

PC FLIGHT

Vol.2

Issue 5

December 2018

Your free digital Flight Simulation magazine

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EIKN Knock Airport XP11



Cockpit Hardware



FS Weekend 2018



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Welcome once again.

The annual Flight Sim Weekend in Lelystad, The Netherlands took place on Saturday 3rd and Sunday 4th of November. I and Michael Collins were there where we met up with our Flight Sim Cockpit owner friends for our annual get-together. This year the show has less commercial exhibitors that previous years. However, there were enough to keep us occupied for the day. We were told that there will be a change in the organiser of commercial exhibitors which will mean a return to more exhibitors. There are photos of the show on page 51.

While on the way to the show on the Saturday morning, we noticed that the new Lelystad Airport terminal had an Open Day for the locals. Of course we went in for a look around. Only the main entrance area was open, which was not yet completed but there were aviation companied there recruiting along with the airport management displaying the airport layout. (Photos below).

In his Plane Talking column, Ian eluded to my 737 Cockpit being AOG (Aircraft On Ground) for some months now. I had a problem where my Jetmax TQ suddenly became erratic, which I could not solve. So I made the decision to change to Prepar3D (P3D). Components for a new PC were ordered and assembled by my friend Padraig. P3D installed, orbx, airport scenery and the iFly 737 Pro installed mid December. I'm still grounded at the moment as I have a problem with a script file for my MCP/EFIS, which Sismo are helping me with. I can't wait to get back in the virtual skies and rejoin the virtual pilots on VATSIM.

The next issue is due in March 2019.

Terry McGee



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Dassault Falcon 20E

By Arild Elverum

www.flightsim.com

falcon20e11.zip

P3D V4/FSX Dassault Falcon 20E Version 1.1. Dassault Falcon 20E for Prepar3D V4 and FSX. Version 1.1 with accumulated fixes such as FSX interior glass, panel cfg and gauge fixes. 3 different models and 6 liveries. Models: Business Jet, ECM and Cobham Electronic Warfare Training Aircraft. Liveries: Royal Norwegian Air Force, Royal Norwegian Air Force ECM, French Air Force, Cobahm, HB-VDZ and White. Custom flight dynamics and gauges. It has a working VC but uses the Lear 45 2D panel and sounds. See Readme for installation and options. Pilot Notes are included.
and altitude.



Arrivals

your guide to new products

Rhodes Intl. Airport Diagoras From JustSim

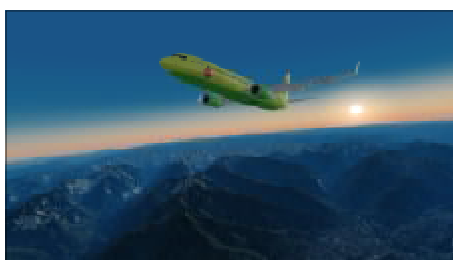
www.simmarket.com



Rhodes International Airport was the fourth busiest airport in Greece as of 2017, with 5,301,517 passengers utilizing the airport. The airport's single runway direction is 070/250, having a length of 3,306 meters and a width of 60 meters. There are six taxiways connecting the runway with the terminal. Tarmac can accommodate up to 14 airplanes simultaneously and up to type 747. Features: For use on P3D. Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons made with the requirements of the SDK Prepar3D. Dynamic lighting of the apron - only Prepar3D V4. High resolution ground textures & custom runway textures. High resolution building textures. 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, photo background high resolution. Realistic reflections on glass. Inclusion of manual in PDF format.

Autumn Set Ultimate P3D4 From RealisticSceneryDesign

www.simmarket.com



Beautiful autumn cold flights, incredible views, realistic flights in the mountains, excellent sunrises,

sunsets and much more looks just gorgeous together with a new add-on from RSDesign. The list of features you can see below. Also, at the request of many users, we have made the simplest installation of the product using the installer. Features: Photoreal Autumn sky. Realistic Autumn Atmosphere. Realistic brightness of clouds at different times. Realistic night lighting. Smooth transition of lights between day and night. Good tones of the internal and external parts of the aircraft. Autumn colours of the terrain. Reflection on aircraft. Realistic autumn cold haze. Photoreal water colour. Realistic water waves. Beautiful effect of movement of waves. Cool realistic autumn tones. Sepia and DPX effects. Very simple installation, the installer is present.

Aalborg X FSX P3D From Vidan Design

www.simmarket.com



Aalborg X is a highly detailed and realistic rendition of Aalborg Airport (EKYT, AAL), Denmark's third largest airport, situated 6 km from the centre of Aalborg in northern Jutland. The airport is a dual-use military and civil airport with scheduled flights to Copenhagen, Oslo, Amsterdam, Faroe Islands, Barcelona, London and other European cities as well as many charter destinations. Aalborg Air Base is home to Royal Danish Air Force (RDAF) 721 Squadron, Air Transport Wing Aalborg, which is equipped with Lockheed C-130 Hercules. This product is for your personal, non-commercial use. Please contact Vidan Design for commercial licenses inquiries. For Microsoft Flight Simulator X, Microsoft Flight Simulator X: Steam Edition and Lockheed Martin Prepar3Dv4. File size: 782 MB. Installation size: 1.7 GB. Features: Highly detailed rendition of Aalborg Airport EKYT, AAL and Aalborg Air Base (Flyvestation Aal-

borg). Highly detailed airport terminal. Realistic HD textures created from on-site photography. Custom modelled ground support vehicles. Hand-edited ground textures at 30cm/pixel resolution. High quality modelled airport buildings. High quality modelled civilian and military static airplanes featuring types unique to the airport. Animated ground support vehicles. Animated military vehicles. Custom modelled vegetation, grass, trees. Hand placed autogen. Designed to blend seamlessly with ORBX Global Base. Scenery Configurator.

AutogenXP Washington and Oregon X-Plane 11

From Taburet

www.simmarket.com



AutogenXP uses a blending of data available to provide a full coverage for the area it covers. The function of AutogenXP is to add autogen scenery according to real world data that can be of difference sources. Taking full advantage of the X-Plane scenery system this scenery is very gentle on frames rates; works along with any HD Mesh; Photorealistic scenery; Airport Scenery or what else you like to put on top of it including NightXP. Very easy installation. Coverage: States of Washington and Oregon.

Boeing 787 Dreamliner V2 From AFS-Design

www.simmarket.com



The Boeing 787 Dreamliner is a twin-engine long-range airliner and

is designed for 200 to 300 passengers. It is one of the most fuel-efficient aircraft in the world and the first large commercial aircraft primarily made from composite materials. The B787 is designed to burn up to 20% less than the Boeing 767. It has an electronic control system (fly by wire), a four-piece windshield, noise-reducing chevrons on the engines, and a smoother nose contour. New features in Boeing 787 Dreamliner v2: Nav set switches. Repaints: China Southern Airlines, KLM. External cockpit section. Winglets. 3D elements in the virtual cockpit: Window frame, pilot seats and usable 3D switches. Gauges: Radar Height, Seatbelt, No Smoking. Light switches. MFD's now very easy to read. Flaps. Flight dynamic with stall limit. Trim features. Texture improvements. Sounds. All models have a fully functional cockpit. FMC (Flight Management Computer) features: 15 different menus. Gauge of miscellaneous flight parameter. Use of flightplan. Calculation of courses analogical wind, high-level and aerodrome of destination. Follow of waypoints. Course gauge and autopilot control. Includes 9 liveries plus a texture repainter. Requirements: FSX, FSX Steam edition.

S550 Citation II X-Plane 11

From Carenado

www.carenado.com



Carenado has released their S550 Citation II for X-Plane 11. Features include: State-of-the-art configurable FPS-friendly logic system. Fully VR compatible. Full PBR (Superb material shines and reflections). Specially designed engine dynamics for XP11. Flight physics optimized for XP11 standards. Ground handling adapted for XP11 ground physics. Physically Based Rendering materials and textures throughout. PBR materials authored with industry-standard software used by the film and gaming industries. Support for RealityXP's GTN750* (integrated into 3D cockpit, when available). Goodway Compatible. Realistic behaviour compared to the real airplane. Realistic weight and balance. Tested

by several pilots for maximum accuracy. *RealityXP GTN 750 is sold separately. Included in the package: 6 HD liveries. 1 HD blank texture. S550 Normal and Emergency Procedures PDF. S550 Performance tables PDF. S550 Reference table PDF. Electronic Flight Information System PDF. Multi Function Display PDF. Recommended Settings XPLANE 11 PDF.

FSDG - Cape Town

From FSDG

www.aerosoft.com



Cape Town - Welcome to the Cape of Good Hope! At the southern tip of the African continent lies one of its busiest airports - Cape Town International Airport. With more than 4 million passengers and 100,000 aircraft movements per year it serves as a main hub for the southern hemisphere. Don't miss out this outstanding scenery. Features: Accurate rendition of Cape Town International Airport, South Africa (FACT). Realistic shadow and light rendition. New dynamic lights technology (P3D V4). Optimized for great performance and visual results. Compatible with SODE jetways and animations. Compatible with all known add-ons including AES, GSX, UTX, FS Global and the FTX series. System requirements: FSX, FSX: Steam Edition or Prepar3D V3/V4.

HD Cities - Dublin

From Prealsoft

www.simmarket.com



Dublin is the capital and largest city in Ireland. Dublin is in the province of Leinster on the east coast of Ireland, at the mouth of the River Liffey and bordered on the south by the Wicklow Mountains. Dublin city reproduced entirely in High Definition which also

includes autogen. The main features: Dublin City in high definition 0.25m/pixel. Autogen (buildings/trees). 3D customized buildings: Samuel Beckett Bridge, Convention Centre, Trinity College, Four courts, Aviva stadium and more. Misc objects: Ships, ferries, Ports, Bridges. 3D streets lights by night on the main roads and streets of the city (For FTX Global users). Compatible with FTX Global/Ireland, Mega Airport Dublin and other Irish addons. Requirements: FSX, P3D.

HD Cities - Malta

From Prealsoft

www.simmarket.com



Malta is one of the world's smallest and most densely populated countries, at over 316 km2 (122 sq mi) with a population of about 475,000. Its capital is Valletta, which is the smallest national capital in the European Union by area at 0.8 km.2. Its largest town is Birkirkara, while its chief economic centre is Sliema. The official languages are Maltese and English, with Maltese also recognised as the national language. Maltese is the only Semitic language to be officially recognised in the European Union. Italian is also spoken by most of the population. The main features: GIS Data Map of Malta Islands 0.5m/pixel. Autogen (Houses and trees). Customized 3D Buildings. Optimized for best frame rates. Compatible with Malta Airport Sceneries. Requirements: FSX, P3D.

Mega Airport Madrid professional

From Sim-wings

www.aerosoft.com



Sim-wings present Mega Airport Madrid professional with all build-

ings and service facilities for Prepar3D V4. The aerial image covers a total surface of 400 km² and the detailed 3D models and animations bring the scenery to life. In addition to the default jetway animations, SODE jetways are optionally supported. The scenery also comes with a detailed AFCAD that includes parking positions and approach procedures – the latter can be toggled between North and South approaches. Features: Mega Airport Madrid-Barajas with all buildings and service facilities like VOR, ILS. Aerial image for the airport and its close environment (total of 400 km²). Autogen buildings and vegetation for the entire aerial image area. Detailed airport buildings, terminal 4 and terminal 4 satellite with interior equipment. Detailed animated jetway models, (Ctrl-J), SODE jetways as a free download option. Docking systems at all gates and functional windsocks. Partly prerendered shadowing/night lighting. Detailed ground markings. Scenery and aerial image are georeferenced to ensure best possible compatibility with other add-ons. Animated vehicle traffic on the apron and around the airport. Detailed AFCAD files with airline parking codes and approach procedures; can be toggled between North and South approach in the config menu. Advanced config tool. Simple installation: no changes to default configurations necessary. Special P3D V4 Features: All code (BGLs) compiled with P3D V4 SDK, using new material options and being performance optimised to the new engine. All objects optimised for new shadow technology. Dynamic lights (can be turned off per area via config tool). Ground layout incl. detailed aerial image following P3D V4 SDK. Optimised runway lighting with activation/deactivation based on time of day and weather conditions.

Ethiopian A350XWB

From Just Planes

www.worldairroutes.com



Just Planes is delighted to return to Ethiopian Airlines to cover the 8th

aircraft type in our Ethiopian Cockpit series: the Airbus A350XWB at the exact time that the airline will celebrate 100 airplanes in service! When we first started filming the company operated 46 aircraft. To celebrate this event we're not only releasing one of our best programs but we're giving you 2 programs for the price of 1 with a total of no less than 5 hours! Everything you ever wanted to know about the A350 explained by our pilots and 2 fantastic routes with Dubai and London! Features: 300 minutes of action. 3 Continents (Africa, Asia, Europe). External Walk around Inspection. Preflight Preparations. Cockpit Set Up. Pilot Briefings. Checklists. Airport Arrival & Departure Charts. Cockpit Presentation. All the new features on the A350. Pilot Presentations. Great scenery to Dubai, London, and en route. Cabin views and service and a lot more.

PA-30 Twin Comanche

From Milviz

www.simmarket.com



The Twin Comanche completes our trilogy of light twins. Simpler and easier to maintain than its rivals, it holds fond memories for the many who flew it in their multi-engine training days. It is a must for the general aviation enthusiast who would rather fly the plane themselves than let an autopilot have all the fun. We've paid particular attention to the flight dynamics with a heavy focus on creating an aircraft that is realistic not only in the visual department, but also in the way it handles. Hundreds of hours of testing and expert refinement have resulted in a rewarding, yet ultimately enjoyable, flight experience that successfully mimics all aspects of the real world model, up to and including low altitude single engine flight behaviour. The Milviz PA-30 Twin Comanche includes our own highly detailed GPS units based on the default simulator data, however we recognize that many of our customers use other popular 3rd party options for replicating the GPS functions. For the

PA-30 Twin Comanche, we've bundled in compatibility for the most popular avionics add-ons with multiple configurations available to choose from. Compatible 3rd party avionics include the following: Flight1 750 GTN, Flight1 650 GTN, Reality XP 530 GNS, Reality XP 430 GNS, Navstax Radio/Navigation Suite. The PA-30 Twin Comanche includes our custom coded, very accurate simulation of the venerable KAP 140 autopilot. Our MVAMS pre-flight configuration utility runs outside the simulator providing the means to configure and incrementally update individual products to quickly address issues and make fixes when required, without having to download and reinstall complete new versions of the aircraft. Special Features: Realistic flight dynamics. Realistic startup and shutdowns. Realistic systems and avionics. 5 HD liveries. REX/Milviz WXR included. Realistic night lighting, landing lights and custom effects. Support for 3rd Party Avionics (RealityXP, Flight1, Navstax). High quality external and internal models. Highly detailed product operating handbook included. True Glass, Real Light included (current version P3D v4 only). For FSX & Prepar3D v2/v3/4.

EGKA Shoreham Airport

From ORBX

www.orbxdirect.com



We are continuing our mission to port over UK airports to X-Plane and Shoreham Airport is the latest contender. Shoreham is the oldest licensed airfield in the UK and has a beautiful art deco style terminal building which we have faithfully portrayed. You will love both the history and natural beauty of the airport and surrounding areas. Nearly every single object seen in the real airport has been accurately modelled and positioned - with the South Downs on one side and the sea on the other - what more can you want? Key Features: HD ground imagery. Art deco terminal. Animated flags. Real time animated clocks on terminal. Brand new Southern Trains carriage mod-

els and livery! Custom modelled airport and houses. The gothic style Lancing College main hall on the hill (scene of a Harry Potter film shoot). Custom modelled landmarks. Custom animated windsocks. Colour matched imagery for [TrueEarth Great Britain South](#). Optimized for great performance. WT3 compatible with GA traffic movements.

The Ultimate 146 Collection **From QualityWings** www.flight1.com



The Ultimate 146 Collection for P3Dv4 includes the BAe146 and Avro RJ series, a four engined regional aircraft series by British Aerospace. All produced passenger variants have been included, such as the old BAe146-100, -200 and the newer BAe146-300, but also the heavily upgraded Avro RJ series. For your pleasure, every model comes with its own 2D Panel and Virtual Cockpit to fully capture the spirit and identity of these jets. Choose between 6 highly accurate and detailed models: British Aerospace BAe146-100, British Aerospace BAe146-200, British Aerospace BAe146-300, British Aerospace Avro RJ70, British Aerospace Avro RJ85, British Aerospace Avro RJ100. Key features: Exceptional attention to detail and typical characteristics of the BAe146 and Avro RJ. High resolution texturing. Customized Environment Map for natural reflections. QWHD - QualityWings High Definition Textures for most liveries. Fully customized Bump- and Specular Maps. See-through cabin windows with modelled cabin and passengers.* Multi-Stage super detailed night lighting. Customized Landing Lights. NAV lights and Strobes cast light splashes on the ground. Sperry autopilot (BAe146). Thrust Modulation System (BAe146). Depending on the selected model, we offer three different Cockpit layouts. Each represents a different evolution of the airplane and is available as 2D and 3D virtual cockpit. Cockpit layouts are: BAe146-100 and -200 style cockpit (fully analogue)

featuring GNS-XLS FMC. BAe146-300 style cockpit (simple EFIS) featuring GNS-XLS FMC. Avro RJ series style cockpit (full EFIS) featuring GNLU910 FMC. *Note that the product has NO virtual cabin. The modelled cabin is for the exterior view only.

FS Effects v1.02 **From Flight1** www.flight1.com



FS Effects (formerly FS Stall Effects) is a unique add-on for FSX, FSX Steam Edition, Prepar3Dv3, and Prepar3Dv4 that provides a more realistic flight experience. The software recently received a free update that adds more controls to tweak and edit your aircraft flight characteristics. The latest update allows users to edit Throttle Response and Start-Up Engine Time to their Turboprop/Turbojet aircraft to more realistic settings then what is provided in the default FS turboprop models. The utility also fixes the unrealistic battery drain in FSX/P3D. The FS Effects Battery Life Extender allows time to follow realistic pre-flight procedures without having to worry about the battery going dead in the sim. FS Effects is highly configurable, allowing it to emulate the visual and audible pre-stall characteristics of a broad range of aircraft. The FS Effects package consists of an installation/configuration manager that automatically installs the FS Effects real-time control module, sound, and configurations files, and provides a simple point and click user interface to manage the stall characteristics of any fixed wing aircraft in any of the supported simulator versions. The interface allows the user to select an aircraft from their library and make adjustments to the following characteristics for each aircraft: New! Turboprop/Turbojet Throttle Response (Slow to Fast). New! Turbo/Turbojet Start-up Time (5 seconds to 30 seconds). New! Battery Life Extension (Off, 1x to 20x). Pre-Stall Buffet Starting Point (as percentage stalled). Pre-Stall Buffet Pitch Magnitude (Zero to Max). Pre-Stall Buffet Roll Magnitude (Zero to Max). Pre-Stall Buf-

fet Incidence Rate (Zero to Max). High-speed Buffet Starting Point (Mach number). High-speed Buffet Magnitude (Zero to Max). 'Engine Vibration' Roll Magnitude of airframe. All FS Stall Effect settings can be changed before or during a flight so you can tweak your aircraft to your own desirable liking.

Cologne/Bonn professional **From Jo Erlend Sund** www.aerosoft.com



As long-standing governmental airport and Luftwaffe facility, Cologne/Bonn Airport is one of Germany's major airports – it's not without reason bearing the name of the first German chancellor Konrad Adenauer. This new scenery developed by Jo Erlend Sund sets new standards in level of detail for P3D V4. The airport comes with a large photo scenery surrounding of approx. 1000 km² and was recreated with high-quality 3D models and photorealistic textures. Its seasonal adaptations and custom winter textures make it shine all year long. Around the parking positions you'll find lots of ground equipment and clutter objects, exemplifying the developer's attention to detail put into this scenery. The already numerous animations, e.g. the service vehicles, passengers, or windsocks, can be further expanded upon with the use of SODE – which also moves jetways and doors in a realistic way. The built-in configuration tool allows you to adapt a lot of options to your specific needs, so the performance does not have to play second fiddle behind the incredible level of detail. Features: Fully compatible with Prepar3D V4.3. Features a highly accurate recreation of Cologne Bonn Airport (EDDK, CGN). High-fidelity 3D models of airport terminals, buildings, and other airport facilities. Interior terminal models included. Photorealistic building and ground textures. Animated jetways. Seasonal textures and model variations. Winter ground textures with realistic snow effects. Highly detailed ground service equipment and clutter objects around parking positions. Up to date runway, taxi-

way, and stand layouts. Realistic rain effect on ground textures. Animated ambient service vehicle traffic. Animated ambient passengers inside the Terminal. Custom animated windsock model. Compatible with AI traffic packages. Large photo scenery coverage of the airport and surrounding area (approx. 1000 km²). Custom runway and approach light effects. Realistic night effects including reflective edge markings, realistic bulb effects, and dynamic adjustments depending on time of day and meteorological conditions. Dynamic flood lights included as an option. Optional static aircraft included. Volumetric grass included as an option. Configuration tool included.

**KSBA Santa Barbara
Municipal Airport**
From ORBX
www.orbxdirect.com



Santa Barbara Municipal Airport is set against the stunning backdrop of the Santa Ynez Mountains in Southern California, the Mediterranean charm of this location is something quite special. KSBA is served by 5 airlines on a regular basis by CRJ's, 737's, A320's and more, and is the perfect combination of airline and GA destination. With its main 6000ft runway and two 4200ft GA runways, it caters to pretty much whatever your favourite type of flying is. We've spent a long time tweaking the performance and making sure that it runs with as little impact as possible, so everyone can have a great experience no matter what they fly. Aside from the high detailed airport, we also included a HUGE area of 500sq km of fully annotated and detailed scenery around the airport, covering the entire city of Santa Barbara, Goleta, and the stunning mountain range that can be seen from the airport and city. You certainly won't run out of things to explore here! Key Features: Ultra-detailed rendition of KSBA Santa Barbara Municipal Airport. HUGE 500km² coverage area at 30cm/60cm /1m. Beautiful rendition of the terminal, including inte-

rior modelling for maximum depth. Additional "lite" landing area - OCA3 Crawford Airport. Custom vegetation and trees native to area. Advanced rendering, ambient occlusion and night-lighting methods used for maximum realism. Plenty of VFR landmarks and POIs to explore including schools, shops, factories, custom bridges and others. Full suite of ObjectFlow, PeopleFlow2, TextureFlow and more included. Extensive control panel with options for alternative APX/AI configurations. Strongly optimized for good performance with complex aircraft types. Developed by Misha Cajic. For FSX and P3D.

Bergamo professional
From Tailstrike Designs
www.aerosoft.com



"Aeroporto di Bergamo-Orio al Serio" also often called Milan/Bergamo, is one of three international airports in the Milan region. With Bergamo professional, this airport now finds its way to Prepar3D, complete with all buildings and service facilities. The aerial image used for this scenery comes with a resolution of 50cm/px and includes seasonal variations as well as hand-placed autogen over a surface of 35 square kilometres. The ground layout of the airport itself is based on recent data and also features rain effects during rainy weather conditions. SODE users can activate the optional SODE jetways, with CTRL-J enabled ones as a fall back. Bergamo professional is also compatible with third-party meshed, e.g. Orbx surface sceneries, and includes options for compatibility with GSX. Features: Bergamo airport with all the buildings and service facilities, major buildings around airport are included. Latest ground layout with rain effect during rainy conditions. 50 cm/pixel aerial image with seasonal variations covering 35 km² with hand placed autogen. Detailed animated CTRL-J jetways (SODE version available as optional zip file). Functional safe gates working with AES technology (a configuration file is available for GSX users). Partially prerendered shadows and night

maps. Animated vehicle traffic on the apron and around the airport. Detailed AFCAD file with airline parking codes and approach procedures (AIRAC 1809). Extended configuration tool. Working windsocks based on wind strength and direction. All code (BGLs) compiled with P3D V4 SDK, using new material options and being performance optimised to the new engine. All objects optimised for new shadow technology. Dynamic lighting. Optimised 3D runway lighting with activation/deactivation based on time of day and weather conditions.

PA-28-181 Archer III
From Just Flight
www.justflight.com



Following on from their award-winning PA-28R Arrow III, Hawk T1/A Advanced Trainer and C152, this highly detailed simulation of the PA-28-181 Archer III was developed by Just Flight's in-house team following comprehensive, hands-on research with a real-life Archer III, G-CIFY, based at Turweston Airfield. The PA-28-181 Archer III is a four-seater, piston-engine aircraft equipped with a fixed tricycle landing gear, 180hp four-cylinder engine and fixed-pitch propeller. Certified in the mid-1990s, the Archer III is one of the most recent PA-28 variants to be built, reflected in its streamlined cowling and cockpit overhead panel controls. Capable of cruising at 118 knots and with a range of nearly 500 miles, it is an ideal aircraft for touring and flight training. The cockpit features an impressive suite of avionics for instrument training and IFR flights, with a GNS 530 GPS, GNC 255 radio, S-TEC autopilot, HSI and ADF instruments. Situational awareness is enhanced with a Traffic-Watch ATD-300 traffic awareness unit and Strike Finder stormscope. A flight computer panel and interactive checklists for every stage of flight are provided and the aircraft systems include custom-coded fuel and electrical systems, Refill menu and functioning carburettor and primer controls. Compatibility:

Flight Simulator X, FSX: Steam Edition, P3D v4, P3D v3, P3D v2, P3D v1.

TrueEarth Great Britain

From orbx

www.orbxdirect.com



TrueEarth Great Britain South covers a whopping 42,000 square miles and covers Southern England and Wales. We have developed new autogen technology especially for X-Plane 11 which allows for region specific houses to be placed accurately. What really makes TrueEarth Great Britain unique, are the Points of Interest models. We have hundreds of iconic UK landmarks from Tintagel to Cardiff City Stadium, from the Brighton Pier up to Buckingham Palace in London – all based on 2018 data - You won't find a more comprehensive and up-to-date British flying experience anywhere! Key Features: 42,000 square miles of hand corrected, crisp, colour-matched aerial imagery. New autogen technology developed specially for X-Plane 11, allowing thousands of realistic looking UK-themed houses to be placed at a realistic height with minimal impact on performance. 130 million trees at the correct height and location. 13.2 million buildings at the correct height and location. VFR landmarks such as masts, wind farms, churches, power-lines, and lighthouses are all accurately placed. Hundreds of custom-modelled 3D POIs. Hand-placed and custom modelled landmarks placed throughout the scenery such as bridges, skyscrapers, castles, piers, and monuments – this is especially noticeable in city areas such as London and along the coast. Sharp and detailed 10-meter mesh brings out stunning detail in natural features such as hills and beaches. Superb watermasking along the entire coastline. Accurate road and rail network blended into the aerial imagery with moving left-hand drive traffic. Control Panel option to use photoreal major roads/motorways or synthetic X-Plane ones. Summer season only with full night-lighting supported.

A2A Simulations Accu-sim Bonanza

From A2A Simulations

www.justflight.com



A2A's Accu-Sim Bonanza for P3D v4 Academic is designed to be flown 'by the book' and provides an exceptional level of authentic complexity and accuracy in the aircraft systems and functionality, from the true propeller simulation to the V-tail flight physics modelling. Among the numerous features are three in-sim avionics configurations, new analogue gauge physics, pre-flight inspection system, dynamic ground physics, physics-driven cockpit sound environment, system failures, maintenance hangar, cockpit sound environment, real-time Load Manager and an authentic fuel delivery system. Designed to be "flown by the book".

MD-11 V2 FSX/P3D

From Sky Simulations

www.simmarket.com



Sky Simulations proudly presents the McDonnell Douglas MD-11. This model is an exact replica from the real one. Each and every detail is reproduced on this model without affecting the frames rate and is based on flight and maintenance manuals from the aircraft. Included features: Dual versions available (FSX and P3D4/3/2). State of the art replica of the aircraft. Two different variants GE CF6-80 and PW PW4460 engines both made for Passenger and Cargo Versions. Gravity and Aerodynamic actuated Flexible wings. Dynamic Shine. Perfectly simulated loss of hydraulic pressure. Parking Mode (Catering, Container loaders, Fuel, Front stairs, Push-back, Main Cargo Loader Trucks-Maintenance Mode,

Engines, LG Doors, Weather Radar). Flight Dynamics tested by real airline pilots and totally reliable on flight manuals. Hi Definition Photo-real 32Bit Textures. All the functions on the virtual cockpit are fully functional and animated; you can perform a complete flight within the Virtual Cockpit. Photo-real and Hi-Def Textures on the Virtual Cockpit. Fully Detailed and clickable with endless details and effects. Full sound package recorded during engine run test, outside and inside of the aircraft. Operational FMC a combination of Real procedures and FS GPS Native system. Fully operational Pedestal. Fully operational Overhead Panel. Hydraulic system now fully interacts with the aircraft controls surfaces. All panel the Display can be Zoomed with this command. MD-11 and McDonnell Douglas sounds (Warnings, Caution, GPWS and Virtual Co-pilot). Update offer available.

Hawk T1/A Advanced Trainer

From Just Flight

www.justflight.com



Just Flight, in partnership with Thranda Design, are proud to present the Hawk T1/A Advanced Trainer for X-Plane 11. Hawk T1/A Advanced Trainer for X-Plane 11 features PBR materials with real-time environment reflections, 4096 x 4096 textures, 12 paint schemes, numerous animations, realistic lighting and custom sounds with a pop-up window for sound mixing. Both the front and rear pilot positions are modelled and the aircraft features a truly 3D virtual cockpit with smoothly animated 3D instruments, fully functional IFR-capable avionics, authentic HUD and custom-coded electrical and hydraulic systems. The aircraft features realistic payloads (including guided missiles, rockets, bombs, 30mm ADEN cannon gun pod, external fuel tanks, reconnaissance pod and Red Arrows diesel/dye smoke pod). Both the front and rear pilot positions are included, and the aircraft features a truly 3D virtual cockpit with smoothly animated 3D instruments and fully functioning cus-

tom-coded systems and avionics. The Cockpit features; A truly 3D virtual cockpit right down to accurately modelled ejector seats and screw heads - every instrument is constructed fully in 3D with smooth animations. Cockpit textures feature wear and tear based on reference photos taken in the real aircraft to produce an authentic environment. Interactive checklists for every stage of flight. Aircraft configuration system that will allow you to choose between 'cold & dark' or 'ready for take-off' (if aircraft is stationary on the ground). Fully functional and comprehensive IFR-capable avionics fit, including AN/ARC 164 UHF radio, plus a retrofitted modern AN/ARC-232 UHF/VHF unit and TACAN/ILS radio units. Authentic head-up display (HUD). Interactive logbook panel for logging your flight details (X-Plane native). GoodWay compatible. Adjustable canopy mirrors with real-time reflections of the environment. Animated toe brakes. Radio knob animations routed through plug-in logic, for optimum movement fidelity and sound synchronisation.

EBBR Brussels Airport P3D4

From JustSim

www.simmarket.com



Brussels Airport (EBBR) (also called Brussel-Nationaal / Bruxelles-National (Brussels-National) or Zaventem) is an international airport 6.5 NM (12.0 km; 7.5 mi) northeast of Brussels, the capital of Belgium. In 2017, more than 24 million passengers arrived or departed at Brussels Airport, making it the 23rd busiest airport in Europe. It is located partially in Zaventem, partially in the Diegem area of Machelen, and partially in Steenokkerzeel, in the Flemish Region of Belgium. It is home to around 260 companies, together directly employing 20,000 people and serves as the home base for Brussels Airlines and TUIfly Belgium. Features: Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground

polygons made with the requirements of the SDK Prepar3D. Dynamic lighting of the apron. Visual Docking Guidance System (SODE+GSX). SODE animated Jetway. SODE animated windsocks. 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. 3D people. 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.

Hawk T1/A Advanced Trainer Livery Pack

From Just Flight

www.justflight.com



If you're enjoying Just Flight's Hawk T1/A Advanced Trainer for X-Plane 11 and would you like some additional liveries to adorn your aircraft, this pack is for you! This pack includes 12 new liveries from the Royal Air Force (8), Royal Navy (1) and Finnish Air Force (1) as well as the paint schemes for the Hawk 100 Demonstrator ZA101 and the BAE Demonstrator ZK533.

Swiss Seaplane Pilot P3D4

From Design for FS

www.simmarket.com



This Addon is a comprehensive package and includes the Piper Super Cub Amphibian, Swiss Lake Scenery and 3 Seaplane Missions. The Piper Super Cub Amphibian was designed by Simon Smeiman. The two classical Swiss paint schemes were designed by Kurt

Stöckli and correspond to reality. The following features were implemented: Combination of landing gear and floats. The landing gear can be extended to land on hard surface and on the ice of frozen lakes. Two Swiss paint schemes HB-PQJ, HB-OPP, HB-ORK und HB-PMN. Standard animation of all movable parts. Detailed and very realistic virtual cockpit. Very realistic engine sound. When the aircraft is placed on a high altitude lake, the mixture control is set automatically. The original manual in English and German for the Piper by Simon Smeiman comes with the addon. With the addon "Swiss Seaplane Pilot", 80 lakes are flattened and corrected along the shore lines. Therefore the lakes are well prepared for seaplane flying. Most lakes are equipped with a jetty to park any seaplane, some of them have a fuel station. The reworked barrier lakes are all equipped with masonries. Some lakes are frozen during winter time and the ice surface is prepared for takeoff and landing. On some frozen lakes there is a marked runway available (only if SODE is installed, the download file of Swiss Seaplane Pilot from SimMarket includes the installer of SODE). Scenery: The surfaces of the Swiss lakes are too bumpy for Seaplane flying when using Switzerland Pro X by Flylogic. The water along the shore lines is not flat and is climbing up the hill a bit. Missions: The seaplane pilot missions are available in German, English and French. The preferred language can be selected during the installation process. When flying the missions, Intermediate, Advanced and Expert requirement levels can be selected. Voice over for each language version in order to guide through the mission. Specially designed medals and certificates. Requirements: Flight Simulator P3D V4xx. Switzerland Pro by Flylogic.

Rome City X FSX & P3D4

From SamScene3D

www.samscene.com



SamScene3d has released Rome City X for FSX and P3D. Rome is

the capital of Italy, this scenery covers the city centre, Vatican city and adds various Italian style autogen buildings. Recommendation: This scenery is best used for tour flying over 1500ft. Scenery features: Rome photoreal texture. Over 10,000 autogen buildings with Italian style designs. Many custom hotels, buildings, business centre, banks, churches, squares, landmarks, etc. Night light textures. Autogen vegetation all over the city. Rome main station buildings. Compatible with other Rome airport sceneries. Good frame rate. You can use other photo scenery autogen files to cover this scenery. Compatibility: OrbX FTX global, vector, Europe LC.

EPKK Kraków X V2 FSX/P3D **From Drzewiecki Design** www.simmarket.com



EPKK Kraków X is a highly detailed scenery of EPKK John Paul II International Airport in Kraków (Cracow), Poland. This product is compatible with FSX-based platforms. SimObject Display Engine (SODE) is required for this product to be installed. Features: High quality scenery of EPKK Kraków airport. Photoreal Kraków city with landmarks and autogen. Up-to-date (2019) airport layout, detailed markings. SODE jetways, custom animations and automatic seasonal changes. Highly realistic, user-controllable and weather-dependent airport lighting. 3D people, ground vehicles, optional static aircraft. Native P3Dv4 feature like ground poly with reflection effects, wet surfaces and dynamic lighting. New in version 2: Updated 2019 airport ground layout (built from scratch) with very detailed markings. All new buildings and structures added including the new terminal area, the new train station, new hangars, new buildings around the airport etc. All scenery objects remapped and re-exported to ensure best visual quality and performance. New optional static aircraft created and inserted. Detailed runway 25 approach terrain and lighting height modelled after the Precision Approach Terrain Chart.

Additional city buildings and bridges added as well as the new autogen for a significant part of the area. SODE animations, seasonal switching, animated jetways and the very new lighting system with user-controlled and weather-dependent conditional lights. Native P3Dv4 features. EPKK Kraków X v2 is compatible with all Drzewiecki Design products, all ORBX products, all PILOT'S products and all Megascenery products. It is not compatible with other products featuring included airports.

ESNQ Kiruna Airport **From ORBX** www.orbxdirect.com



Not only does this airport pack feature ESNQ Kiruna Airport, but ESSV Visby Airport and ESSD Dala Airport as well, giving you a well rounded selection of Swedish airports to explore. ESNQ Kiruna Airport has been developed with high detail, high resolution textures and even 3D-snow to create an immersive feeling that really captures the Nordic spirit. As Kiruna is close to the Norwegian border, it has frequent links to Stockholm-Arlanda which feature primarily private jets and cargo traffic. A lot of work and precision has been put into details such as a whole new fleet of Swedish airport vehicles and flora unique to the surrounding area. The town has also been updated with 100,000's of hand placed houses and trees as well as the nearby mining area. Dala Airport is an important milestone for Marcus, as he once developed it for FS9 years ago as freeware - he is incredibly excited to bring ESSD up to date for the modern simulation market. This airport features a very cool approach with approach lights located in a nearby horse paddock as well as animated horses (I've never heard of a horse strike before but nevertheless, make sure you aren't coming in too low!) Another cool feature of Dala is the replication of the famous red houses in the surrounding area, which have been modelled in-sim. Visby Airport has been developed with great care

and is highly detailed featuring high res textures throughout the airport and advanced modelling to ensure maximum realism. Marcus spent a lot of time trying to make atmosphere as true-to-life as possible around the city of Visby, the harbour and the old town with custom objects and colouring, really capturing the unique Swedish vibe around the airports. He has even included custom vehicles that you would normally find in the area! Key Features: Ultra-detailed renditions of Dala Airport, Kiruna Airport, and Visby Airport. Advanced baked ambient lighting. PeopleFlow throughout the three main airports. Custom vehicles and objects typical to Swedish airports. 30/50cm airport and approach coverage. Introducing a new unique 3D snow effect at ESSD & ESNQ (Prepar3D only). Towns of Visby & Kiruna. Dynamic Light (P3Dv4 Only). By Marcus Nyberg.

Rhodes International Airport **From JustSim** www.simmarket.com



Rhodes International Airport was the fourth busiest airport in Greece as of 2017, with 5,301,517 passengers utilizing the airport. The airport's single runway direction is 070/250, having a length of 3,306 meters and a width of 60 meters. There are six taxiways connecting the runway with the terminal. Tarmac can accommodate up to 14 airplanes simultaneously and up to type 747. New parking spots as well rearrangements on airplanes' parking patterns engaging ground vehicles is expected to increase capacity. Features: Detailed airport objects and vehicles. Custom textured taxiways, runways and apron. Custom surroundings. Custom airport lights. Compatible with X-Plane 11 features. Animated ground vehicles (X-Plane 11 only). Shading and occlusion (texture baking) effects on terminal and other airport buildings. High 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.

Montreal International Airport From Global Art

www.simmarket.com



Montréal-Pierre Elliott Trudeau International Airport (ICAO: CYUL) (French: Aéroport international Pierre-Elliott-Trudeau de Montréal) or Montréal-Trudeau, formerly known as Montréal-Dorval International Airport, is an international airport serving Montreal, Quebec, Canada, located on the Island of Montreal, 20 km (12 mi) from Downtown Montreal. The airport terminals are located entirely in the suburb of Dorval, while one runway is located in the Montreal borough of Saint-Laurent. Trudeau is the busiest airport in the province of Quebec and the third-busiest airport in Canada. It is one of eight Canadian airports with United States border preclearance and is one of the main gateways into Canada. Scenery features: Accurate replica of CYUL/YUL Aéroport International Pierre Elliott Trudeau, updated. Precise modelling based on original references, photos and other research. Customized runways, lines and taxiways, with ambient occlusion included in the textures. Sun reflections effects on pavements. Fingers Auto Gate with VGDS. AutoGate Plugin by Marginal. Static objects, vehicles and aircraft are present in this scenery. Avenues and streets with personalized and standard vehicle traffic. Custom Airport Mesh and adjacent areas. Underground passages created with Mesh Remexe tool. Mesh Remexe Tool – by Joz. HDR lighting with custom night textures. Custom textures with ambient occlusion. Custom Approach Lights (ALS) systems. Included taxi routes for aircraft, "taxi route". Configured to WT3 plugin. Configured Ramp Start. De-ice system configured for some specific aircraft. Use Auto Gate Datarefs. Winter texture - only around the Airport area. Animated Airport: Configured for World Traffic 3. Animated ground traffic and default aircraft traffic. Ground Traffic plugin by Marginal. Included in this Package: CA-CYUL-A-Montreal Airport v1.0. CA-CYUL-B-Montreal Mesh v1.0. CA-CYUL Winter Tex-

tures. CA-CYUL Montreal Autogen - Link in the manual. CA-CYUL Montreal Ortophoto HD Zoom 17 - Link in the manual. Airport Charts - Manual. Requirements: X-Plane 10-11.

Lanzarote XP11

From MK-Studios

www.simmarket.com



With an average of only 18 days of rain a year, high temperatures and what virtual pilots like most... windy approaches in diverse areas like the Canary Islands. Lanzarote airport handles flights to many European airports, with hundreds of thousands of tourists each year, as well as internal flights to other Spanish airports. It's also a great place to start your journey to another island with Binter Canarias or Canaryfly. With the newest technology used to develop this scenery we achieved stunning level of details while keeping great performance along with amazing visuals. Features: High quality rendition of Lanzarote airport and ALL island. Accurate and detailed airport infrastructure based on real sizes and dimensions. High resolution ground textures. Photo real terrain coverage of all the island. Hundreds and thousands of custom placed autogen buildings all around the island. 3D night lightning. Very realistic airport night lighting, based on real pilot's point of view. Optimized to take advantages of X-Plane features.

WSSS Singapore P3Dv4

From Imaginesim

www.imaginesim.net



This is imaginesim's new version of WSSS Singapore for Prepar3Dv4. This feature-rich airport is the result of two years intense research and development. WSSS Singapore

Changi is an essential transport hub, lying at the very heart of the Far East with an unmatched network of true global reach. The city of Singapore is the economic powerhouse of the South China Sea. It dominates far eastern trade and is the world's foremost logistical centre. It's likely that the very computer you are using at one time passed through the city's port. Features include: Fantastic performance using 64bit code optimized for Prepar3Dv4. High definition 2k building texturing and native Prepar3Dv4 ground polygons. Fluid usage, even with complex airliner cockpits and high density AI coverage. Low visibility nav lighting. Switchable dynamic lighting option. Features the newly opened Terminal 4. Utilizes imaginesim's bespoke Operations Centre configuration GUI. Comprehensive ground and building optimization. Interactive SODE jetways. Instantaneous scenery cache loading. Trees, plants and vegetation modelled with types native to Singapore. No generic library textures used. Switchable high 2k or medium 1k texture set. 52 square kilometre coverage of the WSSS area. Low simulator impact. Graduated ground extremities to seamlessly blend with any vector driven add-on. CCX Singapore Lite recreating the city centre included for free. Pre-wired to receive imaginesim's free Airport Animator plugin (due Fall 2018).

Vágar P3D4

From MK-Studios

www.simmarket.com



Vágar Airport (Faroese: Vága Floghavn) (ICAO EKFV) is the only airport in the Faroe Islands, and is located 1 NM (1.9 km; 1.2 mi) east of Sørvágur. Due to the Faroe Islands' status as a self-governing territory, the airport is not subject to the rules of the European Union. It is the main operating base for Faroese national airline Atlantic Airways. The airport approach is challenging due to hills surrounding it and regular wind gusts. Its regular guests are A319/A320, B737 or BAe 146. Many as charters besides

the regular schedules. Features: Highly detailed buildings specially designed and optimized for P3DV4. Terminal interior modelled. Object baked shadows. Custom vehicles and airport objects. 3D people. Realistic 3D snow. SODE windsock. New ground techniques based on real photographs, specular and bump mapping. Up to date ground layout. Highly optimized dynamic lightning with different effect types adjusted for exact type of light and direction needed. Realistic night lightning. Realistic precipitation effects on the ground. 50cm/pixel satellite coverage of the closest airport area. Custom landclass for whole Faroe Islands,. Custom mesh for all Faroe Islands. Detailed autogen. Custom helipads.

Lisbon P3D4

From MK-Studios

www.simmmarket.com



Welcome to Humberto Delgado Airport, known simply as Lisbon Airport. The 20th largest airport in Europe in terms of passenger volume. It is an important European hub to Brazil, the largest European Star Alliance hub to South America and also a European hub to Africa. Now we bring the airport and the city together to P3D V4 using modern graphical technics and improved simulator engine. The scenery represents the airport in current up to date condition. Features: Highly detailed buildings specially designed and optimized for P3DV4. Terminal interior modelled in 3D with correct gate numbers and people. SODE jetways and double jetways with interior. SODE windsocks. New ground technics based on real photographs, specular and bump mapping. Fully up to date ground layout. Highly optimized dynamic lightning with different effect types adjusted for exact type of light and direction needed. Condition based runway lightning with realistic dimmed light power (as operated mostly in Lisbon). GSX based docking system and adjusted stands for real operations. Interactive holding point lights that change colour when approaching

them, active only in selected areas as in the real airport. Realistic precipitation effects on the ground with water accumulated in some areas. 50cm/pixel satellite coverage of the city with autogen. 36 important custom city objects and 3 bridges. Custom mesh for the city and airport area. Airport configurator with multiple performance options. 3D city night lightning.

LRIA Iasi Intl. Airport P3D4

From MLD Scenery

www.simmmarket.com



Iasi International Airport (IATA: IAS, ICAO: LRIA) is an international airport located near Iasi, Romania, 8 km east of the city centre. One of the oldest accredited airports in Romania, Iasi Airport is the fourth-busiest airport in Romania in terms of passenger traffic, and the most important airport in the historical region of Moldavia. The airport scenery was recreated based on many references from the real airport. Features: Photorealistic textures on the airport buildings; custom textured taxiways, runways and apron; realistic ground markings; highly realistic night time effects with custom 3D runway and taxi lights; reflections and bumps for glass; ambient occlusion used for maximum realism; advanced lighting system, the lights are automatically turned on, depending on weather conditions; dynamic lights on apron; automatic season change for vegetation; realistic puddles appear in the rain; friendly FPS and low VAS usage.

KPVD T.F. Green Airport V2.1

From Vertical Simulations

www.simmmarket.com



T. F. Green International Airport (KPVD) is a public international air-

port in Warwick, Rhode Island, six miles (10 km) south of the state's capital and largest city of Providence. T. F. Green is considered a reliever airport to Logan International Airport in Boston, Massachusetts. The airport is the largest and most active airport among the six operated by the Rhode Island Airport Corporation (RIAC). Features: Modelled buildings matching real life with PBR materials and night textures. Taxi routes for X-Life and World Traffic 3 Compatibility. Full gate & parking spawn support (spawn at any gate/parking space). Autogate support using Marginal's plugin. PBR/normal mapped ground textures (think reflective and realistic looking ground materials). High-resolution Aerial photos. Hand placed details all in and outside the airport. Good/solid FPS on low-high-end systems. Interior modelling on a few major buildings (walkway, etc.). New V2.1 Update includes: RWY5 expansion. 5 new iconic buildings. Downtown Providence (optional). Ground traffic. Snow textures for use in Winter. Beat-up ground textures to match the age of real-world airport. For use on X-Plane 11.

E-2 Hawkeye & C-2 Greyhound Package

From IndiaFoxEcho

www.simmmarket.com



The Northrop Grumman E-2 Hawkeye is an American all-weather, carry capable tactical airborne early warning (AEW) aircraft. This twin-turboprop aircraft was designed and developed during the late 1950s and early 1960s by the Grumman Aircraft Company for the United States Navy as a replacement for the earlier, piston-engined E-1 Tracer. The E-2 was the first aircraft designed specifically for its

role, as opposed to a modification of an existing airframe, such as the Boeing E-3 Sentry. Variants of the Hawkeye have been in continuous production since 1960, giving it the longest production run of any carrier-based aircraft. The Grumman C-2 Greyhound is a twin-engine, high-wing cargo aircraft, designed to carry supplies, mail, and passengers to and from aircraft carriers of the United States Navy. Its primary mission is carrier on-board delivery (COD). The aircraft provides critical logistics support to carrier strike groups. The aircraft is mainly used to transport high-priority cargo, mail, and passengers between carriers and shore bases, and can also deliver cargo like jet engines and special stores. This package contains: Detailed visual E-2C, E-2C+, C-2A and C-2A(R) aircraft. Five different liveries for the E-2C, including U.S. Navy, Israeli Air Force, Japanese Self Defence Force and French Navy variants. Five different liveries for the C-2A depicting various squadrons from mid 80's to present day. Detailed virtual cockpit in four variants as appropriate for the individual aircraft (from fully analogue to EFIS equipped). Advanced flight model developed with the help of real-world pilots. Custom sound package. Requirements FSX (Acceleration/Gold/Steam Editions), P3D (all versions).

William P. Hobby Airport

From SXAirportDesign

www.simmarket.com



Situated 7 miles South East from Houston centre, Hobby is the city's oldest commercial airport and the airport has over six million passenger boardings each year. Four airlines currently operate from Hobby airport, while they previously concentrated on domestic flights, a new terminal has recently been built offering international destinations. Features include: A detailed recreation of the entire airport and buildings. The new terminal extension. 2ft/pix Seasonal photo scenery. A significant area outside the airport modelled. Custom night

lighting. Prepar3D v4 version has native models. Custom taxiway signs. Custom ground textures. Baked night lighting and Ambient Occlusion. Combined models and LODS for performance. Requirements: FSX, FSX Steam Edition, Prepar3d V2 or V3 or V4.

San Francisco XP11

From Taburet

www.simmarket.com



A complete scenery for the city of San Francisco California. Custom objects; custom lighting; mesh terrain; autogen blended into a photorealistic base texturing. All objects and buildings are based on real world data; position; dimension as accurate as possible. The scenery includes custom made forests coverage for the area. Lots of custom objects included; with the famous San Francisco bridges featuring moving traffic. A complete scenery for the city of San Francisco California. Custom objects; custom lighting; mesh terrain; autogen blended into a photorealistic base texturing. All objects and buildings are based on real world data; position; dimension as accurate as possible. The scenery also includes custom made forests coverage for the area. Lots of custom objects included; with the famous San Francisco bridges featuring moving traffic.

Bretagne VFR 3DA Vol.2 South

From FranceVFR

www.simmarket.com



The new VFR Regional series was designed and developed to provide VFR flight an environment as realistic as possible. It is the result of years of experience and practice in flight simulation and 3D modelling. "VFR Regional" products embed all

enhancements from the new 3DAutomation® technology developed by France VFR. This technology already allows to generate the most realistic and dense environments ever seen. It does not intend to model real world accurately but to create a copy "as real as it gets" on a massive scale. It will evolve to adapt to the needs and new data available. Requirements; P3D4 or later.

In Command P3D4

From FS Academy

www.simmarket.com

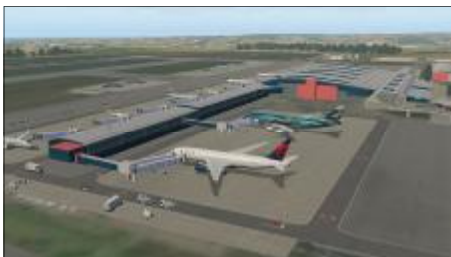


FS Academy - In Command is a comprehensive experience for Prepar3D v4, comprising of 6 demanding missions and a detailed ground school. We will arm you with the real knowledge and skills you'll need to deal with challenging situations and system failures in a realistic way. Developed by a real world airline captain, you learn the skills required to effectively manage an aircraft in difficult circumstances such as closed runways and system failures. Whether sightseeing in a Piper or navigating the Atlantic, the pilot in command is the one in charge when things turn sour. The skills you will learn from are transferable to almost any aircraft, from a Cherokee to a Jumbo Jet. The decision-making process is effectively the same, all using real-world procedures and techniques. Six demanding scenarios use several different core aircraft in a variety of locations and weather conditions. This complete experience also includes a detailed, Ground School component nearing 100 pages, which guides you through the essential knowledge and techniques essential to taking command of an aircraft including: Management of system failures and difficult situations. The decision-making process. Fuel Planning. Aircraft Loading. Altimetry. Airport Facilities, Lighting and Markings. ICAO Annexes and Airport Codes. Hazardous Weather. Decoding METAR & TAF Weather Reports. And much more...

King Shaka Intl. Airport XP11

From NMG Simulations

www.simmarket.com



King Shaka International Airport (FALE) was conceptualized in the 1960's when it was realized that the old Louis Botha/Durban International airport (FADN), to the south of Durban, would soon reach its capacity. Construction began in 1973 and by 1975 the earthworks and a storm drainage system to the value of R320 million were completed. By 1982, the project was halted due to the economic slowdown. A local Microlight club made use of the grassed over runway. The new airport was named La Mercy Airport (FALE) after the town of La Mercy located five kilometres east of the airport. Construction at the airport site recommenced on the 24 August 2007 and the airport was opened on the 1st of May 2010. Features: Highly Detailed Airport Buildings. High Definition Textures. Reflective Windows. Corrected Runway and Taxiway layout. Corrected Taxi Routes for all aircraft types, including type F aircraft. Service Vehicle compatible. Request your aircraft to be serviced. Manual Install - You will be required to copy the files yourself.

Duchess Model 76

From Just Flight

www.justflight.com



The Duchess is a four-seater, twin-engine T-tail aircraft equipped with a retractable tricycle landing gear, and two 180hp four-cylinder engines fitted with constant-speed propellers. Its IFR-capable avionics suite, excellent handling characteristics and counter-rotating propellers make it an ideal aircraft for multi-engine flight training, and the perfect step up from single-engine

aircraft such as the PA28. Just Flight's Duchess Model 76 comes in eleven paint schemes from around the world and boasts a fully functional and comprehensive IFR-capable avionics fit which includes a WX-8 Stormscope and Century IV autopilot. The electrical, fuel, hydraulic and engine management systems are all custom-coded and the aircraft features include a Flight Computer and Refill Menu, optional failures, Flight1 GTN and GNS integration, custom engine and cockpit sounds and interactive checklists. With IFR-capable avionics, excellent handling characteristics and counter-rotating propellers, the Duchess is an ideal aircraft for multi-engine flight training and the perfect step up from single-engine aircraft such as the PA28. A cruise speed of 155 knots, a range of 780 nautical miles and a service ceiling of 20,000ft also make it a very capable touring aircraft.

Avro Vulcan B Mk.2

From Just Flight

www.justflight.com



The Vulcan B Mk2 is an iconic, four-engine, delta-wing strategic bomber which saw service in the UK during the Cold War. XM655, on which this product is based, was the third-from-last Vulcan to be produced for the Royal Air Force. It was delivered in 1964 and saw service as part of the UK's nuclear deterrent force throughout the 60s and 70s. It is now being preserved by a team of volunteers at Wellesbourne Airfield. The new Vulcan from the Just Flight development team comes in 11 high resolution paint schemes covering its time in RAF service and features a range of realistic payload options, detailed animations including a multi-stage brake parachute, ground equipment and custom-coded systems and avionics. The aircraft has been modelled to an exceptional level of detail and features a variety of 4096x4096 paint schemes covering its time in RAF service, realistic payloads (including Blue Steel, 1000lb bombs and bomb bay tanks) and ground equipment. The



aircraft features a fully 3D virtual cockpit with smoothly animated 3D instruments and fully functioning custom-coded systems and avionics including a functioning oxygen regulator system, realistic V/UHF radio unit, checklists for every stage of flight and fully functioning magnetic indicators, warning lights and push-to-test buttons. For FSX and P3Dv1-v4.

Avro Vulcan B Mk.2—K.2 & MMR Expansion Pack

From Just Flight

www.justflight.com



This Expansion Pack provides the K.2 air-to-air refuelling variant, with Hose Drum Unit (HDU) and animated hose, in four paint schemes and the Maritime Radar Reconnaissance variant that saw service with the RAF in two paint schemes.

Denver XP

From Taburet

www.simmarket.com



This is a complete scenery for the city of Denver Colorado for X-Plane 11. Featuring custom objects; custom lighting; mesh terrain; auto-gen blended into a photorealistic base texturing. All objects and buildings are based on real world data; position; dimensions as accurate as possible. The scenery also includes forests coverage for the area extracted from high resolution

data. Lots of custom objects included and a wide covered of following coordinates: N39 W106 to N38 W104.

EGFF Cardiff Airport for XP11

From orbX

www.orbxdirect.com



Cardiff Airport is now available for X-Plane 11. EGFF is located near the village of Rhoose in the Vale of Glamorgan. This version has been faithfully reproduced in stunning detail including the General Aviation area, BA maintenance hangars, surrounding housing and buildings, the cliff-side trailer park, power station to the south and the aquaduct railway bridge. Key Features: Detailed 30cm ground poly. Jetways and GSE. Detailed static aircraft. Volumetric grass. GA terminal. Great performance. Blends into TrueEarth GB South Cars and buses in car park. Full night lighting. WT3 compatible. Please note that for the best experience, we recommend using EGFF in conjunction with TrueEarth Great Britain South. The scenery will work without it, however some users may experience the following: Missing or misplaced forests. Missing or misplaced buildings surrounding the airport. Photoreal blending.

St. John's Intl. Airport CYJT

From MFSG

www.simmarket.com



St. John's International Airport (ICAO: CYJT) is in Newfoundland and Labrador, Canada. It is an international airport located at the northern limits of St. John's, Newfoundland and Labrador that serves the St. John's metropolitan area and the Avalon Peninsula. The airport is part of the National Airports System, and is operated by St. John's International Airport Author-

ity Inc. Features: Highly detailed St. John's International Airport. Newfoundland and Labrador Photoreal Terrain. Autogen trees only over photoreal terrain. Airport Groundpoly. FS2004 / FSX / P3D version compatible with default scenery (Tested). Compatible with add-on AI traffic. Not tested with FTX/ORBX add-on and other add-ons. Static aircraft and vehicle. Static jetway (P3D and FSX user can try to make your own animated jetway with GSX level 2). Dynamic Light P3Dv4 (optional). Requirements; FSX, Prepar3D v3 & v4, FS2004.

Mega Airport Prague P3D4

From XHT Labs

www.aerosoft.com



Mega Airport Prague P3D V4 by XHT Labs is now available with an installer for Prepar3D V4. In addition to technical updates, the current version also includes versions for Prepar3D V3, Microsoft Flight Simulator X (SP2) and FSX: Steam Edition. Enjoy the realistic rendition of the Czech capital airport with stunning 3D models, realistic high resolution ground textures and precise ground markings and taxiway signs, all based on original documents. Numerous little animations of e.g. the windsocks and the precise night lighting round of the airport in the details and create a life-like and lively rendition of "Letište Václava Havla Praha". Features: Extremely accurate buildings within the airport area. Airport Controller. Ground polygons based on pure FSX technology. Precise night lighting. Precise ground marking based on a real drawing sheet of the airport. Custom approach lights. Ambient animations (moving car traffic, rotating billboards, etc...). Low Visibility Procedures implemented. Custom animated windsocks. Low visibility procedures. Windsock, PAPI Lights. Support for Prepar3D v4. Support for QW787 and PMDG 748. Reworked Maintenance tool (configuration tool). Reworked AF-CAD. Minor graphics tweaks and changes. AirportController code tweaked and polished to ensure a smooth experience. Several bugs fixed (replacement of all the

patches). Automatic Installer Updater. Robust installer (no more clashes with other APC airports). Free upgrade to P3Dv4 for previous version owners.

Airport Genoa XP

From XHT Labs

www.aerosoft.com



Airport Genoa brings this scenery to XPlane 11, complete with a high-resolution aerial image covering 187 km² and a custom mesh to accurately render the special runway in the sea. The ground layout of the airport is just as detailed and realistic as the airport itself and the harbour of Genoa that feature numerous custom objects. Animated jetways at the airport and ship animations on the Ligurian Sea bring this scenery to life, while the accurately rendered lighting makes the airport shine at night. Head for the most important Ligurian airport in Italy's north-west and its unique approach with Airport Genoa for XPlane 11! Features: High resolution photoreal coverage of 187 km². Includes custom models for the city and the harbours of Genoa. Well-detailed, accurate and high-quality renders of Genoa airport (LIMJ), including baked/pre-rendered shadows and realistic transparency of the terminal windows. Unique, realistic and accurate airport night light (runway, taxiways, aprons, surroundings). Accurate and realistic ground poly based on photos and satellite images. Large number of custom objects dedicated for Genoa airport and city - cars, trucks, buses, airport equipment, boats (many types), static aircrafts, and more. Landable helipads at Sheraton Hotel and City Hospital. Accurate renders of the harbour and many objects along the approach. Realistic and accurate ILS offset of 2 degrees. Animated jetways, VDGS and hangars (SAM plug-in required). 3D volumetric grass between taxiways. Massively optimised for good performance. Animated ships around the airport. Custom mesh for the airport runway over the sea (by

Maps2XPlane). Automatic low visibility lighting. Custom WorldTraffic 3 Configuration files included. Custom-made realistic static aircraft, including: Bell 412 SP (Guardia Costiera), Hughes NH-500MC (BredaNardi), Piaggio P-180 Avanti, Piper Archer 2 PA-28 Aeroclub Genova, Canadair CL-415 VIGILI DEL FOUOCO.

DA-62 P3D4

From Vextsim

www.vextsim.com



The main author Sean Moloney comes from the former team of RealAir Simulations. Expect here an advanced G1000 simulation, great systems simulation and effects up to the hypoxia effect and accurate flight dynamics (single engine operation). Vertx has portrayed the DA62 product as a high-quality simulation with unmatched clarity and animation smoothness in the G1000 PFD, something that some developers seem to struggle in being able to perfect. Also built into the G1000 is a flight planner, allowing creation, saving and loading of flight plans within the aircraft, but also enabling the import of the built-in P3D flight planner's files. The G1000 has been designed with precision to realistically represent the operation of the real world avionics, including VNAV, LPV approaches and glideslope, pitch hold, enroute turn anticipation, course-wheel-steering, accurate direct-to operation and OBS mode are all simulated. Immersion has been a big focus of the aircraft too, with 4K textures throughout, realistic night lighting and dimmable panel back-lighting included. Inside the virtual cockpit, the custom-coded sound engine brings a huge improvement to what P3D can do on its own, with immersion stereo panning and separation, sound effects to emulate prop angle-of-attack, and pitch/frequency adjustment based on engine RPM (which is a change from the usual method of tying the pitch changes to manifold pressure in P3D). The sounds have something for every aspect, including all switches and levers, annunciators, doors, and much more.

Active Sky XP From HiFi Simulation

www.justflight.com



Active Sky XP (ASXP) brings HiFi Simulation Technologies' award-winning Active Sky weather engine to the X-Plane platform for the first time. You can now enjoy a realistic, high-performance and high-fidelity weather experience in X-Plane 11! Active Sky XP's features include enhanced turbulence and air effects, multiple weather depiction modes, high-resolution global winds aloft, realistic air and atmosphere effects, a comprehensive weather data network, surface crosswind attenuation and integrated visual mapping and planning. Voice delivery is available via Active Sky ATIS and Flightwatch and a mobile companion app lets you use any device/browser to connect with Active Sky and view and control the weather. Among the features are enhanced turbulence and air effects, multiple weather depiction modes, high-resolution global winds aloft, realistic air and atmosphere effects, a comprehensive weather data network, surface crosswind attenuation and integrated visual mapping and planning. Replaces internal X-Plane turbulence and air effects, providing enhanced turbulence, drafts, thermals, terrain-based wind effects, surface friction, gusts, variability, wake turbulence, microbursts and more.

Falcon 50 FSX/P3D

From Flightsimware

www.simmarket.com



The Falcon 50 includes a custom sound set from Flightsimware for an intense feeling of being in the real jet. The Falcon 50 uses the Collins

APS-85 autopilot system with Collins flight instruments. Some new features like an active TCAS built into the VSI gauge and an external panel management tool that allows you to choose what type of GPS unit to load. We also included 2 popup windows for on the fly instructions to give you startup procedures. With 3DS MAX modelling program we have improved our AO effects throughout the interior and exterior models as Flightsimware keeps improving the quality and overall product each project. Features: Real World operational with high quality specs. 100% shareable cockpit. HD textures / World Reflections / Specular effects / 3DS MAX Model with AO effects. Self shadowing effects for interior model (DX10 only). Custom sound set with bonus virtual cockpit and environment sounds. Custom coding for real World gauges and animations. Includes Collins flight instruments. FLYSIMWARE GNS 530 (Included). Flight1 GNS 530 GTN 650/750 GPS integration (Must own product). Reality XP GNS 530 GTN 650/750 GPS integration (Must own product). Milviz WX Advantage Radar integration (Must own product). Cabin pressurization system. High quality animated pilots with optional settings. External panel layout management tool to change GPS units. Aircraft option panel allows you to add luggage change aircraft modes and pilots. Service hangar to repair engines or failures. Accurate start up and shut down procedure. Complete accurate Collins APS-85 autopilot system. 3D lights and Shockwave lights. Animated windshield wipers with custom windshield rain effects. Includes 8 liveries.

Chengdu Shuangliu P3Dv3/v4

From Bridge

www.simmarket.com



Chengdu Shuangliu International Airport (IATA: CTU, ICAO: ZUUU) is the major international airport serving Chengdu, the capital of Sichuan province, China. Located about 16 kilometres (10 mi) south-

west of downtown Chengdu to the north of Shuangliu District, Shuangliu airport is an important aviation hub for Western China. Shuangliu Airport is one of the two core hubs for Air China, together with Beijing, as well as the main hub and headquarters for Sichuan Airlines and Chengdu Airlines. China Eastern Airlines, China Southern Airlines, Shenzhen Airlines, Lucky Air and Tibet Airlines also have bases at Shuangliu Airport. Scenery includes SODE jetway and Dynamic apron lights.

Valberg Altisurface LF0654

From Vario Desing

www.simmarket.com



The Ferdinand Ferber altisurface or Valberg altisurface in the PACA region is located right next to the Valberg golf course in the southern French Alps, it was built for mountain pilots and its hangar had been inaugurated in 2002. The field is located at 1600m above sea level and has a grass track of 410m long and 35m wide. Features: Valberg's Altisurface reworked to make it as faithful as possible to reality with PhotoHD 25cm / pixel photoground on the entire Altisurface, including the Valberg Golf Club. Altisurface installation faithfully reproduced with HD Photorealistic textures (images taken on the real airfield). Volumetric grass (3D). Various vehicles and static planes. Many other details adding immersion and realism to the scenery (Birds, Static characters, even sheep). Night and Seasonal textures. 100% compatible with France VFR and Orbx products (tested). Requires P3Dv1-4 or FSX.

Faroe Islands XP

From Maps2XPlane, Albert Råfols

www.aerosoft.com



Up high in the Northern Atlantic Ocean, between Iceland, Norway,

and Great Britain, lie the Faroe Islands – an archipelago of 18 islands. Here, helicopters are important for traffic in areas that buses and ferries do not reach, while visitors from abroad arrive at Vágar Airport. Faroe Islands XP now recreates the entire archipelago for XPlane 11. Maps2XPlane have developed the terrain mesh of Faroes4XPlane, while Albert Råfols has contributed the airport Vágar and the helipads. Thanks to seasonal adaptations the high-resolution terrain mesh always perfectly fits the current time of year, while the autogen has been realised in a uniquely Faroese style by both designers. In addition, there are hundreds of custom objects, 3D vegetation, and night lighting. Virtual pilots can approach Vágar Airport (FAE, EKVJ) that mirrors its real-world counterpart to great detail – like the runway that is realistically sloped. The eight helipads spread over the islands are included in this scenery as well. **Features:** Realistic recreation of the complete Faroe Islands with an area of about 1.400 km². High resolution terrain mesh with various texture sets for a seasonal representation. Customized local terrain details, e.g. realistically sloped runway at the Vágar Airport. Detailed rendition of the Vágar Airport and the eight helipads spread over the archipelago. Faroese themed autogen, navigation obstacles and dynamic traffic on the islands. Hundreds of custom objects with PBR materials, 3D vegetation, night lighting.

TrueEarth Greal Britain Central XPlane 11

From orbx

www.orbxdirect.com



TrueEarth GB Central covers a massive area of 59,383km² of hand corrected imagery covering the entire central region as shown below in the coverage map. Of particular note are metropolitan areas such as Liverpool, Manchester, and Newcastle. We have also faithfully recreated scenic areas such as the Lake District, the Peak District,

Snowdonia National Park, the North Yorkshire Moors, and the North Wales Coast/Llandudno. If you like castles and cathedrals, then you'll be excited about the hundreds of POIs, especially around Bangor, Caernarfon, Cumbria, Northumbria, and Yorkshire. Key Features: 72.5 million individually counted trees, ensuring maximum accuracy in forest areas. Well over 4 million buildings at the correct height and location. VFR landmarks such as masts, windfarms, churches, power-lines, and lighthouses are all accurately placed. Hundreds of custom-modelled 3D POIs. Hand-placed and custom modelled landmarks placed throughout the scenery such as bridges, skyscrapers, castles, piers, and monuments – this is especially noticeable in city areas such as Liverpool, Manchester, and Newcastle. Sharp and detailed 10-meter mesh brings out stunning detail in natural features such as hills and beaches. Superb watermasking along the entire coastline. Accurate road and rail network blended into the aerial imagery with moving left-hand drive traffic. Control Panel option to use photo-real major roads/motorways or synthetic X-Plane ones. Summer season only with full night-lighting supported.

SIMStarter NG

From Peter Rosendahl

www.aerosoft.com



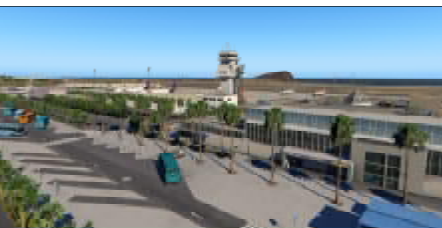
SIMstarter NG is the next generation of the older freeware tool SIMstarter. SIMstarter NG allows you to create 99.999 profiles for different scenarios, configurations, scenery settings, running different programs e.g. Each profile can be combined with each configuration set which makes NG much more flexible to use and much more comfortable. Nearly 90% of the old code of SIMstarter has been rewritten. SIMstarter was based on FSX and then expanded to FSX-SE and PREPAR3D but it was never intended to work for different simulators. NG was developed to be com-

patible with FSX and PREPAR3D. The following changes have been made to create SIMstarter NG: General: New beautiful GUI. General: Platform supports FSX, FSX-SE, P3Dv2.4, P3Dv2.5, P3Dv3 and P3Dv3.1. General: More flexibility because each configuration set can be used in one or multiple profiles. General: Added dialog if you want to close the simulator if its running. General: All dialogs follow the same user interface logic. General: Use of FSX/FSX-SE/P3D in parallel. General: Assign Configuration Sets directly to a profile (very useful). General: Add, Copy, Rename and Delete profiles and Configuration Sets. SceneryManager: Reworked Editor. Let you edit everything scenery related. SceneryManager: Colour overview for a better overview. SceneryManager: Moving one or multiple sceneries below another entry (very useful). SceneryManager: Export an overview of all sceneries to a HTML page. SimObjects: Reminder if new SimObjects are found. SimObjects: Fully compatible with P3Dv3 now. LiveryManager: Improved performance. LiveryManager: Import library to import liveries to a repository. Makes it very easy to import new liveries. LiveryManager: Source directory can be defined now. Profiles: Use different FSUIPC.ini files. Profiles: Load a FlightPlan. Profiles: Startposition improved dialog performance. Profiles: Autodetect changes on a aircraft.cfg and reload aircraft cache. Profiles: SplashScreens will work for P3Dv3 as well. Profiles: New Start Screen. Profiles: METAR / TAF dialog. RunManager: New interface. RunManager: Select Affinity for each program. CleanDesk Manager: Define programs that should be stopped at the beginning of the simulator session and restarted if simulator is closed. Requirements: FSX: SP2, FSX: STEAM or Prepar3D V3, V4.

Tenerife-South XP11

From Digital Design

www.simmarket.com



Tenerife South-Reina Sofia Airport (GCTS) is the larger of the two In-

ternational airports located on the island of Tenerife. This detailed scenery has been recreated for XPlane 11 to the smallest details and will allow you to immerse yourself in the atmosphere of Tenerife-South Airport. Welcome to the island of eternal spring!

Zagreb Franjo Tudjman Airport LDZA

From RFscenerybuilding

www.simmarket.com

Franjo Tuđman Airport (Croatian: Zračna luka „Franjo Tuđman”;



IATA: ZAG, ICAO: LDZA), also known as Pleso Airport, is the largest and busiest international airport in Croatia. In 2017 it handled around 3.1 million passengers and some 12,000 tons of cargo. Named after Franjo Tuđman, the first President of Croatia, the airport is located some 10 km (6.2 mi) south-east of Zagreb Central Station[4] at Velika Gorica. 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. The effect of wet platform during rain. Large landclass. Colour landclass made for the colour gamut FTX ORBX GLOBAL World textures. Optional: Dynamic reflection glasses in P3Dv3, P3Dv4. Optional: Dynamic lighting in P3Dv4. Scenery uses SODE module for some objects. Jetways static in scenery (separate bgl - easy removal). Screenshots made using FTX ORBX GLOBAL + Orbx FTX Trees HD. Requirements: FSX, P3Dv3, P3Dv4.

Ponta Delgada LPPD

From TropicalSim

www.simmarket.com



Ponta Delgada airport is located in the largest of the nine Azores islands, São Miguel Island. The air-

port is also be busiest of the Azores, and the fourth largest airport administrated by ANA Aeroportos de Portugal. Ponta Delgada Airport serves flights to and from major world cities such as London, Madrid, Toronto, Lisbon, Boston, Amsterdam among others. Features: Highly detailed Ponta Delgada Airport / LPPD. 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. FS9 version compatible with default and add-on FS9 scenery. FSX version compatible with default and add-on FSX scenery. Compatible with add-on AI traffic. Usage of FSX SDK for the FSX version for best performance. Animated traffic using custom models for FS9, animated traffic using stock FSX vehicles for FSX. Auto-installer. Requirements; FSX SP2, Prepar3d v1.2+, Prepar3d v2.2+, Prepar3d v3.0+, Prepar3d v4.0+. If you previously purchased TropicalSim - Azores 2 or TropicalSim - Ponta Delgada LPPD FS9 FSX P3D or TropicalSim - The Azores FSX P3D/FS2004 at simMarket, you are entitled to the special upgrade price

Aqaba Intl. Airport OJAQ

From MFSG

www.simmarket.com

Aqaba Airport also known as King



Hussein International Airport (IATA: AQJ, ICAO: OJAQ) is an airport located in the vicinity of Industrial City (Aqaba International Industrial Estate), northern suburb of Aqaba in Jordan. Features: Highly detailed Aqaba International Airport. Aqaba Photoreal Terrain. Autogen trees only over photoreal terrain. Airport Groundpoly. Aqaba Port. FS2004 / FSX / P3D version compatible with default scenery (Tested). Compatible with add-on AI traffic. Not tested with FTX/ ORBX addon and others addon. Static aircraft and vehicle. Dynamic Light P3Dv4 (optional). Requirements; FS2004, FSX, Prepar3D v3 & v4. ■



Early in September I noticed there was a new update for the Milviz B737-200 Combi - V4.180823. So I downloaded it and followed the install instructions. I've had the MV732 for a while, but hadn't really tried to get to grips with it for any length of time. I popped into the cockpit to familiarise myself with the equipment and noticed the autopilot was the SP77 - and there was NO FMC. There **IS** an FMC pdf in the Docs folder, so WHERE IS IT? Heck! What am I doing wrong now?? On investigation I note that on the Milviz website they declare that their 732 no longer includes the FMC or SP177. Maybe the FMC pdf on my PC is a leftover from previous installs. They DID include the Universal FMC at one stage. But from reading their Fora I understand that they had problems getting it to work as expected. I believe they didn't have access to the original code, thus hampering their ability to fix things. It is what it is! This forced me to look at the Milviz 732 in a whole new light. I'm going to have to navigate "Old School"!

So let's fly from Dublin to Faro. I found a Ryanair livery for the B732. Do you remember the "HERTZ" liv-



ery that Ryanair had way way back? I think I actually flew as a passenger in this in the early 2000s. Anyway, that's the only Ryanair livery I found for the Milviz 732. I set up the 732 with the included MVAMS (Milviz Aircraft Management System) - passengers, cargo, fuel. The fuel figure I used was obtained from PFPX (EIDW to LPFR, find route, calculate). The route produced included SID, STAR, Approach etc., usable in an FMS. But it gave me a line to emulate when looking for VOR/DMEs instead. The SID and STAR/Approach was a little harder. Poring over the charts for both airports,

the nearest I got to a suitable SID was KISHA 1B/2F/1P/1H for the 4 runways. Likely I'd get KISHA1B for runway 28, e.g. takeoff Rwy28 and at 750' AGL turn right to DUB VOR/DME. At DUB, turn onto the outbound 096° radial for 24nm to KISHA. Ok, that's a start. The rest of the enroute section was finding suitable VOR/DMEs nearest the line plotted by PFPX. I used LittleMap to find those. What I ended up with was STU QPR VES VIS NSA VFA. The route distance came out at about 1050nm. At LPFR all the STARs are RNAV and end at VENOL for Rwy10 or GEBTI for Rwy28. Yet the approaches include ones that





appear to have a Hold anchored at VFA 3000'! Well, since my enroute ends at VFA I'll use the appropriate approaches that start at VFA. ILS Y Rwy10 or ILS Y Rwy28, depending on which runway is in use at time of arrival.

Ok! Run ActiveSky16 and Plan-G on the laptop. Jump into FSX with the HERTZ MV732 at EIDW, 110 pax and 17500 lb fuel. Flaps 10. DUB 114.90, 096°. HDG 103°. Check in with ATC. Huh! We've got Rwy10 for departure. So, that's the KI-SHA2F I'll be using. Taxi down to Rwy10 - I'm having trouble already, I can't contact TOWER. What am I missing? I'll continue anyway. Waiting for an A321 on final. He lands and I "line-up-and-wait". The A321 turns onto the taxiway system. I click on "TO" on the EPR calculator. "2.10" indicated. Spool up to 1.40EPR - looks Ok. Spool up to 2.10EPR and we accelerate down the runway. 140knots and I pull back on the yoke. Hmm, elevator trim not right, but we lift off at 10:50 zulu. Wheels up - 750' AGL hang a left to Portrane. Aghh! Autopilot not working! Click CLB on the EPR calculator - 1.98. Throttle back to 1.98EPR. The HSI deviation is beginning to move - turn right to line up with the DUB 096° radial - still struggling with the problem of the autopilot. At DUB 29DME (LIFFY) right turn towards STU - dial in 113.10 to NAV1, select radial 172°. 91nm! Still climbing and steering manually. I reach FL350 and trim for level flight. It takes a while to

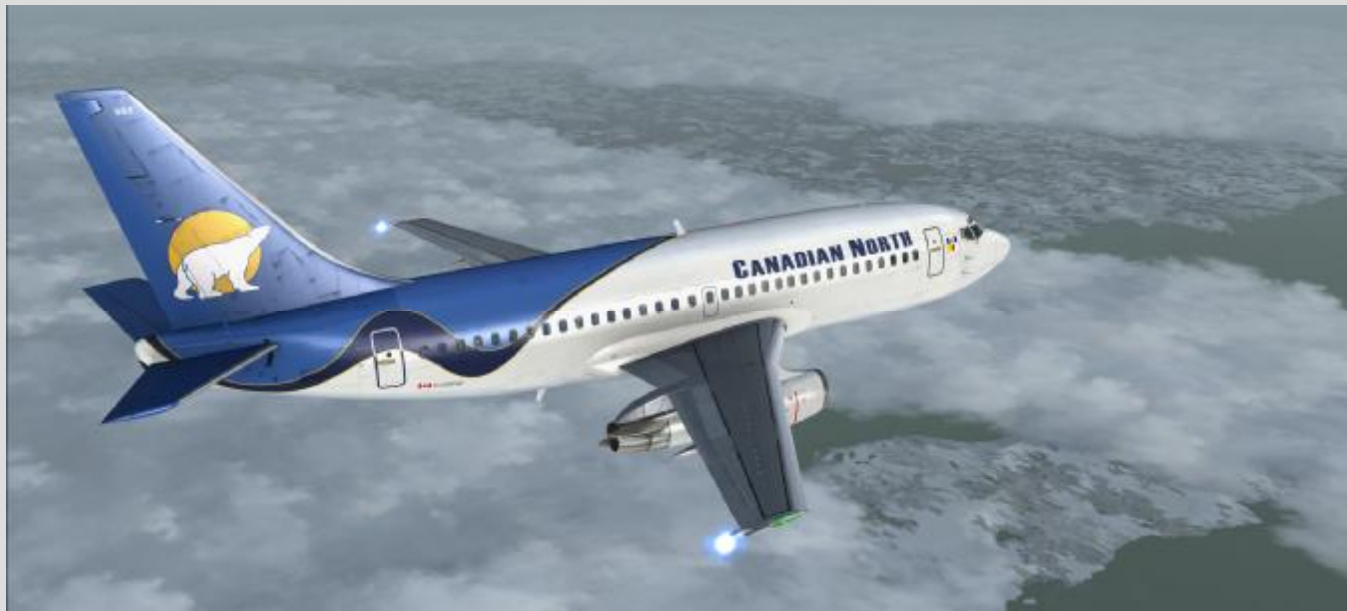
reach M0.74 cruise speed. Click CRUISE - 1.85 EPR indicated. Throttle back to 1.85 EPR!

Investigations are ongoing re: the autopilot. I managed to get Altitude Hold working and also HDG select. Later comes VOR/LOC, although it's sloppy. S bends are the order of the day. I end up using HDG select to keep the HSI deviation centred! I notice the CLB/DES pointer on the cabin pressure panel is jumping all over the place but pressure diff indication looks Ok at 7.5psi. By the time I reach STU I've dialled in 117.8 (QPR) to NAV2 and as standby frequency NAV1. I switch on NAV2 AUDIO. I won't be picking it up 'till after STU as the distance is 245nm STU to QPR. Slight change in track at STU - 174° to QPR. Select 174° on the HSI course selector and use HDG select to centre the deviation. 60nm beyond STU, NAV2 begins to beep. Switch to standby frequency on NAV1 - 185nm to QPR. I'm overhead QPR at 11:52 zulu. I used the same procedure changing frequencies. New track 199°. Picked up VES 90nm beyond QPR and switched over as before. Overhead VES at 12:32 zulu. And so it goes. VIS at 12:58 zulu, NSA at 013:07 zulu and VFA at 13:32 zulu. My target was for 3000' overhead VFA. It didn't quite work out like that. I calculated 35000 minus 3000 equals 32000 - 32 multiplied by 3 = 96nm from VFA initiate descent. I calculated around 2000fpm ought to do it. Well....speed increased during descent and even with the use of

speed brakes I arrived overhead VFA at 7000'. I turn outbound VFA 134° descending to 2000'. The chart calls for a left turn towards the ILS (IIF 109.6 283°) at VFA 134° DME 7.2. I end up turning left at VFA 134° DME 8.0, still descending. Still, I get to 2000' and line up with the Localiser and below the glide slope, Altitude hold engaged, Flaps 30, gear down, Autobrakes armed, speedbrakes armed 140 knots. Nice going, Philip! Glideslope pointer descends, switch modes to AUTO APP - but the aircraft doesn't! Throttle back, autopilot OFF, yoke forward. Watch HSI deviation and glideslope pointer. Watch speed, watch runway, watch PAPI lights - watch everything!! Nice landing on the numbers Rwy28 LPFR, Philip! 13:40 zulu with a flight time of 2hrs 50mins.

Going back to EIDW worked a bit better. Take-off Rwy28, right turn to join the VFA 004° radial. Dialled in 115.5 for the NSA VOR/DME, but unfortunately got MRN in Seville instead. Presumably it was nearer, so it picked it up first. So I followed the 004° radial from VFA until I was nearer NSA. The autopilot was working from the get go here so Top Of Climb FL320 was reached in 14 MINUTES! I really had to keep my eye on things until crossing England as there was a jetstream from 310°M of up to 100knots. Mostly crosswind, which gave tracking the radials a hard time. At times I was heading up to 20° left off course to keep the deviation centred. It petered out by the time





I reached the Bristol Channel. Rwy10 was in use at EIDW so turned 280° at 15nm short of LAPMO and paralleled South of Rwy 28/10. Dialed in 108.9 for ILS Rwy 10 103° . Turned right, towards it and the 732 lined up with the Localiser and even followed the Glideslope down (probably because I waited this time). Flying time was 2hrs 45mins.

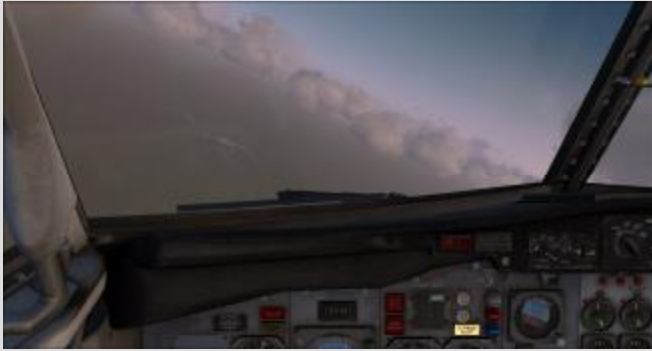
According to their website, Canadian North still have two B732 Combis. Flight 438 flies from Edmonton to Yellowknife to Rankin Inlet to Iqaluit. I researched the leg from Yellowknife to Rankin Inlet at 600nm. Canadian North's published schedule has 13:55 depart CYZF and 16:45 arrival at CYRT. Taking into account the Time Zone change, that's 1hr 50mins. Looking at LittleMap I found two possible routes. The first was more or less direct i.e. CYZF YZF YRT CYRT, i.e., using the VOR on each airport. The distance between the VORs was more or less the Great Circle distance between the airports. We could shorten the distances be-

tween VORs by inserting another between. If we can find one! I found Baker Lake YBK 130nm North West of Rankin Inlet, but that increases the total distance a bit, i.e., CYZF YZF YBK YRT CYRT - 645nm total. I also looked at an alternate route of about 900nm - CYZF YZF ALSAB (YZF 101° 137nm) YSF (Stony Rapids NDB) YYQ (Churchill) YEK (Arviat NDB) YRT CYRT. Ok, so let's try the first one. I used the FSX flight planner as I needed to file an IFR flight-plan. It was SNOWING in Yellowknife, wasn't it! And the cloud base was low. ATC assigned Rwy15. I dialed in YZF 115.5 and the 61° radial. Took off on Rwy15 at 11:46 Local and climbed straight ahead to 1800MSL, then a left turn to join YZF 61° . My idea was to track the radial as accurately as I could until YZF was out of range, then continue on that heading until I could pick up YRT. Cruising at FL320 and M0.77. I lost YZF at 12:18. Meanwhile ATC was telling me to turn left (presumably to help me get back on track as they saw it!) and

later to turn right. Winds were 300 at 35knots, gradually moving to 355 at 25knots, as I flew East. I dialed in YBK 114.5, plus audio. At 12:35 I picked up YBK at 195nm DME2, and noted I was heading straight for it. I turned right by about 30° , and at 12:48 I picked up YRT at 195nm DME1, adjusted the deviation to centre and changed track to 100° . At 13:02 I started a descent as per ATC instructions and their advisory was for a Rwy31 Visual Approach. ATC vectored me in with their usual sloppy style, but I did land safely at 13:32. That's a 1hr 46mins flight time. Possibly I flew a little fast!

So! Between VORs YZF and YRT I was out of range of either for 30 minutes of a 1hr 45min flight. And even having YBK as a reference I was still $30 - 40^\circ$ off by the time I picked it up. This tends to make things look a bit scary! Things of influence here would be closeness to the Magnetic North Pole plus wind strength and direction. I didn't try my alternative route as I





thought I might be out of range of ANY Navaid for too long, as NDBs are usually of much shorter range than the VORs and flight times would be of the order of 2hrs 30mins! Real World Canadian North 732s are probably much better equipped in the avionics department than the Milviz 732.

A couple of points of note regarding the MV732 (****AS FOUND ON MY SYSTEM!!****): 1. MVAMS seems to only affect the fuel quantity of each livery version, payload doesn't get transferred. It just seems to have 800lbs payload plus whatever fuel quantity specified by the MVAMS. 800lbs = Captain + First officer + Flight attendants fore & aft. E.G. - Canadian North 732, set payload (say, 26000lbs), set fuel (say, 16000lbs, "Save Defaults".

Fire up FSX, pick airport, pick Canadian North 732, OK! Aircraft indicates 16000lbs fuel load but ZFW of 68510lbs is equivalent to a Payload of 800lbs (as above!). Also, the payload doesn't bear any resemblance to the payload depicted in the "Weight & Balance" section of the default AIRCRAFT.CFG file for the MV732. It's as if it wrote zeros into memory for all other weight station definitions. The work around would be to Load the (say) Canadian North 732, use the Menu Option Aircraft/Fuel & Payload/Payload and fill in the blanks. Then you're good to go. I can see why the aircraft "skyrocketed" out of LPFR 2. The Pressurisation System appears to have odd behaviour. All the switches look like they're in the correct position. I dial in Cruise Alt, Cabin Alt and Destination Alt. What

I see at Cruise Altitude is that the differential pressure appears to display correctly for the altitude. E.G. at 32000 feet atmospheric pressure is approx 4psi. Cabin diff is 7.4, therefore cabin pressure is 11.4psi which equates to a Cabin Altitude of about 6800 feet. But the Cabin Altitude pointer seems to indicate 12000 feet! So, maybe the Diff is right and the cabin altitude pointer is wrong. I think I'll run with that one.

All in all I had good fun flying "Old School"!Milviz B737-200c available for \$49.99 at <https://milviz.com/flight/products/B732C/index.php>

Philip Wafer ■



Cockpit Hardware

SKALARKI
electronics Ltd

www.skalarki-electronics.eu

A320 Dual Home Cockpit



A320 Dual Home Cockpit

Cost effective, but high quality device designed for home users. Included parts:

1. MIP and Glare solid metal structure manufactured by VIER IM POTT painted in RAL 5008,
2. MIP front panels set ISIS version (A320-232),
3. FCU 2016,
4. 2x Glare Wings,
5. ABRK panel,
6. T-Gauge,
7. Chrono,
8. 2 x EFIS controls,
9. Landing Gear lever,
10. 2 x 17" high quality LCD screens (HDMI, 1920 x 1200),
11. 1 x 21.5" high quality LCD screen (HDMI, 1920 x 1080),
12. PSU, USB HUB and all cables needed.

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Skalarki A320



A320 Fwd & Aft Overhead

A320 FWD + AFT Overhead assembled, tested and ready to work. Every single switch, led operational (where simulated). Back light dimmable. Panels fitted inside plywood box finished with black leather.



A320 FCU PROVersion 2017

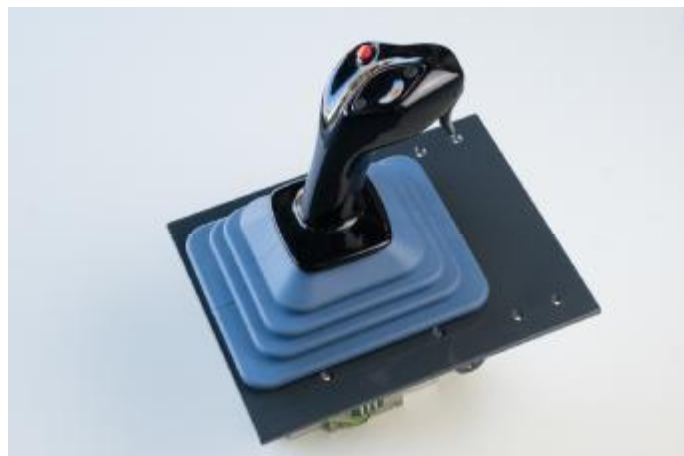
Package includes:
A320 FCU PROVersion 2017 - P&P unit assembled and tested. Can work with any supported aircraft (ProSim320, PM, Wilco, Jeehell FMGS, AST, Aerosoft X).
Original heavy duty Push/Pull encoders,
Aluminium back case,
PSU for unit and backlighting,
USB lead,
Dimmer



A320 Pedestal

Airbus A320 Pedestal, P&P tested and ready to work.
Set includes:

- Lower Pedestal,
- Left Pedestal (ACP, RMP, WX Radar, Flood panel),
- Right Pedestal (ACP, Rmp, Flood panel, ATC panel),
- Upper Pedestal (Switching + ECAM Panel),
- Throttle Quadrant motorised version,
- 2 x MCDU,
- Power supply Set
- 1 x 7 port Industrial USB Hub



Side Stick P&P

A320/A330/A340/A350/A380 Side Stick
The mechanism designed to reflect different forces in X and Y directions. Original spring forces gives an excellent feel. The complete mechanics is made of stainless steel and aluminium with Teflon bearings. We are confident this drive meets all requirements and therefore comes with a complete mechanics and electronics 2-year warranty.

Features:

- Exact replica of the 320 Series Side Stick
- Button for autopilot disconnect
- Button for PTT
- Key inputs can be assigned in the flight simulation
- Maintenance-free Hall sensors
- With Full Speed USB HID compatible device.
- Works with USB 2.0 / 3.0 compatible systems
- 12-bit resolution (4096 steps)
- Axis trimming and dead-zone settings
- USB powered

For the full range of A320 cockpit components visit
www.skalarki-electronics.eu

Madrid Barajas professional



With the release of this P3D4-only version of Madrid Barajas International Airport LEMD in October 2018, a ten year gap in development of this major European airport within flight simulator at last comes to an end. It's surprising that such a large airport, 5th busiest in Europe and 25th busiest in the world in 2017 (by passenger numbers) could have been overlooked for this length of time, so all gratitude goes to Sim-wings for at last addressing this gap. Indeed it was the same and only developer who last worked on this airport, making the most recent previous version available for both FS9 and FSX in 2008. Those versions were big in their day at 80Gb, but it's striking to briefly reflect on how far detailing of virtual airports has come when you appreciate that the P3D4 version is 37 times larger in size! (3.1Gb). In those ten years, to keep up with the latest versions of the various available home-flight simulators and associated add-ons, we've seen demands on processor speeds, graphic card capacity, and hard disk sizes increase hugely such that the computers we fly on in the virtual world of today make those of even 10 years ago seem pedestrian. Will we also be looking on today's computers as ancient relics in 2028 and instead flying within an even more real virtual environment with scenery add-ons at that stage consuming yet forty times more space from today?

Upon execution of the Madrid Barajas Professional scenery, my review

copy installed by default into the "Ecosystem" directory within P3D4, side by side with other Aerosoft and Sim-wings sceneries I have already in place in the simulator. The installed Madrid Barajas Professional folder consumed a final figure of 3.73Gb disk space and therein were located the brief PDF manual and scenery configurator, both also conveniently accessible through the Aerosoft section of the start menu.

The scenery configurator includes an Orbx setting for those who have openLC Europe installed, and the options to turn on or off ground traffic on the various aprons and landside, to turn on or off Dynamic lights at various segments of the scenery, to activate various static objects or a sound file for terminal announcements, and most importantly if you use AI air traffic, the ability to activate that traffic on a choice of different runways. You can also access the manual via a

button on the lower part of the configurator. As is usual with Aerosoft/Sim-wings manuals, the text is both in German and English and the content is essentially limited to installation guidance, configuration and performance settings tips, but also includes links to access support and updates. I should also add that during the installation process a large number of superb and very detailed airport charts are installed (ground Charts, SIDs, Stars, Departure and Approach Charts etc.) within the Aerosoft NavDataPro-Chart programme which will be invaluable to flight simmers who want to follow the correct flight procedures into and out of Madrid Barajas.

Serving the capital of Spain, LEMD is the largest airport of Iberia and encompasses a huge ground area of some 7500 acres. Geographical reference points include Madrid City to the West and the Guadarrama mountains to the North,



Reviews

which might add some turbulence to your approach from that direction. The scenery add-on includes a much larger aerial image of a whopping 100,000 acres within and upon which the airport is placed. I have FTX Global and FTX Global openLC Europe installed, which of themselves considerably enhance the ground textures of the Madrid region. However, by comparing top-down screenshots of before and after installation of Sim-wings LEMD, it was very obvious that this scenery add-on greatly upgrades ground textures right throughout the enhanced area, resulting in much more realistic-looking terrain below when gazing out the cockpit from above. Upon first investigation of the ground texture enhancements of the scenery, I was initially alarmed to see that there were bizarre chunks of night texture bleed-through apparent beyond and to the SW of the airport. This led me to initially suspect a conflict with the Orbx sub-layers. However, after visiting the Aerosoft forum (and getting a very fast response), I was soon made wise to the fact that these locations were in fact outside the Sim-wings LEMD enhanced area. A further forum visit, this time over at ORBX, revealed that other flight simmers had encountered similar problems in the Madrid region and it turned out that the issue was solved by simply uninstalling and re-installing ORBX openLC Europe!

The general layout of LEMD is remarkably extensive and sprawling, and includes four notably long runways, a necessity due to the hot summer climate and moderately elevated (2000ft) position of this airport being on the central plain of Spain (the rainfalling mainly on.....). Most of the major terminal infrastructure is on the West (Terminal 4) and Southwest of the



field (Terminals 1,2 and 3 and some of the main hangars), except for the newest Terminal 4S which is situated in a very central position of the airfield, and most conveniently located for runway access, with close proximity to 36L/ 36R and 14L/14R. The oldest terminal, with original control tower, is the currently designated T2 (originally known as the National Terminal) and it dates back to the 1930s. It expanded with Northern (now T3) and Southern (now called T1) extensions in the late 1990s. At totally separate locations, the huge and futuristic T4 terminal and its satellite T4S terminal came into operation in the second half of the 2000s and these comprise one of the largest airport terminals in the world at over 8 million square feet; these are connected by what was the first driverless train system in Spain, but because it is entirely underground it is of course not in-

cluded in the scenery. The AFCAD file included with the scenery configures what looked to me like the realistic airliner parking codes reflected in correspondingly accurate parking arrangements for LEMD at the different terminals, with Iberia and Oneworld partner airlines using T4, and T1-3 hosting Skyteam and Star Alliance airlines. AI traffic acted and flowed smoothly and correctly to the extent that I observed.

There are two North-South runways - 18R/36L (at 14,268ft the longest at LEMD) and 18L/36R (11,482ft) and two North/Northwest-South/Southeast runways-14R/32L (13,451ft) and 14L/32R (11,482ft.). As mentioned above, the configurator allows you to amend the runway AFCAD settings and the options include situations in which the wind is either from the North (with the two runways 32 taking landings and the two runways 36 takeoffs) or from the South (with the two runways 18 taking landings and the two runways 14 takeoffs). There is also an option to have all runways open which the authors warn is unrealistic.

The portions of the very extensive aerial image upon which the many detailed airport terminals and the numerous other 3D building structures are placed includes photoscenery of a multitude of access motorways and roads with static





2D vehicular traffic (some with animated traffic – if enabled), ground-level passenger car parks with 2D vehicles (most with 3D canopies overhead which look rather monotonous), huge expanses of parched-looking or bare-earth ground terrain but with both 2D and autogen shrubs and trees providing some greening relief from that (true-to-life) almost desert-like appearance typical of large tracts of central Spain in mid-summer, and 2D building infrastructure with a variety of associated, mostly 2D, parked ground vehicles. As is the case with most photo scenery, this looks at its best from about 3000ft upwards – and it really looks good! But closer-in, the detail becomes inevitably more blurred. Next to the terminals, the 2D access roadways merge abruptly with 3D elevated approach roadways and ramps, with animated traffic leading up to passenger set-down areas. The airport road network includes some overhead direction signage but notably absent are any advertising billboards or commercial signs of any kind that I could find – perhaps this reflects the true picture at LEMD. One of the more unique landside scenery details, included next to Terminals 1/2/3, is the decommissioned DC9 perched on a display platform and finished in a very colourful blue, white and yellow livery which I could not identify.

The most detailed buildings in the scenery are the excellently rendered Terminals 4 and 4S. These are both massive structures, each with a tall adjacent control tower, and each equipped with a multitude of jetways and with remote-parking stands. The parent T4 terminal has an enormous multi-storey car park adjoining (3D rendered but without roof or interior detail) with elevated access roads running between it and the terminal. Both terminals have extensive and continuous transparent glass facades which reveal very impressive internal detail including interior architecture, boarding gate desks (with computers!), passenger seating, overhead signs, passenger walkways, shops and bars, static passengers etc. All terminal gates have parking guidance systems, but these are not a feature of remote stands. The many highly detailed jetways throughout are also transparent, and if you happen to have FSDreamteam's GSX2 installed, you will see passengers walking within these when boarding or deboarding. I did encounter some visual issues with the jetways in that the bottom of the external access stairways floated a few feet from the apron surface, and the jetways themselves exhibited gaps between extension sections if forced to connect with an aircraft parked too far back from the gate. Following receipt of prompt (again)

support from Aerosoft through the forum (which explained that the Sim-driven Ctrl-J jetways cannot be animated), the floating stairways were eliminated by installing the SODE jetway pack for LEMD from the Sim-Wings Support website (www.sim-wings.de/SUPPORT_SODE.htm) – a very straightforward process if you follow the readme in the download package. The appearance of gaps in the jetway sections was solved by ensuring to park at the correct stop points at the gate.

Numerous static ground vehicles and ground equipment objects populate the aprons, and dynamic ground traffic brings these areas to life. Close-up scrutiny reveals realistic shading and texturing of surfaces, and lots of ancillary detail including crash barriers, air conditioning and ventilation shafts, lighting pylons (including at remote stands), blast deflectors and ground personnel. Apron and taxiway markings, weathering, staining, drainage gutters, and rendered areas of surface wear and tear are very impressive, and enhance the realism effect.

The older Terminal 1/2/3 complex does not come with any transparent windows or internal terminal detail. However, the more intricate architecture and design reflecting a history of infrastructural add-ons





over the decades, for me, makes this a more interesting part of the airport to explore. The East-facing and dominating airside façade of the central and original airport terminal (now terminal 2) with integral control tower and the lettering "AEROPUERTO ADOLFO SUAREZ MADRID-BARAJAS" below is an iconic feature of the original Madrid Barajas airport, looking out as it does over the aprons, taxiways and runways beyond. Like terminal 4, there is a large 3D multi-story car park close to the terminal complex. In addition to the same shading and texturing detail of building and apron surfaces, static and dynamic ground vehicles and equipment, numerous jetways, and ancillary details to the buildings, as included with terminals 4 and 4S, the roofs of terminals T1/2/3 also include details such as ventilation fans (not animated), ventilation ducts, air-conditioning units and skylights. This general area of the airport also

includes a hangar complex at its northern end and the main Cargo terminal (including extensive Iberia, Correos, FedEx, WFS and TNT warehouses) at its southern end. A couple of these structures also include some internal detail.

Many other parts of the airfield include additional detailed infrastructure such as the very nicely represented Iberia maintenance hangars (with beautiful night lighting) situated between runways 32L and 32R; an interesting addition here are 9 static decommissioned Iberia DC-9s parked on a disused taxiway. In the centre of the field further to the Northwest at the "Parque de Bomberos" fire station (which has its own low observation tower), there is a static Boeing 727 in "Aena" markings. Numerous other smaller maintenance, service and navigation facilities are modelled at various locations scattered around the airfield, and with place-

ment of scattered autogen shrubs and trees, and volumetric grass, welcome additional detail and realism is created. As regards night lighting, dynamic lights at various parts of the airport can be activated/deactivated through the scenery configurator as previously mentioned. A good exercise to see how impressive the dynamic lighting performs, is to switch them all off and then all on again in the configurator, and see whether you are impressed with the difference! I found the performance of P3D4 when testing Sim-wings Madrid Barajas Professional to be excellent throughout. Forcing on heavier demands, such as flying resource-sapping airliners like the Blackbox Simulations A330 into LEMD in foul weather, with settings such as scenery complexity and AI traffic set to very dense, frame rates well into the 30s were still comfortably achieved. Overall, this is a very impressive and long-overdue upgrade to Madrid Barajas, at last functional in P3D4, which delivers a huge airport to an impressive degree of realism and detail but which also allows the simulator to deliver an excellent level of performance. If you want to fly to Spain, make this your primary destination!

John Melville



Platform: P3Dv4
Cost: €34.00
Developer: Sim-wings
Publisher: Aerosoft
Available: aerosoft.com





Flightsim Apps

Flight Sim 2018 by Ovidiu Pop Simulation

<https://play.google.com>

Cost: Free

In Flight Sim 2018 you have a global open world map to explore, with an amazing selection of realistic airplanes. Enjoy the fully immersive experience provided by awesome flight controls, realistic interiors and sound effects, full day-night cycle, and challenging weather scenarios. In this Flight Simulator you can fly across the globe between a large selection of real cities and airports. Prove yourself as the best pilot when faced with challenging landings.

Features:

Many Planes To Choose From

Global Open World Map

Spectacular Day-Night Cycle

Realistic Flight Controls (tilt steering, buttons or lever)

Actual Plane Cockpits

Dynamic Weather Systems

Challenging Landing Scenarios

Accurate engine sounds

In flight radio communications

Lots of customizations

Request new planes or features on our Social Pages.



Hold Short



As the title says, I am holding short. Why? Because this article was to be, among other things about a new PC build and my thoughts on the whole process. Why am I holding short of buying it? Firstly I can only gaze with mouth agape at the prices NVidia are charging for their video cards. I had in mind a GTX 2080ti 11GB which at the moment is hovering around €1400!! It's Foxtrot Oscar at that price. No way can I justify forking out that much for a video card for flight sims. Secondly, Intel with their i9 series processors is shown to be not much faster than their i8 counterparts. I wanted to get a system that would be good for at least the next 4 years but at the moment I will wait and see how the market adjusts. Also, I noted that several system builders are using SSD drives for the operating system and SATA for storage. I thought at this stage M.2 would be for the boot drive and larger SSD's for file storage. Not so it appears. So an article on a new PC for this issue had to be put aside.



As we come to the end of 2018, I believe we can look back at yet another good year for our hobby. I use P3D, XPlane 11 and AFS2 as my sims of choice. As I write, XP11 is in beta for the next major update, P3D version 4.4 is out and AFS2 have just introduced a Robinson R22 into their sim.

Certainly I have noticed this year that many commercial developers are now turning out addons for XP11. Before, it was more of a free-ware platform. Nowadays a cursory glance at Xplane.Org will yield a plethora of high quality addons at a reasonable price point. The more complex aircrafts seem to fetch a higher price but freeware like Zibo's 737 (below) are just amazing and in my opinion just as good. The one problem, if I can call it that, is Installers in XP11. It amazes me that you still get instructions, like put that folder there and you need these libraries etc. I bought Orbx's GB South, and frankly their install rou-

tine was awkward. It's a big download to say the least, then FTX Central attempts to do the install, without calculating whether you have the disk space to do it or not. Really!!!!!! 20 years ago installing anything would first check that you had the space available. Then as if that's not bad enough, XP11 uses a scenery config file and if not set in the correct order things may not display properly. Once you get through those trenches it is a bril-





liant, beautiful piece of work and I for one am looking forward to the next instalment in the series.

Aerofly AFS2 released a beautiful Robinson R22, for free after months of testing and design. There is an easy mode and a Pro mode. I'm not a heli fan but hey it's free, looks beautiful and is generally well received. AFS2 looks beautiful and I continue to be enthralled by the fluidity of the sim and by OrbX's rendition of scenery areas within the sim. I consider OrbX's Innsbruck (above) as one of the best looking airports I have ever seen on any platform. I believe for VR it is just amazing but as I don't have a VR headset I can't give my opinion here. AFS2 is a slow work in progress and indeed from the forums many are critical of the

slow pace in development. I for one am not. For a small team of developers to have gotten this far is outstanding and while the sim lacks certain features like ATC, AI traffic and real weather, I believe they will come with time. My only critique is communication from IPACS. I have the Steam version and you log in and it says updating! Updating what? Tell us, we won't cry! Let us know what the update is about and maybe what you are currently working on. Also I got the R22 whether I wanted it or not. Choice would be a good thing.

Prepar3D is now at version 4.4 and honestly I have yet to install it. I have said before that I dislike the way Lockheed Martin update their software. Slipstreaming updates is my preferred way but having to reinstall content or scenery or the client individually is a royal pain. Every time they update, the various vendors may have to

write new installers for their addons or even modify their software to make it compatible. Costly I'm sure. They have introduced PBR lighting which should enhance the immersion factor no end. PBR lit aircraft and buildings will in time be re-released. Better rendition of photoreal scenery is listed as an update.

And now dear readers if you get a chance please look at the following link:

www.daksovernormandy.com/

I have always loved the DC3 and should you happen to be in Normandy for the 75th anniversary of D-Day next June over 30 of these birds will be flying around. It will be a very unique event and one dear to my heart.

All the very best for 2019!

John McNeely ■





The whole of Europe watches as the politicians try and make headway on Brexit. Love or hate it, leave or remain, whatever your views and whatever happens with a "deal or no deal" Brexit, the Europe we live in to today will change and one of those most affected will be the airlines. We all take it for granted getting on a plane and flying to every corner of Europe within a few hours and the low prices we pay thanks to the budget airlines. Easyjet have moved a sizeable amount of its fleet from the UK to an Austrian register, Ryanair are considering setting up a UK company and transferring some of its fleet there. The Irish Government met with the aviation industry last week and in particular aircraft leasing companies to try and come up with a plan to manage with a "deal or no deal" Brexit. Maybe by our next issue in March 2019 we will have a clearer picture but already the waters are muddled and it's hard to see how it will all turn out. In the meantime, and through no fault of Brexit, I am somewhat grounded as Terry's sim is AOG and some really big decisions are being decided as I write this – but it's up to Terry himself to explain all.

Westjet recently announced that they would start a new Calgary to Dublin service commencing in June 2019 using Boeing 789 aircraft with a three times a week service, reducing to twice weekly after the beginning of September. The airline currently has ten 787-900's on order with deliveries due to commence in early 2019. The airline

also has a further option on another ten of these aircraft. With the delivery of its first 787 the airline is planning on using them on domestic routes to facilitate training and build up crew experience before transatlantic operations will commence with Calgary to Gatwick commencing at the end of April and Calgary to Paris Charles de Gaul starting in the middle of May. Westjet will be one of several airlines operating to Dublin using 787 aircraft which has now become a daily sight with airlines such as Qatar, American Airlines, Ethiopian Airlines and Hainan to name just a few.

Cityjet have just twelve of their RJ85's in service and have recently commenced flying the Dublin to London City route on behalf of Aer Lingus with two of their aircraft operating in an all-white scheme with Aer Lingus roof titles and a green shamrock on the tail. It is understood that the two aircraft involved, EI-RJH & RJN will be painted in the new corporate colours in January 2019. This ends the airlines own direct involvement in London City having flown the route since 1997. It also ends the airlines own scheduled services and branding as it now concentrates on wet leases with other airlines. The airline currently operates seven of the Russian Sukhoi Superjet 100's, four of which are wet leased to Belgian operator Brussels Airlines. However the aircraft have suffered a number of technical problems of late resulting in Brussels Airlines having to cancel a number of flights. As of the middle of Novem-

ber one of the four Sukhoi's with Brussels Airlines (EI-FWE) has been noted on the Cityjet ramp at Dublin Airport still in the basic Brussels Airlines colours but devoid of any names/logos so it would appear that their time with the Belgian operator is coming to a close. I understand that Cityjet has agreed to the wet lease a CRJ1000 through its associate partner, Air Nostrum to Brussels Airlines. It is hard to see a future for the Sukhoi aircraft with Cityjet as they were seeking certification for the type in to London City but they now no longer operate this route and I doubt Aer Lingus/IAG would be interested in having Russian aircraft operating one of its routes, so time will tell if this is the end of the line for the type with Cityjet. So, three of the Sukhoi's are still with Brussels, one is stored in Dublin and one stored in Venice (EI-FWC) leaving two still apparently in operation – EI-FWA & FWB. However, a quick search on FR24 showed both FWA & FWB also operating for Brussels Airlines and EI-FWG is now gone to storage in Venice since the end of October. Cityjet and Spanish airline, Air Nostrum, have signed a deal for closer co-operation between the two airlines under an umbrella company – Hibernian Airlines. This airline has in recent days registered its first aircraft, a CRJ1000 registered EI-HBA which is ex EC-LOX of Air Nostrum and has since been operating flights for Air Nostrum on behalf of Spanish airline, Iberia.

Aeroflot have commenced services to Dublin with a new daily service from Moscow to Dublin using





mainly Airbus A320's but with the odd A321 thrown in. The flight, AFL2590/2591 arrives in Dublin at around 21.00 each evening and departs again just after 22.00. Currently the service is all year round so it will be interesting to see load factors after a few months of service and to see what the demand is like. It's currently hard to see if the majority of the traffic is inbound or outbound.

Stobart Air have taken delivery of two 2nd hand Embraer EMB-190's with EI-GGC operating for them and Flybe on its Southend routes, including to Dublin. Recently delivered EI-GHK EMB190 operates in an all-white colour scheme but is operating for BA Cityflyer and again Dublin is one of its destinations. Embraer recently had one of their brand-new EMB-190-300SRD E2's in Dublin for four days operating demo flights. PR-ZGQ is in a very interesting colour scheme basically with the whole front of the aircraft painted in a shark's face and named "Profit Hunter". This same aircraft attended the Farnborough Airshow this year and it is understood that it is on demo to both

Stobart and Cityjet. The aircraft routed in from Helsinki and stayed four days before departing.

Air France have started to use their own fleet of A319/A320's on its Paris CDG route to Dublin instead of the Cityjet RJ's, although a small number of flights are still operated by Cityjet. There was a tragic workplace accident on the ramp at Dublin Airport recently involving an Air France B777 Cargo. The weekly flight operating on Saturday the 24th of November when one of the ramp handling agents working for Swissport fell whilst unloading the 777 and was taken to Beaumont Hospital with serious injuries and from which he later died. The Air France 777 was cordoned off by Gardai (Irish Police) as part of their investigations and was grounded until midday on the Monday following the accident. Ironically the Air France aircraft was caught up in the radar failure at Dublin Airport on that Saturday morning and was in a holding pattern near Knock and was planning on diverting to Shannon when the radar came back online, it was able to continue to land at Dublin.

There was a major radar outage at Dublin Airport on the morning of the 24th of November between 08.20 and 09.35. Dozens of inbound flights were put in holding patterns at various points around the country as the Irish Aviation Authority tried to resolve the problem. Some aircraft ended up diverting to Shannon with one going to Belfast and another to Liverpool, but all these were able to continue their flights to Dublin a little later. It was not clear what caused the problem, but the shutdown caused delays to fifty flights with four flights being cancelled. It took several hours to clear the delays. Work on the new control tower (below) continues at a pace with the main tower part now fully in place. It looks an impressive building with lettering down one side showing Baile Atha Cliath (Irish for 'Dublin') with works due to be completed in 2020. In the meantime, the Dublin Airport Authority (DAA) has recently built a new radar close to the Forrest Little Gold Club and for once I am at a loss as to what exactly the new radar covers. Over the last two weeks crews have been erecting the new supporting





structure and over the last few days the actual radar itself has been installed and anti-collision beacons installed as well. Maybe I will be able to tell you exactly what it covers in the next issue. The DAA recently announced that it has awarded the contract for the building of the new Northern Runway to a joint venture comprising of Spanish company FCC Construction and Irish company Roadbridge. Some initial groundwork's have already been completed as part of the original clearing of the site. Work in earnest on the construction of the new runway will commence in January which are expected to be completed by early 2021. As usual, Dublin Airport will close on Christmas Day with the last flight arriving in at 23.25 on Christmas Eve with Norwegian Air flight from Stewart. The first arrival flight early on St. Stephens Day (Boxing Day) will be Ethiopian Airlines flight from Addis Ababa arriving in at 03.25. Dublin is one of just a few airports that fully close in Europe on Christmas Day and one wonders how long more this will last for as Shannon stays fully open. In the past, Christmas Day has been used by light aircraft to fly over the airport or even dare to do a touch and go on what is for 364 days of the year a restricted area!

CHC Ireland has finally completed and opened its new hangar and office facility at Dublin Airport. The new hangar, with room for two of its S-92's as well as offices and living accommodation was recently officially opened by Minister of Transport, Tourism and Sport, Shane Ross. Up to now CHC had been operating out of a temporary aircraft hangar and old offices on what was once the Iona Airways hangar and ramp area. Construction took a year. There is a won-

derful time lapse video of its construction available on <https://vimeo.com/297154873>

Cork University Hospital (CUH) has lodged a planning application for a helipad following several years of protracted negotiations with several agencies to ensure its suitability for both the Irish Coast Guard/CHC Sikorsky S-92's and the Irish Air Corps Agusta AW-139's. The helipad has an elevation connection to the hospital's emergency department but requires demolition of a number of small buildings and also the building of a new two-story staff car park to allow for the new helipad to be built. CUH had a helipad until 2003 when under pressure for space on its campus, it was decommissioned and since then helicopters bringing in injured patients had to land at a nearby sports field and be transferred to the hospital by ambulance.

The first EJ-aircraft registered in Ireland, EJ-IOBN received its certificate of registration on Friday 12th October, almost 90 years to the day since EI-AAA was first registered in October 1928. EJ-IOBN is an Embraer ERJ 190-100 ECJ, (MSN 19000632), ex N730MM which is operated by Gainjet Ire-

land, a private aircraft charter operator and management company based at Shannon Airport. The EJ-register was launched back in March 2015 with an update to the Irish Aviation Authority (Nationality And Registration Of Aircraft) Order that allowed the use of EJ- followed by four letters. VIP or Business Aircraft used for private or public transport can be registered on the "EJ" Register. The "EJ" Registration format allows for significant flexibility for personalised registrations. The "EJ" Register will allow Private Owners or Aircraft Operator's Certificate (AOC) Holders to register aircraft. The register will support temporary withdrawal of an aircraft from an AOC for valid operational reasons. For AOC Holders, an operator who maintains both AOC and Non-Commercial Complex (NCC) paperwork will be able to 'flip' an EJ-registered aircraft between commercial and private operation with a minimum of formalities. A second aircraft, EJ-ADMI, a Gulfstream G650ER has also just joined the register.

The Irish Parachute Club has recently taken delivery of a new aircraft to replace its Pilatus PC-6, EI-IAN, which was recently sold to Germany. ZK-KNM, a PAC750XL from Pacific Aerospace in New Zealand has started operating from the club's airfield at Clonbullogue and has a similar PT6 Turboprop engine to its predecessor. The 750XL can take 17 parachutists up to 20,000ft and has a special shutter door at the side that is used to jump from. The aircraft was noted in Larnaca in Cyprus in early October before leaving there on the 29th of October and routing via Bari, Antwerp direct to Clonbullogue.

Laudamotion has commenced flights to Dublin from Vienna using both its A320 and large A321 air-



craft. The airline is a subsidiary of Ryanair and had got into a dispute with Lufthansa over the leasing of a number of its A320's but this matter seems to be settled now with the aircraft being returned to Lufthansa before the end of June 2019. In the meantime Laudamotion has secured 18 of its own A320's from an undisclosed source and deliveries will commence soon. It seems somewhat at odds with its parent that the airline would use Airbus aircraft instead of going the Boeing route but then again this may be a deliberate strategy by Ryanair! In the meantime, Laudamotion is taking over the Ryanair base at Dusseldorf in April 2019 and it expects to have a major expansion of its routes out of here and it also plans to open a new base at Palma, however on the downside it is closing its two Austrian crew bases at both Graz and Salzburg in the coming months with crews there being offered transfers to other bases.

WOW Air of Iceland is in the midst of financial woes at the moment. In recent days four aircraft on lease from Irish based Avalon have been taken back by the leasing company amid fears it was about to collapse. Two Airbus A330's and two A320's were sent for temporary storage with the two A330's going to Lourdes in France and the A320's to Shannon. The airline was founded twelve years ago and has built up a substantial fleet with three A320's, fourteen A321's and three A330's before the four aircraft were returned. In the last week it was in negotiation with the other major local airline, Icelandair with a view to them either buying them out or buying a share in Wow, but these talks broke down leaving the aircraft leasing companies nervous of an imminent collapse. However, US private equity firm, Indigo Partners, which controls US airline Frontier Airlines and has stakes in several others like Wizz, has stepped in and it is un-



derstood a deal could be imminent. Indigo has investments in several low-cost carriers and only buys Airbus aircraft which makes the WOW deal seem a good fit. Whilst WOW Air is still flying, some of their routes have suffered cancellations so an interesting few days are ahead for the struggling airline.

Staying with struggling airlines, UK based Flybe is searching for an investor as it struggles financially with increasing fuel costs and the fluctuating value of Sterling and being in the midst of Brexit is not helping either. The airline is a major player in the regional airline space operating a fleet of eighty-five aircraft including fifty-four Dash 8's, twelve ATR's and eighteen Embraer EMB jets. Stobart operates a small number of aircraft on its behalf on routes like the Isle of Man and out of Southend. At one-point Stobart were in discussions with Flybe for a possible sale, however these discussions fell through. The demise of such a large player in the UK market has raised eyebrows and in recent days Virgin Atlantic have entered into discussions with Flybe management to see if a deal can be done. Shares in Flybe rose in value on foot of the Virgin news which already has a trading and code share agreement with Flybe, so it could

well be in their interest to ensure its survival, especially given the route structure of Flybe.

On the 20th of October there was a serious drone incident approx. 5.3 miles on approach to runway 28 at Dublin Airport. Three aircraft reported sighting the drone with the first, an Aer Lingus A320 on a flight from Zurich, reported the drone flying about 100ft below the aircraft on finals and two subsequent landing aircraft also reported sighting the drone. It seems ludicrous that someone flying a drone should think that it is OK to fly it in such close proximity to an aircraft! This type of incident is not unique to Dublin and some day there will be a serious accident caused by a collision with a drone.

Norwegian Air's leasing company, Artic Aviation Assets, has agreed a deal to sell six Boeing 737-800's to an undisclosed buyer. It is understood that these may be part of a plan to set up Norwegian Air Argentina which has already taken delivery of three aircraft in the last few weeks, all originally from its Irish registered fleet. It is planned to have between ten and fifteen aircraft operational by the end of its first year of full operations. Norwegian itself continues to take deliveries of Boeing 787 long haul





aircraft; currently it has an operational fleet of thirty-one aircraft with one more on order. The airline recently announced that it was terminating its Belfast to Stewart and Providence flights following poor demand. It also terminated its Edinburgh to Providence around the same time and subsequently announced it would terminate its other US destination from Edinburgh, to Stewart, from the end of March 2019. This ends its foray into US destinations from both Belfast and Edinburgh and suggested that these markets could easily transfer to other airports like Dublin and as such is increasing these schedules from next year along with a new destination from Dublin to Hamilton.

Dublin based ASL Airlines has decided to consolidate its Spanish based fleet that it inherited by its acquisition of Pan Air. By the end of August, it had disposed of all its fleet of Bae146's with four going to UK based Jota Aviation, two to German operator WDL and one to UK based Cobham Aviation. Its Belgian arm, ASL Airlines Belgium, continues to expand its fleet of Boeing 737 freighters with the recent addition of two 737-800's – these are some of the first 800 series to be converted to a full cargo configuration. The airline also had two of its 737-400 series freighters painted in full FedEx colours brining to eight the number of 737-400's that operate for FedEx.

Aer Lingus commenced operations once again to London City with the wet lease of two RJ85's from City-jet – as mentioned earlier. The air-

lines wet lease of ASL's Boeing 737-300, EI-STA, was terminated at the beginning of October having operated for Aer Lingus from Belfast City over the summer months to both Malaga and Faro. Eighteen new cadet pilots joined the airline recently from almost eight thousand applications and are currently in Jerez in Spain as part of their pilot training. A new branding for the airline was announced recently which is due to be introduced in early January 2019. The rebranding will reflect the airlines modern outlook and ambition to be the leading value carrier across the North Atlantic. It is understood that the current colours will remain the same but there will be subtle changes to the Shamrock logo currently in use with Airbus A330, EI-ELA, due to be the first aircraft rolled out in the new scheme.

Ryanair continues to expand its Polish subsidiary, Ryanair Sun, which now has eleven aircraft registered in Poland and another five on order – all aircraft are coming from the main Ryanair fleet registered in Ireland and based in Krakow. Interestingly the Polish registered aircraft have started to appear in Dublin in a reversal of what was the Dublin to Krakow route is now the Krakow to Dublin route. It is hard to distinguish the Polish aircraft from the Irish based fleet as they look the same apart from the Polish flag in front of the registration – very frustration for us spotters! The airline has taken delivery of more 737-800's with eight new aircraft delivered since the September issue and another four on order giving it a current fleet of 446 B737-800's! The airline currently

has 135 of the new 737-800 Max's on order with the first due for delivery in Q1 2019. Recent photos have appeared of the first Max aircraft for Ryanair coming off the production line in Renton which is due to be registered EI-HAT. Apparently, Boeing have suffered delivery problems with both the new CFM Leap engines for the Max and some other tail and wing components. At one point there were 53 stored aircraft at Renton awaiting different parts and ground crews struggled to find more parking space as more aircraft were coming off the production line. Boeing has admitted that there are some delays but that they are working to clear the backlog as quick as possible. Ryanair has applied for planning permission to extend its headquarters in Swords which it moved in to about two years ago. I wonder if they will install a slide in the new extension.

From time to time we all come across websites that just delight us (in an airplane way that is). www.oldjets.net/ is one of those. I came across it via an egroup I am on and have spent many hours trawling through the various trips the owner and other contributors have taken, in particular trips to Canada to visit floatplane and bush-plane bases in Ontario and Quebec – well done to Jan Koppen and other contributors for such a wonderful website. Of Irish interest is a very well written piece about Aero America. Also worth a read is an article by Mike Zoeller titled "Good guys went bad" about various dubious Boeing 707 operators and operations in Europe and Africa. Make yourself a large pot of coffee or a nice large whiskey and enjoy some aviation nostalgia.

That's it for this issue, Merry Christmas to you all and best wishes for 2019.

Ian Broni ■





Our 737-800 flight simulator is a highly sophisticated piece of equipment, using the latest leading-edge technology and an immersive fully enclosed flightdeck to give you the impression you're flying the real aircraft. Take the captain's seat along side your flight instructor in the co-pilot's seat who will assist you throughout your flight.

The uPilot Flight Experience offers an insight into the fascinating world of commercial aviation beyond the cockpit door... Now you can experience the thrill of flying a jet airliner! Take the captain's seat along side your flight instructor in the co-pilot's seat who will assist you throughout your flight and leave you with an experience you will never forget!

We have now moved to Swords Enterprise Park, only a 2 minute drive from Exit 3 on the M1 motorway.

The uPILOT Corporate Experience is your premier event entertainment choice. Our B737NG Flight Simulator is available to hire and setup at any UK & Ireland venue.

Our bespoke corporate package is designed to captivate your clients/guests. The Flight Simulator comes with a crew of professional Pilots ensuring your clients and guests enjoy the full jet airliner experience. Your guests will take the Captain's seat along side our flight instructor in the co-pilot's seat who will assist throughout the flight.

We even have an option to include our fabulous uPILOT Flight Attendants.

It is possible to run a competition over the course of your event as each participant's flight is scored on Approach & Landing. Our Flight Attendants can keep track of the scores, displayed on a top-gear style leader-board, while also checking-in each guest pilot for their on-time departure!



**uPILOT Flight Simulator Centre
Unit G10 Swords Enterprise Park
Swords
Co. Dublin**

Freeware Focus FSX & P3D

Terry McGee selects from some of the latest Freeware files

Boeing 757-200 British Airways Retro

By Sean Kneppers, Tenkoo Developers Studio
tds_b757-200_british_redtail_g-cpet.zip
www.avsim.com



This is the Boeing 757-200 in the British Airways G-CPET retro livery. Requires base model. This aircraft flew in 2010 in BA retro colours. Developed by Tenkoo Developers Studio (TDS). Master textures by Carlos Eduardo Salas. For support visit Tenkoo Developers Studio's Facebook page: <https://www.facebook.com/groups/214187952530554/>

Bendix King KX155A Com/Nav Radio

By John Dyer
kx115a.zip
www.flightsim.com



FS2004/FSX Bendix King KX155A COM/NAV Radio. Bendix King KX155A COM/NAV1 and COM/NAV2 radios. Accurate simulation of the real Bendix King KX155A radio for use with Microsoft Flight Simulator FSX or FS2004. As well as the more familiar default radio functions, this KX155A has many advanced features as found on the real KX155A radio. These include a direct active tune mode, the ability to store and recall 32 COM channels, functional NAV modes with built-in independent course deviation indicator (CDI), adjustable OBS course, bearings TO/FROM station and elapsed count up/down timer. Full documentation is provided.

747-400 Speedbrake Sound

By Philpe Spring
747spoiler.zip
www.avsim.com

A Very realistic alternative speedbrake and touchdown sound for the Boeing 747-400. Recorded in a real 747-400 and rendered in very high quality. The sound file works for PMDG's and iFly's 744, in P3D, FSX and FS9.

Dynamic Lighting for FlyTampa Amsterdam

By Garry van't Padje
eham_dynamic_lighting.zip
www.avsim.com



This file adds dynamic lighting to Amsterdam Schiphol (EHAM) made by FlyTampa for P3D. It covers the gates B to H. I tried to keep the performance high by using as few lights as possible. Readme included.

FS Announcement Panel v2.1 For FS9/FSX/P3Dv3

By Gene Churumov
harrier_fsap2.1.zip
www.avsim.com



The program will update the FS Announcement Panel to version v2.1 Tupolev style with switches designed by Robert L. Clark. The switches look like those used in panels of Tupolev's old and modern aircraft. The panel will serve as a virtual cabin crew for your aircraft. IMPORTANT: FS Announcement Panel v2.0 is required and should be installed prior to installing the update. Panel Review: <https://youtu.be/wF1FAlqzpyI>

KsimSaver

By KSimulations

<https://ksimulations.com/KsimSaver>

K-Sim have developed a freeware tool to Auto-Save your flights in P3D and FSX. It requires at least .Net Framework 4.7 or Windows 7 (or newer) to allow you to resume your flights in P3D v4/v1 or FSX. KsimSaver is a free tool for Flight Simulator X and Prepar3D that saves your current flight in a specified time interval using SimConnect. System Requirements: Windows 7 or higher. FSX RTM, SP1, SP2, Acceleration or Steam Edition. Prepar3D v1/2/3/4, [.Net Framework 4.7](#)

GMC507 Autopilot

By Jon Dyer

gmc507.zip

www.flightsim.com



FS2004/FSX GMC507 Autopilot. A Garmin GMC507 Autopilot with Flight Director. An accurate simulations of the real Garmin GMC507 Autopilot for use with Microsoft Flight Simulator FS2004 or FSX. Advanced features found on this quite complex autopilot systems have been simulated as accurately as possible, with greater functionality and realism than the default Flight Simulator autopilot. The Garmin GMC507 autopilot was designed for use with Garmin's G5 Primary Flight Display and Horizontal Situation Indicator. This autopilot is specifically for use with the excellent revised Garmin G5 gauges by Bob Kellogg ([G5-1R.ZIP](#)). Autopilot modes of operation are indicated on the G5 gauge, not on the autopilot. Therefore Bob Kellogg's G5 gauges must be installed for correct operation.

vPilot Model Rule Set Generator 1.3

By William Ruppel

vpilotmrsg_1.3.zip

www.avsim.com



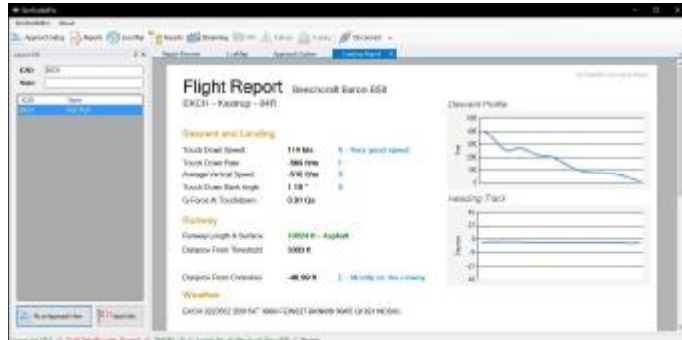
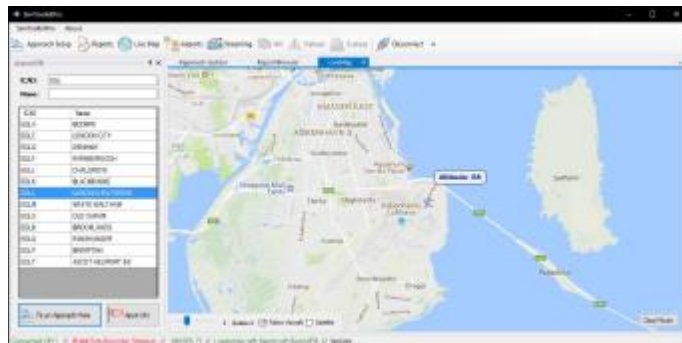
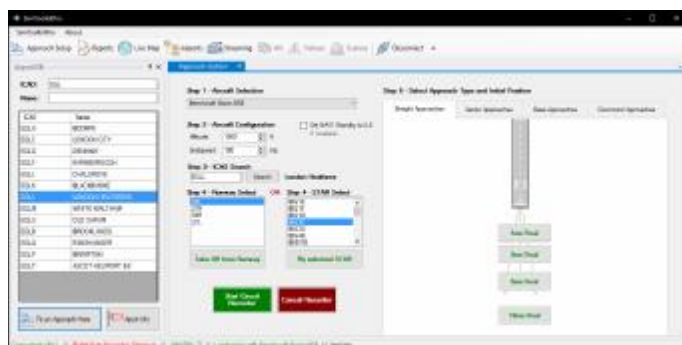
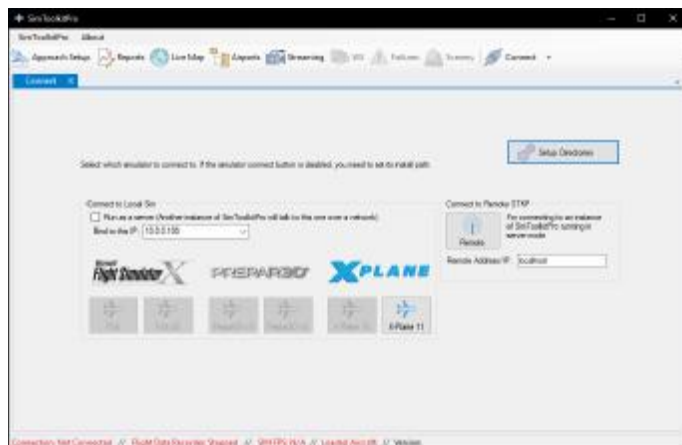
A utility for generating model rule sets for vPilot. Can automatically detect and scan the installed simulator(s) (FSX, FSX:SE, P3D 1, 2, 3, 4) or be pointed to a specific directory (for example, a third party model set). Log output summarizes which aircraft.cfg files were found and scanned, how many models were added to the rule set, and how many were not added due to being unable to match to an aircraft type or airline code. Version 1.3 is a minor update: (1) Use the parking code for the airline code if it's three uppercase characters (2) In detailed mode, list out each unrecognized model in the summary (3) Bug fixes.

SimToolkitPro

By Daniel Gallacher

simtoolkitprosetup.zip

www.avsim.com



SimToolkitPro is a Freeware Instructor station and Landing reporting tool for FSX, Prepar3D v3, Prepar3D v4, Xplane 10 and Xplane 11. It has network support to allow running on a secondary device, custom approach setup at any airport with reporting and grading on landings, new Circuit mode for circuit practice. Streaming output tools, easy setup, airport database, live tracking map, and more features planned. Regular updates and quick support.

WMKP Penang Intl. Airport, Malaysia

By Tim van Ringen

wmkp.zip

www.avsim.com



New setup with thanks to Google Maps. Penang International Airport is a medium size airport and one of the busiest airports in Malaysia. It is the oldest in Malaysia.

Condor Flugdienst Boeing 757-300

By Stefan Bree

boeing_757-330_condorflugdienst_sunnyheart_d-aboh.zip

www.avsim.com



FS2004/FSX Condor Flugdienst Boeing 757-330. This is a repaint of the TDS (Tenkuu Developers Studio) Boeing B757-300 model, in Condor Flugdienst "Sunny Heart" livery, registration D-ABOH. Texture only. The textures are saved in 32 bit format for quality graphics. Model developed by Tenkuu Developers Studio, features high resolution textures, dynamic flexing wings, nose

gear steering, rudder lock, ground spoilers, low speed aileron locks at high speed, fully animated control surfaces, fully independent suspension, trim animation, opening passenger doors, rolling wheels, animated thrust reverse with reverser block doors, detailed textures, full night lighting, ground service vehicles and more. Model design by Hiroshi Igami. Flight dynamics design by Nate Rosenstrauch and Chesley Hann. Paint kit and master textures by Carlos Eduardo Salas. TDS members: Hiroshi Igami, Nick Wilkinson, Carlos Eduardo Salas, Yosuke Ube, Stian Svensen, David Biggar, Luiz Antonio Perina, Nate Rosenstrauch, Chesley Hann.

Kuala Lumpur Intl. Airport, Malaysia

By Ray Smith

fsx_wmkk_rs.zip

www.avsim.com



This is a reasonably accurate update of Kuala Lumpur Intl Airport and made only for FSX users, do not use in P3D: KLIA2 terminal updated with the Main terminal and Satellite A terminal also updated to reflect today's situation, new control towers, assigned parking now as per their website with extra parking including several gates for the A380, the old Low cost carrier terminal (LCCT) is now the East cargo apron, lighted helipad with a start location, taxiways and taxi signs updated to the latest charts, drainage canals added, extra fuel trucks, support vehicle roads rebuilt, fuel tank farm and

many other scenery improvements and objects added, airport views are from the roof of the new control tower west (when in tower view) please view the readme before installation.

Song Boeing 757-200

Repaint by Joe Shimmel
tds_dlsong_b757-200.zip
www.flightsim.com



FS2004/FSX Song Boeing 757-200, a low-cost brand of Delta Air Lines. Includes the standard lime green livery and the pink BCRF scheme. TDS model features dynamic shine, opening doors and cargo doors, all normal animations, realistic FDE, accurate dimensions and flight performance based on charts and certified pilot input, different engine variants and performance, thrust maps, fuel burn per different engine type, and new detailed lighting effects.

Pan American World Airways 1983 Douglas DC-10-30

By Kevin Alexander
n84nadc10.zip
www.flightsim.com



FSX/P3D Pan American World Airways 1983 Douglas DC-10-30. This is a realistic texture of the N84NA named "Clipper Glory of the Skies". Textures only for the payware Just Flight CLS DC10-30 HD model.

Barcelona Airport, EL Prat Intl (LEBL) Barcelona, Spain

By Ray Smith
fsx_lebl_rs.zip
www.avsim.com



This is a reasonably accurate rendition of El Prat Intl airport with two optional files and made only for FSX users, do not use in P3D: There is one version with the Crosswind runway activated and in full operation where all 3 runways will be used for takeoff/landing and one version as the default airport runway operation, both terminals have been completely replaced and updated, airlines have assigned parking at their correct terminal as per their website, with extra parking including gates for the A380 at Terminal 1 (Gates 216 and 277), new control tower, extra fuel trucks, taxiways and taxi signs updated to the latest charts, support vehicle roads rebuilt and many other scenery improvements and objects added to further enhance this airport, airport views are from the roof of the new control tower (when in tower view) please view the readme before installation.

SODE additions for WICK "EGPC" for ORBX Scotland

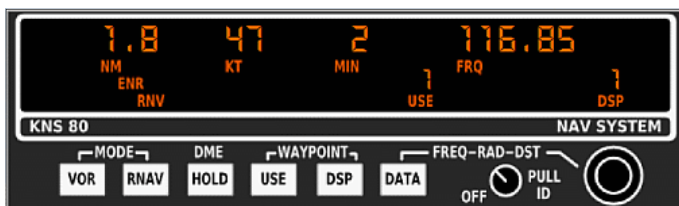
By John Watts
wick_sode.zip
www.avsim.com

Snowploughs animated and Static, Grass cutting tractors, semi random smoke and Surf breakers all dependent on Weather conditions (no grass cutting in rain, Snow for animated snowploughs etc). All require SODE-1.6.3 at least to function. ■

Freeware Focus FS2004

FS2004/FSX VOR/DME RNAV Computer and CDI/GSI

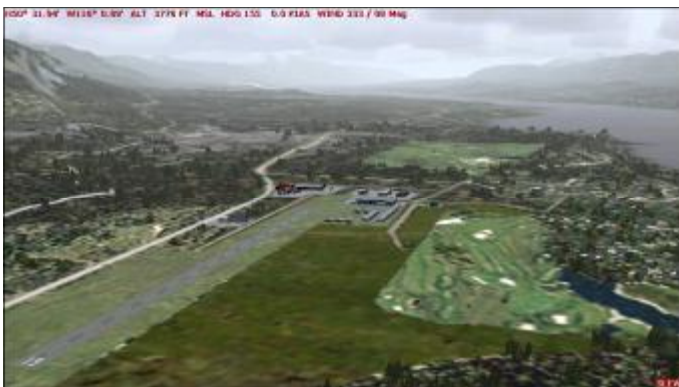
By Markus Schober
rnavvordmefs9fsxv16.zip
www.avsim.com



Contains a VOR/DME based RNAV (a.k.a. Rho-Theta RNAV) system, consisting of a KNS 80 RNAV computer and compatible CDI / CDI/GSI. Features: VOR, VOR/ PAR, RNAV/ENR, RNAV/APR mode; 4 waypoints memory; distance, ground speed, time to station display; ILS, DME HOLD. With waypoint calculator. New with v1.6: compatibility with FS2004 and FSX, minor improvements.

Invermere CAA8 in British Columbia, Canada

By Roger Wensley
invermere.zip
www.avsim.com



This airfield is in the Columbia Mountains (which are part of the Rockies) on the border between BC and Alberta. Invermere is in the same valley as Golden, 65 miles south and midway between Golden and Cranbrook. The town is at the northern end of Lake Windermere, on the western side, with a population of around 3,400. The main tourist feature of Invermere appears to be the provision of a wide choice of golf courses. These are included in the scenery, as are some of the surrounding commercial buildings including a nearby

hotel and retail units. Invermere CAA8 is half a mile northeast of the lake, and is home to the non-profit Canadian Rockies Soaring Club that trains pilots during the summer months. The Invermere Soaring Centre, a separate organisation, provides glider towing services and rides for the general public. During the summer the airfield can only be described as busy, with gliders taking advantage of the terrain for ridge soaring. The AI here includes gliders that will take off and then circle around north of the field. The take off is not a realistic glider style launch, and the wind should be from the north; these gliders do not taxi and then turn around at the far end of a runway too well. Once again, like Golden, there is no runway or taxiway lighting, so daylight use only. There are GA visitors to CAA8 between the gliders, presumably carrying golfers and clubs. Due to the surrounding terrain AI aircraft might impact high ground before landing and then just show up on their parking spot.

Tupolev Tu-16 Badger

By Peter Marcy
mmt16.zip
www.avsim.com



The Tupolev Tu-16 NATO reporting name: Badger was a twin-engined jet strategic heavy bomber used by the Soviet Union. It has flown for more than 60 years, and the Chinese licence-built Xian H-6 remains in service with the People's Liberation Army Air Force.

Landing Light

By Joshua Moore
new_landing_light.zip
www.avsim.com



This is a new spotlight.bmp to replace and update the old lights which always seem to look fake. enjoy! email: hornetaircraft@gmail.com

AeroGal Boeing 727-200

By Rodolfo Estrella C.
glg722-2.zip
www.flightsim.com



FS2004 AeroGal Boeing 727-200. This aircraft, registration HC-CDJ and christened "Piquero", was the last B722 operating for the airline. It was used mostly to connect inland Ecuador with the Galapagos Islands. High definition textures only for the freeware Vistaliners B727-200 model.

Gol Airlines Boeing 737-800

Repainted by Hernan Anibarro
gol_b737-800_pr-gtm.zip
www.flightsim.com



FS2004 Gol Airlines Boeing 737-800, registration PR-TGM, "Live TV aboard" theme. Textures only for the TDS Boeing 737-800 base model ([TDS B737-700 BASE PACKAGE.ZIP](#))

TUI Boeing 787-8 AGS V6

By Camil Valiquette
788v6tui4.zip
www.flightsim.com



FS2004 TUI Boeing 787-8 AGS V6. Mainly the version 6 is for the new ground animations. New animations and static display has been added from previous versions, including multiple animation effects to one object. Aircraft cockpit featuring a new 2D panel. Note: all Cam-Sim aircraft models include exclusive Animated Ground Servicing (AGS) and static displays. Model design and paint by Camil Valiquette.

Narco 12E Radios

By Jon Dyer
narco12e.zip
www.flightsim.com



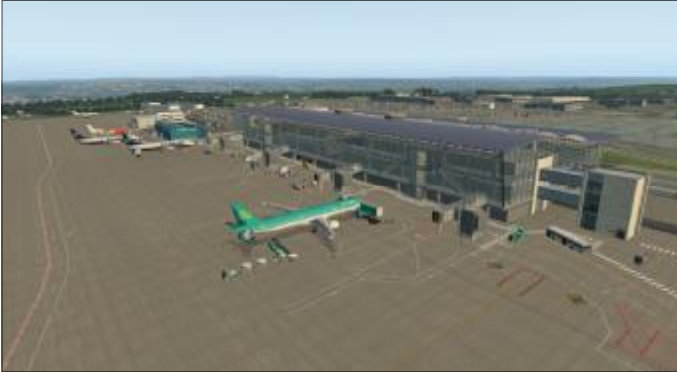
FS2004/FSX Narco 12E Radios. Narco 12E COM/NAV1 and COM/NAV2 radios for use with Microsoft Flight Simulator FSX or FS2004. The Narco 12E was a low cost direct replacement for the Cessna RT-385A transceiver, offering high performance and ease of use. An accurate simulation of the real Narco 12E radio. Has bearing TO and radial FROM radio beacon, and LOC indicator. All controls function normally. Full documentation is provided. ■

Freeware Focus X-Plane

EICK Cork Airport Ultimate & Business Park

By Ciano35

<https://forums.x-plane.org/index.php?/files/file/39821-eick-cork-airport-ultimate-business-park-xp1011/>



Now X-Plane 10 and 11 Compatible

Corrected radio frequencies

- Slightly changed the position of the airport to matched ortho scenery



- Updated aprons to match real airport
- Updated Ryanair aircraft to new livery
- Added more aircraft
- Added car parks and lots of cars
- Added hundreds upon hundreds of objects
- Added the new ATC tower
- Added planes and other objects to Atlantic Flight Training
- Added tree lines around airport and surrounding farms
- Added houses, sheds, vehicles, livestock, bales, football pitches etc. to surrounding areas
- Custom placed facades in the surrounding business parks to match the real office buildings and airport hotel
- Added model plane outside airport hotel
- Added housing estate on approach to RWY 17
- Added road network around airport and business parks
- Hundreds of streetlights added in and around the airport
- Added apron lights
- Added exclusions to delete wrongly placed default x-plane forests
- And a lot more!

Baron B58 with G1000 1.10

By Luke Webber

baron_b58_g1000_v1_1.zip

www.flightsim.com



X-Plane 11 Baron B58 with G1000 1.10. This is the default Baron B58 with Garmin G1000. This project would not be complete without the help of the one and only Totoriko! To install, simply unzip and drop the folder "Baron B58 G1000" into your respective aircraft folder in your X-Plane directory.

Super Petrel LS Amphibian 1.0

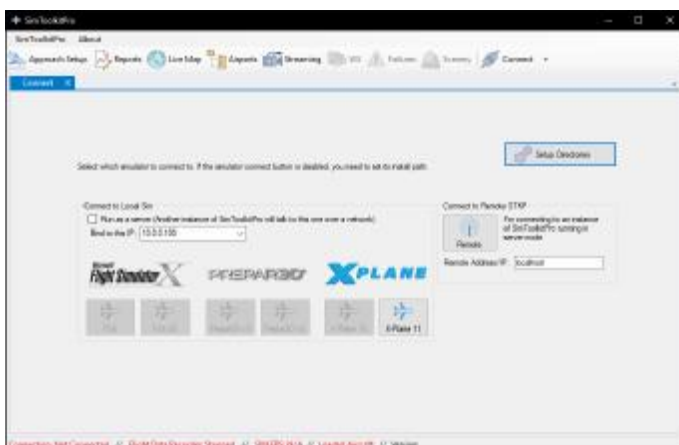
By Billy Bargagliotti
petrel_ls.zip
www.flightsim.com



X-Plane 11 Super Petrel LS Amphibian 1.0. The EDRA Aeronautica Super Petrel is an amphibious pusher configuration biplane, seating two side-by-side. The Super Petrel is powered by a 73.5 kW (98.6 hp) Rotax 912ULS flat-four engine mounted in pusher configuration on the central pylon just below the upper wing. The LS variant is: 280 mm (11 in) longer and with a 25 km/h (16 mph) increase in cruising speed; greater fuel capacity, plus a redesigned cabin and tail group. Comprehensive documentation included in the package.

SimToolkitPro

By Daniel Gallacher
simtoolkitprosetup.zip
www.avsim.com



SimToolkitPro is a Freeware Instructor station and Landing reporting tool for FSX, Prepar3D v3, Prepar3D v4, Xplane 10 and Xplane 11. Has network support to allow running on a secondary device, custom approach setup at any airport with reporting and grading on landings, new Circuit mode for circuit practice. Streaming

output tools, easy setup, airport database, live tracking map, and more features planned. Regular updates and quick support.

EGHT Tresco Heliport 2.2

By Stuart McGregor
a_uk_eght_tresco_heliport_2_2.zip
www.flightsim.com



X-Plane 11 Scenery--EGHT Tresco Heliport 2.2. Tresco Heliport is about as far as you can get and still be in the UK. Situated in the far south west of the UK on the Isles of Scilly, this heliport is in a very remote spot. However, if you want to explore around the Bishop Rock and Wolf Rock light houses you can set off from here. Requires the latest versions of the following libraries: 3D People Library ([3D_PEOPLE_LIBRARY.ZIP](http://www.flightsim.com/3D_PEOPLE_LIBRARY.ZIP)), CDB library ([CDB_LIBRARY.ZIP](http://www.flightsim.com/CDB_LIBRARY.ZIP)), World Model Library ([WORLD2XPLANE.ZIP](http://www.flightsim.com/WORLD2XPLANE.ZIP)), Ground Textures Library ([GT_LIBRARY.ZIP](http://www.flightsim.com/GT_LIBRARY.ZIP)), The Handy Object Library ([THE_HANDY_OBJECTS_LIBRARY.ZIP](http://www.flightsim.com/THE_HANDY_OBJECTS_LIBRARY.ZIP)), NAPS Library ([NAPS_LIBRARY.ZIP](http://www.flightsim.com/NAPS_LIBRARY.ZIP)) and OpenSceneryX ([OPENSCENERYX.ZIP](http://www.flightsim.com/OPENSCENERYX.ZIP)), PM Object Library ([PM_LIBRARY.ZIP](http://www.flightsim.com/PM_LIBRARY.ZIP)) and the RE Library ([RE_LIBRARY.ZIP](http://www.flightsim.com/RE_LIBRARY.ZIP)). Revision 2.0+ is a complete remake of the author's earlier X-Plane 10 scenery: [a_uk_eght_tresco_heliport_1_2.zip](http://www.flightsim.com/a_uk_eght_tresco_heliport_1_2.zip) so if you wish to use it, please remove any older versions to avoid conflicts. This scenery has been made using WED 1.6 on a PC running Windows 8.1 Pro and also X-Plane 11.25 with the default mesh. It is intended for X-Plane 11, however it might also run in X-Plane 10.51, although this has not been tested. Version 2.2: Round Island along with its lighthouse added and also replaced the military AW-159 with a S-92 CHC.

EIKN Ireland West Knock Airport 2019

By Ciano35

<https://forums.x-plane.org/index.php?/files/file/48779-eikn-ireland-west-knock-airport-2019/>

For X-Plane 11. Custom made realistic tower, terminal, hangars, fire-station, car rental buildings, signs, advertising boards etc. Custom night textures and lighting. 100's if not 1000's of hand-placed ground polygons for roads, walkways, aprons, markings, parking spaces, lettering etc. 100's of hand-placed vehicles. Open Connaught Aero-club hangar with starting spot. Hand-placed streetlights, boundary fences, gates, fuel tanks etc. Custom fire-truck. Custom business park buildings + hand-placed polygons. Hand-placed grass, bushes, trees. And a lot more! This airport is not fully completed to my liking yet so I will be releasing updates over time, including fixing any bugs that may arise. This airport is intended for use with ortho4xp scenery and overlays, but it should work without as I have placed a huge amount of polygons around the airport. If you would like to get the same ortho-scenery I used BI level 17.



Bell 429 1.4.0

By timber61

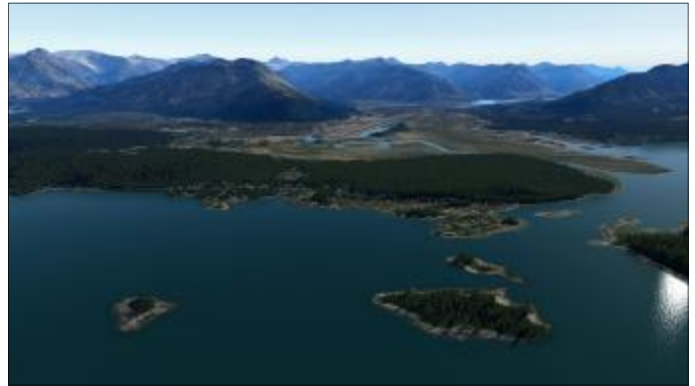
<https://forums.x-plane.org/index.php?/files/file/39269-bell-429/>



PAJN Juneau International 1.0

By MisterX6

<https://forums.x-plane.org/index.php?/files/file/25190-pajn-juneau-international/>



The download has been split into two due to the 200 limit, so you need to download both files and then copy and paste the Liveries to the main folder.

X-Plane 10.30 (might work on older X-Plane 10 versions, not tested. X-Plane 9 not supported). Features: Photoreal scenery for the area surrounding the airport. Detailed rendition of Juneau International Airport (PAJN) Alaska. Animated 3D people. Animated airport vehicles. Custom approach lead-in lighting (LDIN). Accurate airport layout. Custom models for terminals and hangars. Custom high resolution taxiway textures. Moving jetways and marshallers. X-Plane 10 HDR night lighting.

Japan Pro 1.01

By Justin K (MisterX6)
japan_pro_1_01.zip
www.flightsim.com



X-Plane 11 Scenery--Japan Pro 1.01. This package provides a new set of high quality autogen buildings for the entire country of Japan, as well as a new set of vehicles, highway signs, and enhanced scenery for the cities of Tokyo and Naha (Okinawa). Features: completely new set of high quality autogen buildings, baked ambient occlusion, night textures, PBR materials, complete autogen tiles, high resolution ground textures, details like cars, trees and fences, different kinds of houses, large apartments and industries, enhanced cities (Naha: cruise terminal, cargo harbour, photoreal scenery; Tokyo: Skytree, Tokyo Tower, harbour), highway signs, vehicles, cars and trucks (dynamic and static), plus the Shinkansen (bullet train). Requires: MisterX Library 1.6 or higher ([MISTERX_LIBRARY.ZIP](#)). Detailed PDF manual included in the download.

MKJP - Kingston

By Rui Mesquita
jm_mkjp__kingston_norman_manley_intl_airport_xp11_v1_0_0.zip
www.flightsim.com



X-Plane 11 Scenery--MKJP - Kingston, Jamaica, v1.0.0. This is an X-Plane 11 scenery package for Norman Manley International Airport (IATA: KIN, ICAO: MKJP), formerly Palisadoes Airport, which is an international airport serving Kingston, Jamaica and is located south of the island 19 km away from the center of New Kingston. It is the second busiest airport in the country, recording 1,502,973 arriving passengers in 2015. There are over 130 international flights a week that depart from Norman Manley International Airport. Named in honour of Jamaican statesman Norman Manley, it is a hub for Caribbean Airlines and Fly Jamaica Airways. It is located on the Palisadoes tombolo in outer Kingston Harbour; it fronts the city on one side and the Caribbean Sea. It includes corrected aprons, ramps, gates, taxiways, lighting system, city buildings, orthophotoscenery for the airfield area, and airport ground services (like push back). ■

Aviation Gallery

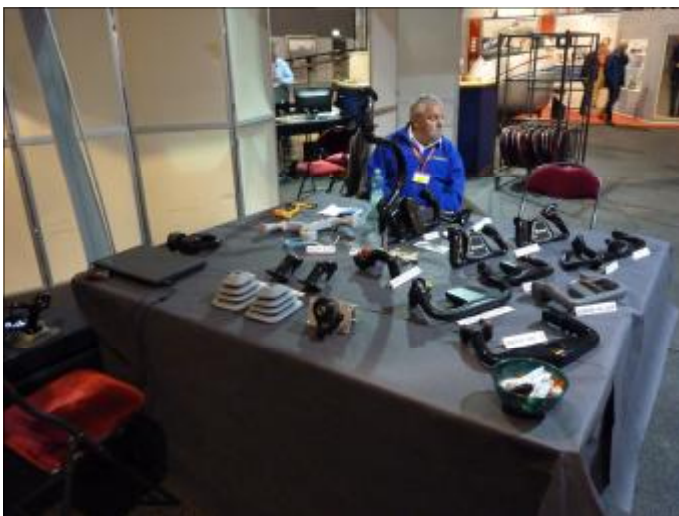
FS Weekend, Lelystad, The Netherlands

November 2018

Photos by Terry McGee







Product Reviews

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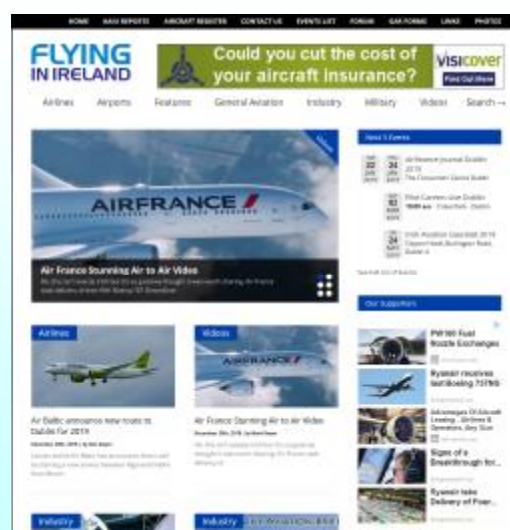


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Navigraph FlightSim Community Survey 2018 Results



FlightSim Community Survey 2018 Results

The typical flight simulator enthusiast is a 42 year old male from the United States. He flies simulator 2-3 times per week for about 5-10 hours in total and was introduced to flight simulation 10 years ago. He is a 21st birthday he already has a pilot license. If so, he was introduced to flight simulation before he pursued his pilot license. Moreover he has a bachelor's degree, is full time employed, makes 50,000 USD per year before tax, and resides about 250 USD on software and 300 USD on hardware annually. He prefers 3-Plane (1) but Prepa3D x 4 is also popular.

Largest and Most Comprehensive FlightSim Survey Ever

These are some of the conditions from the annual FlightSim Community Survey 2018 organized by Navigraph together with 19 partners. More than 6,000 respondents contributed which makes this survey the largest of its kind. With 79 questions it is also the most comprehensive, covering demographics, as well as simulator preferences and habits. This year the survey also incorporated specific questions on Virtual Reality. Moreover, partners were invited to contribute with questions of particular interest to them. One such example is the use, perception and preference of freeware versus payware.

The final report is shared openly with the community for everyone's benefit. Each partner is also receiving a customized report presenting their user group in respect to the total community to promote development and recruitment of more pilots to the flight simulation hobby.

The next survey will be published in November 2019. The emphasis will be on diversifying the sample by including additional partner organizations, companies, organizations, and simulators within the flight simulation community are already committed to contact Navigraph to discuss their partnership.

X-Plane: Going Strong

Consistent with the previous community surveys conducted 2016 and 2017 by Navigraph, the X-Plane simulator from Laminar Research continues to grow in popularity also this year. X-Plane is now on par with Lockheed Martin's Prepar3D.

The question regarding primary flight simulator software was elaborated in this year's survey to allow respondents to estimate how frequently they use a particular simulator. While X-Plane and Prepar3D seem to be equally popular, respondents claim to fly Prepar3D more frequently.

How often do you fly any of the following flight simulator software? (Part 1 of 2)

All Respondents

NAVIGRAPH

<http://blog.navigraph.com/post/181243982766/flightsim-community-survey-2018-results>



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