

# PC FLIGHT

Vol.2

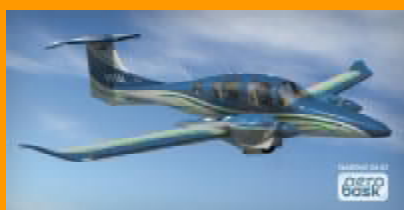
Issue 8

September 2019

Your Free digital Flight Simulation magazine



### Aerobask Diamond DA62



### Cockpit Hardware



### Aviation Gallery



# Ready for a weekend of passion and excitement?



We're proud to be hosting this show for the seventh consecutive year, but with one big difference this time! Flight Sim 2019 will once again be returning to the RAF Museum Cosford but, due to popular demand, this year's show will be extended to a two-day event, allowing visitors extra time to check out everything on show and to enjoy more presentations. You might also wish to take the opportunity to take a look around the wonderful RAF Museum, where entry is free to all visitors.

We guarantee a very warm welcome to experienced desktop pilots and to aviation enthusiasts who are keen to find out more about life in the virtual skies.



*"Can't wait, last year  
was brilliant!"*

*"A dream come true, a full  
weekend at the Flight Sim show!"*

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Welcome once again.

Flight Sim Show 2019 in Cosford, UK will be a two day event for the first time, which should increase attendance. This year it is dedicated to the late Bob Sidwick, who will be sadly missed. I will be there as a visitor on the Saturday only and I'm looking forward to taking my time to wander around and enjoy the exhibitors and presentations.

Microsoft recently hosted a 'Microsoft Flight Simulator Global Preview Event' on FS2020. You can watch two reports on YouTube at:

<https://www.youtube.com/watch?v=mkMoZkGhIog>

<https://www.youtube.com/watch?v=a-ppN8HjZGk>

You can also read a report, which includes 4K screenshots at:

<https://flyawaysimulation.com/news/4953/#heading01>

In this issue we have two reviews; the A220 Series Pack (FSX) and LEAL Alicante Airport (P3D). John McNeely looks forward to the coming dark season with 'Winter is Coming'. If you would like to try something novel aviation related in the real world, have look page 47.

The next issue is due December 2019.

**Terry McGee**



*The perfect weekend break...*



[www.flightsimshow.com](http://www.flightsimshow.com)



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Flight Sim 2019 advert  
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# Zakynthos Airport LGZA

By Fanzahn Aviation Studios

[www.fanzahn-productions.com](http://www.fanzahn-productions.com)

Greek Island Zakynthos Airport scenery features: PBR Textures. Dynamic Lighting. Airport Clutter. Static A321. 3D Grass. 3D Ditches. 2 Compatibility Modes. Basic custom houses and vegetation around the airport (in Photo Scenery Mode). Landclass correction.

Two Compatibility Modes: Orbx Mode Default: This changes the colours to match Orbx Global Base, it also includes a landclass file to improve rendering of the surroundings.

Photo Mode for Realworld Scenery Greece: This changes the colours to match Realworld Scenery Greece. You can of course use any other photo scenery but RWS is recommended.

The Activator Tool activates the scenery via the XML method and copies some important files into the simulator folder. It also installs a custom GSX file for the airport.





# Arrivals

## your guide to new products

### 1011 Captain II

From Captain Sim

[www.captainsim.net](http://www.captainsim.net)



Captain Sim is proud to introduce the new generation of the award-winning '1011 Captain' series: the '1011 CAPTAIN II' family of expansions for Prepar3D 4..4+ The 1011 family includes the following two products: [1011 BASE PACK](#), [1011 FREIGHTER EXPANSION](#). The key product of the 1011 CAPTAIN II family is the 1011 BASE PACK which delivers highly detailed and accurate digital replica of the L-1011 airplane wearing retro Captain Sim House livery. Cockpit: Functional flight deck loaded with accurate systems simulation. Adjustable flood lights New! Panels' backlight independent from the flood lights New! WXR. Improved CIVA New! Hundreds of realistic animations. High resolution textures. Aux 2D panels. Custom views. Exterior: Cabin with windows, interior, pax, stewardess and pilots. Hundreds of realistic animations including wing flex. Custom visual effects including volumetric lighting New! Misc Features: Fuel and payload manager New! Authentic engines sound set. ACE (Aircraft Configuration Editor) New! Growing number of easily installable free liveries. Extensive Manual.

### Air Yak-12A

From Air Design Bureau

[www.simmarket.com](http://www.simmarket.com)



This is last generation of widely produced soviet light multirole STOL aircraft that was introduced in late 1957 with numerous changes which led to improved aerodynamic performances and better level of comfort for the crew

and passengers. The Yak-12A is a conventional monoplane with metal braced high-wing, metal and canvas covered fuselage, four-seats cabin, fixed landing gear with tail wheel. Wing fitted with flaps and automatic slats. Single nine-cylinder, four-stroke, air-cooled, petrol-powered radial engine AI-14R. Two-blade propeller. Features: All materials with HD specular, bump and reflection maps. 5 different liveries. Custom sounds effects for switches, knobs, levers. Detailed and completely custom animated VC. Windshield and gauges reflections. Volumetric side view prop effect. Authentic totally 3D gauges and avionics systems. Accurate flight dynamics. PDF User Guide. For use on FSX and P3dv2/v3.

### Airport Birrfeld professional

From FlyLogic

[www.aerosoft.com](http://www.aerosoft.com)



With its close proximity to Zurich and Aargau, the Birrfeld airfield is one of the most important Actors of the "General Aviation" in Switzerland. When creating the scenery, the designer has not only on the airfield itself concentrated, but also modelled the surrounding area. The closeness to reality is thanks the large equipment of 3D objects, many small aircraft and the animated car traffic on approach to the 08 or 26 excellently done. Features Birrfeld P3D V4.x: Adaptation of scenery to P3D V4.x. Conversion of all buildings, objects and floor layout. Updating the floor layout, extended asphalt surfaces, changed hold-line New markings on the grass runway, etc. Demolition of old hangar and new construction "Maintenance Hangar" and "Hangar 7". Supplementing the vegetation. Site-specific 3D objects in the course area like the industrial area in the area West (ALSTOM, Antalis) for more realistic approach and departure. Night lighting in some win-

dows and dynamic light on head-lights. Night lighting in the restaurant. Optimal adaptation to Switzerland professional P3D V4 and ORBX.

### B-45 Tornado

From Virtavia

[www.simmarket.com](http://www.simmarket.com)



Boeing B-45 Tornado for P3Dv3,4 & 4.5. Although the design for North American Aviation's B-45 originated during WWII, the arrival of the Tornado in 1948 held the distinction of becoming the first purpose-built all-jet bomber in the world fitted with four jet engines. Features: Two model variations with seven detailed hi-res texture sets: 47th BW, RAF Sculthorpe, England. 3200th PTG. 422nd BS, Langley AFB, VA. 91st SRG, Barksdale AFB, LA. 91st SRG, Lockbourne AFB, OH. 91st SRG, RAF Sculthorpe, England. Royal Air Force (Black Ops), RAF Sculthorpe, England. Optimised for P3D. Both B-45A bomber and RB-45C reconnaissance variants included. Virtual cockpit with gauges and controls. Both bomber and recon have unique FDE's (flight dynamics/fuel etc tailored to aircraft). Seven stunning reflective metal 2048-pixel texture sets with custom spec and bump maps. Two very high quality native FSX models. Bomber version has 1000lb free-fall bomb loadout (bombs not droppable). Animated opening bomb bay doors, crew hatches and ladder. toggleable realistic crew figures with full harnesses and period flight gear. Virtual cockpit includes rear seat with gauges and controls, walkway and bomb aimer position spaces. Illustrated user manual in PDF format. High quality soundset by Sonic Solutions. PhotoShop paintkit files provided. Note: NO 2D panel is provided. Note: installs to C: Program Files (x86) Virtavia by default (path can be changed if required), so files need to be moved/copied to P3D.

## Buenos Aires Ezeiza Saez

From Tropicalsim

[www.simmarket.com](http://www.simmarket.com)



Ministro Pistarini International Airport (Spanish: Aeropuerto Internacional de Ezeiza Ministro Pistarini) (IATA: EZE, ICAO: SAEZ) is located 22 km (14 mi) south-southwest of Buenos Aires the capital of Argentina. The airport covers an area of 3,475 ha (8,587 acres) and is operated by Aeropuertos Argentina 2000 S.A. Features: Highly detailed rendition of Ministro Pistarini Intl' Airport - Ezeiza, Buenos Aires SAEZ. Optional SODE animated jetways. Includes the new Aerolineas Argentinas Hangar 5 complex. Featuring the brand new control tower. Specular maps on glass terminals. Semi-transparent glass on jetways. Full night illumination. 103km<sup>2</sup> of photoscenery with full custom autogen. Photoscenery features full night illumination and seasonal variations. Custom animated cars on highway for FS9 version. Stock animated cars on highway and airport adjacent roads for FSX version. Compatible with add-on AI traffic. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version for best performance. Installers will detect sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1, P3Dv2, P3Dv3 & P3Dv4.

## Carenado S330

From Carenado

[www.carenado.com](http://www.carenado.com)



Special Features: Version 1.0. Full FSX, FSX-STEAM, P3D v4.4 (and up) compatible. Flight1 GTN 750 and Reality XP GTN 750\* integration. Dynamic cockpit animations. Sequence Startup Procedure. Cold and Dark start option. Volumetric

side view prop effect. Takeoff run and landing real rolling movement effect. Custom brakes sounds on taxi and landing run. Features: Original autopilot installed. HD quality textures (4096 x 4096). Real S330 sounds. Customizable panel for controlling windows transparency, instrument reflections and static elements such as wheel chocks and sights props. Real behaviour compared to the real airplane. Real weight and balance. Tested by real pilots. Realistic night lights effects on panel and cockpit. NOTE: This aircraft does not have a 2D panel. \*Flight1 GTN 750 and Reality XP GTN 750 are sold separately. Requirements: FSX, FSX SE, P3Dv4/v3.

## Casablanca Complete

From PrealSoft

[www.simmarket.com](http://www.simmarket.com)



Mohammed V International Airport is an international airport serving Casablanca, Morocco. Located in Nouaceur Province. The airport serves as hub for Royal Air Maroc, Jetairfly, Air Arabia Maroc and RAM Express. It is named after King Mohammed V of Morocco. Main features Version 1.1: Highly detailed rendition of Casablanca Mohammed V Airport GMMN. Photoreal map of Casablanca city GIS Data 0.5m/px. High resolution textures. 3D Grass. Autogen (Houses and trees). Customized 3D Buildings. Optimized for best frame-rates. Animated Jetways (SODE module). Misc objects, vehicles. Windows reflections. 3D Streets lights. Requires Prepar3D v4 to V4.5.

## Chania International Airport

From JustSim

[www.simmarket.com](http://www.simmarket.com)



Chania International Airport "Daskalogiannis" (LGSA) is an international airport located near Souda Bay on the Akrotiri penin-

sula of the Greek island of Crete, serving the city of Chania, 14 kilometres (8.7 mi) from the airport. It is the sixth busiest airport in Greece. Features: Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons made with the requirements of the SDK Prepad3D. Dynamic lighting of the apron. High resolution ground textures / Custom runway textures. High resolution building textures. Many animated custom ground vehicles. Surrounding area with custom autogen. Fully AI traffic compatible with accurate AFCAD file. Excellent night effects. 3D birds. 3D grass. Optimized for excellent performance. Fully 3d taxiways lighting. Automatic season change for vegetation, photobackground high resolution. Realistic reflections on glass. Inclusion of manual in PDF format.

## DHC-3T Turbo Otter for XP11

From Milviz

[www.simmarket.com](http://www.simmarket.com)



An Iconic Bushplane now with PT6A Power! Building on our experience with our award winning DHC-2, DHC-3, and DHC-3T for P3D, Milviz has partnered with vFlyteAir, to bring the renowned DHC-3T Turbo Otter to XP11. Our turbine-engined Otter provides a nuanced flight model that closely replicates the real deal with top-notch modeling and textures, and a ton of configurable options! Key features: Buttery smooth engine starts. Highly authentic beta range sound effects. Propeller wash sound effects. Squealing brakes. Stall buffeting. Audible cockpit controls (switches, levers, etc.). 3D sound positioning. Realistic distance attenuation. Custom weather sound effects. Rain & Ice effects: Included is an implementation of Saso Kiselkov's rain & ice effects.



## EGNX East Midlands Airport

From orbX

[www.orbxdirect.com](http://www.orbxdirect.com)



EGNX East Midlands Airport is an international airport in the East Midlands of England, close to Castle Donington, Leicestershire, between Loughborough, Derby, and Nottingham with Leicester 20 miles to the south. The airfield was originally built as a Royal Air Force station known as RAF Castle Donington in 1943, before being redeveloped as a civilian airport in 1965. EGNX for X-Plane 11 is a stunning addition to any UK scenery collection. Fully integrated with TrueEarth GB South, this PBR rendition of East Midlands Airport features high resolution buildings, a fleet of static aircraft, custom modeled cars and trucks, and HDR night lighting. Features: An immersive rendition of EGNX East Midlands airport including the race track west to the airport and additional POIs. Accurate ground service cars using in the airport- buses (both airport and public shuttles), fire fighters, gpu and more. 2k high regulation buildings. Full PBR integration with ortho (mainly asphalt), buildings, vehicles, ground texture, etc. Interior modelling on the tower and the terminal. In addition, the tower and the terminals are reflective and transparent. Realistic static aircraft with the following liveries: DHL, Flybe, Thomas Cook, Jet2 and Ryanair. Animated fire-fighter truck will go from the station to the practice area every 20min. There is also a race on the racing track every 20 min (active from 08:00-22:00). The airport shuttles (skyline buses) also drive along the airport area. Stunning custom HDR night lighting. Dense 3D grass with minimum FPS impact. Incredibly detailed special effects: Wind turbines and the smoke coming out of chimneys react to the wind speed and direction. Ortho of 25cm/pix which blend smoothly and seamlessly with TrueEarth GB South. Royal Air Force museum is included. Custom ground poly. Unique trucks, cars and other vehicles feature in the airport.

## Graciosa LPGR 2019

From Tropicalsim

[www.simmmarket.com](http://www.simmmarket.com)

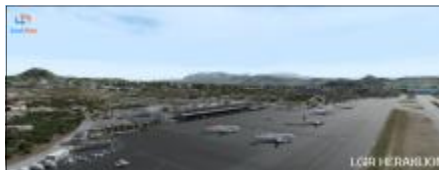


The Archipelago of the Azores is composed of nine volcanic islands situated in the middle of the North Atlantic Ocean. The Portuguese archipelago is located about 1,500 km (930 mi) west from Lisbon and about 3,900 km (2,400 mi) east from the east coast of North America. There are nine major Azorean islands and an islet cluster, in three main groups. Graciosa Airport is located north of the island and serviced by SATA Air Açores which operates daily flights to Lajes and Ponta Delgada. Features: Highly detailed Graciosa Airport / LPGR. Photoscenery surrounding the airport area with night lighting and full autogen. 3-Arc terrain mesh. Coastline remade for the whole island. Custom landclass and roads. Full night illumination. Dynamic Lighting on Prepar3d v4 version. Optional 3D Lights. Optional 3D Grass within airport islands and taxiways/runways. P3D v2/v3/v4 native materials custom ground option. Wet ground surface effect for P3Dv2/v3/v4 (via native custom ground). Compatible with add-on AI traffic. Compatible with other third-party sceneries. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Usage of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version for best performance. Installers will detect sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1, P3Dv2, P3Dv3 & P3Dv4. Upgrade offer available.

## Heraklion Intl. Airport

From JustSim

[www.simmmarket.com](http://www.simmmarket.com)



Heraklion International Airport "Nikos Kazantzakis" (ICAO: LGIR) is the primary airport on the island of Crete, Greece, and the country's second busiest airport after Athens International Air-

port. It is located about 5 km east of the main city centre of Heraklion, near the municipality of Nea Alikarnassos. It is a shared civil/military facility. Features: Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons were compiled using SDK 4.4-PBR materials use. 3D models now use PBR materials (SDK 4.4). Dynamic lighting of the apron. High resolution ground textures / Custom runway textures. High resolution building textures. Custom models of buildings and hotels on the coastline. Many animated custom ground vehicles. Surrounding area with custom autogen. Custom restaurants and hotels on the coastal line of the sea. Fully AI traffic compatible with accurate AFCAD file. Excellent night effects. 3D birds. 3D grass. Optimized for excellent performance. Fully 3D taxiways lighting. Automatic season change for vegetation, photo-background high resolution. Realistic reflections on glass.

## FA50 EX for XP11

From Carenado

[www.carenado.com](http://www.carenado.com)



Features in Version 1.1: High-end 4k PBR (Physically-based Rendering) graphics throughout, with ultra-realistic materials rendition (Dynamic reflections, realistic metal and dielectric materials, etc.). Fully customized in-depth annunciator logic/aural warning logic/throttle logic with functioning latches. Optimized for VR. Custom Proline21 avionics system, all featuring detachable pop-up windows. Integrated FMS with detachable pop-up window (Laminar default). Custom Autopilot with detachable pop-up window. Rain effect support\*. In-depth FMOD sound design implementation, including distance effects, realistic turbine reversal effects, etc. RealityXP GTN750 support (with 3D panel display support). Custom electrical system/Starter Logic/Fuel System/Bleed Air System/Avionics busses/Hydraulic Logic. Extensive VR support. Extensive HDR lighting with gimballed 3D lights and dynami-

cally illuminated ice lights for amazing night lighting effects. Includes pressurization and oxygen system. End-user customizable via Manifest.json file. Goodway compatible. Engine design optimized for XP11.30's jet engine model. Support for "librain" plugin (Requires separate plugin install). Librain support also includes visual ice effects on windows. Included in the package: 6 HD liveries. 1 HD Blank livery. FA50 Emergency Procedures PDF. FA50 Normal Procedures PDF. FA50 Performance Tables PDF. FA50 Reference PDF. RTU Manual PDF. Carenado Proline 21 Manual PDF. X-Plane FMS PDF. Recommended Settings XP11 PDF.

### **LYBE Belgrade Nikola Tesla Airport P3Dv4**

**From orbx**  
[www.orbxdirect.com](http://www.orbxdirect.com)



Belgrade Nikola Tesla Airport is one of the fastest growing airports in Europe - as the gateway to a city growing quickly in popularity amongst tourists, it receives a huge amount of scheduled and charter airline traffic. We have modelled the entire airport in superb detail using extensive real-world photography, including interior modelling throughout the entire terminal building, making sure you have an immersive experience no matter which gate you start your flight at. Beyond the airport, we've included a comprehensive CityScene, covering the majority of the Belgrade metro area in exquisite detail - with hundreds of POIs, apartment blocks, bridges and landmarks modelled in high detail, this is one of our most detailed and realistic cities to date. We have created all of this with the latest P3Dv4 native technologies and optimizations, making sure that you can fly here with even the most resource intensive aircraft. Key Features: Complete UHD rendition of Belgrade Airport & CityScene. Animated SODE Jetways. Enormous PR coverage area at 50cm resolution. Superbly crafted terminal with interior modelling. Hundreds of custom POI, bridges and apart-

ments. Complete 5 seasonal variants. Advanced autogen annotation using the latest techniques. Exquisite modelling utilizing advanced materials and texturing. Animated vehicles, GSE and PeopleFlow. Stunning night lighting. Huge extended coverage area far beyond primary zone. Major airline hub suitable up to B747/A380 size aircraft. Expertly optimized for best performance. Designed to blend seamlessly with Orbx Global Base. By acclaimed developers Rasha Tucakov and Misha Cajic.

### **Lubbock for Aerofly FS 2 From L2S**

[www.simmarket.com](http://www.simmarket.com)



Welcome to Lubbock for Aerofly FS 2. Lubbock is the 11th-most populous city in the state of Texas and the county seat of Lubbock County. With a population of 256,042 in 2015, the city is also the 83rd-most populous in the United States. The city is in the north-western part of the state, a region known historically and geographically as the Llano Estacado, and ecologically is part of the southern end of the High Plains, lying at the economic centre of the Lubbock metropolitan area. This scenery includes 60cm/px photoscenery for Lubbock and the surrounding area as well as a 10m resolution mesh. There is also cultivation for Lubbock based on the latest OpenStreetMap Data as well as night lighting. There are no airports in this package but you can head over to [fsccloudport.com](http://fsccloudport.com) for their excellent range of freeware airports.

### **Menorca Airport for XP11**

**From menorcaXP**  
[www.simmarket.com](http://www.simmarket.com)



Menorca is one of the Balearic Islands, located in the Mediterranean Sea that belongs to the Spanish

territory. It is the wildest and the one located farther north. In 1993 Menorca was declared by UNESCO as a biosphere reserve, due to the great Mediterranean landscapes and the species of animals and plants found exclusively on the island, some of which are in danger of extinction. Menorca Airport is mainly a tourist airport with a large number of charter flights, has connections to the Balearic Islands, the rest of the peninsula and also connectivity with European countries especially during the summer months. Scenery includes the international airport of Menorca (LEMH), the Mahón aeroclub (LESL) and the Heliport of the Matéu Orfila University Hospital, attached to the urban nucleus of the city of Mahón. Airports are highly detailed and optimized for high performance. Airport designed to be adapted to the SpainUHD Mesh terrain mesh that you can download for free here and with possible voluntary donation to the creators. [www.spainuhd.es](http://www.spainuhd.es)

### **Mexico City Airport for XP11**

**From Dreamflight Studios**  
[www.simmarket.com](http://www.simmarket.com)



Mexico City International Airport (Benito Juárez International Airport) (IATA: MEX, ICAO: MMMX) is an international airport that serves Greater Mexico City. It is Mexico's and Latin America's busiest airport by passenger traffic and aircraft movements. This airport is served by 30 domestic and international passenger airlines and 17 cargo carriers. As the main hub for Mexico's largest airline Aeroméxico (with Aeroméxico Connect), the airport has become a SkyTeam hub. It is also a hub for Aeromar, Interjet, Volaris, and a focus city for VivaAerobus. Features: Highly detailed objects and vehicles. High quality ground textures. Realistic Airport Surroundings. Custom City Buildings. Realistic runway/taxiway lights. High resolution building textures. Realistic night effects. PBR textures. Water puddles. World Traffic 3 compatible. Sam compatible (Plugin Required). FPS friendly.



## Miami V5

From LatinVFR

[www.simmarket.com](http://www.simmarket.com)



The major US airport of Florida gets a wider coverage area of its surroundings. Many enhancements are also visible in the airport itself, such as; PBR textures on the P3D4 native apron, on the buildings and for the new jetways too. LatinVFR Miami V5 for p3dv4.4x features: KMIA airport all buildings objects and ground polygons made from native PBR materials. Surroundings of KMIA, and over 200 square kilometers of photo scenery coverage. City buildings, covering Miami Beach from Bay Harbor to Key Biscayne with custom made PBR buildings. SODE animated PBR jetways for the best jetway animation possible. SODE controlled lighting, automatically illuminating when low visibility and rain conditions. SODE controlled rain effects, enabling wet PBR surfaces whenever rain is present. Custom animated airport vehicles. Special slippery condition for runways that would affect braking action whenever it is raining. And much more. If you previously purchased LatinVFR – Miami International Airport V4 FSX at simmarket, you are entitled to the special upgrade price.

## PC-6 Turbo-Porter

From Minviz

[www.aerosoft.com](http://www.aerosoft.com)



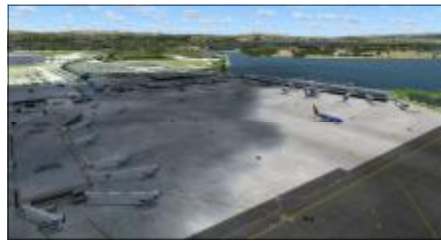
All straight lines and right-angles, with no concession to conventional aeroplane aesthetics, a first impression leaves no doubt that the Porter is here to haul. A simple and rugged utility aircraft, the original concept has been proven by over 50 years of uninterrupted production. Milviz presents the PC-6 Turbo-Porter for P3D V4. For the PC-6 Porter, we've bundled in com-

patibility for the most popular avionics add-ons with multiple configurations available to choose from. Compatible 3rd party avionics include the following (purchased separately): Flight1 750 GTN, Flight1 650 GTN, Reality XP 530 GNS, Reality XP 430 GNS, Navstax Radio/Navigation Suite. All functions and characteristics emulate the real-world classic turbine down to a tee. If you have experienced one in real life you will recognise the distinctive start up, and the way power, sounds, temperature and internal pressures are all meticulously co-ordinated.

## Oakland International Airport

From Cloudberry Sim

[www.simmarket.com](http://www.simmarket.com)



Oakland International Airport for P3Dv4/v3 features the following: Complete airport built from scratch with custom buildings, handcrafted textures, photorealistic ground, and hand-placed vegetation and objects. Includes the expanded international arrivals building and the new control tower, and removes the old demolished control tower. Realistic parallel runway use by AI traffic, with the north runways used by GA and the south runway by airliners. Compatible with third-party AI traffic and includes realistic parking designations (illustrated in the screenshots). Compatible with both default Prepar3D and FTX Global, Vector and Open LC as well as other Bay Area airports such as Flightbeam KSFO. Not compatible with FTX Northern California. 3D bridges. 3D grass. 30 cm/pixel photoscenery with realistic night illumination. Custom taxiway, runway and apron textures and layout. Highly detailed static jetways that can easily be disabled for those that wish to add a substitute (sample 'ini' file for GSX jetways included). Custom approach lighting and 3D taxi lights. Realistic parked cargo vehicles. Realistic night textures. Configuration tool that allows you to easily disable or enable the jetways, 3D grass, parked vehicles or cargo pallets. Custom peripheral buildings around the airport perimeter. Stock ani-

mated cars on highways and adjacent roads. Hand-placed stock landclass around the airport. Installer automatically activates the addon in Prepar3D. Compiled with the latest v4 and v3 SDKs for optimal performance.

## Chicago O'Hare Version 2

From FSDreamteam

[www.simmarket.com](http://www.simmarket.com)



Chicago O'Hare V2 is an entirely new version of our popular Chicago scenery, fully remade from the ground up as a native Prepar3D V4 scenery, designed from scratch for PBR, to achieve the most realistic looking representation of this airport to date. Features: The updated airport layout from 2019. A true fully native scenery, designed from the ground up for Prepar3D 4.4+. Fully designed for PBR, with advanced materials and shaders. Complete Dynamic Lighting, optimized for speed. Completely made using the P3D4 SDK. Highly detailed SODE Jetways. Working information panels on gates. Highly detailed Terminal C interior in Avatar mode. Animated passengers inside the terminal, visible from the cockpit. Many animated custom ground vehicles. Fully 3d taxiways lighting. Intensive use of LOD techniques in order to offer the best possible performances. High resolution building textures. A special upgrade price is available for previous version owners.

## Obstacles & VFR Landmarks—France

From France VFR

[www.aerosoft.com](http://www.aerosoft.com)

[www.justflight.com](http://www.justflight.com)



Obstacles and VFR Landmarks - FRANCE" is an add-on for Laminar Research® X-Plane® that covers

the entire French territory and adds more than 500 000 obstacles and VFR landmarks objects, including almost all the obstacles officially identified by the SIA (Aeronautical Information Service), which have been qualified and geo-referenced. The product is designed to be compatible with all types of overlays including Simheaven overlay complements. More than 4000 obstacles identified by SIA including: 1,000 radio and television antennas, telecommunications towers. 1,000 microwave towers and telecom transmitters. 200 cooling towers, smokestacks and flares. 1,500 water towers. 90 lighthouses. Churches. Thermal and nuclear power plants. Obstacles and landmarks included: 450,000 power towers with red/white markings in the vicinity of airports, representing virtually all High Voltage and Extra High Voltage networks. 3,000 HV substations. 7,500 windmills. 65,000 churches, cathedrals, basilicas, chapels and religious buildings. 55,000 agricultural greenhouse. 23,000 castles. 11,000 water towers. 5,000 agricultural silos. 12,000 industrial tanks. 14,000 antennas. 3,500 lifts/cable car.

### **Bahrain International Airport** **From MFSG**

[www.simmarket.com](http://www.simmarket.com)



Bahrain International Airport (IATA: BAH, ICAO: OBBI) is located in Muharraq, an island about 7 km northeast of the capital Manama. It serves as the hub for the national carrier Gulf Air. The airport is currently undergoing a \$1.1 billion expansion that will boost the airport's passenger capacity to 14 million per year by 2019. Features: Highly detailed Bahrain International Airport with New Terminal. Ground Options: 1) Bahrain Photoreal Terrain. 2) Groundpoly over ORBX Global Vector (without photoreal terrain). Autogen trees only over photoreal terrain. Airport Groundpoly. FS2004 / FSX / P3D version compatible with default scenery and ORBX Global Vector. Compatible with add-on AI traffic. Static vehicle. Dynamic Light P3Dv4 (optional). Static Jetways /

GSX Level 2 Jetways (Optional). PBR Terminal (P3Dv4.4 Optional).

### **PA-28R Turbo Arrow III/IV for AeroFly FS 2**

**From Just Flight**

[www.justflight.com](http://www.justflight.com)



Following on from the award-winning versions for Prepar3D and X-Plane, this highly detailed simulation of the PA-28R Turbo Arrow III and Arrow IV now comes to AeroFlyFS 2. The PA-28R Turbo Arrow III and Arrow IV are four seater, turbocharged piston-engine aircraft equipped with a retractable tricycle landing gear and constant-speed propeller – ideal for touring and instrument training. Just Flight's Turbo Arrow III/IV collection for AeroFly FS 2 includes five paint schemes for each model and boasts a functional IFR-capable avionics fit in the virtual cockpits which is complete with an Autocontrol IIIB autopilot unit. The electrical and fuel systems are custom-coded and among the other features are functioning alternate air and static source controls, realistic landing gear system with emergency release, accurate flight dynamics, different interior colour schemes for each model, an authentic TSS sound set and HD textures throughout.

### **Paderborn XP**

**From Stairport Sceneries**

[www.aerosoft.com](http://www.aerosoft.com)



Explore the home airport of Aerosoft in XPlane 11 with Paderborn XP! Since its foundation in 1991, Aerosoft has its headquarters right next to the airport, and for many years, it also hosted the German Flight Sim Conference. The scenery features a highly detailed recreation of the airport and surroundings with regional objects using a cus-

tom mesh by Maps2Xplane, while the Paderborn region is covered by an extended orthophoto. Features: Highly detailed replica of the airport and its surroundings incl. regional objects. Extended orthophoto covering Paderborn and Delbrück City (optional). Custom Mesh by Maps2Xplane incl. Ortho4XP patch. PBR ground textures. Realistic HDR lighting. HD hand placed vegetation. Winter version (optional). TerraMAXX seasons (optional). Animated jetways/marshaller (SAM Plugin required). Custom animated approach lights (SAM Plugin required). Animated wind turbines (SAM Plugin required). Animated apron vehicles. Custom static aircraft. Optimized for FlyAgi Global Trees.

### **PMDG 737 NGX Reboot Voice & Button Control**

**From FS2Crew**

[www.simmarket.com](http://www.simmarket.com)



FS2Crew: PMDG 737 NGX Reboot Edition for P3D V4. Without a doubt, the PMDG 737 NGX is probably the most popular FS add-on aircraft add-on in FS history. To celebrate this, FS2Crew decided to completely overhaul its old FS2Crew NGX product to bring it up to latest standards. This is by far the most sophisticated and advanced FS2Crew we've ever created. Nothing compares to this! With over three years worth of advancements over the legacy version, Reboot truly represents the new standard in airline crew simulations. Features: Three brand new airline specific SOPs in one package. Each SOP set (Standard Operating Procedure) was designed and tested by an active, real-world 737 pilot for maximum realism. Note: Button control is limited to a single SOP. Emergency NGX! functionality (€24.95 value). Emergency NGX! adds many non-normal (failures) scenarios from the Boeing 737 QRH to FS2Crew, such as engine failures and various other systems faults. Works with Voice Control only. Brand new 'FMC' style user interface. Multiple configuration options. Over 3500 new sound



files! An FS2Crew first - Single Engine Taxi! FA interaction. Cabin announcements and Captain Pas. Works out of the box with FSPassengers with no panel.cfg edits required. External ground/air cart handling. Multiple departure and approach configurations and profiles modelled. Turn-arounds/Thru-Flights.

**Real New Zealand NZCH/  
Christchurch P3D**  
**From Godzone VF**  
[www.simmarket.com](http://www.simmarket.com)



Christchurch International Airport (NZCH) is the main South Island airport, the second-biggest in New Zealand after Auckland. This scenery includes a large area of photoscenery depicting the city of Christchurch, and a large section of Canterbury between the Ashley and Rakaia rivers, including Banks Peninsula. Features: Custom-built, photographically textured Christchurch International Airport. Works with and without Orbx NZSI. Approx 7,000 square kilometres of photoscenery, at least 1.2 metre/pixel. Christchurch City at 60cm/px. Christchurch International Airport at 7cm/px. Animated jetways, controlled by SODE. Prepar3d v4 version includes dynamic lights on the tarmac etc. 5 metre elevation data for much of the photoscenery area. 1 metre elevation data for the airport and surrounds. GSX 'ini' file included to add GSX features to the gates, including visual guidance systems. Approx 2.34GB download.

**Realistic Thunder Sound**  
**From Vielcon Designs**  
[www.simmarket.com](http://www.simmarket.com)



Realistic Thunder Sound is a high-quality sound package that improves the sound effects of thunder and lightning which completely replaces the default sounds. It allows

the natural environment of rainy and stormy days to be more realistic. It has been developed using real sounds that were recorded, digitally processed and adapted to be compatible with Microsoft Flight Simulator 2004, FSX and Prepar3D. They are in high-definition format of 48000 KHz and 16 bits. Its installation is very easy and it is done by the installer of the product. We include installation manual in both English and Spanish. mWe always update our products. Our products are the result of an excellent digital editing work of high quality and adaptation with which it is intended to achieve the highest possible realism in aerial simulation.

**The Ultimate 757 Collection**  
**From Flight1**  
[www.flight1.com](http://www.flight1.com)



QualityWings Simulations - The Ultimate 757 Collection for Prepar3D v4 (64-bit). Looking for a fun Entry level 757 for your hangar? The Ultimate 757 Collection is the most extensive 757 Package ever created for Lockheed Martin's Prepar3D. There is truly something for everyone. Every 757 ever to come off the line from Boeing has been reproduced for your enjoyment. And with Lower to Mid-Level systems programming, we've simplified the simming experience while providing you the look and feel that makes the 757 such a special and fun airplane to fly. Choose between 15 highly accurate and detailed models. All variants are available with and without Winglets. Key Features: Exceptional attention to detail and typical characteristics of the B757. Over 100 realistic Animations, including: Shock Strut Compression with realistic animated bogey tilt behaviour, controlled by XML. Realistic XML controlled Wingflex, reacting to turbulences. Realistic XML controlled Flap system including simulated Flap Relief System. Realistic XML controlled Slat system including Auto Slat feature. XML controlled Flight/Ground Spoilers. XML controlled rudder (locks at low speeds). All primary Flight Con-

trols. Super Smooth Gear animation. Detailed Thrust reversers with Blocker Door animations. Entry/Service/Cargo Doors with CORRECT animation (controllable by the QualityWings Controlpanel®). Realistic Nose Wheel SteeringAPU Door (opens only when APU is running). Outflow Valves and RAM Air inlets. AOA Sensor. Wheel Chocks. Realistic Flight Model. Developed based on real Level-D Simulators and tested by real life Pilots. All Sounds Exclusively Recorded from B757 Aircraft.

**Self-Loading Cargo**  
**From Lanilogic Technology Solutions**  
<http://slc.lanilogic.com>

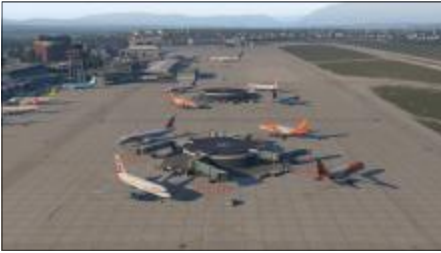


Self-Loading Cargo (SLC) for P3D, FSX, FS2004 and X-Plane simulates each passenger on your aircraft individually - so every decision or action you make affects each person individually. In real life some people are more anxious than others, and equally some people are happier than others. They can be happy and anxious, or sad and chilled out. Or somewhere right down the middle. If something goes wrong, or a passenger gets frustrated, their happiness and anxiety levels at that point in time will be used to determine their reaction to whatever is happening. This ensures that no flight is the same! And just as in real life, you could be the best pilot in the world - but some people will still find reason to complain. Welcome to Self-Loading Cargo. The Personality Simulator. Right from the off your flight rating is determined using the passengers individual personalities and feelings as a guide - they'll react to events on the ground, things you do while flying and how well you land - right up until they leave.

## Airport Geneva XP

From Aerosoft

[www.aerosoft.com](http://www.aerosoft.com)



4 km north of the city of Geneva lies the second largest airport of Switzerland from which you can fly to 123 destinations all over the world. With Airport Geneva this international hub now finds its way to XPlane 11. The detailed scenery with terminals T1 and T2 features a complete taxiway network which can be used by ATC and AI aircraft. The surroundings of the airport are rendered in high resolution and come with glass and pavement reflections, volumetric grass and ground service vehicles. Completed by the road network with animated vehicles, they help bring this scenery to life. The add-on is also compatible with World Traffic v3 and X-Life v4. Features: Ortho imagery with resolution of 0.30 m. Custom terrain mesh with 5.0 m planar & 0.05 m altimetric resolution. SAM passenger boarding bridges, Safe-dock A-VDGSS and marshallers. Complete taxiway route network for use by ATC and AI aircraft. Native XPlane 11 ground service vehicles with ground route network. Static aircraft toggled on/off by the "Draw Parked Aircraft" checkbox. Glass and pavement reflections. Volumetric grass. Road network with animated cars. World Traffic v3 and X-Life v4 compatibility.

## Brindisi Papola Casale

From RFscenerybuilding

[www.simmarket.com](http://www.simmarket.com)



Brindisi airport (ICAO:LIBR) (Italian:Aeroporto di Brindisi), also known as Papola Casale Airport or Aeroporto del Salento, is located in southern Italy. It is so called because it is located three kilometers north of the beautiful and picturesque Italian port city Papola Casale. Features: Custom airport

building and some in the surrounding area. Custom platform and custom vehicles. Custom lighting runway. 3D light mast lighting and lights on taxiing. Glass effect windows of buildings airport and vehicles. Road traffic. Large landclass. Colour landclass made for the colour gamut FTX ORBX GLOBAL World textures + ORBX openLC Europe. Dynamic lighting in P3Dv4. Optional: Dynamic reflection glasses in P3Dv3, P3Dv4. Attention: Scenery uses the module "SODE" for the following objects : grass. Screenshots made using FTX ORBX GLOBAL + Orbx FTX Trees HD. Requirements: FSX, P3Dv3, P3Dv4.

## VFR Real Scenery NexGen 3D England & Wales Collection

From Just Flight

[www.justflight.com](http://www.justflight.com)



The new England & Wales collection includes all the content from the first three volumes of Just Flight's UK photographic scenery for P3D and FSX: Vol. 1: Southern England & South Wales. Vol. 2: Central England & North Wales. Vol. 3: Northern England. Features include: Frame rate friendly - the display of photo textures and individually placed autogen objects is more efficient than the generic tile-based system used in default scenery, so the performance of your simulator(s) will actually improve with NexGen 3D scenery! Multiple simulator support - the scenery can be active in all your supported simulators at the same time using a single installation. The included Scenery Manager lets you adjust scenery options and activate/deactivate the scenery in individual simulators. Automatic updates as new or expanded data becomes available. 25cm/50cm aerial photos taken from the very latest data available used as source imagery. 1.2m/pixel general texture resolution (60cm/pixel around airports and specific points of interest). 5m (ultra-high) elevation mesh resolution. Comprehensive 3D autogen coverage, accurately placed from

real-world data. Optional custom night textures. All water areas are fully landable in an appropriate aircraft. Numerous additional custom scenery objects and adjusted default landmark objects. Compatible with third party airport sceneries.

## VFR Real Scenery NexGen 3D Vol.3 Northern England

From Just Flight

[www.justflight.com](http://www.justflight.com)



The third volume in Just Flight's new series of UK photographic scenery for P3D and FSX uses the very latest 25cm and 50cm aerial images at 1.2m 'in sim' resolution, rising to 60cm around airports, and combines these high-resolution photographic textures with accurately placed Autogen objects and additional custom scenery objects to give a true 3D feel to your VFR flights. Features include multiple simulator support from a single installation, ultra-high 5m elevation mesh, optional custom night textures, compatibility with third party airport sceneries and water areas which are all fully landable. A Scenery Manager gives you full control over the scenery options and updates are automatically installed. Because the display of photographic textures and individually placed autogen objects is more efficient than the generic tile-based system used in the default P3D/FSX scenery, you should even notice a slight performance boost too!

## Thessaloniki X-Plane 11

From FlyTampa

[www.flytampa.com](http://www.flytampa.com)



Thessaloniki Makedonia (LGTS) Airport, Greece, for X-Plane 11 features the following: Complete city add-on with custom mesh, vegetation and lighting. Full city coverage with custom buildings and landmarks. Sloped airport terrain. Animated apron vehicles, road and ship traffic. PBR materials.



**St. Johns P3Dv4**  
**From Grand Island Sim**  
[www.simmarket.com](http://www.simmarket.com)



St Johns is a small airport with plenty to offer. Two airlines fly narrow bodies across the Atlantic with the airport being closer to London than it is to Vancouver. YYT is also home to offshore helicopters, the Canadian air force and many airlines operating to the small airfields in and around Newfoundland. The Scenery features an updated Layout, SODE Jetways, seasonal ground textures, and a modelled surrounding area, including the tourist helipad south of the airport. Other features include: Updated ground charts. Winter overlay for the apron and taxiways. Terminal and Helicopter Hangar interior (Optional). Custom runway and approach lighting.

**La Nubia Airport - Manizales**  
**From SimDesignsco**  
[www.simmarket.com](http://www.simmarket.com)



La Nubia National Airport (IATA code: MZL, ICAO code: SKMZ) is located in Manizales, Colombia. It has a runway of a reduced length which prevents it from landing large airplanes. It is listed as one of the most risky airports in Colombia due to its constant climate change. Features: Photo real textures. New Terminal. Excellent Track with Slope. Update According to Aerocivil Letter. Terminal with waiting rooms. Scenario Updated to 2019 with visual references (Cross on Sarcancio Hill, Soccer Stadium). Colombia Custom Objects. Extension of the apron with new parking areas. Static Traffic. Excellent Setting and real photo contour to the Airport. Contains improved track updated to 2019. People and 3D Grass. Hangars with static Aircraft. Objects in Platform. Excellent real

photo around the airport. Compatible with Orbx. Manual autogen positioning. Customized floor textures with excellent details. High resolution custom textures. Lighting of ramp textures. GSX ready. Important visual references (Tamitango pueblo e Iglesia, Matituy pueblo e Iglesia, Antenas). Facade New Airport Concession 2019. Update According Aerocivil, ILS, RNAV. Scenery tested and highly optimized for frame rates. FSX version also available.

**Soekarno Hatta**  
**From BinerSim**  
[www.simmarket.com](http://www.simmarket.com)



Many months of meticulous research and development went into this product. The final result is a faithful, "as real as it gets" recreation of the real world Soekarno-Hatta International Airport, Tangerang, Banten - the main gateway to Jakarta and Indonesia as a whole. Features: Detailed recreation of WIII. Custom made taxiway signs and taxiway lights. Dynamic lights (P3D v4 only). SODE Jetways. Custom ground polygon. Custom autogen and objects for surrounding area.

**Guillermo Leon Valencia Airport - Popayan**  
**From SimDesignsco**  
[www.simmarket.com](http://www.simmarket.com)



Guillermo León Valencia Airport is an airport serving Popayán, the capital city of the Cauca Department in Colombia. It is located next to the land transport terminal and a short distance from the city centre. Features: Photo real textures. Excellent real photo around the airport. New facade 2019. Manual autogen positioning. Customized floor textures with excellent details.

High resolution custom textures. Lighting of ramp textures. GSX ready. People and Grass 3D. Excellent ground service objects. Cars with movement in approaches and surroundings Airport.

**Chania International Airport 'Daskalogiannia' X-Plane 11**  
**From JustSim**  
[www.simmarket.com](http://www.simmarket.com)



Chania International Airport "Daskalogiannis" (IATA: CHQ, ICAO: LGSA) is located near Souda Bay on the Akrotiri peninsula of the Greek island of Crete, serving the city of Chania, 14 kilometres (8.7 mi) away. The airport is named after Daskalogiannis, a Cretan rebel against Ottoman rule in the 18th century and is a joint civil-military airport. It is the sixth busiest airport in Greece. Features: Detailed airport objects and vehicles. Custom textured on taxiways, runways and apron. Custom surroundings. Custom autogen for the whole island. Custom airport lights. Compatible with X-Plane 11 features. Shading and occlusion (texture baking) effects on terminal and other airport buildings. High resolution ground textures / Custom runway textures. High resolution building textures. Excellent night effects. Realistic reflections on glass. World Traffic compatible. X-Life traffic compatible. Optimized for excellent performance. Requires X-Plane 11.35+

**Bremen XP**  
**From FSDG**  
[www.simmarket.com](http://www.simmarket.com)



FSDG's most detailed scenery Bremen is now available for XPlane 11. Features: Fully accurate rendition of Bremen Hans Koschnick Airport and surroundings (EDDW). Outstanding level of detail with fully customized airport vehicles and facilities. High resolution aerial im-

agery and ground textures. Optimized for great performance and visual quality. Working jetways (SAM plugin needed). Realistic CAT II/III lighting. Dynamic apron objects. Various animations (SAM plugin required) including animated Tram, approach lights, jetways, marshaller. XP11 technology with PBR ground materials and enhanced lighting. AI traffic routes and flows. Winter version (optional). TerraMAXX seasonal textures (optional). Compatible with Ortho4XP. Manual included. NOTE: In order to use the airport you need to install the free SAM-Plugin.

## PA-38 Tomahawk XP11

**From Just Flight**

[www.justflight.com](http://www.justflight.com)



Just Flight, in partnership with Thranda Design, are proud to present the PA-38 Tomahawk for X-Plane 11. The PA-38 Tomahawk is a two-seater, piston-engine aircraft equipped with a fixed tricycle landing gear, 112hp four-cylinder engine and fixed-pitch propeller – an ideal aircraft for touring and flight training. This new addition to our expanding GA fleet for X-Plane 11 comes in ten paint schemes and features PBR materials with real-time environment reflections and HD textures for the highest possible texture clarity. The Tomahawk is our most detailed GA model yet, featuring numerous animations right down to a vibrating ignition key and fully adjustable cockpit air vents. Among the many authentic features are a comprehensive IFR-capable avionics fit, custom-coded electrical and fuel systems, dedicated interactive engine pop-up window, functioning carburettor and primer controls, Flight Computer panel and a custom Weight and Balance Manager window. Other features include dimmable cockpit lighting, exterior sounds spilling into the cockpit when window or doors are opened, interactive checklists, simulated vapour lock and spark plug fouling, realistic flight dynamics and an authentic sound set generated using X-Plane's state-of-the-art FMOD sound system.

## 2W3 Swanson Airport XP-11

**From orbX**

[www.orbxdirect.com](http://www.orbxdirect.com)



Swanson Airport is a quaint and unique airfield with residents living in their houses on both sides of the runway, some of them with private hangars and aircraft. What a lifestyle! We have painstakingly recreated Swanson Airport based on actual photos taken onsite as well as from a helicopter visit and fly-past. Using superb 60cm region and 15cm airfield digital imagery, we have brought Swanson Airport to life for X-Plane 11 down to the smallest detail. Key Features: 60cm and 15cm per pixel. Airport and houses modelled. 3D modelled groundpoly incl. runway and aprons. Photoreal coverage incl. Lake Ohop. Custom modelled static aircraft. Based on actual on-site photos. Entire town of Eatonville is modelled. Seamless integration with TrueEarth US Washington. Also available for FSX/P3D.

## EGHA Compton Abbas Airfield

**From orbX**

[www.orbxdirect.com](http://www.orbxdirect.com)



EGHA Compton Abbas is situated 800 ft above sea level, 2.7 nautical miles south of Shaftesbury, Dorset, England. Sitting on top of the hills of the village Compton Abbas, this airfield has some spectacular views across some beautiful landscape and the developers have captured these picturesque surroundings perfectly. It is in an area of countryside which is deemed by the UK government to be an Area of Outstanding Natural Beauty. Compton Abbas is known as being one of the friendliest and most picturesque airfields in the UK. This reputation makes it a popular retreat for everyone; from pilots, students learning to fly and general members of the public who are looking for a

great day out. So treat yourself to some great VFR flying in this beautiful part of England! Features: Imagery at 15 cm and 60 cm per pixel. Custom modelled vehicles. Custom modelled airport. Surrounded by large dense forests and beautiful green fields. Blends seamlessly into TrueEarth GB South for P3D v4 and X-Plane 11. Custom ground poly areas.

## London City Airport P3D4

**From orbX**

[www.orbxdirect.com](http://www.orbxdirect.com)



London City Airport comes to life for Prepar3Dv4! Located a stone's throw away from Canary Wharf and the financial heart of the city, London City Airport is one of the last remaining true inner-city airfields. With one of the the most exciting approaches in Great Britain, flying into EGLC takes you over the iconic centre of downtown London. Combining the latest P3D PBR technology, alongside other advanced features such as material scripting, EGLC brings this famous location to life in amazing detail and is the first complete PBR airport for P3Dv4. This is perfect for the infamous weather of London as London City Airport features dynamic ground textures that react to rain and other adverse weather conditions. Designed to blend seamlessly with [\\*TrueEarth Great Britain South](#), the airport's coverage includes many important short-finals landmarks such as the Tate & Lyle Sugar Factory and ExCeL Exhibition centre. Of course, we have ensured that the product also works (though not seasonally blended) with [Global Base](#) or [Orbx EU England](#) (LC Region) if this better suits your simming experience. \*Note: a patch for TrueEarth GB South is currently in the works to improve general performance in the London area. Key Features: The first complete PBR airport for Prepar3Dv4! Immaculate HD textures throughout. Dynamic PBR groundpoly that reacts to weather and time of day. Incredibly detailed GSE and static aircraft. Coverage area includes major landmarks on short finals.



60cm PR colour-matched to TrueEarth Great Britain South. Beautiful dynamic lighting. Designed to blend best with TrueEarth Great Britain South, also works with Orbx Global Base or EU England. Developed by the Turbulent Design team.

**GMMX Marrakech Menara International Airport P3D4**  
**From Mex Hight Flight**  
[www.simmarket.com](http://www.simmarket.com)



Marrakesh Menara Airport is an international airport serving Marrakesh, the capital city of the Marrakesh-Safi region in Morocco. It serves several European flights as well as flights from Casablanca and some of the Arab world nations. The airport served over 5.2 million passengers in 2018. Features: Carefully detailed 3d objects. Full detail Buildings. Realistic Ground Markings. Photoreal Background of the airport and airport near area covered with autogen. Numerous static objects. Autogen over Photoscenery. Realistic AFCAD. Realistic ground textures. Night Lightning. Animal animations. Friendly Frame Rate. Compatibility with GSX, ORBX Base, FTX Gobal Vector. We recommend addons from orbx, especially HD trees and Africa free Photoreal scenery.

**KBVS Skagit Regional Airport**  
**From orbx**  
[www.orbxdirect.com](http://www.orbxdirect.com)



Situated several miles west of Burlington, KBVS offers stunning views from the pattern of the surrounding Skagit Valley, the Cascade Mountains to the east and the San Juan Islands to the west. This popular general aviation facility serves a variety of users, including business, commercial and recreational aviation. Available on the airfield are

excellent terminal facilities, aviation fuelling and a variety of aircraft maintenance and related services, including qualified flight instruction. Featuring exquisite details around the airport including custom modelled vehicles, tractors, refuelling stations and much more, the scenery also offers a massive, tightly annotated photoreal area with seamless integration with [TrueEarth US Washington](http://www.orbxdirect.com). We have also included custom animated traffic as well as custom trucks at the nearby truck testing facility. Key Features: 115sq km of annotated scenery. Samish and Pandilla Bay mudflats. Custom made ground polygon. Bonus WN51 Bay-view Farm Airstrip. Seamlessly integrates with TrueEarth US Washington. High level of object detail. Custom animated traffic. Custom trucks at the nearby testing facility. This version is for X-Plane 11. Also available for FSX/P3D.

**PA-38 Tomahawk FSX/P3D**  
**From Just Flight**  
[www.justflight.com](http://www.justflight.com)



The PA-38 Tomahawk is a two-seater, piston-engine aircraft equipped with a fixed tricycle landing gear, 112hp four-cylinder engine and fixed-pitch propeller – an ideal aircraft for touring and flight training. PBR materials (requires P3D v4.4 or later) and exceptionally detailed modelling throughout raise our Tomahawk to a whole new level. Every instrument is constructed fully in 3D with smooth animations and systems include a custom-coded electrical system with functional circuit breakers, optional failures and functioning carburettor heat and primer. Ten paint schemes are provided and the Tomahawk features an authentic Lycoming O-235 sound set, accurate flight dynamics and provision for Flight1 GTN and GNS integration. In the cockpit you'll find a truly 3D virtual cockpit right down to accurately modelled seat belts and screw heads – every instrument is constructed fully in 3D with smooth animations. Authentic fuel and RPM gauge needle 'wobble'.

Dimmable instrument lighting. Cockpit textures feature wear and tear based on reference photos taken in the real aircraft to produce an authentic environment. Compatibility: FSX, FSX: Steam Edition, P3D v4, P3D v3, P3D v2, P3D v1.

**Cityscape Honolulu P3D4**  
**From orbx**  
[www.orbxdirect.com](http://www.orbxdirect.com)



Covering the entire Hawaiian island of Oahu, Cityscape Honolulu brings to life this stunning tropical location with impeccable quality. From the postcard locations of Diamond Head and Waikiki, to Pearl Harbour and Ford Island; from bustling Downtown to suburban Pearl City, the entire Honolulu metro area is modelled in unparalleled custom detail. Far more than a regular Cityscape, Honolulu includes a host of details and features. 20,000 unique custom buildings, hand-placed vegetation, 60+ high-detail POI (with complete PBR), road traffic, bridges, night lighting hand-coloured photoreal are just the start. Key Features: A complete Cityscape and Mini-Region covering Honolulu and the entire island of Oahu. Ultra-HD photorealistic depiction of Honolulu, Waikiki, Pearl Harbour and Pearl City. All eight Oahu airports have been upgraded from default to "region standard". Mixture of photoreal and custom landclass textures for best balance. High-quality mesh, based on high-resolution LIDAR. Complete replacement of all geodata for Oahu for a much more detailed and accurate landscape; shorelines, lakes, road/rail, traffic etc. 23,000 unique custom buildings Detailed depiction of Pearl Harbour with all museums and relevant historical sites. Exceptionally detailed hand-placed vegetation using local flora types. All vertical obstructions on the island; wind turbines, antennae, power grid towers, chimneys. Stunning night lighting, including dynamic and 3D lighting. Exhaustively optimized for best performance using unique modelling and texturing techniques. >1500 sq km of stunning tropical terrain.

## Ultimate Ground Crew X

From FS2Crew

[www.fs2crew.com](http://www.fs2crew.com)



The most exciting, powerful and feature rich Ground Crew program for FSX and P3D v4 is now available! Experience the difference! Experience something new! UGCX is a long-term project that will be frequently updated and enhanced. Main Features: Realistic airport operations with advanced, never before seen User Options. Voice Control and Menu Control interface options. Multi Language Support (Menus and Voice Control) Works with 99.9 percent of all airports and airplanes (default and payware) out of the box. Works side-by-side with GSX if you want to use GSX Catering vehicles and animated passengers. Home cockpit support. Events can be triggered via joystick buttons, when combined with Voice control you never need to touch your keyboard! Ground Support Services: Pushback (with Advanced Pushback Options). Engine Start at Stand (Pushback not required - Ideal for Business Jets, Military and GA planes). Custom Pushback Routes (Routes can be saved and shared). Towing. Fire Truck. Follow Me Car. Marshalling at Stand. Animated Ground Crew (Wing Walker options). Customized Aircraft Offsets. System.

## TrueEarth US Washington Enhancement Pack

From orbx

[www.orbxdirect.com](http://www.orbxdirect.com)



TrueEarth US Washington uses efficient and optimised autogen, tree, 3D model and building facade textures for great performance on almost all mid-spec PCs. For more powerful PCs with GPUs with at least 11GB of VRAM, we recommend purchasing this optional Enhancement Pack for better fidelity

and clarity. This pack includes: 512 and 1024 texture options for all 3D models and autogen. 2048 textures for the TerraFlora trees. Enhanced replacement and additional 3D buildings for the Seattle urban airports, designed to enhance the XP11 Gateway airports. A control panel so you can toggle between SD, HD and UHD textures. Bonus WA56 Israel's Farm Private Strip. We recommend a PC with an i5/i7/i9 class CPU clocked to at least 4.6GHz or higher and an Nvidia 1080 class GPU with at least 11GB OF VRAM to use the 1024 and 2048 textures with good FPS. NOTE: Does NOT include higher resolution ground orthoimagery, only autogen and 3D model textures. It does not change your HD or SD Washington ground textures at all.

## PA-38 Tomahawk

From Just Flight

[www.justflight.com](http://www.justflight.com)



The PA-38 Tomahawk is a two-seater, piston-engine aircraft equipped with a fixed tricycle landing gear, 112hp four-cylinder engine and fixed-pitch propeller – an ideal aircraft for touring and flight training. PBR materials (requires P3D v4.4 or later) and exceptionally detailed modelling throughout raise our Tomahawk to a whole new level. Every instrument is constructed fully in 3D with smooth animations and systems include a custom-coded electrical system with functional circuit breakers, optional failures and functioning carburettor heat and primer. Ten paint schemes are provided and the Tomahawk features an authentic Lycoming O-235 sound set, accurate flight dynamics and provision for Flight1 GTN and GNS integration. In the cockpit you'll find a truly 3D virtual cockpit right down to accurately modelled seat belts and screw heads – every instrument is constructed fully in 3D with smooth animations. Authentic fuel and RPM gauge needle 'wobble'. Dimmable instrument lighting. Compatibility: FSX, FSX: Steam Edition, P3D v4, P3D v3, P3D v2, P3D v1.

## Shenzhen Bao'an Intl. Airport

From WF Scenery Studio

[www.simmmarket.com](http://www.simmmarket.com)



Shenzhen Bao'an International Airport (formerly Shenzhen Huangtian Airport) (ICAO: ZGSZ) is the airport serving the city of Shenzhen, Guangdong Province, China. It is located on the east bank of the Pearl River near Huangtian and Fuyong villages in Bao'an District and is 32 km (20 mi) northwest of the city centre. It is a hub for Shenzhen Airlines and Shenzhen Donghai Airlines and for cargo airline SF Airlines and is a focus city for China Southern Airlines and Hainan Airlines. It is one of the three largest airport hubs serving the Pearl River Delta, alongside Hong Kong International Airport and Guangzhou Baiyun International Airport. Features: Rain ground reflection. Animated Jetways (Sode Jetways). Dynamic Lights. Manually planed vehicles in airport (animated vehicles).PBR Textures. Low visibility Runway Lights. Manually placed plants. Real Ground Markings. Requires Prepar3d V4.5.

## Cessna C172N Tail-Dragger

From AEROPROYECTO

[www.simmmarket.com](http://www.simmmarket.com)

The Cessna 172 is the tricycle version from the 170 tail-wheel model. However, many enthusiasts around the world, especially in North America, have been doing modifications to this more powerful, spacious, and far well equipped C172 to get back the tail-dragger's style to their lives. This is just one of the different ways to do such modification, using C180 legs and tail wheel parts, which, by the way, we offer in three variations: Stock tires, Tundra tires and covered stock tires. All are dynamically modelled due to the gears configuration. A special feature "Water Walker" is added, in experimental form, for those lovers of risky manoeuvres. Many legacy systems from the tricycle and floatplane previous releases are updated and some others were developed particularly for this release. Requirements: FSX Acceleration / P3D v1 - v4. ■



# Cockpit Hardware



[www.propwashsim.com](http://www.propwashsim.com)

## Plug and Play Radio Panel



Our newest radios are Plug and Play!

Runs on X-Plane, FSX or P3D.

X-plane: Simply add a Plugin in the X-plane plugin folder and tell the plugin which radio you want to simulate.

FSX/P3D: Download and run a file. Install the free version of FSUIPC. Panels get auto detected.

Configurable by a dropdown menu for either Com1, Com2, Nav1, Nav2, ADF/Transponder or GPS or DME Groundspeed/Distance.

Fully built and tested.

Made of high quality components.

Hand assembled in the USA.

Faceplate is made of aircraft grade 6061T6 aluminium.

Currently requires:

Windows 7 or greater.

X-plane 10 or 11.

FSX or P3D.

Included:

Radio panel with faceplate of your choosing.

USB Cable.

Plugin software

## Plug and Play Autopilot



Our autopilot comes fully assembled and Plug and Play! Simply put a plugin into the X-plane Plugin folder verify the correct com (USB) port and our plugin will automatically detect the autopilot.

Now compatible with FSX and Prepar3D P3D also.

Simply run a program that will find our products, start FSX or P3d and you will be able to interact with our hardware!

Fully built and tested.

The autopilot reads which aircraft you are flying and mimics the autopilot buttons. Works with both the Garmin, S-tec and King configured autopilots. Works with most Generic autopilots.

Altitude preselect available on many autopilots. May be dependent on aircraft you are currently flying.

Ready to be installed in your panel.

Same size as our radio panels.

Included:

Comes complete with USB cable and X-plane plugin.

Requires:

Windows 7 or newer.

X-plane 10 or 11.



[www.propwashsim.com](http://www.propwashsim.com)

## Plug and Play Encoder Panel with Gear|Flap|Trim



Now you can control your Heading Bug, VOR's, Altimeter, Directional Gyro and ADF card in one place. No longer do you need to use your mouse. Also on the panel is an elevator trim wheel and switches to control flaps and gear. Comes fully assembled and Plug and Play with our plugin for X-Plane 10 and 11. For Microsoft FSX and Prepar3D (P3D) the encoder panel is seen as an HID device (joystick button type device) and can be fully programmed using the interfaces within the simulator software. Very simple setup! Our plugin will show available com (USB) ports. You select the port and the software will connect to X-Plane automatically. If using FSX or P3D, the sim software detects the hardware as an HID device and then you set the functions for each encoder or switch. Easy setup! Comes complete with USB cable and plugin (X-plane).

## New Propwash GNS530 Simulated GPS Flight Simulation GPS Great Instrument Trainer



Simulated GNS530 GPS - Plug and Play Version. Now compatible with X-Plane and FSX and Prepar3D (P3D) simulators.

For X-plane:

Install the Plugin file into the X-Plane plugin folder. Connect an HDMI cable and included power supply. Setup the monitor for the GNS530 (instructions included).

For FSX/P3D:

Purchase and Install Reality-XP GNS530

Connect an HDMI cable and included power supply. Setup the monitor for the GNS530 as instructed in Reality-XP setup.

Install the updated .ini file for FSX/P3D

Made of high quality components. Hand assembled in the USA.

Faceplate is made of Black Anodized Aircraft Grade 6061T6 Aluminium.

Compatibility:

Windows 10 or Windows 7

X-Plane 11

FSX and Prepar3d (P3D) with Reality-XP GNS530 software.

Now you can practice an approach without the need to use a mouse. Makes Flight Simming much more realistic.

The GPS screen can easily be moved over to the 5" monitor included on our PWS530.

Comes fully assembled as seen in the pictures (desktop stand is additional).

Easily connects to your video card with HDMI cable (video card must support HDMI or you must use an adapter)

Includes: USB cable. 12v power supply.

X-Plane Plugin. FSX/P3D .ini file for Reality-XP GPS.

Simulated GPS.

Not included:

Desktop Stand

HDMI cable





# Honeycomb - Alpha Flight Controls

<https://flyhoneycomb.com>

Honeycomb Aeronautical Alpha Flight Controls is one of the most advanced yokes currently available for PC flight simulation. It was designed to fulfil the requirements of both flight simulation users and student or full-time pilots. The aerospace grade internal components feature realistic ergonomics for a true flying experience.

The high-quality mechanics offer a realistic full 180° turn radius with a self-centring mechanism with no dead zone to control the aileron. Length wise the steel shaft allows for 15 cm of travel. The mechanism is all metal for durability. The Yoke has a switch panel with master, alternator, avionics, and light switches. It is equipped with red LED backlight to easily operable at night. Furthermore, it includes an ignition switch as can be found in piston engine aircraft. On the left handle you will find two buttons, two 2-way hat switches, and a push to talk button, while the right handle features two 2-way and an 8-way switch as well as a button. Due to suitable mounting points and brackets, the Alpha Flight Controls are compatible with other Honeycomb and Saitek products. The included driver and configuration software comes with individual profile settings for various aircraft and is compatible with Windows and macOS.

Available from [www.aerosoft.com](http://www.aerosoft.com) and [www.simw.com](http://www.simw.com)



# Winter Is Coming



As I write, the leaves on the trees are starting to turn and the warm days of summer are waning. Summer is a hard time on flight simmers. The long days, gardening chores, holidays etc. can all lead to a falloff in your virtual flying.

But this winter will be different with many new enhancements to our hobby. The biggest news in a decade was the announcement of Microsoft Flight Simulator 2020. This took everyone by surprise to put it mildly. When they disbanded the Aces team years ago, we all thought well, that is it as far as Microsoft are concerned. They partially sold the FSX rights to Dovetail Games and the ESP to Lockheed Martin. Both companies brought the platform into the 64bit era but Dovetail legged it out of the arena a short time ago. MS then reacquired the rights from Dovetail Games and very quietly started developing MSFS2020. The first screenshots and videos are awesome. But beware of slick teasers and marketing. In fairness to MS they say they are listening and taking note from the various forums. Over the coming months we will no doubt see more screenshots beautifully shot to whet our appetites. They have stated that it will be using Bing satellite imagery and Azure AI and will be PC and Xbox capable. Will it be an old fashioned full download? I doubt it very much. I suspect it will be streamed as a service. How much this will cost and what delivery will be like will determine its market dominance.

Hardcore simmers, while welcoming an updated MSFS version are a fickle lot. When Microsoft dumped us the last time, it left a bitter taste. P3D and XP11 have been the main players now for quite some time and are not going away anytime soon. People have invested heavily in these sims and will wait to see if MSFS is the holy grail. Laminar Research has just announced that the Vulkan graphic rendering engine works with complex 3rd party add-ons like the Toliss A319. The standard for years was OpenGL but its limitations are near and end. Aerofly has been using Vulkan now for over a year and runs without issue.

I bought Orbx London City (EGLC), the first full PBR airport for XP11. The P3D version is now available. The rain on the runway, the reflections on the buildings



and vehicles and fully reflective static aircraft make up an awesome package. Its heavy on the fps but the artwork is really outstanding. Shooting an approach over the City of Westminster is a challenge with the 5 Degree Glideslope. I have to go there one day to see for myself. Speaking of Orbx, I see that TrueEarth Ireland is still a way off. Recent discussion on their forum has yielded nothing yet for the foreseeable.

These past months I have been looking at several flight sim related websites and I must say that the forums on many are fairly vitriolic. Yes, we can get annoyed that a purchased product is missing some feature or doesn't display correctly but the level of abuse beggars belief. It's a hobby for heaven's sake! I for one am happy I don't develop add-ons. This autumn I will be buying a new monitor. Having a 4K capable graphics card I will be on the hunt for a 28 to 30 inch screen with a 1 millisecond response time. We will see how that goes.

Each winter I set myself a flight sim related task and this winter I fancy on learning the G1000. The glass cockpit is the way of the future and I have never really fully studied all its capabilities. I know the basics but I want to take it to the next level. 'Tis a small project to keep the brain ticking over.

So the coming months should be interesting to say the least. I suspect that Microsoft may release MSFS2020 before Christmas as traditionally the name bears no relation to the release year. For example FS2004 was let loose in 2003, FS98 in late 1997. How others respond to and play into all this will be fascinating. I can't wait!

**John McNeely ■**







# Airbus A220 Series Pack

As you have most likely read in aviation bulletins recently Airbus and Bombardier have joined forces to continue to produce the old C series Bombardier aircraft under a partnership agreement. The old C-100 and C-300 have been renamed the A220-100 and A220-300. These aircraft expand the Airbus single-aisle family to cover the 100-150 seat segment and respond to a worldwide market demand for smaller single-aisle jetliners. The initial A220-100 (CS100) entered service in July 2016 with Swiss Global Airlines and the initial A220-300 (CS300) entered service in December 2016 with airBaltic. The aircraft are assembled in Canada, however in August 2019 Airbus opened a second assembly line for the A220 at its facility in Mobile, Alabama. The first finished product will roll off the line sometime in Q3 of 2020, after which it will make its way to its customer, Delta Air Lines.

This package, developed by Virtualcol and distributed through SimMarket (who supplied the copy for review), is available by direct download costing approx. €26.94. In addition there is a small update available since the original release. The minimum requirements are FSX, FSX Steam and P3D v1 to v4. It comes with both 2D panel and virtual cockpit.

I converted to flying Airbus aircraft many years ago and when I discovered that an A220 package was launched, I was eager to take a closer look at it and do a review for

our magazine. I informed Terry of my intentions and the download link was made available to me to install in my FSX sim. The download process is straightforward and two folders are created in the airplane folder of sim objects. Another folder is placed into the main sound folder. The two main folders take up a combined space of about 1127Mb. The sound folder is 10Mb. The download also includes a comprehensive 29 page manual giving an initial overview of the package followed by various pages explaining the different aspects of the aircraft from overhead panel to setting up a flight plan. Each panel has numbers on the switches that are in operation. Disappointingly not all switches are active.

Both the aircraft folders have the usual subfolders with the series 100 containing two texture subfolders for Swiss and Delta. The series 300 contains six texture subfolders, Air Canada, Air Baltic, JetBlue, Ko-

rean, Swiss and Tanzanian. The reviews on the simMarket were mixed with the developers claiming that the product was developed with friendly frames and low cost a priority. So what more to do only start up FSX and get on with the review.

I set up the A220 -100 in Dublin. My intention was to take a flight from Dublin to Cork for review purposes. I used the airBaltic model for the review. First impressions from the outside view did not disappoint. The texture quality and attention to detail is superb. Very aerodynamic lines to the aircraft every angle seemed to flow rather than at right angles. However, when I switched to the cockpit to take a detailed look, some of the set up was not to my liking. I much prefer the 2D cockpit presentation rather than the virtual cockpit. I know I may be a bit old school on this but I find the virtual cockpit too busy at crucial times of the flight, especially when flying online





into a busy airport. The 2D panel on this model was very basic and you are presented with the basic MCP panel containing the autopilot switches and all the others that you would expect. That being said the overall cockpit is a very modern presentation containing five multi-function screens, one of which is on the centre pedestal. I have included a photo of the real cockpit which gives an excellent overview. This also saved me the time of multi adjustments to screen prints in FSX. I used the virtual cockpit for the review and my flight to Cork.

The 2D presentation of the PFD display is about one third of the total display. All the detail displays are pop-up giving you the full panel. Likewise the MFD display is the same. When you do pop-up this screen it can be displayed as a full

screen or split between this and the engine gauges. The MFD display does show your flightplan and can include a terrain display option if required. The virtual option is much better and straightforward.

The PFD gives the usual information relating to speed, altitude etc. There is a navigational rose at the bottom of the PFD and displays with distances from various waypoints. The MFD on the other hand has a variety of valuable information and each screen contains a main menu as well as sub menus. The main controls for this are to the left of the autopilot panel. The various displays can be displayed on the captain's side or the first officer's side and also on the pedestal. Running briefly through the switches and starting with MAP. This will display the primary map of the area with or without a terrain feature. It also displays your flight-

plan and the various navigational aids in the area. It displays as a full screen. However, there is a split screen option to display the other features. For instance if you hit the CHKL button, it will display the various check lists beside the map. Further if you hit the DATA button, it will display additional data below the map display which includes waypoints, distance to waypoints and also your position relative to the ILS on approach. Hitting the circular reload button will bring you back to the full screen with the map. Pressing the SYN button displays information relating to your engines, flaps and fuel quantity etc. There are further buttons on this screen giving additional information on systems on the aircraft. One of the subfolders is info which adds additional switches for the doors. There are three buttons relating to the main exit, auxiliary exit and cargo door. When I checked these it seems that all they do is open and close the main exit; not as stated in the manual. There are two other switches on the control panel in relation to TCAS and Weather. Unfortunately they are currently inoperative.

The last two buttons, CNS and FMS, relate to setting up your flightplan. The system defaults to the FSX system for this function. This is where I nearly lost it. I have been using the FMC for both Boeing and Airbus and would consider myself well up on the use of both but more so on Airbus as this is my current choice of aircraft. I found it so cumbersome that I gave up and







STATUS	AIR	DOOR	ELEC	F/CTL
FUEL	HYD	A/ICE	PRIM	INFO

<b>BASIC INFORMATION</b>	
ID FLIGHT	1268
AIRLINE	JETBLUE
DATE	2019/09/20
UTC	12:21:37
LOCAL	13:21:37
ATC ID	N200JT
ATC TYPE	AIRBUS
ATC MODEL	A320

<b>NAVIGATION</b>	
CURRENT MODE	VOR1
NEXT WAYPOINT	113.70
COURSE	340
DISTANCE	---NM
ESTIMATED TIME	---
GEO LOC	LAT: --- LON: ---

<b>SIMICONS - FS SERVICES</b>	
<input checked="" type="checkbox"/> OPEN ATC WINDOW	<input checked="" type="checkbox"/> PAW/HEAD 2D
<input checked="" type="checkbox"/> OPEN KNEEBOARD	<input checked="" type="checkbox"/> INFL FUEL/TAL
<input checked="" type="checkbox"/> OPEN FS MAP	<input checked="" type="checkbox"/> CARGO DOORS

went back to the tried and trusted VOR to VOR navigation for my flight to Cork.

The autopilot and radio panel are standard with no surprises. The overhead panel is very detailed; however, all buttons knobs and switches are explained in the manual. There are a number of switches which are inoperative on the overhead panel and as mentioned earlier in other display functions. This I find unusual in today's packages, maybe this is price related to this product.

Finally, time to check out how the aircraft flies. I lined up on runway

28 at EIDW for my flight to EICK. As mentioned earlier, I didn't set up a flightplan in the FMC but chose to fly using the available beacons. I set course from the Dublin VOR and ran up the throttles. The sound of the engines is terrific. Climbing out of Dublin I felt that the aircraft was very responsive and handled well. I switched on the autopilot and headed in the general direction of Clonmel. The decent from FL180 into Cork was very smooth. I levelled off at about 3000ft and switched off the autopilot prior to capturing the ILS for runway 35. The aircraft responded well and performed under manual control very well down the ILS leading to a safe landing and a very pleasant flight.

Overall this is a good package for the cost. It's a little disappointed in some minor points as I mentioned. I will keep the aircraft in my hanger, however, only for fun flying. I feel the FMC system is cumbersome and the cockpit can be very busy with the numerous pop up screens.

**Brian Church** ■



Platform: FSX/FSXSE/P3D v1-4  
 Cost: €26.94 approx.  
 Developer: Virtualcol  
 Publisher: Virtualcol  
 Available: [www.simmarket.com](http://www.simmarket.com)



# LEAL - Alicante Airport



Developed by PILOT's FSG of FS Global Mesh fame (and more), LEAL Alicante Airport for P3D4 represents a very welcome addition to commercially available add-ons for that platform. The most recent preceding version of this airport produced was that very worthy rendition for FSX/FS2004 by Eire-sim, as far back as 2010. Although there is a great choice of commercial airports available for flying in Spain on the P3D4 platform, produced by a number of different developers, the wait for LEAL has been a long one, and this despite the importance of the airport as the fifth busiest in Spain.

LEAL is in the region of Murcia in Southeast Spain on the Costa Blanca, and is closer to the North African coast at Algeria (150 miles) than Madrid (220 miles). Additionally, it is 100 miles west of Ibiza, 100 miles South of Valencia, 240 miles from Malaga, just over 300 miles from Gibraltar, and just over 1000 miles from Dublin, useful perhaps to know when planning your virtual flights. Locally, it is located 5.5 miles southwest of the city of Alicante (modelled in the scenery) and just over 6 miles east of the city of Elche (also modelled), from which the current airport gets its name.

Released earlier this year, this is only the second airport to be modelled by this developer, after a highly rated rendition of Almeria (further along the coast towards the Southwest) was released in

2018. The real-world airport is based on quite a straightforward plan, but what it lacks in complexity of layout, it makes up for in sophisticated and attractive terminal design, and PILOT's have gone all the way in replicating this to an extreme and painstaking degree in the quality and detail of scenery package, as we shall see. LEAL currently handles around 14 million, mostly international passengers, annually. From Ireland, it is served by both Ryanair and Aer Lingus, but most passengers originate in the UK, Germany, The Netherlands and Scandinavia. The airport is a hub for Norwegian, Ryanair, Vueling, Air Nostrum and Evelop Airlines (which has been running charters for Norwegian from Dublin to North America this year due to the 737max problem), and many other airlines fly here also from many European and some more distant points in Russia and Ukraine. The original airport was known as El

Atet, and dated back to 1947. Currently there is a single large "New Terminal" of over 3.6 million square feet in size, which replaces its older terminal 1 and 2 predecessors. I remember from my last time passing through, that the modern terminal is very spacious, bright, clean and pleasant. The fact that everything is under one roof for the passenger, and not least being that the 40 gates (16 with jetways - SODE operated in the scenery) are easily reached without extended walks, makes for a pleasant and comfortable travelling experience.

The airfield, at 141 ft. elevation, has a single 9842ft. east-west runway 10/28 (ILS 110.30), with the westerly approach coming in over the Mediterranean, whilst the easterly approach (low altitude Alicante ATE VOR DME 114.65 just west of the 3D approach lights) passes over the industrial areas of Elche,







with higher ground and eventually mountains further out towards the west. A second (high altitude) VOR ALTET ALT 113.80 is located just south of the field. The general airfield layout consists of the runway along the southern half of the complex, and the extensive apron (with its many remote stands), terminal, and associated landside infrastructure along the northern half of the complex; all-in-all a compact footprint.

Installation of the scenery package is reasonably straightforward. The download zip file is just under 3.5Gb and following unpacking, activation of the Pilots.Setup executable is followed by the usual prompt for serial number input and placement of the scenery files onto my hard drive.

Within the P3D4 directory, a 16Mb PILOTS Software folder is created wherein are located 21 high-quality PDF charts in colour, the scenery manual, an uninstall executable, and links to the Pilots website and further LEAL Charts. The brief 8-page manual covers system requirements, installation, and recommended settings. There are some nuanced aspects of the installation process that need to be read carefully as they relate to how to adapt your installed LEAL to the particular setup of your P3D4 platform such as whether Orbx Global Vector is installed or not. Moreover, if you prefer to manually make a static Boeing 757 and ATR72 disappear from the scenery (both in-

stalled by default, together with air stairs, attendant ground services, and embarking passengers), manually activate parking gates for AI airliners if you use them in your scenery (by placing the right AFCAD file in the correct folder location), or manually remove virtual people in the scenery that are also placed by default both inside and outside the terminal, careful study of the instructions in the manual is needed. It would have been nice to have had a scenery configurator tool that would automate these slightly tedious tweaks, but that being said, the steps are clearly described in the manual and not complicated to follow. The manual also assures us that the scenery is fully compatible with FS Global mesh and with Orbx FS Global, which I can confirm as I have both installed and there were no conflicts in evidence. Demanding-looking configuration settings are also recommended, some of which looked set to provoke a commensurate decrease in performance e.g. ground mesh resolution set to 2M, Texture resolution to Ultra, scenery complexity and autogen very dense etc. With my default F22 Raptor aligned for take-off on runway 28 at these recommended settings (plus Rex Environment Force, ActiveSky, and AI traffic 100%), I was relieved to see that I had a good frame rate from the cockpit of 26, but with my PMDG 777 loaded this fell somewhat to around 18, though still quite acceptable.

Going back again to installed files, the bulk of these (6.88Gb-worth) are located in the P3D4 "Ecosystem" folder, within a Pilots sub-folder containing separate airport and city scenery and texture files. It is to the airport scenery folder here that you need to go to move and/or activate/deactivate the necessary files in order to make the installed LEAL compatible with Orbx Global Vector or not, depending on whether it is on your system or not, and to activate or deactivate the necessary AFCAD file for AI aircraft using the airport. Beginning our assessment of the installed LEAL, my immediate first impression was how convincingly realistic the photoreal ground textures of the greater and local scenery area look. They have a very "south of Spain" appearance, what with various hues of yellow and green in the parched-looking landscape both within the airport boundary and in the 750 square kilometres of surrounding fields, hills and countryside. Indeed, a downside for me was that they make the Orbx landclass Europe beyond the LEAL scenery boundary now look noticeably less realistic! Another slight downside, is that there are no seasonal textures included, so that parched-scenery look is equally in evidence in the winter. That being said, the photo-scenery scenery and the hand-placed 3D scenery layered above is simply beautiful – including extensive variety which is enhanced further by inclusion of highways and roads, custom autogen trees and





buildings, detailed hand-made mesh, and good detail of the city of Alicante and its port (e.g. elevated castles, train station, sports stadium, and port infrastructure with docked ferries and reefer vessels). An extensive section of the Costa Blanca coast adjacent to Alicante is also represented in the scenery.

Focussing in on the airport and air-field proper, the use of high definition 4K resolution textures is in evidence throughout the scenery. Runways, roadways, taxiways, grass and earth surfaces, roofs, building facades etc. look highly realistic. Tire skid marks abound on the runway touchdown zones and centreline, at taxiway turning points, and in the lead-up to parking stands, but are not overdone. The airside ground surfaces include asphalt and concrete and these look convincingly weathered, worn, stained, and in places cracked, as you would see in real life. Airside ground markings are both accurate and crisp, and are complimented by 3D direction signs. There is also very good rendition of the extensive 3D approach lighting at both ends of the runway.

Landside, the ground infrastructure of the airport is placed upon a photoscenery layer but this has been beautifully enhanced by the placement over this of a complex of textured and marked approach and access roads both to the terminal building, between the service infrastructure beyond, and on the open-

air car parks in the immediate vicinity of the airport (the car parks further out do not get the same treatment). Any aerial view downwards towards the various building infrastructure roofs reveals abundant and varied gross and subtle detail including e.g. ventilation and air conditioning units and solar panels, as well as weathered and shaded concrete surfaces on the older infrastructure and the curved reflective shapes atop the modern terminal building.

The rise and dip of the terminal approach roads are particularly well and accurately done, which I think is difficult to achieve given the poorer results we see in some other commercial add-ons. Even more impressive is the 3D multi-storey car park immediately behind the main terminal; this is one of the best such representations I have seen with superb modelling and texturing, including the capture of depth for example with the access ramps disappearing downwards to the lower floors from the roof. The airport ground-level parking includes a multitude of marked parking spaces which have sun shades overhead to protect the static cars parked here from the strong rays of the Costa Blanca. There are lots and lots of road direction signs and advertising placards, lighting pylons and vegetation, and at the highly detailed terminal passenger drop-off points the details include road markings with wheelchair spaces and taxi-points

as well as a variety of dynamic people and static (only) cars and buses. Look even closer and you will see that the bus stop shelters even have very legible bus timetables!

One part of the ground car park in the vicinity of the airport tower includes a nicely detailed yellow Chipmunk aeroplane and tractor on public display, and this brings us to another superb feature of the scenery. The control tower sits atop a support infrastructure at 270ft and alongside a twin tower which is very obviously an additional access stairwell as the internal staircases are well-detailed and visible. Between the two there are also two connecting covered metal gangways, and on the topmost, again also two animated controllers engaged in conversation. The control room has transparent windows and is decked out with all the required air traffic control hardware as well as a number of vigilant animated controllers. Above the office at the very top of the structure are various communication aerals. This is one of the most detailed control towers you will witness in any add-on scenery and is another major plus.

Towards the western landside end, further high-level details abound including a fuel farm, various warehouses, and a compact cargo and ground support infrastructure (DHL, Swissport, Groundforce). The cargo terminals landside have de-







tailed flat and ramped cargo bays complete with stained surfaces, detailed static trucks, and you'll also see painstaking further details such as coloured wheelie bins, damage to loading bays, and worn logos and signage. Airside, this infrastructure is even more detailed and includes cargo hold pallets, stacked wooden pallets, and in one location there are even tall cardboard boxes bearing the very clear and legible name of a well-known real-world producer of electronic equipment! Lots of static ground vehicles and equipment are in evidence, and at the very western end of this segment of the airport, the scenery developer has placed his discrete signature in the form of a sign at an elevated point bearing the "Pilots" logo and a number of large boxes bearing the legend "Pilots Alicante" – I wonder what they contain!

Nearby and adjacent to taxiway Alpha1 is the fire station, and yes, yet again, the attention to detail is painstaking. It includes the 3D fire-tender garage with several of the vehicles parked partially within, further fire vehicles outside, and a tiny hard-surface fenced-in football field (5-a-side?) to alleviate the boredom of the crews (long may they continue to be bored). Behind the fire station building is a small enclosed wash bay with a sinuous hose left sitting on the ground. In the other direction, a group of Jet2.com airside buses sit parked and just beyond them a yellow 4 x4 security vehicle is on vigil at a

gate in the security fence. The closer you look the more you see (a theme throughout this scenery).

As we move back along the south apron towards the Alicante main terminal scenery centre point, we pass small Ryanair and Jet2.com warehouses, what looks like the VIP reception area next to the tower, and then the five-bay western extension of the main terminal. The first of these has a static Jet2 757 in place together with ground equipment, and static and animated personnel and passengers about – you can manually remove all this as mentioned above, if you prefer to have your animated airliners parking here. None of these five gates have full jetways, which I hope reflects the fact that they are still under construction and not that there is something amiss with my SODE jetways. Moreover, when I first installed LEAL I overlooked ensuring that SODE was installed in

the first instance as well, leading to me not having any jetways at the remaining gates of the terminal building (I am in the process of a full reinstall of P3D4 but that is an entirely different and ongoing story). As is the consistent theme of this scenery, the entire apron and all the airliner gates and infrastructure are hugely enhanced with additional scenery elements including multitudes of extremely well-detailed static ground vehicles and equipment of every type, lighting pylons, bollards and cones (some fallen over), wheel chocks awaiting use, the odd tuft of grass peeking through pavement cracks, and warning and direction signs of various types. There are also many animated passengers and ground staff, and the outer apron areas also include some animated ground traffic. The Lat-Long of each terminal parking bay is individually represented on an elevated screen facing parking airliner cockpits.





Finally, the main terminal itself is a major success as a work of scenery add-on excellence. Architecturally, this has very extensive glass facades rendering the interior very bright and cheerful. In the scenery, this glass is both reflective and transparent, and thoroughly convincing. Its interior detail is already apparent from outside, and once inside the extent of this detail becomes very impressive; animated passengers walking along wide and bright floors, seating next to marked boarding gates (with static passengers seated), shops, bars and eateries of various and well-known brands, airline desks, escalators, and direction signs of all sorts. Adding to the atmosphere are the effects of the environmental sound package which include interior ambient terminal sounds. I'm not qualified to describe the unique-looking architectural design of the huge terminal roof, suffice to say its complex, multi-domed, and flamboyant both

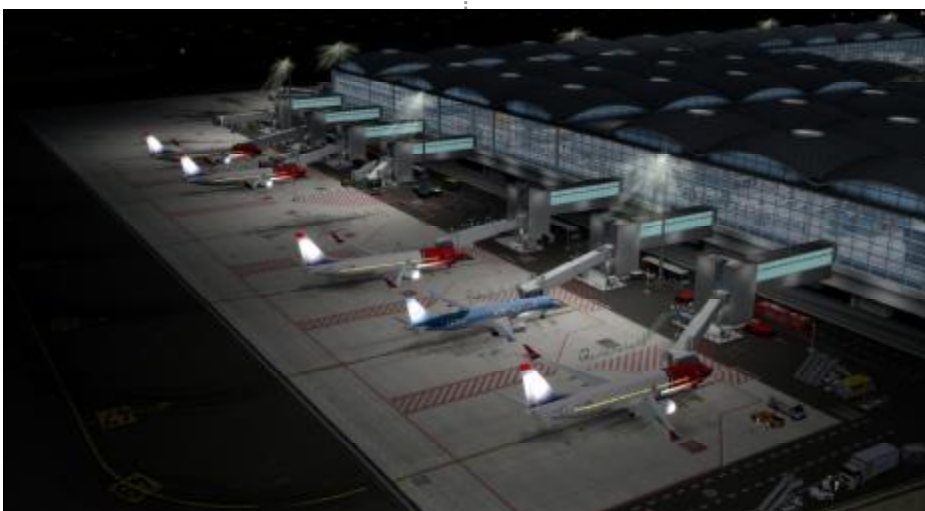
inside and outside, and with a gathering of solar panels at the centre point of each dome on the Sunny side.

It's perhaps a worn cliché, and not very descriptive of me to say that night lighting is superb. Except to say that the transparent terminal (especially), apron, and landside approach roads and infrastructure really do impress well beyond the ordinary. I can give no better compliment to this aspect of the scenery than to say that if you want to see what is meant by (and as advertised by the vendor), "Special night light shadows textures" and "Dynamic lights" in P3D4, this scenery shows you how good it really can be.

In summing up my impression of Pilot's rendition of Alicante, one of the biggest difficulties I had with my review was putting an upper limit on the number of screenshots I took; in the end I failed miserably

and submitted an unreasonably large number of these to Terry (!). This is simply because there are so many visual treats in this incredibly highly-detailed airport and environs that it's very hard to stop the shutter. Performance might be a little challenged but only if flying here in a resource-demanding airliner and if you have for example (as I had during the review) a high density of AI traffic active and a weather generation package activated, together with all the display sliders set to the recommended settings, or higher; even under those demanding settings I found performance more than satisfying. One other observation I would make would be to re-state the suggestion for a scenery configuration tool to ease the work of making scenery tweaks and maybe adding/removing elements corresponding to your hardware configuration and capabilities. Notwithstanding these points, this is a scenery that sits very comfortably and indisputably in the premier league of the best scenery developers. I hope Pilots continue in their scenery development work and produce even more airports and regions of this superb level of quality.

John Melville ■



Platform: P3Dv4  
Cost: €29.95 approx.  
Developer: PILOT'S  
Publisher: PILOT'S  
Available:  
[www.pilots.shop](http://www.pilots.shop)  
[www.simmarket.com](http://www.simmarket.com)





# Flightsim Apps

**Airports** by Applicate Ltd  
Available for Android and iOS  
Cost: €6.99

'Airports' is an airport directory for iOS and Android that allows pilots to plan upcoming flights. It is packed with useful features to offer a complete package.

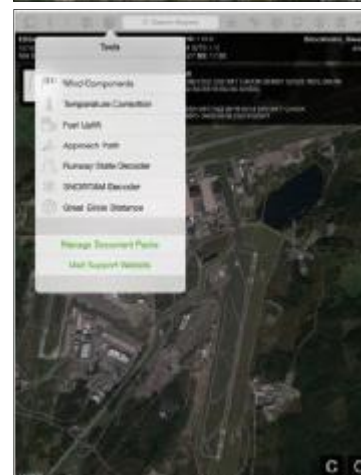
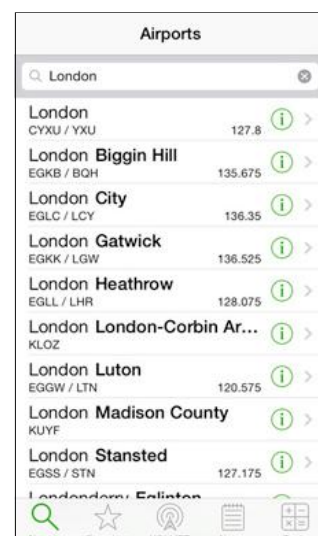
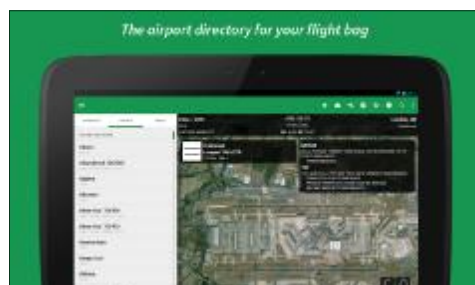
**Key Features:** An airport directory for your flight bag, with a world wide VOLMET station list, NOTAMs, SNOWTAM decoder, METAR and TAF reports, Favourites, Tools, and the ability to save your own notes for those airports you visit frequently.

## Features:

- Universal app: Optimized for both the tablet and phone. Buy once and use on all your devices!
- Airport database containing over 10000 airports world wide.
- Quick search system lets you find airports by city, name, ICAO or IATA code.
- Add your own notes for those airports you visit frequently.
- iOS only: attach photos, PDF documents and many other file types to your notes and view them within the app.
- iOS only: [Document Packs](#) facilitate dissemination of airport documents to crew members.
- iOS only: iCloud sync keeps your data synchronized between all your devices.
- Runway data (dimensions and surface type) for most major airports.
- Information about types of approaches available for most major airports.
- Favourites section where you can organize your favorite airports in groups.
- Airport data includes time zone, sunrise/sunset times and ATIS frequencies for most major airports.
- On phone devices, directly call the ATIS telephone line for airports that provide this service.
- Online satellite images for all airports (requires internet connection).
- iOS only: save satellite images for offline use.
- METAR and TAF reports (requires internet connection). Downloaded weather is saved and kept for 48 hours for offline viewing.
- Runway state groups in METARs are automatically detected and gives you the option to decode them with one tap.
- View NOTAMs for most major airports (requires internet connection). Downloaded SNOWTAMs are detected and can be decoded with one tap.
- iOS only: coordinates in NOTAMs are automatically decoded and can be displayed on a map for increased situational awareness.
- Email and print METAR, TAF and NOTAMs.
- List of over 180 VOLMET stations world wide, with frequencies and list of airports broadcasted by each station.
- Easily share your notes and favorites via email.
- Tools to calculate wind components, temperature correction, fuel uplift, approach check altitudes and great circle distances. There is also a SNOWTAM decoder and a decoder for runway state groups from METARs.

## PLEASE NOTE:

This application is NOT FOR OPERATIONAL USE. Information in the airport database may be outdated and inaccurate. Please report all database errors so they can be corrected as soon as possible. Please note that weather and NOTAM data are provided by third party sources whose accuracy and availability cannot be guaranteed. Do not rely on this data for flight planning purposes. Always crosscheck with official sources.





As we head towards autumn once more its time again for flightsims to be dusted down and our love affair with them rekindled – thankfully my only exposure to them these days is finally flying again as Terry’s sim finally got a new COA (Certificate of Airworthiness) after several months of being grounded. My summer holidays this year took my wife and I for a week in the Lake District and a week in the Scottish Borders – thankfully visits to Dumfries & Galloway Aviation Museum, Soloway Aviation Museum at Carlisle and a visit to the National Museum of Flight at East Fortune just outside Edinburgh made the trip even better along with quick visits to both Glasgow and Prestwick Airports – two Avro Vulcans and a Concorde noted between the three museums. So, staying with real world aviation....

Aer Lingus have taken delivery of their first Airbus A321LR (Neo), registered EI-LRA, which was delivered on the evening of the 26th of July. It was immediately towed into Hangar Six and stayed there a few days whilst pre-service modifications were carried out. Its first revenue flight was on the 2nd of August on the Dublin to Bradley Windsor Locks Airport, near Hartford Connecticut. Interestingly, the aircraft only had its first flight on the 20th of July – six days before its hand-over to the airline. The aircraft is configured in a 16-seat executive and 168 economy seats with all the seats coming from two different companies based in Northern Ireland. The second A321N is due for delivery in October. It is understood that there will



be some utilisation of the new A321N’s on the Dublin to LHR route commencing on the 1st of October with the aircraft operating the EIN154/155 route on Monday’s, Wednesday’s and Friday’s and the EIN156/157 on Tuesday’s, Thursday’s, Saturday’s and Sunday’s. On the 18th of June, at the Paris Air Show, Aer Lingus parent, IAG, announced that it was placing an order with Airbus for 14 Airbus A321XLR’s with 6 of these aircraft going to be allocated to Aer Lingus and 8 going to Iberia. It is understood that IAG also placed an additional 14 as options. Deliveries are expected to commence in 2023 with these new aircraft being used to expand both airlines long-haul fleets. The commonality with its existing Airbus fleet and the recently delivered A321LR makes the newer XLR version an obvious choice with a range of 4,700 nautical miles and improved fuel burn. The six new XLR’s bring the total A321 Neo’s on order to fourteen aircraft with one delivered to date. Currently it is expected that with the delivery of the new Airbus A321 Neo’s that the four ASI leased Boeing 757’s will be gradually returned with the last one due to be re-

turned in early 2021. In the meantime, the airline has commenced a new Dublin to Minneapolis/St Paul with a daily service using one of the ASI Boeing 757’s. The airline hopes to attract a lot of business class customers from the UK and Europe on this new route.

In late July the European Commission announced that it had approved the creation of a joint venture between Air Investment Valencia and Fortress Investment Group from New York which will result in the merger of activities of both Cityjet and Air Nostrum (above). Fortress Investments is the ultimate parent company of UK based Falko Regional Aircraft which currently has in the region of 100 regional aircraft based with several European clients. It is understood that the merger will combine the two airlines activities given the commonality in fleet (CRJ900’s) and the overlap in wet leasing of aircraft and charter flights. Hibernian Airlines is a joint venture set up by both airlines and currently operates a single CRJ900, EI-HBA, but it is not known as yet if the merger will mean both airlines merging into this or if they will continue as two separate entities for the moment. Cityjet has signed a deal with Lufthansa to lease one of its RJ85’s to operate a route of Brussels – Frankfurt – Milan Malpensa – Frankfurt – Brussels – Frankfurt – Leipzig – Frankfurt – Brussels.



The future of Belfast based Bombardier Aerospace is still in the bal-





ance following the sale by Bombardier of its CRJ Jet programme to Japanese based Mitsubishi Heavy Industries, with them taking over the maintenance, support, marketing and sales activities of the CRJ Regional jet series aircraft. The deal will not be finalised until the current order backlog of 42 aircraft is completed which is expected to be towards the end of 2020 at which point production will be terminated. Currently the Belfast operation (above) builds the central fuselage for the CRJ's, so this will impact on its operation from the end of 2020. The sale of the CRJ ends Bombardier's involvement in regional aircraft having sold its C-Series Aircraft to Airbus (now known as the Airbus 220) and sold its Dash 8 programme to US based Longview Capital who have agreed to continue the Dash 8 production under the original De Havilland Canada branding. This will leave Bombardier with just its business/corporate aircraft range including the Learjet 70/75 series, the Challenger 350/650 series and the Global Express series. The Belfast and Moroccan operations are still currently owned by Bombardier, but they are actively looking for a buyer of both operations.

The Irish Air Corps have recently signed a deal with the Royal Australian Air Force (RAAF) where the RAAF will train two of Air Corps pilots in Victoria with a four month initial training period followed up by a further fifteen months of building hours on type. It is under-

stood the type of aircraft will be the Beechcraft 350 Super King Air of which the RAAF have eight in operation for various roles. It is understood that the cost of training the two pilots has been waived by the RAAF. The Reims (France) built Cessna FR172H Rockets that have been in operation with the Air Corps since 1972 (a staggering 47 years of service) have been stood down following a ceremony held at Baldonnell on the 21st of June but interestingly, two of the aircraft, 208 and 210 have since been noted operating. Initially the Air Corps took delivery of eight aircraft which was subsequently followed by one additional aircraft to replace the aircraft written off. In the end only five aircraft were operational. The replacement for the 172's, the PC-12, of which there are currently three on order have not yet been delivered, although it is understood at least one will be delivered to the Air Corps this year. The Italian Air Force sent one of their P-72A's (ATR-72) to Baldonnell at the end of June for five days. The aircraft is a military version of the commercial ATR-72-600 series and the Italian Air Force currently has a fleet of four, operating as maritime patrol aircraft. It is understood that the aircraft operated several demo flights with the Air Corps who are currently looking to replace the two Casa CN235's which have been operating with them since 1994. I understand the Air Corps favours the newer Casa CN295, given the commonality with their current CN235's.



Icelandic airline, Icelandair which currently operates a daily service to Dublin using Boeing 757's is replacing these two days a week with an Air Iceland Connect DHC Dash 8 – Thursday and Saturday flights will operate with Dash 8's which is a hell of a difference from a 757 in both capacity and flight times. It is understood that this will only apply during the months of July, August & September.

Loganair have commenced services from the newly revamped Carlisle Airport with flights operating to/from Dublin, Southend and Belfast City using leased in Saab 340's from Latvian airline Nyx Air. The Dublin route is served five days a week and the airports first commercial flight in 26 years took place on the morning of the 4th July to Dublin. I had an opportunity to visit Carlisle on a recent holiday in the Lake District, to see the aircraft stored outside at the museum and also the new terminal. We arrived at 09.25 on a Saturday morning but there was no one around at all – a brand new terminal and car parks with all the barriers up but not a sinner to be seen. The airport is owned and operated by Stobart who have a large distribution depot located here as well. There were three aircraft on the ramp, including one of the Saab 340's operating for Loganair and noted outside of the Soloway Aviation Museum were ten aircraft including an Avro Vulcan.

The sale of Flybe to Connect Airways has been given the green light by the European Union com-





petition regulators. Connect is a consortium of Virgin Atlantic and Stobart Air. The EU regulators had raised concerns over the possible monopoly on the Amsterdam routes as Air France/KLM already own Virgin Atlantic together with Delta Air Lines and the Virgin Group, so Connect have agreed to release five daily slots at Amsterdam Schiphol and some slots at Paris Charles De Gaulle. In the meantime Flybe have announced significant reductions in its network, commencing this month with the dropping of a considerable number of routes from Cardiff, Doncaster, Manchester, Norwich, Exeter and Southampton (not much left is there!). The only Dublin route affected is the Doncaster to Dublin route which will cease on the 25th of October.

Finally, after several months of delays the first Irish based Helicopter Emergency Medical Service (HEMS) commenced in early August with the Irish Community Rapid Response (ICRR) based at Millstreet Co. Cork using a single Agusta A109E registered G-SHLE. It is expected that the service will respond up to 500 calls a year. Currently it will operate from Co. Cork covering the southern half of Ireland and will operate in conjunction with the Irish Air Corps Emergency Aeromedical Service which currently operates out of Athlone using one of their Agusta AW139's.

EasyJet, in preparation for Brexit (or whatever happens on the 31st of October) has been splitting its fleet between UK registered aircraft and Austrian registered aircraft. The Austrian aircraft operate for EasyJet Europe Airline under their

ICAO of "EJU" and currently has a fleet of 92 x Airbus A320's and 45 x A319's, whilst the UK registered aircraft number 91 x A320's, 73 x A319's and 6 x A321's – this is what is called "having a foot in both camps". An interesting story circulated recently was of an incident with a scheduled EasyJet flight from Manchester to Alicante when the flight was delayed as the pilot rostered to fly the aircraft failed to report for duty. The airline was frantically trying to organise a replacement pilot when they received a phone call from one of the delayed passengers on the flight. It turns out he was an off-duty captain with the airline going on holiday with his wife and young son and was sitting in the terminal along with the rest of the passengers casually dressed, including shorts. He offered to captain the outbound leg for the airline who thought about it for about five minutes and then rang him back to say they accepted his offer despite his lack of uniform. With that, the captain stood up from amongst the passengers and calmly walked over to the departure gate intercom and announced to the passengers that despite his unorthodox clothing that he was going to fly the aircraft to Alicante and avoid any further delay, much to the delight of the passengers. It has not transpired yet as to how the airline managed to sort out the return leg. I doubt they waited a week for the captain to fly the return leg after his holiday :-).

Canadian based airline, Air Transat, have announced that next year they plan to operate their Airbus 321LR (Neo) on their seasonal Toronto to Dublin service with one of

their aging A310's operating on the route from the 13th to the 27th of April 2020 but from the 1st of May 2020 it will operate the A321LR.

ASL Airlines Ireland recently announced an order for ten Boeing 737NG-800 freighters with the option on another ten aircraft. The aircraft are known as BCF's (Boeing Converted Freighters). The airline currently operates two of the type from its Belgian subsidiary, although the aircraft are actually registered in Austria – OE-IMC & IMD. The BCF's have a larger freight capacity of up to 23.9 tons over a longer distance of approximately 2,000 nautical miles compared to the rest of the airlines fleet of Boeing 737 Classic series aircraft 737-400's. The BCF's are Boeing approved conversions of previously owned aircraft with both Austrian registered aircraft having operated as passenger aircraft for at least three other airlines before being converted to freighters. Whilst we don't see the NG freighters in Dublin currently as they use the Classic series freighters, it is expected the NG BCF's will make appearances in Dublin once delivered.

The Dublin Airport Authority (DAA) have commenced installing a new automatic visual docking guidance system (AVDGS) on parking stands at Dublin Airport. The new electronic system is installed above aircraft parking stands and displays real time information for pilots, including high definition cameras allowing the crew to see if any ground equipment will interfere with the aircraft arriving on stand or during push-back. Work on the new parallel runway 28/10 contin-







ues at a pace with extensive ground works taking place right along the length of the new runway. Unfortunately some of these works entails moving large amounts of earth from the location of the new runway and dumping it in large mounds right in front of the viewing area on the northern side of the airport perimeter blocking the view of the northern ramp where all the executive jets park. I am really hoping that this is just a temporary measure until such time as they are removed. Dublin airport recorded a passenger figure of just shy of 3 million for the month of May with an increase of 4% on May 2018, bringing the total for the first five months of 2019 to an incredible 12.3 million which is a 7% increase for the same period in 2018. Fingal County Council has been officially confirmed as the new noise regulator for Dublin Airport which means they will have to deal with any changes to the current planning conditions which the DAA are looking to do. Some of these conditions/restrictions will have a major negative impact on the new runway infrastructure. However, local residents may have a different view on that.

Ryanair have been making a lot of announcements of late in relation to the impact of a No-Deal Brexit and also the delays relating to the late delivery of the new 737Max series aircraft. The impact will be reduced schedules or closure of routes/bases completely with the

knock-on effect of requiring fewer pilots and cabin crew as a result. In one recent communication the airline was quoted as saying it would have an excess of 500 pilots and 600 cabin crew. This could be a winter of discontent for both Ryanair staff and passengers alike. I just hope nothing happens before my trip to Hamburg in late October. In the meantime the airline continues some growth with June showing 13.6 million passengers carried which was an increase of 8% over June 2018. July shows 14.2 million passengers carried which is again an 8% increase on July 2018 with a load factor of 96% in June and 97% for July. In the meantime, in order to improve turnarounds times and no doubt save money, the airline has started to self-handle with Stansted commencing in February after it setup a company called Blue Handling in partnership with Omniserv. This was followed by a deal in Spain where 25 airports were transferred to its new handling arm, Azul Handling with similar moves being made in Poland. The move sees the airline removing the previous ground handling agents' fees and profit margins being re-invested whilst giving it more control of its own efficiencies.

The delays in deliveries of the new Boeing 737Max series aircraft is having a major impact on any expansion plans Ryanair might have had and at the same time replacing older/higher hours aircraft in its

fleet. Passenger confidence in the Max series following the two major crashes is also an issue which is not helped by the on-going delays and uncertainties as to when the aircraft will enter service. In some attempt to soften the impact/image of these new aircraft when they do eventually get released by aviation authorities around the world to fly, Ryanair have quietly gone about renaming their aircraft currently stored at the Boeing plant in the US as "Boeing 737-8200"s thus removing the word "Max" from them. I am really not sure that fare paying passengers will not notice the change!

Shannon Airport passenger numbers continue to decline with a 2.6% decrease for the first quarter of 2019 and whilst not necessarily related, the US Air Force is under some pressure to explain its use by crews of Trumps hotel close to Prestwick in Scotland where some of the larger transport types transit and also more recently Vice President Pence's visit to Ireland where he too used a hotel belong to President Trump. The airport has suffered somewhat from the Boeing 737max series grounding with the cancelling of flights by Norwegian from Shannon to the US as it was using the Max series aircraft and also Air Canada had planned to commence a Toronto to Shannon service this summer but was cancelled due to the grounding of the MAX series. The airport recently celebrating its 80th Anniversary on



737MAX Aircraft parked at Boeing Field



the 11th July 2019. Eighty years ago, a Sabena Savoia Marchetti S-73 with eight passengers onboard landed at Rineanna, as it was called then, following a flight from Brussels via Croydon in the UK. The Sabena flight was linking up with a transatlantic Pan American sea plane using the nearby Foynes sea plane base. The airport recently took delivery of two state of the art fire tenders – HRET, High Reach Extendable Turret which are equipped with thermal imaging equipment to allow fire crews to identify quickly the hottest part of an aircraft allowing for quick decisions to suppress and extinguish fires or potential fires. The new HRET tenders allows fire crews to work directly from the cab of the tender to direct fire suppressants at the point of a fire without the need to leave the tender and place themselves in the danger zone. Shannon is the first airport in Ireland to take delivery of these new types of fire tenders.

Finally, in the news recently was an incident involving a student pilot in Western Australia who was on his first flying lesson on a Cessna 152, from Jandakot Airport near Perth when his instructor collapsed at the controls. They had been flying for about an hour when the pilot just collapsed and left the student pilot alone at the controls. The student pilot calmly contacted local ATC and advised them of the developing situation, who were amazed to dis-

cover that this was his first lesson in a Cessna, although he had two previous lessons in different aircraft but no experience in landings. Local ATC began advising the student of how to control the aircraft and helped him make a number of practice approaches to the airport before he finally took the plunge and landed the aircraft on his first go. With emergency crews standing by, the incapacitated pilot was immediately removed from the aircraft following the landing and was taken to a local hospital. The student's wife and children were at the airport at the time and were aware of what was happening. An amazing feat considering the pressure of being in small aircraft with an inca-

pacitated pilot leaning on you while trying to figure out how to keep the aircraft in the air, never mind trying to get your head around making a landing – but a perfect landing he did make with a cool head and help over the radio of the local air traffic controllers. You can download the recording of the incident on [forums.liveatc.net](https://forums.liveatc.net)

On that note I will sign off. For those going to the show Cosford have a great time and I am sorry but due to work commitments I cannot be there, but Terry will be there on the Saturday only.

**Ian Broni ■**



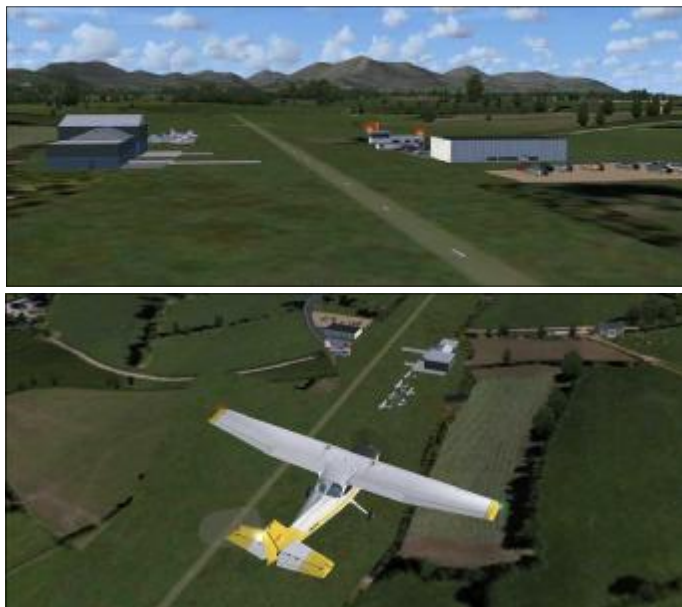


# Freeware Focus FSX & P3D

Terry McGee selects from some of the latest Freeware files

## AG6219 - Derryogue Airport, Kilkeel, Northern Ireland

By David Vega  
ag6219.zip  
[www.avsim.com](http://www.avsim.com)



A "Better Than Default" scenery for FSX and FSX:SE of Derryogue Airport in Northern Ireland. See the RE-ADME.txt file for details.

## Yakutia Boeing 737-800NGX

Repaint by Sergey Gleba aka serg09  
pmdg738ngx\_yakutia.zip  
[www.flightsim.com](http://www.flightsim.com)



FSX/Prepar3D Yakutia Boeing 737-800NGX. The payware PMDG B737-800 NGX in Yakutia Airlines livery. Textures in UHD format only PMDG model.

## PMDG 747 QOTSIII Sound Fixes

By Nick McCamis  
744v3\_sound\_improvements.zip  
[www.flightsim.com](http://www.flightsim.com)

FSX/P3D PMDG 747 QOTSIII Sound Fixes. A simple sound fixes pack for the PMDG Boeing 747 V3 including improved aircraft sounds and engine sounds for the -400 and for the -8.

## FSFO V3

Flightsimaddons  
fsfov3.zip  
[www.flightsim.com](http://www.flightsim.com)



FS2004/FSX/P3D/X-Plane FSFO V3. Flight Simulator First Officer V3 is a generic copilot designed to work with aircraft that conform to X-Plane (via XPUIPC), FS2004, FSX and P3D SDK; in short, it adds a touch of realism while providing a co-pilot to share cockpit responsibilities. FSFO V3 does not require strict adherence to Standard Operating Procedures (i.e. scripts), reading lengthy manuals or precise speech. To that end, it can be as complex or simple as you want; for example, FSFO can complete the entire Before Start Checklist, or only those functions you chose not to accomplish. Regardless, he will check every switch to ensure it's placed in the correct position. Just hit connect and fly with confidence that your First Officer is helping you fly this complicated aircraft.

## Adam A500 and A700

By Simon Smeiman  
gfa\_adam\_a500\_and\_a700.zip  
[www.flightsim.com](http://www.flightsim.com)



FSX/P3D Adam A500 and A700. Very little information about the Adam Aircraft is available from the internet so the development of the virtual models are not 100% renditions especially as far as the cockpit and instrument panels are concerned. There may also be some deviations to the rest of the interior and exterior models. I modelled both the A500 piston engine and the A700 Jet so you can have the best of two worlds with these two aircraft. Works with FSX SP2/Accelleration, FSX: Steam and Prepar3D.

## PMDG 737-600/700/800/900NGX Sound Fixes

By Nick McCamis  
737ngx\_sound\_improvements.zip  
[www.flightsim.com](http://www.flightsim.com)

FSX/P3D PMDG 737-600/-700/-800/-900NGX Sound Fixes. Some simple sound fixes for the PMDG Boeing 737NGX to make it more realistic. It works on both FSX and P3D versions.

## PMDG 777X Sound Fixes

By Nick McCamis  
777x\_sound\_improvements.zip  
[www.flightsim.com](http://www.flightsim.com)

FSX/P3D PMDG 777X Sound Fixes. A simple package of sound fixes for the PMDG Boeing 777 X's aircraft sounds.

## Ilo Airport Peru

By Jhon Cristian  
splo\_v1\_p3d.zip  
[www.flightsim.com](http://www.flightsim.com)



Prepar3D v4.5 Scenery--Ilo Airport Peru. Ilo Airport, IATA: ILQ, ICAO: SPLO, is in the Moquegua Region of Peru serving the city of Ilo. The runway is on the Pacific shoreline 4 km south of the city. Includes third terminal.

## Meigs Field

By Andy Johnston  
newmeigs-1.zip  
[www.flightsim.com](http://www.flightsim.com)

P3D v4 Scenery--Meigs Field, Chicago, Illinois (IL), USA. Almost twenty years after Chicago's Meigs Field



was destroyed, a group of entrepreneurs have built a new (fictional) New Meigs Field. Tested only in P3Dv4, may also work in other versions of P3D and FSX.



## North American T-39 Sabreliner

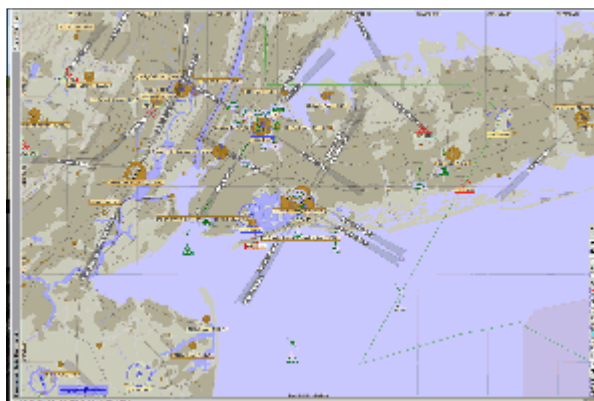
t-37\_sabreliner.zip  
[www.flightsim.com](http://www.flightsim.com)



FSX/P3D v3, v4 North American T-39 Sabreliner. The North American Sabreliner, later sold as the Rockwell Sabreliner, is an American mid-sized business jet developed by North American Aviation. It was offered to the United States Air Force (USAF) in response to its Utility Trainer Experimental (UTX) program. It was named "Sabreliner" due to the similarity of the wing and tail to North American's F-86 Sabre jet fighter. Military variants, designated T39 Sabreliner, were used by the USAF, United States Navy (USN) and United States Marine Corps (USMC) after the USAF placed an initial order in 1959. The Sabreliner was also developed into a commercial variant. FSX/P3Dv3, v4 native upgrade by [A.F. Scrub](#). (See also [SABRELINER\\_TEXTUREFIX.ZIP](#))

## FSTramp Free 7.26

fstramp726free.zip  
[www.flightsim.com](http://www.flightsim.com)

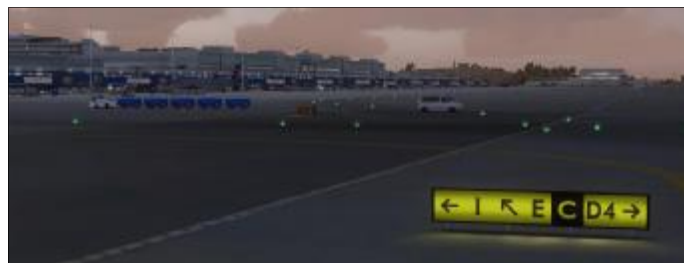


FSX/Prepar3D/X-Plane FSTrampFree 7.26 for P3D, FSX, FSX-SE, X-Plane 11. FSTrampFree is a moving map and derived from the flight management system FSTramp.

It shows, without internet access, the world map with mountains, airports, navigation aids and aircraft. In addition to the mouse pointer, the surface elevation is displayed. The app is an integrated module for the simulator and can be activated by pressing Ctrl+F12. Use the context menu to move the aircraft to any point in the world.

## LGAV - FlyTampa Athens

By Vladislav Polovinka  
ath919.zip  
[www.avsim.com](http://www.avsim.com)



Updated ADE file for P3D Athens airport scenery by Fly-tampa. September 2019. Correct parking codes and correct terminals are used for the current airlines flying to Athens as per autumn 2019. Info from Flightradar24, wiki and Athens airport website. Correct terminals for Schengen and non-Schengen airlines, A380 gates, etc. including fully operational satellite terminal since 2017.

## LSZH - Mega Airport Zurich

By Vladislav Polovinka  
zrh919.zip  
[www.avsim.com](http://www.avsim.com)



Updated ADE file for P3D Mega airport Zurich scenery by Aerosoft. September 2019. Correct parking codes and correct terminals are used for the current airlines flying to Zurich as per autumn 2019. Info from Flightradar24, wiki and zurich-airport.com. Correct terminals for Schengen and non-Schengen airlines, including Dock E (Midfield terminal).

## UDD - MDesign - Moscow Domodedovo

By Vladislav Polovinka  
dme919.zip  
[www.avsim.com](http://www.avsim.com)



Updated ADE file for P3D UDD - Moscow Domodedovo by MDesign. September 2019. Correct parking codes

and correct terminals are used for the current airlines flying to Moscow Domodedovo Airport as per autumn 2019. Info from Flightradar24, wiki and Domodedovo airport website. Correct terminals for international and domestic airlines, A380 gate for Emirates, etc.

### **Transglobal Airways Douglas C-9-30-N930TG**

By Joerg Zeitschel / SGA  
sga\_dc-9-30\_transglobal\_fsx.zip  
[www.avsim.com](http://www.avsim.com)



This is a new fictional retro repaint on the DC9-30 model by Stewart Global Aircraft. The model was meanwhile converted to native FSX. So it's usable in FSX and P3D. I added a modern and a retro panel. So it's up to you, to choose which one you like. Textures are saved in 32-bit. This is a complete package. Ready-to-fly. For more of my repaints visit my website: <https://www.airmedia4you.de/aircraft1.html>

### **FsXPand 8.1 Basic/FMS Network Panels**

By Gert Heijnis  
fsxpand8.zip  
[www.flightsim.com](http://www.flightsim.com)



FsXPand 8.1 Basic/FMS Network panels for FSX-FS2k4-Prepar3D-XPlane. Features Mooney TM20 Bravo, Kingair 350 & 200, Dash-8 100, Beechcraft Baron 58, Cessna 172, C208 Caravan - Glass panels for 737, also includes EICAS for 747, Fokker 100 FsXPand/FsClient is a server-client application sending your flight simulator data to other computers where your set of FsXPand gauges is shown. Any combination is possible. Easy interface, no scripting, install and run right away. Online feature: You can now track your flight by switching the feature on in FsXPand. The Basic version is capable of loading an FS9 or FSX flightplan, showing it in the Navigational Display. Key commands are available to simulate the EFIS control panel. These can easily be executed when using a USB card capable of sending keystrokes to the screen. The FMS (FMC) version is suitable for a 737NG flightdeck, featuring an FMS system independent of the actual aircraft type. Create your flightplan using keyboard commands (a CDU is essentially a keyboard) and fly the flightplan using keyboard MCP/EFIS commands, if you have a suitable device, or the compatible CPFlight MCP. The FsXPand FMS is completely independent of other software or built-in logic of third party aircraft models. Read back your MCP state from FSUIPC. .

### **Turkmenistan Airlines Boeing 737-800**

By Sergey Gleba  
ifly738\_turkmenistan.zip  
[www.flightsim.com](http://www.flightsim.com)



FS2004/FSX Turkmenistan Airlines Boeing 737-800. The payware iFly Jets B737-800 in Turkmenistan Airlines livery. Repaint by Sergey Gleba aka serg09. Paint kit by Denis Minaev. ■



# Freeware Focus FS2004

## Air Antwerp Fokker 50 OO-VLS

By Project AI team - The DFW group - Stellweg Airlines  
fokker\_-\_f-50\_fsp\_air\_antwerp\_oo-vls.zip  
[www.flightsim.com](http://www.flightsim.com)



FS2004/FSX Air Antwerp Fokker 50 OO-VLS. Thank you for downloading this FS2004 version, works also in FSX, of the new Air Antwerp airline Fokker 50. Soon this aircraft does a daily three times hop from Antwerp Belgium to London City airport and back. In this package you will find this Fokker 50 OO-VLS in 32 bit textures. Added several pictures allowing first glance in the -view section- of this zip-file. This is a complete and perfect flyable aircraft with panel and sounds. This shiny Fokker 50 aircraft features extra bright navigation lights and realistic engine exhaust smoke. Includes an up to date specially made customized lightmap. The -Tell-Tail-lights illuminate the vertical stabilizer and the special lightspots illuminate the engines. Many camera views have been added too. Smart looking engines complete the exterior highlights. Please read the Please readme file for the simple installation instructions.

## Air Transat Airbus A330-342

Repaint by Phillip Hughes  
posky\_tsc\_a333\_new\_colors\_livery.zip  
[www.flightsim.com](http://www.flightsim.com)



FS2004/FSX Air Transat Airbus A330-342, registration C-GCTS, fin #002. Air Transat's new livery painted on the Project Open Sky A330v2 paint kit with RR engines. Model features high resolution detailed textures including full night lighting. Textures only.

## EDDT- Aerosoft German Airports 3 Berlin Tegel

By Vladislav Polovinka  
tegel.zip  
[www.avsim.com](http://www.avsim.com)



Updated AFCAD file for EDDT - German Airports 3 - Berlin-Tegel by Aerosoft. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Berlin Tegel Airport as per summer 2019. Info from Flightradar24, wiki and Tegel airport website. Correct terminals for Schengen and non-Schengen airlines, low cost airlines, etc.

## EHEH-ORYXSIM Eindhoven

By Vladislav Polovinka  
eh eh\_376241.zip  
[www.avsim.com](http://www.avsim.com)



Updated AFCAD file for EHEH - Eindhoven by ORYXSIM. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Eindhoven as per summer 2019. Info from Flightradar24, wiki and Eindhoven airport website. Correct parking allocation for commercial airlines in front of the terminal. Airport is mostly used by low cost airlines - Ryanair, Transavia, Wizzair, etc.

## Pitcairn Islands—Complete Scenery

By Leonardo Santos  
pitcairnislands.zip  
[www.avsim.com](http://www.avsim.com)

This project is a complete & much more accurate scenery rendition of the Pitcairn Islands archipelago than the default scenery in FS2004. The scenery includes all 4 islands redesigned, with detailed coastlines, Landclass with the only settlement, Adamstown represented, and accurate Waterclass representing the shallow reef



banks bright colors. A fictional AFCAD for each island was also made, with all 4 having a water landing area either along the coast or inside the lagoons. Ducie Island has a small sand strip as well. Some scenery objects were added, mostly on Pitcairn Island, to recreate both the island's jetty & the Old Radio/Weather station. Enjoy everyone!

### **Air New Zealand ATR 72-600 ZK-MVA**

Repaint by Britney Ren PFSG  
isdttairnewzealandzk-mva.zip  
[www.flightsim.com](http://www.flightsim.com)



FS2004/FSX Air New Zealand ATR 72-600 ZK-MVA All Black. Complete model of the ISDT ATR72-600 including panel and sound with an all black livery of Air New Zealand.

### **UPS Boeing 747-8F 50th Anniversary**

Model, dynamics by Project Open Sky,  
repaint by Miguel Pena  
ups748f50thanniversary747.zip  
[www.flightsim.com](http://www.flightsim.com)



FS2004/FSX UPS Boeing 747-8F 50th Anniversary. Boeing 747 reaches its 50 years and UPS placed 14 orders

for this iconic plane so they commemorate their 50 anniversaries with this just out of Seattle. UPS Boeing 747-8F model features include fully animated control surfaces, fully independent suspension, main gear steering, trim animation, opening passenger doors, opening cargo doors, dynamic flexing wings, animated tilting bogies, rolling wheels, animated thrust reversers, fully reflective textures (each part has different degree of reflection based on material), accurate flight dynamics (accurate FDE with full profiles for wheels, tires, struts, leading/trailing struts, engine types; tested by real pilots), newly re-defined individual part damage profiles, accurate spoiler animation, detailed textures, full night lighting, visible landing lights from the cockpit, reflective cockpit windows, crash effects, transparent nav light lenses, newly re-defined individual part damage profiles.

### **UDD-MDesign Moscow Domodedovo**

By Vladislav Polovinka  
domodedovo.zip  
[www.avsim.com](http://www.avsim.com)



Updated AFCAD file for UDD - Moscow Domodedovo by MDesign. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Moscow Domodedovo Airport as per summer 2019. Info from Flightradar24, wiki and Domodedovo airport website. Correct terminals for international and domestic airlines, A380 gate for Emirates, etc.

### **SBGL-Tropicalsim—Rio de Janeiro**

By Vladislav Polovinka  
sbgl\_376264.zip  
[www.avsim.com](http://www.avsim.com)



Updated AFCAD file for GIG SBGL Rio de Janeiro Galeao 2016 by Tropicalsim. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Rio de Janeiro Galeao Airport as per summer 2019. Info from Flightradar24, wiki and Rio de Janeiro Galeao airport website. Correct terminals for all airlines, low cost airlines, etc. Since November 2016,



the check-in and baggage claim areas of Terminal 1 are not in use. All passengers must use Terminal 2 to access the boarding gates of any terminal.

### **Singapore Airlines B787-10 9V-SCC**

By HT Repaints

singapore\_airlines\_boeing\_787-10\_9v-scc.zip  
[www.avsim.com](http://www.avsim.com)



Singapore Airlines livery for TDS' Boeing 787-10 RR model painted by HT Repaints, model not included.

### **MMMX—Taxi2Gate— Mexico City International Airport**

By Vladislav Polovinka

mmm\_new2.zip  
[www.avsim.com](http://www.avsim.com)



Version 2. Please update!!! New AFCAD file for Mexico City International Airport MEX MMMX by Taxi2Gate. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Mexico City International Airport as per summer 2019. Info from Flightradar24, wiki and Mexico City International airport website. Correct airlines for Terminal 1 and Terminal 2, Satellite building and remote stands to cope with over-flow AI traffic.

### **S7 Airlines Airbus A320-214**

By Stefan Bree

airbus\_a320-214\_s7airlines\_vp-bog.zip  
[www.flightsim.com](http://www.flightsim.com)



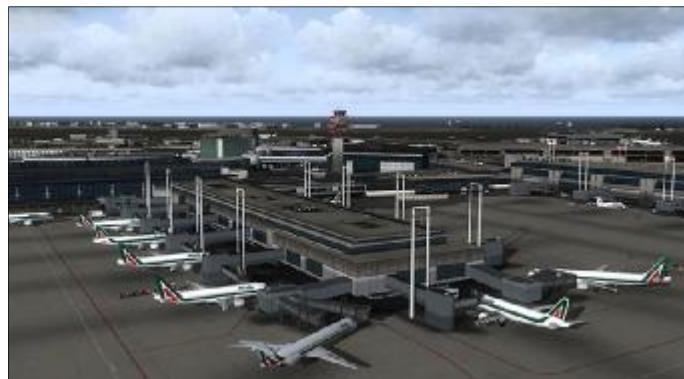
FS2004/FSX S7 Airlines Airbus A320-214. This is a repaint of the Project Airbus A320-214 (WL), in S7 Air-

lines livery, registration VP-BOG. Model included. The textures are saved in 32 bit format for quality graphics. Shine effect. Wonderful 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.

### **LIRF—Mega Airport Rome**

By Vladislav Polovinka

rome\_376110.zip  
[www.avsim.com](http://www.avsim.com)



Updated AFCAD file for LIRF - Mega airport Rome by Aerosoft. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Leonardo da Vinci-Fiumicino Airport as per summer 2019. Info from Flightradar24, wiki and Rome airport website. Correct terminals for Schengen and non-Schengen airlines, A380 gates, etc.

### **LEMD—Aerosoft Madrid Barajas**

By Vladislav Polovinka

lemd\_376109.zip  
[www.avsim.com](http://www.avsim.com)



Updated AFCAD file for LEMD Madrid Barajas by Aerosoft. August 2019. Correct parking codes and correct terminals are used for the current airlines flying to Adolfo Suárez Madrid-Barajas as per summer 2019. Info from Flightradar24, wiki and AENA website. Correct terminals for all airlines, airline alliances, A380 gates, etc. ■

# Freeware Focus X-Plane

## Aerospatiale Alouette III 1.0

By John Bray  
alo3.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Aerospatiale Alouette III 1.0. The Aerospatiale Alouette III is a single-engine, light utility helicopter developed by French aircraft company Sud Aviation. During its production life, it proved to be a relatively popular rotorcraft; including multiple licensed manufacturers, in excess of 2,000 units were constructed. Plenty of room for improvement on this model, but still probably the best Alouette III for X-Plane 11 at the moment. It's open source/GPL so please feel free to do more work on it. Credits: Braddock, brett s, Daikan, David, friwo2, Gerard Robin, John Bray, Josh, Pedro Miguel Calderia, Rosscopeeko, Sergio Costa, Thorsten Renk, Timi Hietanen.

## Boeing 737-800F Delta Cargo 1.0.1

By James Lambe  
jdr\_delta\_cargo.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Boeing 737-800F Delta Cargo N212DC 1.0.1. This is a Delta Cargo paint of a 737 cargo aircraft. The re-paint is for the default X-Plane 11 B737-800. Download and unzip the file. Place the unzipped file named "JDR Delta Cargo" into your X-Plane 11 Aircraft 737-800 liveries folder.

## Comprehensive Checklist Laminar MD82

By Robin Tannahill  
clist.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Comprehensive Checklist Laminar MD82 1.0. This is a checklist I made for Laminar's default McDonnell Douglas MD-82, an often overlooked but awesome freeware aircraft. In my opinion far more featured than the 738 and it also has its own quirks, especially with the autopilot, which you have to learn. This checklist started off as a fairly comprehensive one by an author that I haven't traced, but thanks to him or her for the base work. But it had no datarefs associated with the commands, so I added these wherever possible. I then started adding additional lines of my own and also compared the checklist against the one contained in the aircraft's 90 page POH. So, thanks to all those who contributed one or more lines from the vari-



ous checklists I studied. This checklist takes you from cold and dark to overnight shutdown, and I hope it helps you enjoy this amazing freeware aircraft.

## **EGJJ Jersey Airport 1.0**

By TDG  
egjj\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Scenery--EGJJ Jersey Airport 1.0. Jersey Airport is an international airport located in the parish of Saint Peter, 4 NM west northwest of Saint Helier in Jersey, in the Channel Islands.

Requires the following libraries:

3D People Library ([3D PEOPLE LIBRARY.ZIP](#)), BS2001

Object Library ([BS2001 OPEN ME.ZIP](#)),

CDB library ([CDB LIBRARY.ZIP](#)),

The-Fruit-Stand Aircraft Library ([THE FRUIT STAND AIRCRAFT LIBRARY.ZIP](#)),

Ground Textures Library ([GT LIBRARY.ZIP](#)), The Handy

Object Library ([THE HANDY OBJECTS LIBRARY.ZIP](#)),

FF Library (extended version)

([FF LIBRARY EXTENDED LOD.ZIP](#)), Flags of the World

([FLAGS OF THE WORLD.ZIP](#)), MisterX Library

([MISTERX LIBRARY.ZIP](#)), World Model Library

([WORLD2XPLANE.ZIP](#)), OpenSceneryX

([OPENSCEPERYX.ZIP](#)), R2 Library ([R2 LIBRARY.ZIP](#)),

RE Library ([RE LIBRARY.ZIP](#)) and RuScenery

([RUSCENERY.ZIP](#)).

If you enjoy the author's work, please consider donating (link contained in the included Readme file). Donations are 100% optional, but greatly appreciated and encourage the author to create additional sceneries.

## **FSFO V3**

Flightsimaddons  
fsfov3.zip  
[www.flightsim.com](http://www.flightsim.com)

FS2004/FSX/P3D/X-Plane FSFO V3. Flight Simulator First Officer V3 is a generic copilot designed to work with aircraft that conform to X-Plane (via XPUIPC), FS2004, FSX and P3D SDK; in short, it adds a touch of realism while providing a co-pilot to share cockpit responsibilities. FSFO V3 does not require strict adherence to Standard Operating Procedures (i.e. scripts), reading lengthy manuals or precise speech. To that end, it can be as complex or simple as you want; for example, FSFO can complete the entire Before Start Checklist, or only those functions you chose not to accomplish. Regardless, he will check every switch to ensure it's placed in the correct position. Just hit connect and fly with confidence that your First Officer is helping you fly this complicated aircraft.

## **EHRD Rotterdam The Hague Airport 1.0**

By TDG  
ehrd\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 10 And 11 Scenery--EHRD Rotterdam The Hague Airport 1.0. Rotterdam The Hague Airport, located 3 NM north northwest of Rotterdam, is the third largest airport in the Netherlands. It serves the cities of Rotterdam and The Hague and their regions. If you enjoy the author's work, please consider donating (link contained in the included Readme file). Donations are 100% optional, but greatly appreciated and encourage the author to create additional sceneries.



## LEAL Alicante Airport Spain 1.0.2

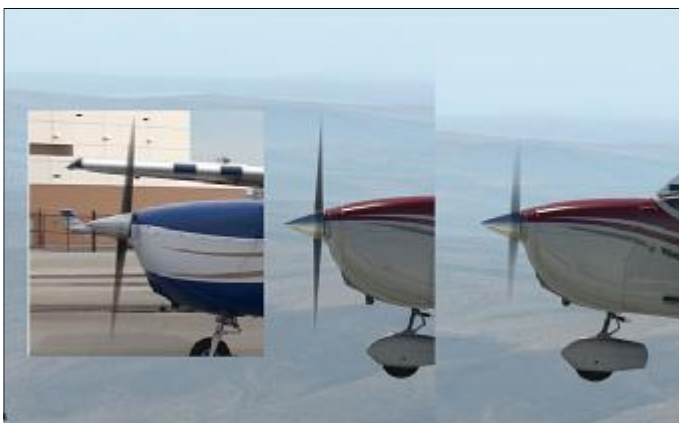
By TDG  
leal\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 10 And 11 Scenery--LEAL Alicante Airport Spain 1.0.2. Alicante-Elche Airport, originally named El Altet, is, as of 2017, the fifth-busiest airport in Spain based on passenger numbers, and the main airport serving the Valencian Community and the Region of Murcia. Requires certain libraries (please keep up to date).

## Propeller Animation Carenado C172SP

By Leen de Jager  
carenado\_c172sp\_g1000\_prop.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane Propeller Animation Carenado C172SP G1000. This is a propeller animation for the Carenado C172SP G1000 and results in a propeller which is much closer to the real thing. It is not a complete repaint, just the side view. The propeller has a tapered shape and is now as big as it shows in the frontal view (no longer looks like a baby-propeller). Back-up your original file if present (handy in case you want to restore the default one), and simply replace the file in the main directory of the aircraft.

## LROP Bucharest Otopeni Intl. Airport

By TDG  
lrop\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Scenery--LROP Bucharest Otopeni International Airport 1.0. Bucharest Henri Coanda International Airport is Romania's busiest international airport, located in Otopeni, 16.5 km north of Bucharest's city centre. Requires certain libraries. If you enjoy the author's work, please consider donating (link contained in the included Readme file). Donations are 100% optional, but greatly appreciated and encourage the author to create additional sceneries.



## LEZL Seville Airport 1.0

By TDG  
lezl\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Scenery--LEZL Seville Airport Spain 1.0. Seville Airport is the sixth busiest inland airport in Spain. It is the main international airport serving Western Andalusia in southern Spain, and neighbouring provinces. Requires certain libraries (please keep up to date).

## LGRP Rhodes Intl. Airport "Diagoras"

By TDG  
lgrp\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Scenery--LGRP Rhodes International Airport "Diagoras" 1.0. Rhodes International Airport "Diagoras", or Diagoras International Airport, is located on the West side of the island of Rhodes in Greece. Requires the following libraries (please keep up to date).



## **LIRN Naples Intl. Airport Italy 1.0**

By TDG  
lirn\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Scenery--LIRN Naples International Airport Italy 1.0. Naples International Airport is the international airport serving Naples and Campania. It is located 3.2 NM north-northeast of the city in the Capodichino district of Naples. Requires the following libraries (please keep up to date).

## **Sikorsky S-38**

By Billy Bargagliotti  
s-38\_folder.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11.35+ Sikorsky S-38. The Sikorsky S38 was an American twin-engine eight-seat sesquiplane amphibious aircraft. It was sometimes called "The Explorer's Air Yacht" and was Sikorsky's first widely produced amphibious flying boat which in addition to serving successfully for Pan American Airways and the U.S. Army, also had numerous private owners who received notoriety for their exploits. There are two models in this package; a 1928 version with appropriate panel, plus a 2019 replica, complete with modern instruments. Documentation included in the package.

## **ENGM Oslo Airport 1.0**

By TDG  
engm\_xp11\_tdg.zip  
[www.flightsim.com](http://www.flightsim.com)



X-Plane 11 Scenery--ENGM Oslo Airport 1.0. Oslo Airport is the main international airport serving Oslo, Norway, the capital and most populous city in the country. Requires the following libraries (please keep up to date). ■



# Aviation Gallery

<https://www.youtube.com/watch?v=QaqQa6-zIEQ>

## TWA Hotel - The Ultimate Airport Hotel

In this video, join Sam Chui for a stay at the iconic TWA Hotel and explore all the amazing features in this Av-Geek friendly hotel. It has some of the coolest aviation features including the best JFK airport spotting location. TWA Hotel is a hotel at John F. Kennedy International Airport in New York that opened on May 15, 2019. It utilizes the headhouse of the TWA Flight Centre airline terminal, designed in 1962 by the architect Eero Saarinen.



## Product Reviews

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

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<http://www.planecrazy.me.uk/ukd/>





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