and (XP11 only) ground services (like system, the new Terminal 2 building, the RWY 16-34 push back). This scenery was tested and is operational now extended to 3600m (11811ft), and (XP11 only) (as of February 19, 2017) in "X-Plane 11 Public Beta ground services (like push back). This scenery was #11 64 bit", Windows 10 Home. It was also tested and tested and is operational (as of February 16, 2017) in is also operational (as of February 19, 2017) in "X-"X-Plane 11 Public Beta #11 64 bit", Windows 10 Plane 10.51 64 bit", Windows 10 Home. Only the de-Home. It was also tested and is also operational (as of fault X-Plane 11 libraries, by Laminar Research, are February 16, 2017) in "X-Plane 10.51 64 bit", Windows needed. No third party libraries are used. 10 Home. Only the default X-Plane 11 libraries, by Laminar Research, are needed. No third party libraries are used.

Afonso Intl Airport v1.0.0

By Rui Mesquita br_pr_sbct_-_afonso_pena_intl_airport_v1.0.0.zip www.avsim.com







This is an X-Plane 11 and X-Plane 10 scenery package

American Airlines Boeing 737-300



The plane has a 3D cockpit and a passenger cabin. It comes with four liveries -Fokker Heritage Flight, Aviaco, Air UK and TAT- and a paint kit with instructions. It also includes a PDF with checklists and limits. (In the real F27 fuel flow and propeller RPM are both selected through the "throttle". So i didn't put a separate RPM control, so you will have to use F3/F4 keys for that). The flight model is partially based on Pedro van Leeuwen's Fokker F27 v9.41. Of course, any mistake will be my fault. Sounds are entirely from Pedro's F27. So thank you Pedro, and thanks to the www.x-plane.es community.

EISG Sligo Airport 1.0

By Rene Bruun eisg_-_sligo_airport-1.zip www.flightsim.com



X-Plane 10 And 11 Scenery--EISG Sligo Airport 1.0. Sligo Airport is located in Strandhill, County Sligo, 5 nm west of Sligo, at the end of the R277 road, in Ireland. The airport is a small regional airport and has no scheduled routes. This X-Plane scenery requires the latest versions of the following object libraries: The Handy

Object Library (<u>THE HANDY OBJECTS LIBRARY.ZIP</u>), MisterX Library (<u>MISTERX LIBRARY.ZIP</u>), OpenSceneryX (<u>OPENSCENERYX.ZIP</u>) and the RE Library (RE LIBRARY.ZIP).

Short Empire S-23

By Philippe Gastebois short_s-23-v1.zip www.flightsim.com



X-Plane 10.50+ Short Empire S-23. The Short Empire was a medium-range four-engined monoplane flying boat, designed and developed by Short Brothers during the 1930s. Its maiden flight was conducted on the 4th July 1936 and was followed by 30 aircraft. Two aircraft presented in this package are the "Canopus" registered G-ADHL and the "Cavalier" registered G-ADUU. The latter operated from Sands Point Bermuda and ditched in the Atlantic Ocean on 21st January 1939 and sank. Credits goes to Beber for the use of his pilots.

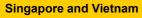
KSAN San Diego Internatiolan 1.51

By Justin K ksan_-_san_diego_international.zip www.flightsim.com



X-Plane 10 And 11 Scenery--KSAN San Diego International 1.51, California (CA), USA. Features: highly accurate scenery for KSAN – San Diego International Airport, with accurate models for all terminals, hangars, and other buildings, custom ground textures, HDR night lighting, animated airport vehicles (GroundTraffic), animated jetways (AutoGate), new X-Plane 10.50 static aircraft (randomly spawn, can be toggled in the X-Plane options), photo-scenery and lots of buildings of the city. The author recommends installing XP10 HD Mesh V3 +30-120-North America.zip by Andras Fabian to get the best experience.

Aviation Gallery



April 2016

Photos by Brian Church

















Product Reviews

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

All correspondence and enquires to:

email pcpilots@pcpilotsireland.com

Website www.pcpilotsireland.com



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