PC FLIGHT

Your Free digital Flight Simulation magazine

Airbus A380 Mega Pack

Thessaloniki X

Cockpit Hardware

Flight Sim 2019

Welcome once again.

The release of MK Studios Dublin P3Dv4.5 is welcome especially for those of us here in Ireland. John Melville has a great review of it in this issue. However, I found myself contacting MK Studios about the missing DAP VOR (111.20), which is on the west end of the field. I also suggested the inclusion of an option to have the approach lights On at all times (a bugbear of mine), as in the real world. Yes, I know that not many developers have this option, but with the improvements in P3D, it can and should be included, as FlyTampa have demonstrated on some of their updated P3Dv4 sceneries.

Flight Sim Show 2019 in Cosford, UK was a two day event for the first time. I attended as a visitor on the Saturday only and I really enjoy the day. You have to hand it to Chillblast for supplying many of the exhibitors with a PC and a banner stating "This stand is powered by Chillblast performance PCs". On the day, Aerosoft's CEO Winfried Diekmann signed a contract with to exclusively market RealSimGear products in Europe and the Middle East (photo below).

In this issue we have two reviews; Thessalonki X and Dublin for P3Dv4. Ian Broni brings us some news from the real world of aviation in his regular column 'Plane Talking', and I have a few photo from Flight Sim 2019.

Until the next issue, enjoy your virtual flights.

Terry McGee

Airbus A380 Mega Pack

https://flyawaysimulation.com/downloads/files/24767/fsx-airbus-a380-mega-pack/

This is a complete Airbus A380 package compatible with both FSX, FSX: Steam Edition and Prepar3D (including v4) which includes over 12 repaints for many of the original airlines who brought the A380 into their fleet. This model has been tested and confirmed working in P3Dv4. The model was originally developed by Project Airbus and a complete Virtual Cockpit (VC) by Thomas Ruth has been added along with updates to the VC by Chris Evans and Louis Quintero. The package also includes a fully functional FMC which was added in and originally developed by Garret Smith. Also included are a complete bundle of checklists to make your flight more realistic. Key Features: Fully working 3D VC. Functional FMC. Over 12 repaints included. Modified to work with current-gen versions of FSX and P3D. True to life sound pack which includes RR (Rolls Royce) engine sounds.

Developer: Compiled by Chris Evans with works from Project Airbus, Thomas Ruth, Louis Quintero, Garret Smith, various repaint authors and repackaged by Fly Away Simulation.

St. Tropez X-Plane 11
From Stairport Sceneries
www.aerosoft.com

Based on the latest image sources, highly detailed objects were created at and along the airport. In addition, the villages La Mole and Le Moulin Roux were upgraded with individual autogen. The photo texture covers an area of approx. 26km² and thus covers the entire traffic pattern. In combination with Ortho4XP we have had good experience with the following settings: Source Bing (BI), Zoomlevel 17, Use Decals on Terrain. Features: Realistic replica of the airfield Saint-Tropez La Môle (LFTZ, LTT). Detailed 3D models of airport buildings and other facilities. High-resolution ground textures. Very detailed PBR textures. Detailed clutter objects and 3D people. Individual static aircrafts and liveries matching the real airfield. Latest runway, taxiway and line layouts. Large photo scenery coverage of the airport and surroundings. Volumetric grass. High-resolution vegetation. Visual traffic pattern helper (SAM plugin required). Compatible with Ortho4XP. Seasonal texture and model variants (free update in 2020).

Beijing Daxing Intl. Airport
From Star_Atlas
www.simmarket.com
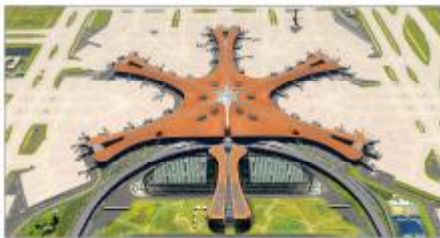
Only a few weeks after its public opening in real life, the second international airport for the Chinese capital is already available for X-Plane 11. Features: HD Ground Textures. Animated jetways (SAM needed). Animated Hangar Doors (SAM needed). Vehicles with Chinese characteristic. Orthoimage with commercial license. Customized vegetation. Highly accurate taxiway guidance sign. Customized dynamic lighting. Animated airport ground traffic. Experimental underground structure. Compatible with Gateway & P3D Scenery. Detailed terminal includes internal structure. Excellent night effect. Free updates.

Cannes - Mandelieu Airport
From FlyDesign
www.simmarket.com

LFMD Cannes - Mandelieu Airport serves the Cannes area, mainly for business aviation. During the Festival de Cannes the airport is heavily used by movie stars. Its two runways (1610m and 760m) and a big apron make it a perfect place not only for small and medium general aviation aircraft, but also for bigger business jets. The scenery, for P3Dv4, includes custom high resolution textures, custom build 3D buildings, detailed terminal, apron and a large number of surrounding buildings (high detailed). Features: Airport with completely new 4K buildings with all details. New Hangars buildings. Large number of surrounding buildings. High resolution ground textures. Hand-placed vegetation. 3D lighting. LFMD charts.

CityScene Charleston
From orbx
www.orbxdirect.com

Journey across one of the most historic cities in North America. The latest in our advanced CityScene products will be the wonderful city of Charleston in South Carolina. As the oldest and largest city in the state is also one of the prettiest with its fantastic array of traditional looking townhouses, historical sites and huge plantations. With over 1150km2 of coverage included, get ready for an exciting trip across one of the most cultural cities in the US. Developed by Allen Kriesman, CityScene Charleston follows on from his highly successful Orlando, Barcelona and Gold Coast sceneries for Prepar3D & FSX. Plenty of real-world data has been processed to recreate memorable views across the downtown area where you can witness the picturesque Rainbow Row or travel around the huge number of plantations and gardens spread throughout the city. Key Features: Large 1150 sq km scenery coverage area. 5 airports in coverage area. 41 custom POI buildings/objects created for Charleston Scenery Area. Over 340,000 custom commercial and residential buildings. Over 3,500 library objects placed from Orbx Libraries. Over 25,000 railroad boxcars and shipping containers. Over 80,000 night lights. Over 4,000,000 accurately placed autogen trees. By Allen Kriesman.

Geneva professional
From Aerosoft
www.aerosoft.com

This scenery for Prepar3Dv4+, recreates Geneva Airport at a high level of detail with all its buildings and facilities. Seasonal adjustments, faithfully modelled runway lighting and excellent night effects make the scenery shine at all times. All the markings and nav aids appear just as in real life, as do the high-speed taxiways to roll off the runway at higher speeds. Genf professional is also compatible with Switzerland professional. Features: Detailed rendition of the air-

port. Photo-realistic ground textures based on aerial images (0.3 m/pixel). Seasonal colouring of ground and vegetation. All buildings and airport facilities. Photo-realistic textures for buildings, vehicles, etc. Faithful nav aids (ILS, VOR/DME, NDB, ATIS). Complete taxiway and runway signage. "High speed taxiways" for rolling off the runway at higher speeds. Animated radar systems and windsocks. Animated vehicle traffic at and around the airport. ADGS – Aircraft Docking Guidance Systems. Animated jetways, movable via CTRL+J. Optionally animated jetways via SODE. Faithful runway and taxiway lighting. Traffic roads with ground traffic signs. Optimised for good performance. Compatible with Switzerland professional. Tools for optimising performance. DynamicDisplayEngine for airport lights depending on time of day and weather conditions.

Commonwealth of The Bahamas: The Berry Islands P3D
From PhotoSim Labs
www.photosimlabs.com

Covering about thirty square miles (78 km2), The Berry Islands consist of about thirty islands and over one hundred small islands or cays, often referred to as "The Fish Bowl of the Bahamas." Three airports, Chub Cay, Little Whale Cay & Big Whale Cay, Fully detailed and something to discover around every corner. All Islands and Cays covered in vegetation native to the area, and a water mask covering the entire chain.

ENGM Leeds Bradford
From orbx
www.orbxdirect.com

At long last Orbx visits the north of England with EGNM Leeds Bradford Airport! Located at Yeadon, about 7 miles northwest of Leeds and about 9 miles from Bradford, it was opened in October 1931 as Yeadon Aerodrome, and is still often referred to as Yeadon Airport by locals. EGNM offers over twenty destinations with the most popular being the Spanish and Portugese seaside and island resorts, Dublin, Amsterdam, Belfast and Heathrow. The two dominant airlines serving the airport are Jet2 and Ryanair but KLM, FlyBe and TUI also provide services. Aircraft types used include B733, 738, A320, E190/195, Q400 plus smaller GA and commuter aircraft. This superb recreation of this airport has full PBR support, great lighting effects on the runway and aprons and is optimised for performance.
Key Features: Full PBR representation of Leeds Bradford Airport and surroundings. Includes EGHP Heliport one kilometre north of the airport. HD textures throughout. PBR groundpolygon with dry, damp and wet states. Highly detailed PBR Ground Service Equipment and Clutter models. Realistic road traffic on surrounding streets. 60cm orthoimagery blended to match TrueEarth GB Central. Includes realistic approach and airport lighting. Detailed HD PBR static aircraft models. Custom animated GSE with HD people models. SAM-controlled dynamic marshallers. Handcrafted, realistic sloping runway. Detailed orthoimagery and terrain.

FlyTampa Athens X-Plane 11
From FlyTampa
www.flytampa.com

Athens Eleftherios Venizelos (LGAV) Airport for X-Plane 11 features the following: Custom Ground Textures. Custom Photo Scenery. Custom Terrain Mesh. Models baked with Ambient Occlusion. PBR Textures. Dynamic Lighting with colour matching real airport. Detailed custom Taxiway, Apron & Runway markings. 3D Taxiway Bridges. 3D Taxiway Signs & 3D Taxiway Lighting/Units. Volumetric Grass. Animated Vehicles. Animated Train. Animated Windsock. SAM Animated Jetways. SAM Docking Signs. SAM Marshals. Static Hawker Jet on GA Ramp. Static Bell Helicopter. New Solar Farm. Compatible with World Traffic and other AI Traffic programs. Optimized for excellent frame rates.

EGPH Edinburgh Airport P3D4
From orbx
www.orbxdirect.com

In-House team GayaSimulations has faithfully recreated the busy airport using the latest techniques and features to give you the most realistic experience possible. Using HD PBR textures to provide an unprecedented level of detail throughout - in particular on the airport apron. Explore the fully modelled fire stations, hotels and office buildings that surround the airport, or watch as the airport comes to life with animated traffic throughout. Throughout the scenery, enjoy impressive 3D custom modelling of the main terminal areas and beyond. Smaller details such as ground service equipment scatter the airport apron, which brings the airport to life in conjunction with Orbx PeopleFlow. Designed to blend in with EU Scotland, enjoy approaching the airport from any direction to enjoy approaches that lead you right over the cultural city. Key Features: High-resolution orthoimagery surrounding the airport. Detailed and performance-friendly 3D modelling for the airport and beyond. Superb ground textures with environmental wear-and-tear for that realistic effect. Fire station, hotels and offices all fully modelled with impressive detailing. Dynamic lighting across the whole airport bringing the airport at night to life. Impressive rendering of the iconic ATC tower at Edinburgh complete with accurate lighting during night. PBR materials used across the airport, with wet texture appearance during rainy weather. SODE jetways to make it easy to connect to your aircraft at aircraft stands.

Airport Milano Malpensa XP
From David Rosenfeld
www.aerosoft.com

The Brughiera plains to the north-west of Milano rank as the cradle of Italian aircraft construction. Today, Milano-Malpensa is one of merely a few airports left in this historic region. Malpensa is the second largest airport in Italy and serves as a hub for Alitalia, the largest Italian airline. Discover this highly detailed recreation of the airport for XPlane 11. Photo textures with a resolution of 0.5 m/px, highly detailed and authentic airport buildings, as well as accurate approach lights help make this scenery as realistic as it gets. Features: Accurate models of all buildings, the tower, and terminals 1 and 2. Apron with exact ground markings. Detailed 0.5 m/px ground textures. Orthophoto of the airport with the adjacent industrial area. Custom vegetation in the surroundings. Realistic static aircraft. Animated jetways (SAM Plug-in required). Animated docking systems (SAM Plug-in required). By David Rosenfeld and Emma Kate Bentley.

Airport Newcastle XP
From I.D.S. Stairport Sceneries
www.aerosoft.com

Newcastle International Airport is situated in the area of Newcastle upon Tyne, England, about 6 miles north of the city centre. Newcastle International was rated the 11th busiest airport in the UK, and the second busiest in Northern England, with Manchester coming first, handling over 4.8 million passengers. Features: 20cm/pixel Photoscenery. Custom PBR ground textures. Animated Jetways, Marshaller and VDGS (SAMv2 Plugin required). Custom static aircrafts. All tower interiors. HD vegetation.

Custom Approach lights. HDR lighting. Animated vehicles. Custom terrain model (car park). Wet and snow ground effects. Custom Colour & Season Adjustments (SAMv2 Plugin required): ORBX TrueEarth, ORBX TerraFlora, SAM Seasons, Ortho4XP.

Hiroshima Intl. P3Dv4
From Pacific Islands Simulation
www.islandsim.com

Hiroshima Airport (広島空港 Hiroshima Kūkō) (IATA: HIJ, ICAO: RJOA) is in the city of Mihara, Hiroshima Prefecture, Japan. Eighty percent of the airport's domestic traffic is to and from Haneda Airport in Tokyo. The only international routes available at this airport are to other Asian countries such as Singapore, South Korea, Taiwan, Hong Kong, Thailand and China. Features: Native P3DV4.5 SDK product (RJOA works in P3Dv4 up to v4.5); Accurate Terminal, hangars, towers, and airport layout; Dynamic Lighting (with 2D ground light splash option); SODE animated jetway system for all gates; SODE Video Docking Guidance System (VDGS); Custom runway and apron/tarmac textures; High resolution (7cm-30cm pixel) photoreal seasonal ground textures; RJOA Scenery Configurator Tool to tweak for optimum scenery fluidity including seasonal vegetation texture; Colour-corrected ground textures to reflect real-world topography colours; Fully optimized for smooth simulation experience....and more.

PMDG 737NGXu
From PMDG
www.pmdg.com

The PMDG 737NGXu is a ground-up rebuild that applies nearly a decade of improvements in PMDG's legendary simulation technology and

applies it to our most popular product line. Designed entirely for the Prepar3D v4.4+ simulation platform, PMDG 737Xu offers greatly improved systems simulation, new features, added technology and tons of new capability to provide the ultimate 737 simulation experience. Features include; Enhanced flight physics. Addition of rigid body physics to wing and tail surfaces. Improved flight control systems. Electronic Flight Bag with Navigraph Integration. High resolution cockpit displays New equipment options for cockpit instrumentation, fuel system changes and more. Changes to 737 options packages reflecting real world changes since NGX was first offered in 2011. Expanded failures simulation to cover nearly all QRH scenarios. PMDG Global Flight Operations compatibility (when PMDG GFO is made live in late 2019!). Native PMDG datalink simulation for offline flying (similar to 777 and 747). PMDG's enhanced light package for the virtual cockpit. Driveable pushback tug. Base Package includes 737-800, 737-900 and 737-900ER models with standard wing, blended winglet and split scimitar winglet options where offered on the actual airframe. All new external models, with PBR texturing, enhanced animations and more. All new virtual cockpit model, with high detail PBR texturing, advanced animations and more.

Gdansk Lech Walesa P3D4
From FlyDesign
www.simmarket.com

Gdańsk Airport, Poland, has two passenger terminals (T1 and T2), of which only Terminal T2 is fully functional. Terminal T1 was built in 1993 and is currently being used for departures (passport control and boarding) to countries which are not part of Schengen Area. Gdańsk Lech Wałęsa Airport has a single asphalt-concrete runway in the direction of 11/29. The runway is 2,800 m (9,200 ft) long and it is equipped with a modern ILS CAT II allowing aircraft to land in foggy weather. Features: EPGD International airport, completely new 4K

buildings with all details. Highly detailed Terminal Interior. 3D LED technology runway lighting. Animated jetways and docking guidance system by SODE. High resolution ground textures. Hand-placed vegetation. All Dynamic lightings. Fully AI traffic compatible. Compatible with FTX products. Optimized for excellent performance. EPGD charts by LIDO.

CRJ professional
From Aerosoft
www.aerosoft.com

The Bombardier CRJ series are some of the most often used regional airliners today – every 10 seconds, one of them takes off. You will find them at most airports worldwide. Pilots like to fly them because they are powerful, agile, and a joy to fly manually. They also demand more flying skill because the flight management systems are limited, for example: no auto throttle and only advisory vertical navigation. CRJ professional is a full rebuild of the CRJ 700/900 that adds new models, new modelling, updated systems, optional vertical navigation, all new graphics using PBR and a Electronic Flight Bag with support for charts, checklists and calculations. Features: Exquisite modelling with many animations with up-to-date standards like PBRCRJ 550, 700, 900 and 1000 models. VAS and FPS friendly because we love complex airports as much as you do. Extended Flight Management System delivered with November 2019 (AIRAC 1912) nav data (compatible with NavDataPro and Navigraph). Complete MCDU with full keyboard control option. All displays available as high resolution 2D windows. Highly accurate flight model. Panel State saving/loading. Standard Sound set done by Turbine Sounds Systems, additional Virtual Cockpit sounds provide by Aerosoft. Heads-up Guidance system. Includes Frank, our avatar to walk around the aircraft and airports (Prepar3D only). Fully functional (though linked to this aircraft) RAAS provided by FS2Crew. Complete management tool to load fuel, passengers, and

baggage. This tool also allows you to tweak the simulation to your hardware. Livery manager with drag and drop functionality. Fully prepared for ChasePlane, PFPX. Many new options to tweak the product to your likings and your hardware, for example to link a hardware control to the nose wheel steering. Electronic Flight Bag supporting NavDatPro and Navigraph charts (georeferenced to show aircraft on the charts), weight and balance calculation, take-off calculation, checklists, fuel, cargo and passenger loading. Five manuals, including detailed step-by-step documentation. Fully Prepar3D V4 compatible with dynamic lights and several other adaptations to use the latest options. Accurate rain effects on windows.

Global TerraFlora
From orbx
www.orbxdirect.com

Developed by the talented team at Turbulent Designs, TerraFlora XP has been designed to provide realistic, HD-quality trees for the whole globe in X-Plane 11. Whether you're taking flight over densely populated forests or soaring around lush islands, TerraFlora XP will ensure trees of the world look pleasing in all scenarios. A diverse range of tree-types has been included to replace the default types and all coloured to better match the default ground scenery. Designed with performance in mind and optimised for X-Plane 11 with minimal performance loss. Key Features: Superb HD-quality trees replacing all default autogen on a global scale. Realistic representation of a large variety of tree types to give you the maximum realism possible. High-quality vegetation textures created by Russ White to raise the bar in detail in X-Plane 11. Multiple tree types to cover the world with correct regional placement. Coloured to match the default ground textures of the world for improved realism. The most realistic HD vegetation available for X-Plane. Seamless blending with TerraFlora textures included in Orbx TrueEarth and airports.

HD Cities - Dublin V2
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 are: 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 others Irish addons. V2: More than 500 000 autogen objects added, new custom buildings, compatibility with Irish addons, P3D V4.5 compatibility. Upgrade offer for those who purchased V1.

WMBT Tioman Island
From PILOT'S
www.pilots.shop

Tioman Island - A pearl in the South China Sea, just off the Malaysian Coast and around 150 km north of Singapore. Peaceful and idyllic ... one would think. When it comes to flying into Tioman, however, things get interesting ... very interesting! Main Features: For Prepar3D V4.5x (AF2, X-Plane 11 maybe later, depending on demand). WMBT airport and heliport (on different island!). 4K resolution textures. Animated tamarc workers. Photoreal textures. Accurate depiction of island structures and resorts. 3D grass/trees custom

vegetation. Realistic shadow rendition. Special night light shadows textures. Custom buildings for the city, surrounding areas and autogen. Fully optimized design for great performance and high frame rates. Animated animals roaming the island. And more …

PA-38 Tomahawk for AFS 2
From Just Flight
www.justflight.com

Just Flight's fourth GA aircraft for Aerofly FS 2 is ready for take-off! Just Flight, in partnership with Propair Flight are proud to present the PA-38 Tomahawk for Aerofly FS 2. Following on from their PA-28 series, C152 and Duchess Model 76, this highly detailed simulation of the PA-38 Tomahawk has been developed by Just Flight's in-house team following comprehensive, hands-on research with a real-life Tomahawk, G-BNKH, based at Goodwood Aerodrome with SportAir. The highly detailed new PA-38 Tomahawk comes in ten HD paint schemes and boasts a comprehensive IFR-capable avionics fit in the virtual cockpit. Features include a custom-coded electrical system with functional circuit breakers, custom cockpit sounds, interactive engine start checklist, dimmable cockpit lighting, ground equipment and accurate flight dynamics.

OnAir: Airline Manager
From OnAir Company
www.aerosoft.com

OnAir: Airline Manager is a massively multiplayer online (MMO) with a persistent world that runs in real-time. As the core, it is a traditional tycoon with traditional tycoon elements like a skill tree and increasing difficulty levels. De-

signed for flight simmers AND tycoon enthusiasts! The user starts an airline and tries to grow it to a larger airline. You start by renting a small aircraft and transporting some good. If you are a flight simmer you can fly these missions yourself, if you are not, you can hire a virtual pilot and have him fly it. Do check the weather (yes, real-time weather) because taking a job and not being able to complete it can be costly! To be successful in the game you need friends. You are not alone in the world. You can compete with all other users or build up strategic alliances where you support each other. You can ask others to fly your missions, you can fly part of a mission to avoid getting your aircraft too far from their home base and let your friends complete it. If you have room in your aircraft and fly roughly in the right direction pick up the cargo of your friend and drop it off. OnAir has a big smartphone component (Android and Android. Not only can you track the progress of your company, but you can also keep following the mission market making sure you have first pick of the most valuable missions. Although you can 'pause' your game (at a cost) the world moves on so it will pay off to keep an eye on the world. You can try out OnAir for two weeks without any cost.

LSZS Samedan Airport
From orbx
www.orbxdirect.com

Developed by Andrea Hegi, author of LSPN Triengen Airport, get ready to explore another challenging airport in the Swiss Alps. As a popular ski resort during the winter season, Samedan Airport (LSZS) sees a vast number of general aviation traffic and private corporate jets frequent the beautiful airport. Situated in the heart of the Engadin valley, expect unsettled winds, low-visibility and plenty of turbulence. Even the most experienced of pilots will find landing at the 5,600ft above sea-level airport tough. Immersive 3D snow piles (in P3D only) will form during the winter

seasons and you can also enjoy dynamic lighting emitting a soft white glow on the apron floor. This unique blend of high-altitude, scenic mountains and a tough approach means that Samedan Airport is the perfect get-away from the usual busy international airports for those looking for something more exciting to try. Key Features: Incredibly detailed, high definition rendition of Samedan Airport. Scenic mountain landscape with glaciers, lakes and rivers all make stunning visual approaches. Realistic HD textures created from on-site photography to provide the most immersive experience possible. Visually pleasing: 30cm per pixel coverage in the closer airport area, 60cm in the surrounding area. Includes the villages of Samedan and St. Moritz with many custom hotels and churches - perfect for the VFR fliers. Hundreds of hand placed autogen trees and buildings to make the area feel alive. 3D snow piles in winter (only P3D version). Dynamic night lighting (only P3D v4). By Andreas Hegi.

Almeria Airport V2.0
From PILOT'S
www.pilots.shop

Almería is a Spanish city, capital of the province of the same name, which belong to the autonomous community of Andalusia. It is the nerve centre of the Comarca Metropolitana de Almería and the tourist region of Almería-Cabo de Gata-Níjar, located at the extreme southeast of the Iberian Peninsula. We have created this area using the best available aerial images and with utmost accuracy. Features: For Prepar3D 4.x only. 4K resolution textures. 1000 squared kilometres photoreal (50cm/px city & airport, 2m/px for rest of Almeria. Accurate depiction of Almeria harbour. 3D Grass custom vegetation. Realistic shadow rendition. Special night light shadows textures. Dynamic lights (P3D V4). 3D ALS and runways lights. Custom buildings for the city, surrounding areas and Autogen. Full optimized

airport for great performance. Made for FS Global Ultimate Mesh, compatible with FTX Vector. And more …

LFKX Meribel Airport
From orbx
www.orbxdirect.com

Located in the adjoining valley to Courcheval Alitport is LFKX Meribel Airport and once again Gaya Simulations have done a superb job in reproducing this little gem of an airport for X-Plane 11. Featuring all the little detail that creates a lively atmosphere, this iconic destination has an equally challenging approach as its neighbour. Key Features: Challenging short strip approach over a golf course. Sloping runway. Many animated cars and golf carts. Ultra high quality modelling including ski lifts, equipment, chalets and more. Includes the alpine village of Meribel custom modelled. Volumetric grass and custom trees and vegetation. Realistic night lighting.

MK Studios - Dublin
From MK Studios
www.simmarket.com

Visit Dublin, the major airport of Ireland as well as significant base for long haul flights to the USA as well as Middle East. Features: Fully detailed rendition of Dublin airport and its surroundings, Up to date ground layout and stands according to the real world changes, 25cm/pixel satellite resolution for the airport area (!), 50cm/pixel satellite resolution for the approach area, Mesh coverage for the airport surroundings, Accurate and detailed airport infrastructure based on real sizes and dimensions, Detailed AFCAD adjusted for AI addons, More than 300 custom objects placed around the airport, Over 72 000 accurately placed autogen buildings, PBR implementation for taxiways and runways, Full PBR implementation for the airport buildings, Terminal interior model (simplified for maximum performance), Very realistic night lighting with directional taxiway centre line lights, approach lights including correct brightness and weather/time based visibility conditions, Optimized Dynamic Lightning, Realistic shadow rendition on all 3D objects and on the ground, Compatible to all major traffic addons, SODE jetways and windsocks supported, Fully working VGDS docking system for GSX users! FTX Ireland compatible, ORBX Global/Vector compatible, Optimized to take advantages of new P3D V4.5 HF2 (or later) features. Compatible with P3D V4.5 HF2 and higher due to advanced PBR implementation.

Heraklion X-Plane 11
From FlyTampa
www.simmarket.com
www.flytampa.com

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

Madrid LEMD P3Dv4.4+
From LatinVFR
www.simmarket.com

Madrid LEMD features the following: LEMD airport all buildings objects and ground polygons made from native PBR materials. Airport and immediate surroundings built on a handmade customized mesh (less than 5M), for realistic terrain feel. Surroundings of LEMD, and over 200 square kilometres of photo scenery coverage and 5 meter mesh terrain. SODE animated PBR jetways for the best jetway animation possible. SODE controlled lighting, automatically illuminating when low visibility and rain conditions. SODE controlled rain effects, enabling wet PBR surfaces whenever rain is present. Custom animated airport vehicles. Special slippery condition for runways that would affect braking action whenever it is raining. With P3dv4.5 HF2 no need to switch AFX files for airport runway configuration with AI traffic. Automatic seasonal textures and features utilizing the P3D scripting engine, no need to set season manually. Static aircraft, customized vehicle animations, animated elevators. VGDS system uses GSX for our own created .ini files. Scenery configurator for selecting and unselecting features. And much more....

Wellington Intl. P3Dv4
From Flightbeam Studios
www.simmarket.com

Welcome to Wellington International Airport, the capital of New Zealand, right in the heart of the country. NZWNHD is situated in a stunning, picturesque setting surrounded by hills and water in one of the most scenic countries in the world. A true challenge to fly into with active weather, upon landing you're rewarded to ultra high resolution terminal textures with highly realistic see through windows and interior modelling. Using the latest P3D4 techniques, this product reaches a new level of visual fidelity not seen in previous products. Features the all-new Flightbeam Manager system. Configuration Manager allows you to quickly customize NZWN to your liking. Features WET-FX: Tarmac becomes more or less soaked depending on weather conditions. Utilizes SODE for advanced jetway interaction with aircraft. Includes expansive surroundings of the airport, including the whole Miramar peninsula. Ultra crisp, hi-def textures rendered up to 4096x4096 resolution. Includes custom static GA and NZ

Airlines at gates. P3Dv4 dynamic night lighting included. Leverages P3D's material scripting engine for dynamic water puddles and dynamic runway lights. Key interior areas modelled, including the main terminal and the new domestic terminal bridge.

SAM WorldJetways
From Stairport Sceneries
www.aerosoft.com

Equip every standard airport in XPlane 11 with animated and fully functional passenger boarding bridges with this addition "SAM WolrdJetways" to the popular Scenery Animation Manager. The animation is either manually or automatically set. Features: Animated versions for all default jetway objects. Automatic replacement for all default airports worldwide. Animated versions for all MisterX library jetway objects. Automatic replacement for all airports using MisterX library jetways. Compatible with all SAM functions: Automatic and manual connection mode. Automatic door control. Full VR-compatible menu.

Portland Intl. P3Dv4
From Flightbeam Studios
www.simmarket.com

Welcome to Portland International Airport, pride of the Rose City, and second busiest hub in the Pacific Northwest of the US. KPDXHD was lovingly crafted by former Portlander Bill Womack, who took a great many of the source photos himself and spent many months hand-crafting this lovely, modern facility, which in real life was voted best in the United States several years running by Conde Nast Traveler magazine. This version, targeted for Prepar3D v4, is designed for maximum immersion. It takes advantage of the advanced capabilities of the 64-bit simulator, and should offer you many hours of enjoyment. Features the all-new Flightbeam Manager system. Configuration Manager allows you to quickly customize KPDX to your liking. Utilizes SODE for advanced jetway interaction with aircraft. Includes large photo-real area representing the industrial district of North Portland with OSM-based autogen. Key textures are rendered in 4096x4096 high resolution. Includes custom static GA and military aircraft. P3Dv4 dynamic night lighting included. Leverages P3D's material scripting engine for seasonal vegetation, dynamic water puddles and light animations. Includes detailed rendition of Cascade Station shopping area east of the airport.

Quatam River Airport
From PopStrike Studio
www.orbxdirect.com

Quatam River Airport is a small airport in the mountains of British Columbia, Canada. The airport is located in a series of fjords and arms so although ocean water is just off the runway it is a long journey to the open sea. The airport is just meters from the Quatam River which leads up a long valley and into the tall mountains. The airport is a hub for forest workers who are clearing out the forest up and down the valley sides. The airport has been there for more than 35 years serving many purposes. It features a 762-meter long dirt runway with the sea to the west. Landings to the west and takeoffs to the east are discouraged unless winds are in strong favour of said direction. This is due to 30-40 meter trees at the east end of the runway. Key Features: 2 airfields. 10+ helipads. 10+ Bush plane landing spots. Hand painted ground textures at a resolution of 2 cm per pixel by airports. Dynamic runway obstruction plugin (Windows only). 3D animated trees surrounding airports. Highly realistic 3D vegetation such as grass, shrubs and bushes. Runway puddle effects. Use of X-Plane PBR materials. Custom mesh based on HD Mesh V4 by AlpilotX. Living airport with custom animated machinery and ground traffic. HDR Night lighting. By PropStrike Studio.

Robin DR400
From Just Flight
www.justflight.com

This all-new DR400 for P3D v1-v4 and FSX has been modelled by our in-house development team to the same exceptional quality as all the recent Just Flight aircraft, but we're making it available to you at this permanent special low price by way of a seasonal thank you for all your support and your custom over the last few years. We hope you'll enjoy flying it and the X-Plane 11 edition should be available before Christmas! Among the many features are: HD textures, exceptionally detailed modelling and PBR materials (P3D v4.4+) make Just Flight's new DR400 a true visual treat. Cockpit functionality is comprehensive and accurate, with IFR-capable avionics, interactive checklists and fuel and RPM gauge needle 'wobble' among the features. The DR400 comes in ten paint schemes and boasts custom-coded fuel and electrical systems, optional failures, authentic sounds, accurate flight dynamics and provision for Flight1 GTN and GNS integration.

Traffic Global - X-Plane 11
From Just Flight
www.justflight.com

Just Flight's new Traffic Global add-on will populate your X-Plane 11 airports and skies with high quality animated AI aircraft models in authentic airline liveries and with full 3D sound, lighting and effects. With 65 aircraft types and over 860 liveries covering most of the

world's airlines, Traffic Global adds over 600,000 AI flights to X-Plane 11 (Windows edition), enhancing more than 3,000 global airports with complex, multi-day flight schedules. The software is simple to install and ready to run 'out the box'. Even with hundreds of AI aircraft on screen and more being simulated nearby, simulator performance is barely affected. Traffic Global is compatible with all third-party airports and includes seven new controllable external views and three new control windows. Networking support is included and new or altered aircraft liveries can be easily added.

Aerosoft A330 professional
From Aerosoft
www.aerosoft.com

The A330 is the bigger brother of the ubiquitous A320 series. Designed for long distance (or short haul large capacity) flights it is a common site on most airports. Even though it is not the most modern aircraft, it still has all the characteristics of its smaller siblings. They are highly integrated and automated aircraft where the pilot is often just monitoring the complex systems. The Aerosoft A330 professional is a logical follow-up of our A320 series but you will find many systems are redone to a higher level of detail. The modelling and texturing are state of the art. General Features: Simulation of the A330 focused on the day to day operation of the aircraft from the left seat. The cockpit is equipped as it is with large airlines, with the most up to date instruments. Sublime modelling/texturing based on the latest technologies, very easy on framerates. Full rain and rain repellent effects using TrueGlass (from TFDi Design). Dozens of non-standard animations, all with sound effects (sunscreens, windows, tables, tiller, jump seat, standby compass, drooping flight surfaces etc.). All main doors and cargo hatches can be opened. Extensive options to show ground objects (cones, ground power etc.) and to provide ground power. Included web server that allows you to access (and use) the MCDU via any web browser; ideal for tablet computers. Includes an Electronic Flight Bag that gives access to flows, checklists, flight-plans, documents and charts. You will see the aircraft on the chart making navigation a lot easier. Extensive manuals. Add-in View system: adds many pre-defined views for easy use, emulates 2D panel views. Add-in Sound system: adds hundreds of background sounds to enhance the immersion. Includes our Semi-Intelligent co-pilot that assist you in your flights and runs checklists and flows with you. Connected Flight Deck v2 that uses a server-based system making it very easy to join other pilots and to fly as Co-Pilot or Observer. Designed from the start with PBR technology for ALL textures.

Bristol 2019 HD
From UK2000 Scenery
www.uk2000scenery.com

Welcome to Bristol Airport, an ever changing and growing airport serving the Southwest of England. This Scenery is the second 'HD' airport from UK2000 Scenery. Using new methods and modelling systems, which allows us to make truly amazing airports. Bristol 2019 for P3D, FSX, X-Plane, uses high resolution photo real textures and models to take advantage of modern graphics card capabilities and new flights sim shaders. This new system is aimed at take advantage of 64bit flight sims like Prepar3D V4.5 and Xplane 11 using multi material and PBR textures. There is also an FSX version which is still Hi-RES. Included features: Full detail Buildings. Realistic Ground Markings. Hi Res ground image. UK Runway markings. Stunning Night Effects. 3D Approach Lights. High details Airport Vehicles. Excellent Frame Rates. Runway Wigwags. Full set of signs. Fencing. Airliner Static Aircraft. GA Static Aircraft. Manual and Options. Improved runway lights. Vegetation. PBR Materials. Default Road animations. Custom animations. Compatible with Orbx FTX. Compatible with Photo Scenery. Compatible with FSX Steam. Compatible with Orbx 'True Earth'.

Inverness 2019 HD
From UK2000 Scenery
www.uk2000scenery.com

Inverness 2019 uses high resolution photo real textures and models to take advantage of modern graphics card capabilities and new flights sim shaders. This new system is aimed at take advantage of 64bit flight sims like Prepar3D V4.5 and Xplane 11 using multi material and PBR textures. There is also an FSX version which also uses multi texture materials. Included Features: Full detail Buildings. Realistic Ground Markings. Hi Res ground image. UK Runway markings. Stunning Night Effects. 3D Approach Lights. High details Airport Vehicles. Excellent Frame Rates. Runway Wigwags. Full set of signs. Fencing. Airliner Static Aircraft. GA Static Aircraft. Manual and Options. Improved runway lights. Vegetation. PBR Materials. Default Road animations. Custom animations. Compatible with Orbx FTX. Compatible with Photo Scenery. Compatible with FSX Steam.

Tirana LATI 2020
From TropicalSim
www.simmarket.com

Tirana International Airport Nënë Tereza is Albania's only international airport. It is commonly known as Rinas International Airport, as it is located 6 NM (11 km; 6.9 mi) northwest of Tirana, in the village of Rinas. In 2001, the airport was named after Mother Teresa. Features: Highly detailed rendition of Tirana International Nene Teraza Airport - Tirana, Albania LATI. Specular maps on glass terminals. Full night illumination. Photoscenery features full night illumination and seasonal variations. Dynamic Lighting on Prepar3d v4 version. Optional 3D

Lights. Compatible with add-on AI traffic. Compatible with other third-party sceneries. FSX version compatible with default and add-on FSX scenery. P3D version compatible with default and add-on P3D scenery. Use of FSX SDK for the FSX version for best performance. Usage of Prepar3d SDK for the P3D version for best performance. Installers will detect sim location and add the scenery.cfg entry for FSX, FSX:SE, P3Dv1 & P3Dv4. Update offer for previous version owners.

Airport Jorge Isaccs
From Simdesignsco
www.simmarket.com

Jorge Isaccs Airport (ICAO SKLM) Colombian air terminal located in the municipality of Albania (La Guajira). Currently it does not have a regular commercial operation but it is the main air access point of the El Cerrejón coal mine, which is its current operator and who has an agreement with the Helicol airline for the required charter flights. Features: Photo real textures. Terminal. Objects throughout Airport. Excellent Setting and real photo contour to the Airport. Excellent real photo around the airport. Compatible with Orbx. Manual autogen positioning. Customized floor textures with excellent details. High resolution custom textures. Lighting of ramp textures. GSX ready. Updated according Aerocivil. Scenery tested and highly optimized for frame rates.

Stuttgart Airport
From JustSim
www.simmarket.com

Stuttgart Airport for P3Dv4.4+ features the following: Fully compatible with FTX Global openLC Europe. Shading and occlusion (texture baking) effects on terminal and other airport buildings. Ground polygons made with the requirements of the SDK Prepad3D-PBR

materials used. Visual Docking Guidance System (VDGS) (SODE+GSX). Animated SODE Jetways. Dynamic lighting of the apron. 3D models now use PBR materials (SDK 4.4). 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 resolutionRealistic reflections on glass. Inclusion of manual in PDF format.

TrueEarth US Northern California HD for X-plane 11
From orbx
www.orbxdirect.com

Take off from across the sprawling region and explore to your heart's content with over 212,000 square kilometers of orthoimagery and accurately placed autogen. The wide-range of landscapes, detailed mountains and stunning coastlines will redefine how you travel across the state in X-Plane 11. Northern California prides itself on its varied landscape, giving you plenty of choice for places to explore. Yosemite National Park, famous for its stunning valleys and flower-covered meadows, find life in X-Plane thanks to the TrueEarth technology. If the wilderness isn't your thing, then take a trip up the Northern California coast and catch the west-coast sunshine as the light bounces off of your aircraft. The sights you will see will be truly breathtaking. Key Features: 212,000 km2 of hand-corrected/cleaned aerial imagery in 1m/px resolution. Millions of individual autogen trees/shrubs. Stunning San Francisco Cityscape crafted with full PBR effects. Nearly 1,000 custom PBR POIs placed around the state. All major cities accurately modelled. Millions of themed and efficient PBR autogen buildings. Ultra detailed elevation mesh sourced from 10m DEM. Many ma-

rinas have hand-placed 3D boats added. Blends in seamlessly with TrueEarth US Oregon and the upcoming TrueEarth US Southern California. TrueEarth US Northern California SD is also available for those with < 8Gb vRAM.

VFR Real Scenery Nexgen 3D Volume 4: Scotland
From Just Flight
www.justflight.com

The fourth and final volume in Just Flight's new series of UK photographic scenery for P3D v1-v4 and FSX is now available. A money saving four-volume Bundle covering England, Wales and Scotland is also available. VFR Real Scenery NexGen 3D uses the very latest 25cm and 50cm aerial images at 1.2m 'in sim' resolution, rising to 60cm around airports, and combines these high-resolution photographic textures with accurately placed Autogen objects and additional custom scenery objects to give a true 3D feel to your VFR flights. Features include multiple simulator support from a single installation, ultra-high 5m elevation mesh, optional custom night textures, compatibility with third party airport sceneries and water areas which are all fully landable. A Scenery Manager gives you full control over the scenery options and updates are automatically installed.

Zagreb professional
From Dražen Matleković
www.aerosoft.com

Fly to Croatia's capital with Zagreb professional. This highly detailed scenery brings Zagreb Airport, named "Franjo Tuđman" after Croatia's first president, to FSX and Prepar3D. Zagreb professional comes with all airport buildings and facilities, detailed terminals, and

the complete military area of LDZA. Immerse yourself in this location that fits seamlessly into both default P3D and Orbx environments and features seasonal variations. Lots of little details around the airport are animated, e.g. the windsocks, flash lights, apron traffic, and jetways. In the distance, you can spot the TV tower on the hill Sljeme and the ruins of the medieval fortified town Medvedgrad. Compatibility with FTX Global openLC Europe and FTX Global Vector ensures the scenery's seasons and aerial images appear correctly if you use the FTX products.

Spokane Intl. Airport XP11
From Vertical Simulations
www.simmarket.com

Spokane International Airport is a commercial airport approximately 5 miles (8 km) west of downtown Spokane, Washington. It is the primary airport serving the Inland Northwest, which consists of 30 counties and includes areas such as Spokane and the Tri-Cities, both in Eastern Washington, and Coeur d'Alene in North Idaho. As of 2015, Spokane International Airport (GEG) ranks as the 70th-busiest airport in the United States in terms of passenger enplanements. At 3,998,272 total passengers served in 2018, it is also the second busiest airport in Washington. GEG is served by six airlines with non-stop service to 15 airports in 13 markets. Using SAM AUTOGATE SYSTEM: Get it here. Compatibility with ORBX True Earth Washington. PBR on buildings and ground textures. Ambient Occlusion + photorealistic texturing. 3d grass (matched colour to ortho). Full gate position support (all gates are available to spawn). Full WT3 and LiveTraffic support. Custom night lighting. Custom purchased 4k 0.5 res ortho imagery. Good/solid FPS on all systems. Ground objects (pushback trucks, GPU's, Air conditioning units, etc.).

SEQM Quito Intl.   P3Dv4
From FlightBeam Studio
www.simmarket.com

Welcome to Mariscal Sucre (Quito) International Airport (SEQM), located at a height of 2,400 m / 7,874 ft. SEQM is Ecuador's busiest airport and a very important Cargo hub for Latin America. Situated in a stunning, picturesque setting surrounded by mountains and volcanoes. SEQM is populated with the highest quality imagery and textures, with crisp textures up close and from distance. Highly detailed ramps full of objects give you a satisfying sense of immersion with amazing performance thanks to the latest optimization techniques. Using the latest P3D SDK, we have brought to you the most realistic representation of this beautiful new airport. Features the all-new Flightbeam Manager system (no Addon Manager/Couatl required). Configuration Manager allows you to quickly customize SEQM to your liking. Utilizes SODE for advanced jetway interaction with aircraft and dynamic windsocks. Superior performance: Highly optimized giving you exceptional framerates. Ultra crisp, hi-def textures rendered up to 4096x4096 resolution. Accurate vehicle representation from the actual airport. Includes custom static GA and Cargo aircraft. P3Dv4 dynamic night lighting included. Leverages P3D's material scripting engine for dynamic runway lights. Key interior areas modelled, giving a sense of depth inside terminals.

EZdoc Camera Pro V3
From Flight1
www.flight1.com

EZdok Camera (EZCA) is a camera and effects system and manager that enhances the pilot experience in FSX and Prepar3D v4+. It offers view control in Flight Simulator for easy navigation throughout the virtual cockpit and cabin, around the aircraft, and around the Flight Simulator world. A few of the new features in V3 are: The interface has been completely redesigned and expanded. At the same time, we have preserved some of the base concepts of EZCA in order to allow users of previous versions to easily familiarize themselves with the new interface. A new category of cameras called INSIDE (Interior) has been added. A CRITICAL ERRORS DETECTION system has been added. The system detects important errors in the simulator's configuration files which could prevent EZCA operation or cause it to become unstable. Now you will always know the location of errors and can eliminate the error by simply pressing the FIX key. The mechanism to create new cameras has been improved. Camera categories have been redefined. Now the camera functionality in the selected category is more obvious based on its category. A new module called MAP OF ASSIGNMENTS has been added, which allows Hot-Key or Joystick connection to cameras installed into the simulator, as well as with other EZCA cameras. For example, if a HotKey is assigned to the SPOT camera, you will be able to switch to the camera directly with a single event without having to cycle through keys. An option of switching to EZCA cameras along with those already installed into the simulator via the simulator's menu has been added. An option that allows you to hide simulator cameras that are not being used. DHM (Dynamic Head Movements) has been completely designed.

Bahrain Intl. Airport & City
From Justasia
www.simmarket.com

Justasia is happy to finally bring this product to the X-Plane 11 community. Bahrain is a major Middle Eastern destination that has not been made by any developer for X-Plane 11 so far in high quality, but that is no longer the case. Bahrain

Intl airport serves as the main hub for Gulf Air a major Middle Eastern airline and capable of serving almost 14 million people per year. Bahrain airport is only about 7km from the city of Manama the capital of Bahrain, which you will be able to enjoy as we have modelled important skyscrapers and added custom autogen.

Cagliari Airport X-Plane 11
From Justasia
www.simmarket.com

Cagliari Elmas Airport (LIEE) is located on the located in the territory of Elmas, near Cagliari, on the Italian island of Sardinia. The whole airport is recreated for X-Plane 11 with utmost detail in ground markings, grass and more. The city and key landmarks are also included to make the flying experience more realistic and enjoyable. Features: High detailed representation of Cagliari Elmas Airport. Over 150 hand placed custom objects. PBR ground markings and pavement (Including Runway). Full custom HDR night lighting. Full WorldTraffic 3 integration. Added static Aircraft option (For users who don't have WT3). SAM plugin integration. Ambient Occlusion. High resolution photorealistic ground poly. High resolution textures for terminals. Loads of clutter to provide a realistic feel. Highly optimized and fps friendly compared to other sceneries with similar detail. Ground traffic. Hand drawn tired marks to provide a realistic feeling. 3D grass. Ground objects. Includes City + Landmarks.

Stuttgart Airport X-Plane 11
From JustSim
www.simmarket.com

Stuttgart Airport is the international airport of Stuttgart, the capital of the German state of Baden-Württemberg. It is christened in honour of Stuttgart's former mayor, Manfred Rommel, and is the sixth busiest airport in Germany with 11.832.634 passengers having passed through its doors in 2018. The airport is an important hub for Eurowings and features flights to several European cities and leisure destinations, as well as a long-haul service to Atlanta. Features: Detailed airport objects and vehicles. Custom textured taxiways, runways and apron. Custom surroundings. Custom airport lights. Compatible with X-Plane 11 features. Shading and occlusion (texture baking) effects on terminal and other airport buildings. High resolution ground textures. Custom runway textures. High resolution building textures. Excellent night effects. Realistic reflections on glass. World Traffic compatible. X-Life traffic compatible. Optimized for excellent performance.

Portland Intl. Airport
From Flightbeam Studios
www.simmarket.com

Welcome to Portland International Airport, pride of the Rose City, and second busiest hub in the Pacific Northwest of the US. KPDXHD was lovingly crafted by former Portlander Bill Womack, who took a great many of the source photos himself and spent many months hand-crafting this lovely, modern facility, which in real life was voted best in the United States several years running by Conde Nast Traveler magazine. This version, targeted for X-Plane 11, is designed for maximum immersion. It takes advantage of the advanced capabilities of the 64-bit simulator, and should offer you many hours of enjoyment. Features the all-new Flightbeam Manager system for X-Plane. Reflects the real-world state of KPDX as of 2019. Utilizes SAM for advanced jetway interaction with aircraft. Includes custom SAM gate marshallers and hangar door animation. Includes photo-real area designed to blend seamlessly with Orbx TrueEarth: Oregon. Key textures are rendered in 4096x4096 high resolution. Makes use of advanced X-Plane PBR materials. Includes detailed rendition of Cas-cade Station shopping area east of the airport.

UHD Texture Pack for the Virtualcol ATR 42-500
From PaintSim
www.simmarket.com

Includes 4 external textures of world-known airlines of ultra high resolution (4096 px) for the VirtualCol ATR 42-500 model on a completely new and completely redesigned paintkit. A brand new paint set was created in the highest resolution. The textures of the fuselage, engines, wings and other external parts of the aircraft were repainted, as well as all other details of the external textures of the aircraft. 1. CSA - Czech Airlines. 2. Flybe - British European. 3. Lufthansa Regional. 4. NordStar. Compatibility: FSX, P3D (all versions).

UHD Texture Pack 21 for the Captain Sim B757-200 III
From PaintSim
www.simmarket.com

UHD - Ultra High-Resolution (4096 px resolution) repaints of 5 world-known airlines for the Captain Sim Boeing 757-200 III model. 1. United Airlines "New York Art Livery". 2. Royal Flight. 3. Sunday Airlines. 4. Pegas Touristik – IKAR. 5. TACV Cabo Verde Airlines - White livery. The United Airlines "New York Art Livery" was completely manual work with ultra high-resolution. A completely new paint kit was created in the highest resolution. I completely painted the textures of the fuselage, engines, wings and other external parts of the aircraft. In the process of work, the bump and specular textures were completely redone. They are also different from my previous specular and bump textures for the FSX model. Textures of the fuselage, wings and engines are now at a resolution of 4096 px. ■

Cockpit Hardware

RealSimGear GNS530

FSX/FSX:SE/P3D/XPlane

The RealSimGear Garmin GNS530 bezel provides ultra realistic buttons and knobs for use with the Garmin 530 GPS Nav/Comm in home simulators. This is the best way to learn the functionality of the Garmin 530 and is much more realistic than using the mouse or a touch screen.

This product is especially helpful for learning and practicing instrument flying procedures in XPlane. When coupled with virtual ATC like PilotEdge or VATSIM this provides the most realistic simulation possible. This allows you to develop familiarity with the Garmin 530 interface and controls so you can be better prepared for actual lessons with your CFII. This unit features its own 5" LCD screen that is used to display the Garmin 530 pop out screen from your flight simulator panel.

Installation is simple, there is no assembly, 3D printing, wiring or soldering required, this product comes fully assembled. The unit can be panel mounted in your home simulator, sits on your desktop or can be used with our optional desk stand.

Includes:
GNS530 unit.
HDMI right angle adapter.
DC Power Pack.

RealSimGear GTN650

FSX/FSX:SE/P3D/XPlane

The RealSimGear Garmin GTN650 bezel provides an ultra-realistic NAV/COM touchscreen interface for your flight simulator. This is the best way to learn the functionality of the GTN650 and is much more realistic than using the mouse.

This product is especially helpful for learning and practicing instrument flying procedures. When coupled with virtual ATC like PilotEdge or VATSIM this provides the most realistic simulation possible. This allows you to develop familiarity with the Garmin GTN650 interface and controls so you can be better prepared for actual lessons with your CFII.

This unit features its own high quality, high resolution (1920x1080) LCD display that is used to display the Reality-XP GTN650 pop out screen.

Includes:
GTN650 unit.
Power pack.
HDMI right angle adapter.
USB cable.

RealSimGear GTN750

RealSimGear G1000 Suite

FSX/FSX:SE/P3D/XPlane

The RealSimGear Garmin GTN750 bezel provides an ultra-realistic NAV/COM interface for your flight simulator. This is the best way to learn the functionality of the GTN750 and is much more realistic than using the mouse.

This product is especially helpful for learning and practicing instrument flying procedures. When coupled with virtual ATC like PilotEdge or VATSim this provides the most realistic simulation possible. This allows you to develop familiarity with the Garmin GTN750 interface and controls so you can be better prepared for actual lessons with your CFII.

This unit features its own high-quality LCD screen that is used to display the Reality-XP GTN750 pop out screen.

Includes:
GTN750 unit.
Power pack.
HDMI right angle adapter.
USB cable.

FSX/FSX:SE/P3D/XPlane

The RealSimGear G1000 Suite is a high quality, ultra-realistic hardware interface for your flight sim. The suite includes the G1000 PFD, MFD and GMA audio panel. The PFD and MFD each contain a dedicated 10.4" high quality HDMI display. The system connects to your PC via a USB cable and comes pre-loaded with the RealSimGear drivers for easy 'plug and play' operation (no configuration required). The suite can be easily mounted into an existing panel, or used with the option desktop stand shown. Note, the desktop stand is not included and is available as an optional accessory.

Includes:
2x Functional Display (PFD and MFD).
1x GMA Audio Panel (plus Panel Mounting Brackets).
2X DC Power Pack.
2x HDMI right angle adapter.
2x USB cable.
1x Ribbon cable for connection to the RealSimGear PFD unit.

Features:
Works with XPlane 11, P3D* and FSX*.
Fully assembled and configured.
Dedicated HDMI displays.
Ultra-realistic buttons and knobs.
Simple USB connection.

*NOTE: The G1000 Suite works with the G1000 equipped aircraft included in X-Plane 11. It also works with Mindstar G1000 in P3D v3 and FSX Steam Edition. Note that there is additional cost required to purchase the appropriate Mindstar G1000 software licence. The G1000 may work with other third-party aircraft. Please check with us if you are not sure.

RealSimGear GNS430

RealSimGear G1000 PFD

FSX/FSX:SE/P3D/XPlane

The RealSimGear Garmin GNS430 bezel provides ultra-realistic buttons and knobs for use with the 430 GPS Nav/Comm. This is the best way to learn the functionality of the Garmin 430 and is much more realistic than using the mouse or a touch screen. This product is especially helpful for learning and practicing instrument flying procedures in your personal flight simulator. When coupled with virtual ATC like PilotEdge or VATSIM this provides the most realistic simulation possible. This allows you to develop familiarity with the Garmin 430 interface and controls so you can be better prepared for actual lessons with your CFII.

This unit features its own 3.5" LCD screen that is used to display the Garmin 430 pop out screen from X-plane. Installation is simple, there is no assembly, 3D printing, wiring or soldering required, this product comes fully assembled. The unit can be panel mounted in your home simulator or sits on your desktop.

Includes:
GNS430unit.
USB cable.

Features:
Tactile rubber buttons allow you to use the Garmin 430 in the same way as you would in a real aircraft.
High quality concentric encoders with their own push buttons replicate the feel and function of the Garmin 430 knobs.
Change your comm radio frequencies quickly and easily, no more fumbling with the mouse.
Make your sim training more effective and representative of real world flying.
For XPlane 10 & 11, Prepar3D V3 & V4, FSX and FSX: Steam.

FSX/FSX:SE/P3D/XPlane

The RealSimGear G1000 PFD module a high quality, ultra-realistic hardware interface for your flight sim. The PFD contains a dedicated 10.4" HDMI display. The system connects to your PC via a USB cable and comes pre-loaded with the RealSimGear drivers for easy 'plug and play' operation (no configuration required).

The PFD module can be easily mounted into an existing panel, or can be mounted as shown in a optional desktop bracket. The bracket includes mounting holes that are compatible with the Saitek/Logitech yoke mounting system.

When mounted to the Saitek/Logitech yoke, you have a very compact yet highly capable setup for training and maintaining proficiency with the G1000 avionics. It is possible to add a MFD unit and audio panel at a later stage.

Includes:
G1000 PFD module.
HDMI right angle adapter.
USB cable.
12v Power pack.

Features:
Works with XPlane and P3D.
Fully assembled and configured.
Dedicated HDMI display.
Ultra-realistic buttons and knobs.
Simple USB connection.

Thessaloniki X

In September of this year I spent a very pleasant 10 days on mainland Greece in an area north east of the capital Athens in the Macedonian region. The area is bordered by North Macedonia and Bulgaria. We flew into Thessaloniki airport which is located south of the city of Thessaloniki. The airport is a hub for Aegean and Ryanair. It would accurately be described as a seasonal airport with the majority of its traffic in the summer months catering for the tourist traffic. The airport dates back to WW1, however it is only in recent years that passenger numbers have grown. It is described as a civil/military airport. The military side is definitely visible with numerous bunkers containing military jets. From what I could see, all with old mirage jets which are long past there sell by date. The airport itself is owned by the Greek government, however due to years of no funding, the facilities were deteriorating leading to the privatisation of the operational aspect of the airport in 2015. This allowed expansion work to the terminal and runway 10/28 to restart. Runway 28 was due to reopen in autumn 2019. At the time of writing there were no positive indications of this. Passenger numbers in 2018 were about 6.5m which has shown a gradual increase over the last number of years. The airport is a small regional style airport favoured by low cost carriers. The expansion to the infrastructure should help this market in future years. The area itself, from my experience, is well geared for the tourist industry.

Prior to travelling, I looked into what was on offer in the payware scenery area for the airport. I came across this package which was designed by FSDG and published by Aerosoft. The package itself is very detailed and not only covers the airport but also the city of Thessaloniki. There are a number of notable buildings in the city highlighted in the scenery, the details in which are very good and adding to the quality of both the city and airport. It is quite a large city being the second largest in Greece. That was news to me! The designers have noted that the scenery has been optimised for high end performance. Overall first impressions are very good and the city detail will suit the VFR simmers.

The airport is small with one three story terminal. Most of the work to this terminal is now complete and is reflected in the package. The airport has two runways, 16/34 is currently the only operational runway at 2,440 metres; with 10/28 closed as work is ongoing to lengthen it. This work in progress can be seen in the scenery. On completion 10/28 will extend into sea with a completed length of about 3,400 metres.

The package is available for download or shipped through the Aerosoft shop at a cost of €25.83 and €25.99 inclusive of Irish VAT rate. Once downloaded, you can commence the installation process. This however is not as straight forward as usual in that the download is programmed to download to your users file. However that was soon corrected. The total completed size of the folder is 1.8gb. You will note also that once downloaded and in its folder, a 5 page manual in PDF format pops up. You will have to save this separately to the folder. This gives you a step by step guide on how to get the best from the scenery to match your system. You will also note that they recommend downloading the FSDG scenery configurator. This allows you add or take out certain apron activities. You will note that they have runway 28 out of service in line with the current real airport. There is an option to have the city in VFR for-

mat; however the designers do warn that this has a high impact on frame rates.

The main scenery folder has 5 subfolders, 3 scenery folders, one of which is landclass. The other two are effects and sound. The sound folder is for the helo patrolling the construction site at runway 28. Unlike other installations these folders must be manually put into the respective FS folders.

Before looking at the airport for the review, I printed off the Jeppesen charts for Thessaloniki from Navigraph. This would allow me become familiar with the airport. A quick look at Google earth gave me an idea of its location in relation to the city of Thessaloniki. On Flightradar24 there is a great aerial photo of the airport taken from a Transavia B737 just after takeoff. This gives a great impression of the airport and is a lot more up to date that Google earth. You will see how advanced runway 28 is, compared

to the scenery package. It looks like it should be operational for 2020. Hopefully we will see an update for the scenery shortly from FSDG.

Once installed I fired up FSX and parked at stand 4. The airport consists of one terminal with 22 stands. The main terminal is located on the north side of the field. This contains three storeys and is a relatively new build. It looks as well in the scenery as it is in real life. In fact, first glances of the scenery are very impressive and so far live up to the designer's promises. Attention to detail is outstanding. To the east is the cargo terminal and hangers. Outside the hanger is a C130 parked up. I recall when in the area of the airport in the first few days of my stay, it was very active, normally observed heading east towards the Turkish border.

At the terminal, all stands are depicted in great detail with the hustle and bustle of baggage and ca-

tering trucks in attendance. All markings and taxiways, including signage are accurately displayed and all in their correct positions as per my charts. The level of detail is very impressive and what we have come to expect from the latest scenery packages. The apron is a hive of activity with all sorts of vehicles both static and in motion. They range from fuel tankers to catering trucks and general airport transport. The control tower is positioned just above Stand 4. To the west of the terminal is the general aviation apron and hanger. There are a number of business jets here. There were many more present when I was there in September. Also, here are three static aircraft, a Caravelle, a C47 and a TU 154 all correctly positioned as observed by myself. The local aero club is also located in this area. Again the attention to detail is superb.

Moving across the field to the military side there are a number of CL415's lined up awaiting a call out. There are many concrete bunkers dotted around the airfield, some of which contained mirage jets which have seen better days. They look as if they were left where they lay after being decommissioned. I recall being on holidays in

Crete in the mid eighties and being awakened every morning by the sound of about six mirage fighters being scrambled because of the threat of a Turkish incursion into Greek airspace. A very spectacular sight even at that hour of the day and on holidays.

Going landside, there is as much detail here with all the buildings and terminals replicated exactly to real standards. The car parks are dotted with various vehicles all in 3D format. From here I moved to Thessaloniki city which is included in the scenery package and represented in great detail. There are numerous churches, sports stadiums and other landmark buildings. There is also great detail in the port area with numerous cranes on display. Unfortunately I didn't get the visit the city so I cannot confirm its accuracy other than from Google earth.

Finally I switched to night time and as we have come to expect from modern scenery packages, the effects are superb. The lighting is very subtle without full on glare. All the taxiways and signs are lit up giving a very realistic feel. Likewise on landside the front of the terminal is well illuminated as are the surrounding car parks and hotels. The 3D approach and runway lights are just as spectacular. I must at this stage point out a pet hate of Terry's which again is evident in this scenery and that is that the approach lights are not lit in daytime mode. All you see on daytime approaches are the PAPI's. There is reference in the manually of how to correct this, which didn't work for me. All taxiway and apron lights are set out individually and don't run into each other as has happened in previous sceneries I have reviewed. One item that did disappoint is that the features of the city are all in darkness at night. The city itself is fully lit up and all vehicles are visible with their night lights on, however, I feel that they have lost out on the inclusion of the illuminated buildings at night.

Overall I found the scenery to be excellent and good value for money. I did the review with the HD textures turned on and frame rates set at 15. My system is a few years old at this stage with a 2GB graphics card and 16GB RAM. I did not see any deviation at all from that frame rate setting for most of the scenery and no deterioration in Thessaloniki city with the VFR slider set to on. One thing that I was disappointed with was the problem with the manual as it would not download into its folder. Likewise on installation of the scenery itself you have to manually insert them to the appropriate FS folder. Are they deal breakers, not really only we have come to expect this from payware products.

At the risk of repeating myself, the detail at the airport is one of the best I have seen given the size and area covered. I would have no hesitation in recommending adding this package to your scenery collection. Its proximity to other European airports that I usually fly into when online will mean that I will use this airport a lot. Hopefully it will have some ATC coverage from the VATSIM guys.

Brian Church ■

MK Studios - Dublin

It's not very often that scenery add-ons for Ireland receive attention in the Flight Simulator world, so it has been with a great sense of welcome, and indeed excitement, that the very recent release MK Studios' Dublin scenery for Prepar3D v4.5 has been received by both Irish flight simmers, and no doubt many more beyond our shores. The authors of the scenery are a talented Polish development team which has released a small but well-regarded and growing collection of scenery add-ons which regularly attract 5-star ratings. Most of their airport sceneries have been within the Canary Island group, so much thanks goes to them for focussing their attention this time on Dublin as their second European capital city airport scenery package, after Lisbon.

The last scenery add-on of Dublin Airport released for Flight Simulator was the very worthy and popular Aerosoft Mega-Dublin rendition for FS2004, FSX and Prepar3D up to v2 (2014), and for X-Plane (2017). That release represented a quantum-leap forward from the even older predecessors provided up to FSX level by Blueprint Simulations (2010) and Eiresim (2009). Prepar3D v3 and v4 users, such as me, have been without Dublin scenery since the upgrade of the Lockheed Martin platform to those more recent versions. Many will know that inibuilds.com (thanks to Terry for reminding us) did release a patch on their website (see Airport Patches in their website menu)

which made Aerosoft Mega Dublin compatible with Prepar3D v4.4, although this came with a health warning that use of the files was at own-risk and without support from Aerosoft. Then at last, in late October 2019, MK Studios released their version of Dublin Airport.

I reviewed Aerosoft Mega Dublin in PC Flight back in April 2014 – how time flies! At that time, Ireland was just emerging from the financial crisis which began in 2008, and during the initial years of austerity following on from then, I clearly remember the heavy level of criticism that was directed by many towards the development of Dublin Airport, in particular the addition and completion of the enormous and futuristic Terminal T2 project. The new T2 was even deemed by many of the same critics as a "pink elephant". Fast forward to 2019, and already passenger throughput

at Dublin Airport has sky-rocketed from a figure of 18.4 million in 2010 to almost 31.5 million in 2018 (and still increasing with just under 18 million in the first 6 months of 2019 representing a further +5.6% increase in numbers). The arrival of a host of new carriers and routes serving Dublin and points around Europe, Asia and North America reflects this dramatic growth. This makes Dublin the 13th busiest airport (by passenger numbers) in Europe just ahead of Zurich and Copenhagen and just behind Paris Orly and Rome Fiumicino. The T2 critics are silenced.

Coupled with this huge growth in throughput, there have been major infrastructural changes including additional aprons and stands, additional gates, various renovations and extensions to older terminals, and of course the commencement of works to add the new 10,200ft

North Runway, which is being developed within the existing airport's land bank. The North Runway is due for completion and operational deployment by 2021. Unfairly, but with an impatience to see how EIDW would look with the addition of its new and second East-West runway, I was hoping that MK Studios would have included it in their new Dublin Airport package. However, the authors have kept accurately to the moment by limiting representation of the development currently underway to the west of the now long-defunct runway 12/36 as no more than a rough 2D photo scenery image. I hope they will release an update patch when works are complete!

My platform for reviewing MK Studios Dublin is Prepar3D v4.5.13. Product release information indicates that this version (4.5) of Prepar3D is required. Following a very straightforward installation sequence after activation of the executable, the scenery was installed into the MK Studios directory, itself within the Ecosystem folder within Prepar3D. The MK_Dublin4 folder with the scenery and texture files came to just under 3.5GB in size. During installation you have the option in one of the setup screens to include, or otherwise, particular programme features such as 3D hares, 3D people (at the aircraft

stands), Static aeroplanes, Parked cars, Construction vehicles (working on taxiways), Animated vehicles, ground precipitation effects, and level of airport vehicle density. However, unlike MK Studios Lisbon, there is no scenery configuration tool installed which is a bit disappointing. The rather sparse product manual mentions that you must make some amendments to particular Orbx files if you have Orbx FTX Ireland installed, but I found that, very conveniently, this was catered for automatically during installation and I did not have to make these manual adjustments. As regards an advisory in the manual to run the Orbx vector config tool in the event of elevation problems arising, this was not an issue for me at all, along with the favourable situation that the scenery also integrated with the Orbx underlayers seamlessly.

I had all the layers of Orbx scenery installed already, Orbx Global/Vector/Europe Landclass/Ireland, when I added MK Studios Dublin. Just in passing I should mention that some months ago I rolled back to Orbx Central version 3 from version 4, after a fresh re-install of Prepar3D. This was because I had encountered very frustrating scenery problems after installing version 4 which I understand was due to effects on scenery layers in the

simulator (you will see reference to similar experiences of others on Orbx and Avsim forums if you care to look). There may well be modifications to version 4 that have been released in an update by now but I'm sticking with version 3 for the moment, given the huge amount of time and work involved with getting my platform back to where it was previously.

Following completion of installation and placement in Prepar3Dv4 at EIDW, it was so pleasing to look at my home airport at last enhanced well beyond its default state in this platform. Even with all the Orbx layers present before the addition of this new Dublin scenery, the airport was mediocre-looking, to say the very least. Now we have a very detailed airport with 25cm-50cm/pixel satellite resolution for the airport and approach areas, which includes PBR for airport buildings, taxiways and runways, and lots of detail added outside the airport footprint itself. So beyond the perimeter proper you'll see many 3D building and infrastructure representations such as, Forrest Little Golf course and the extensive commercial fruit farms to the north. Donabate Strand and golf course on the east coast, and Bewleys Hotel under the approach path to runway 28, are represented to the east. Dardistown cemetery, the Carlton Hotel (where many a
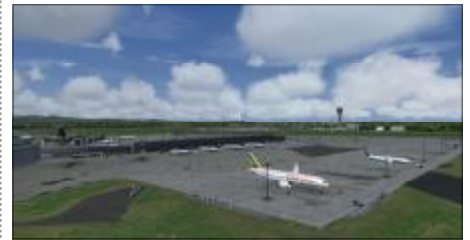
memorable PC Pilots Ireland Fly-in was held!), and Santry Industrial Estate are present towards the southeast. IKEA, the water tower adjacent to the M50 Motorway, the long stay car parks (with 3D cars), and Sillogue golf course are to the South. And the ESB Finglas substation and nearby quarries towards the west, are represented. Even the petrol station on the Dubber Cross road is rendered; so obviously the authors either know the vicinity extremely well, or have studied it in great detail from maps and images – very impressive indeed!

Photo scenery ground textures for the grass meadows of the airport field are nicely rendered, and are enhanced by the inclusion of volumetric grass. These textures change in hue depending on the season. The airport perimeter has a 3D fenced border and here and there on the surrounding perimeter roads you will see static vehicles such as goods' trucks and characteristic blue and yellow Dublin Bus double-decker buses. If you look very carefully, you might also see a plane-spotter or two. Navigation and communication facilities are placed at various locations throughout the airport field, as well as animated windsocks, and 3D airport runway and taxiway signs and approach lights are placed at the appropriate junctions or loca-

tions throughout. If you land at MK Studios Dublin in wet weather (not an infrequent circumstance), then the ground precipitation effects are both realistic and convincing. All runway, taxiway and apron surfaces are beautifully rendered in HD texture and with very detailed and convincingly varying ground markings, shading, weathering, concrete seam-lines, and aeroplane and ground vehicle tire marks. The only criticism I have of this scenery aspect is that the number and size of the oil stains at some parking stands look a little exaggerated. Out on the vehicle service road between runway 16/34 and parallel taxiway F2-3 are placed a variety of static diggers, trucks, JCBs and various mounds of earth, (along with one or two animated foremen in various states of what perhaps is agitation with the rate of progress of work). The dynamic ground vehicles included with the scenery are limited to passenger buses and transit goods vans meandering (at realistic speeds) along the numerous ground vehicle route-ways (installation notes advise disabling default animated ground traffic). Static ground vehicles and equipment include a nice spread of items such as buses (some in Aer Lingus colours), steps, ground power units, push-back vehicles, towbars, baggage pallets and trolleys, and traffic cones. In addition, the custom rendition of the Fire Service

station at the west apron includes a fire tender parked in front. I spent some time looking for the elusive hares which are supposed to be somewhere in the scenery, until I finally found a (static) example sitting nonchalantly next to Pier 3's stand 311C – not exactly where I would expect to find one!

The entire airport infrastructure is satisfyingly right up to date. The South Apron includes the 580ft new tower; this has a magnificent view of the entire airport and Dublin city, bay and mountains beyond. The scenery designer has not opted to include interior details in the office at the top, but the exterior is very impressively finished, proudly bearing in vertical lettering the name Baile Atha Cliath and its English translation, Dublin. Elsewhere, the South Apron is also accurately represented; the familiar Ryanair Eircell logo jet for fire training occupies its permanent stand, the numerous tall multi-bulb lighting pylons are positioned as in the real layout, blast fences are positioned at the appropriate locations (both here and at the main terminal complex too), the older tower and Air Traffic Control facility are present with Fire station and sign-posted fire training area next door, and the Cityjet and adjacent smaller hangars occupy the northern end of the apron.

Looking at the main terminal complex, all piers and terminals are up to date with recent changes to build and design, including the budget airline Pier 1, Satellite Piers 2 and 3, and Terminal 2-linked Pier 4. The recently added passenger waiting lounges on the South Apron just beside the Cargo Terminal are also present, and these, like some of the other terminal infrastructure (Piers 1, 2, and 4) include limited interior detail. I'm delighted to see that MK Studios have, like Aerosoft before them, completed a really good rendition of the original airport terminal still preserved as it is in the real world between Piers 1 and 2 – standing in respectful testament to a more sedate and less frantic past. At the northern end of the main airport complex stands the accurately represented extensive hangar infrastructure including the Ryanair, Dublin Aerospace and Aer Lingus facilities (all with doors closed so no interior details). The numerous remote stands occupying positions on the ever-expanding North Apron are present, together with more lighting pylons, and provide yet further parking for the growing number of airliner movements which this airport enjoys; this apron now almost engulfs the old runway 12/36, which is properly represented in the scenery as Aircraft Park C with marked stands (and adjacent mobile/temporary lighting pylons), and not as a functioning runway.

The addition of PBR texturing to the airport buildings of course adds that extra dimension of realism and depth. Under night-lighting conditions, the terminals look absolutely superb and the dynamic lighting comes to the fore in particular when you look at the lighting effects cast by the pylons. And observe the light of the headlights of the dynamic buses and vans as they reflect off the ground surfaces – superb! Where jet ways are present (accurately on piers 3 and 4 only) these are SODE jet ways and they worked correctly when I tested them. They are not the most detailed I have seen in a scenery but nevertheless look good, many of which bear the Aer Lingus logo as in the real airport infrastructure. As mentioned above, some terminal interior detail is included but this is simplified and limited in nature, and with the exception of playing a role in showcasing transparent windows where present (particularly at night), in my opinion provide limited additional benefit to the scenery.

Terminal area landside, the scenery designers have opted for considerably less detail; this will not be apparent in flight to or from the airport, but is more obvious when slewing in for closer scrutiny. The road infrastructure relies almost entirely on the underlying photo scenery for its representation and I could find little in the way of custom 3D details such as road signs, billboards or other bespoke detail, with the exception of the Circle K garage and McDonalds restaurant next to the airport exit road. The multi-storey car parks (with some basic 3D cars parked on the roof) adjacent to Terminals 2 and 3 are rendered, along with the nearby ground car parks, but these look rather simplified and bland. In addition, airside the Terminal 2 building in particular lacks finer detail, and I think this aspect of the airport, along with other airside features, is the one aspect where the Aerosoft Mega Dublin scenery would score slightly higher. These

points being made, the entire main landside infrastructure is present and largely up to date including representations (some PBR) of the Radisson and Maldron hotels, fuel farm, the Aer Lingus office buildings, the Cargo Terminal, and indeed parts of the major new offices' infrastructure currently under construction including ESB International. Moreover, once you return airside, the overall very high level of detail completely prevails once more, as evidenced when you reach the beautifully detailed Gate Post 4 security check facility at the interface leading to the T2 apron from the Cargo landside area!

Some flight simmers place a heavy burden on their systems due to the number of add-ons installed and running, and I am also a guilty one. Thus, in addition to having previously-mentioned Orbx layers installed, I also ran (on my Quad-core i7 4790k with nVidia GeForce GTX970) Active Sky and Rex packages on top of an AI scenery pack-

age. With all these running demands, and added to by flying a typically resource-stretching Carenado aeroplane (Saab-340 bought in the recent pre-Christmas sale) in and out of MK Studios Dublin, I still managed 20+ frames/sec. I could crank this up by around another 5 or so frames by eliminating surface road traffic entirely and reducing texture resolution to medium (all with scenery complexity extremely dense, autogen sparse, and full AI airline density). If I flew in the same airliner up-country to Belfast Aldergrove (default airport but also with the same Orbx sub-layers layers) then framerates under the same conditions were 5-10 better. The truth is that there are so many variables that can be tweaked within Prepar3D, and so many variables as regards specific combinations of add-ons which we might or might not have installed on our systems, that it is hard to make generalised statements. However, my own experience with the scenery under

the imposition of these more demanding parameters and conditions was perfectly acceptable to me.

I really welcome this MK Studios version of Dublin. Once more we have an up-to-the-minute, extremely accurate, and heavily-detailed representation of this rapidly-expanding airport which has made dramatic leaps up the table of busiest European airports. It has been rendered in exquisite detail and texturing in all areas, the only exception being the somewhat less-detailed landside representation, which is of secondary importance in any case. Moreover, there is a high abundance of added-value given the attention to detail of the surrounding landscape which enhances the realism of every approach to the field. I found absolutely no evidence of any bugs or glitches and the whole scenery package blended seamlessly with the Orbx foundations already installed. The only item on my wishlist is that MK Studios will come back to the scenery in a year or two and apply their magic once more to add the upcoming new North Runway, when it has become operational in the real Dublin Airport!

John Melville ∎

Platform: P3Dv4.5
Cost: €28.29 approx.
Developer: MK Studios
Publisher: MK Studios
Available:
www.simmarket.com

Flightsim Apps

VatMap by wkberg
Available for iOS
Cost: Free

VatMap provides an online view of the VATSIM® Network on your iPhone or iPad! Now you can use VatMap as your Electronic Flight Bag for charts. Now plan, see, watch and track VATSIM® flights on your own smart phone or tablet! VatMap is based on the built-in map of your iDevice. It plots the online pilots and controllers on the VATSIM network.

A few features:
- Shows all ATC
- ATC Sectors
- In-App Charts
- It displays all planes flying online
- Quick and easy access to flight-info
- It shows your friends.
- Add, delete your friends.
- Updates data every minute.
- Check if ATC is booked
- Check Departures and Arrivals
- Find a controller online
- Set your own preferred settings
- Show yourself vs ATC or Pilots
- Show routes of Pilots
and many more features are available.

FSRadar by UESVA /Unified Economic System of Virtual Airlines Tools
Available for Android on Google Play Store
Cost: Free

This application is for virtual flights on IVAO and VATSIM (information is not real-life aircraft).

FSRadar is an Android application developed by UESVA. With this application you can view Online the pilots and ATC of IVAO, VATSIM and UESVA ACARS**.   ** Available in future releases.

Current features:
- ATIS ATC
- Connections VATSIM
- Connections IVAO
- Flight indicator: climb, descend or levelling
- Bar with flight progress
- Connection Summary
- ATC and Pilots Online
- Search connections
- Allows monitoring of aircraft
- Change the map type
- Change the size of aircraft icons
- Change the colour of aircraft icons

Plane Talking

Welcome to the December 2019 edition of our e-magazine. Since the last issue; I have had some sim time on Terry's B737NG sim (as PNF of course!). Terry now has P3D up and running on his sim which looks really cool, including the new scenery add-on for Dublin from MK Studios. But what has really impressed me more is the new version of vPilot (the Pilot Client for VATSIM) which includes their new 'Audio for VATSIM' voice system. I had the pleasure of experiencing it recently on a flight we did from Frankfurt to Vienna. The clarity of voice is incredible and now it does not allow pilots/controllers to step on one another – just like in real life – well done VATSIM. Moving on swiftly to matters of real-world aviation…

The Boeing 737 Max series saga continues to rumble on for Boeing with still no light at the end of the tunnel for the manufacturer to be able to get the aircraft back in the air again. In the meantime, some of the Max series aircraft have been certified to fly on a special request basis. An example of this was the recent positioning of two Icelandair 737Max aircraft from Keflavik for storage in Lleida in Northern Spain. Both aircraft departed early one morning in October and climbing to FL180 maintaining this altitude and routed to Shannon for refuelling before departing there and routed south out over the Atlantic and the Bay of Biscay before routing east then to their destination – avoiding flying over land for as much as possible.

Both aircraft operated at FL180 and maintained Flaps 1 setting for their journey and hence the fuel stop in Shannon. The Flaps 1 setting was to avoid the MCAS software from kicking in. It is understood the two aircraft were positioned to Northern Spain to avoid the harsh winter weather in Iceland. I am sure more such positioning flights for the 737max series will be carried out. In the meantime, Boeing suffered a blow to its new 777X test programme when a test bed airframe was damaged during structural tests when almost reaching its target stress level the airframe suffered an explosive depressurisation on its rear fuselage with the airframe ripped apart and a rear passenger door blown out. However, as the test was within 1% shy of meeting FAA requirements it appears that it will not have to do a retest.

Ryanair continues to move some of its fleet of Boeing 737-800's around as aircraft registered in Ireland are now being moved over to either Ryanair Sun in Poland or Maltese based Malta Air, both of which are fully owned by Ryanair. As of the beginning of December, Ryanair Sun now has a fleet of thirty three aircraft, whilst Malta Air has forty two aircraft. Both fleets are at the expense of Irish Registered aircraft being transferred across. The debacle of the 737Max series continues to impact on Ryanair with no new aircraft delivered for several months now and any expansion plans are as a result of reducing or terminating services

elsewhere. Also, as a result of no new aircraft, the airline has been looking to reduce its staffing levels in Ireland by about 20 pilots and is also looking at other bases to target reductions. Another base with excess pilots is Lisbon with pilots there facing unpaid leave or a transfer to Ryanair Sun in Poland. A recent court judgement in the Netherlands found the airline acted in an unreasonable manner when it closed its Eindhoven base with the loss of several jobs with seven of the staff there taking legal action and being at home on paid leave since late 2018. The court judgement found the airline had acted in a drastic way in informing the staff, even though the court said it was justified in being a poor performing base and awarded the one pilot €150k and the six-cabin crew each €10k. Some months ago, the airline had stated that it would be looking to reduce its headcount across all disciplines by about nine hundred staff but this has since been revised downwards to between five and seven hundred but this is dependant on when the airline finally starts taking delivery of its new 737Max's. At the moment the airline is predicting to have thirty of the new Max series by the end of June 2020 but in the event of this not happening, Ryanair is looking to extend the lease on some of its older 737-800's that it had planned to dispose of and also cancel the sale on seven aircraft that were due to depart in late 2019/early 2020. The airline recently placed an order with Northern Ireland based company, Mal-

laghan Engineering, for 32 airport buses with the capacity to carry up to 125 passengers. The company, based in Co. Tyrone, already supplies the airline with a range of ground vehicles and also supplies Aer Lingus amongst other airlines.

Ryanair's other subsidiary, Laudamotion, now has a fleet of twenty-four Airbus A320's. One of its more recent deliveries in the form of A320, OE-LOX (delivered to Laudamotion on the 18th of November 2019 from Cebu Pacific Air in The Philippines) was involved in an incident on the 25th of November on a flight from Vienna to Dublin. When the aircraft was climbing out of Vienna it was unable to establish two way communication with Vienna Radar. ATC was able to hear the crew but the crew could not hear ATC. All three onboard radios had the same problem but eventually the crew discovered by trial and error that they could communicate two-way on a certain number of frequencies. Eurocontrol and other ATC agencies allowed the aircraft to continue its flight using the selected frequencies that were different to other enroute traffic. It gets worse – during the climb out, cabin crew members reported smelling a strange disinfectant type odour which dissipated, but returned again mid-flight when a passenger fainted having been overcome with fumes and had to be treated by an on-board doctor. On finals into Dublin the cabin crew again noticed a smell, this time of 'dirty socks', some began to feel dizzy and suffered headaches. Ambulances were waiting for the passenger and cabin crew and the aircraft was grounded and was unable to return to service for over 48 hours with the return leg to Vienna having to be operated by a Dublin based Ryanair 737. The aircraft in question then returned to service some 12 hours after returning to Vienna. It turns out the aircraft was on its first revenue flight with Laudamotion on its flight on the 25th and subsequently on the 11th of December the aircraft has been grounded with an APU defect, but with no spare APU available the aircraft remains on the ground. Apparently, the aircraft had been stored in Indonesia for some months before being sold to Laudamotion.

In a recent statement Ryanair noted that Laudamotion was expected to lose in the region of €30m for 2018 but in the end it lost more like €140 and is currently losing in the region of €1m a week, all of which is being funded by Ryanair. It also noted that the purchase of Laudamotion was proving "very painful".

Northern Ireland based Bombardier has been sold by its parent company in Canada to US based aerospace company Spirit Aerosystems. Included in the sale is the company's Moroccan facility. Bombardier had been trying to offload these facilities for a number of months following on from its divesting of its airline production so that it now only concentrates on its corporate business jets and trains. Spirit currently builds pieces for the Boeing 737 and 787 along with sections for the Airbus A350. The acquisition of Bombardier now adds composite wing sections for the Airbus A220 plus fuselage sections for some of Bombardiers own business jets.

United Airlines has announced that it is to order 50 Airbus A321XLR's to replace its aging fleet of Boeing 757's of which it has over 55 in operation since 1994. The A321XLR's will be used on transatlantic routes such as Dublin, Glasgow and Edinburgh with the first deliveries due to take place in late 2024 and commence entering service with the airline in early 2025. United currently operates a fleet of eighty A319's and one hundred A320's.

Indian airline, Indigo, has recently issued instructions to all its pilots to stop using full power take-offs and instead to max the thrust to 93% until above 25,000ft. The airline operates the world's largest fleet of Airbus Neo's with 84 x

A320 Neos (A20N) and 7 x A321 Neos (A21N). The airline suffered 13 engine shutdowns on its Neo fleet in 2019 which use the new P&W 1000G engines and it is thought by crews firewalling the engines (maximum thrust) that they are wearing down the engines sooner than would normally happen.

Aer Lingus now have three Airbus A321Neo's in service (EI-LRA/B/C) with two aircraft based in Dublin and one in Shannon. When not being used on transatlantic routes the 321Neo's are also used on both the Dublin and Shannon routes to London Heathrow. The next 321Neo (EI-LRD) is due for delivery in early 2020 and at that point a 2nd A321Neo will be based in Shannon to operate the Shannon to Boston route. The next new aircraft for delivery however, is A330-302 registered EI-EIM, which is due for delivery in December, however it is not expected to enter service for a number of months with another A330-302, registered EI-EIN (which is currently in Toulouse), and due for delivery in early 2020. In early October the airline announced that it was to out-source its in-flight catering to a dedicated catering provider by the summer of 2020. The airline currently employs approximately 250 staff in its catering

division which has been in operation since the 1940's. The outsourcing is due to happen by the summer of 2020 and it is expected that most of the staff will transfer to the new service provider under TUPE. The lease on the current catering building will be terminated and there is no doubt that the building will find a new use. It is expected that the new service provider will operate in a new off-site facility. Back in August, the airline announced that it would not renew its customer service contract with Kerry based Fexco and for a number of months that this contract would be outsourced to a Philippines based call-centre until such time as a new European based service provider could be sourced.

ASL Airlines have retired its passenger configured Boeing 737-300 series, EI-STA, operating its last revenue flight on the 11th of October from Lourdes to Kerry and then positioned to Dublin before finally departing on the 14th of October to its new owners in Estonia on the 14th. One of its Aer Lingus leased Boeing 757's has been returned to ASL with EI-LBR no longer needed with the introduction of the new A321Neo's and it is currently stored in Shannon without titles. Its latest A330-322F Freighter, EI-HEC, has been delivered and has been oper-

ating for DHL on its European routes before being transferred to Hong Kong at some point in the coming months from where it will operate for Air Hong Kong on behalf of DHL.

Work on the new 28R/10L runway at Dublin continues at a pace with the commencement of the laying of the concrete runway itself. The concrete will be one metre in depth and be made up of four different layers to support fully loaded aircraft. Work on the construction phase of the new control tower has been completed and is now being fitted out with equipment – there is a great time-lapse video available on the construction on the new tower available on YouTube at: https://www.youtube.com/results?search_query=new+control+tower+dublin+airport. A new docking guidance system A-VDGS is currently being installed at Dublin airport and it is planned to be fully installed by early 2020, once completed it is envisaged the new system will improve turnaround times and reduce delays at the airport.

The Irish Air Corps is suffering from crew shortages due to issues with pilot retention. As a result, the AW139 helicopters based in Athlone covering the Emergency Aeromedical Service will be un-

available to operate on several days during a month to allow for on-going crew training. In the meantime, the Irish Government has requested that the Cork based Irish Community Rapid Response (ICRR) make available one of its Agusta A109E's to cover the period during each month, expected to be in the region of four days. It is understood that ICRR now have two A109's based in Cork with one aircraft serving as a backup (G-SHLE & G-SHLS). The Air Corps have finally retired their remaining five Reims built Cessna FR.172 Rockets that been in operation for 47 years! They first entered service in 1972 and have accumulated over 63,000 flying hours. The aircraft were officially stood down in June but for operational reasons they were kept flying. However, their replacements in form of three Pilatus PC-12's are still awaiting delivery. It is understood that at least one, if not two are currently in the USA being fitted out for operational use so hopefully these will arrive in Ireland soon.

Tour operator Thomas Cook Group collapsed and went into compulsory liquidation on the 23rd of September – in all it employed in the region of 21,000 staff worldwide of which over 9,000 were UK based. The UK airline, Thomas Cook Airlines, was forced to cancel all flights and ground its aircraft. The airline can trace its roots back to the 1970's and through a series of

mergers and takeovers, its current shape came about in 2003. At the time of its collapse the airline had over forty aircraft, mainly made up of Airbus A321's and a small number of A330's, most of these were leased aircraft. The leasing companies went into a frenzy to secure getting their aircraft back and the Thomas Cook fleet finally ended being split up throughout Europe. On the 24th of October when I visited Shannon Airport, there were ten A321's and one A330 in open storage as the leasing companies were looking for new homes for them. Some have already found their way to various airlines around the globe.

FlyBe has finally been renamed 'Virgin Connect' following its takeover by Connect Airways – made up of Cyrus Capital (40%), Stobart Group (30%), and Virgin Atlantic (30%). It is planned the that current fleet of aircraft which is mainly made up DHC-8 Turboprops and Embraer ERJ175/195's will be rebranded by the end of 2020. Virgin Atlantic have stated that they plan to use the airline to expand its business at Heathrow, especially when the third runway comes in to use. The airline is to terminate is London Heathrow to Isle of Man service which was only introduced in June this year and it is also set to withdraw its own fleet of DHC-8's from its Manchester/Liverpool/Birmingham routes to the Isle of Man in favour of leased in ATR's

from Stobart to operate the routes. The airline plans to maintain the current level of services but is closing its own base in favour of using wet leased aircraft from Stobart.

Stobart Air has taken back ATR-72 G-FBXE it had leased to Flybe who in turn were using it for routes in Sweden for SAS. The ATR has since been repainted all white and reregistered as EI-GGP operating for the airline out of Dublin. In the meantime, the airline has returned one of its older ATR-72's, EI-FMK, which it was using for its Aer Lingus Commuter services. Three of the airlines Embraer 195's have finished their lease to KLM for the Amsterdam to Dublin and Milan routes and retuned to Stobart before two of aircraft were wet leased to Flybe (or Virgin Connect) to operate London City to Belfast and Edinburgh whilst the third aircraft has been sold to Danish company, Great Dane Airlines, as OY-GDC.

Shannon Airport continues to suffer financial constraints with a recent contract to upgrade its hold baggage screening system to comply with EU Regulations for over €9m has heaped even more pressure on the airport. Interestingly, the airport commented that within the EU airports of a similar size i.e. 3 million passengers or less can avail of Government funding for such projects. However, the Irish Government has stated that as the airport operates as a State company, it
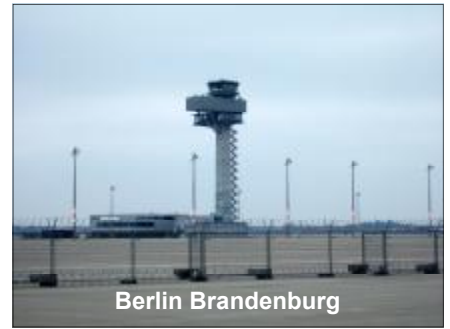
Berlin Brandenburg

operates on a commercial basis and as such funds such projects from its own revenues. The airport was used by the Airbus A330-841 Prototype in early October when Strom Lorenzo blew through Ireland and created strong crosswind components on its main 24/06 runway. Airbus despatched its new prototype for the day to test the aircraft in crosswind conditions making several take-off's, landings and rejected take-off's before returning to its base in Toulouse. A new widebody paint hangar is currently under construction at the airport and is due to be completed by the end of 2019. When completed it will be the first hangar to be constructed at the airport in over 20 years and will be leased by International Aerospace Coating who are currently using a smaller hangar at Shannon, along with Hangar 3 at Dublin Airport. When completed, the hangar will be capable of accommodating multiple widebody aircraft including the Airbus A380. Included in the works is a large ramp and taxiway area.

The airport continues to be used as a major diversion airport for aircraft crossing the North Atlantic and suffer from mechanical problems or sick passengers, e.g. on the 20th October Air France A330, F-GZCI, routing from Paris Charles De Gaulle to Chicago diverted to Shannon with a security alert fol-

lowing the discovery of a mobile phone on a seat that had been there since its previous flight. Following checks by the Gardai and Airport Police the aircraft departed over 2 hours later. On the 30th of October another French airline, Corsair, had one of its A330's diverted to Shannon 250 nautical miles from Shannon with a sick passenger who was then taken to Limerick University Hospital before the aircraft departed over 2 hours later. And finally, on the 10th of November, Atlas Air Boeing 767 cargo aircraft operating from Hahn, Germany to Pease Air Force base in the USA was 400 nautical miles northwest of Donegal when it suffered an hydraulic system failure and decided to head to Shannon where it was met with rescue services. The aircraft departed on its way again the following morning.

Germany's long-delayed Berlin Brandenburg Airport (BER) is set to finally be operational on October 31, 2020, nine years after it was supposed to open following a series of scandals involving corruption and shoddy design, including its fire alarm and suppression systems with the final construction cost likely to be over €7 billion compared to its original budget of €2.4 billion.

A world first was recently set with the introduction of the first all-

electric commercial aircraft (pic top left) when Canadian operator, Harbour Air, based in Vancouver, took to the air for a 15-minute flight. The aircraft is one of the airline's stock seaplane DHC-2 Beaver that has been converted with a 750HP all electric magni500 propulsion engine. The aircraft is capable of carrying six passengers and the airline is hoping to have all its fleet converted to electric propulsion systems by 2022. Currently the range of the aircraft is about 100 miles based on the current lithium batteries in use and is still only in the development stage before being used to actually fly any passengers – watch this space!

The Irish Air Corps have just announced that they are to purchase two CASA C-295's as replacements for their current aging CN-235's for maritime/fishery patrols. Part funding for both aircraft, which has a combined cost of in excess of €220m, will be supplied by the EU. It is expected that the aircraft will be delivered in 2023.

My thanks to: Irish Air Letter and Trevor Buckley. https://samchui.com/
http://avherald.com/
https://www.planespotters.net/deliveries
Have a great Christmas and best wishes to all for 2020.

Ian Broni ∎

Berlin Brandenburg

Berlin Brandenburg

Freeware Focus FSX & P3D

Terry McGee selects some of the latest Freeware files

Aer Lingus Cavair ATL98

Model by Jon Walton. Repaint by Richard McMaster
aerlingus_atl98.zip
www.flightsim.com

FS2004/FSX Aer Lingus Carvair ATL98, registration EI-AMR. Originally a Douglas C-54B, it was converted into an ATL.98 Carvair and sold to Aer Lingus in April 1963 as EI-AMR. Aer Ligus is the flag carrier airline of Ireland. Textures only requires JWAT98.ZIP or JWAT98K2.ZIP.

Adelaide International Airport

By Rogers Aussie FSX Scenery / Roger Leupold
adelaideypad.zip
www.flightsim.com

FSX Scenery--Adelaide International Airport, Australia (YPAD). A photoreal depiction of Adelaide Airport, including the CBD, Glenelg and Marion district Shopping centre. Previous down loads over 4000.

Airbus A320 2D Half Panel

By Alan M Harvey
amha320hp2019.zip
www.flightsim.com

FS2004/FSX/P3D Airbus A320 2D Half Panel. This panel is for use with freeware aircraft. The Main panel has been updated to include Side Stick Priority, integrated Heading / Track data in the Autopilot Window, Terrain rolling map added to MFD switch and Imperial / Metric altitude conversion data in the Autopilot Window. The Overhead panel includes updated switches which are multi-functional, blank, On/Off and fail depending on the status of the APU, Batteries and Ground Power. For example if the engines are not running the engine generators will show 'Fail' etc. All switches are back lit for night flying when the panel lights are off. The panels are set to load cold and dark. There are no manuals with these panels so please take time to read the "readme" file. Includes panels and all gauges.

Airbus A320 Panel for Multiple Monitors

By Alan M Harvey
amha320dm2019.zip
www.flightsim.com

FS2004/FSX/P3D 2D Airbus A320 Panel For Multiple Monitors. This panel is for use with freeware aircraft and computer operating systems, video cards and display expanders that can horizontally span the display across two or more monitors. The Main panel has been updated to include Side Stick Priority, integrated Heading / Track data in the Autopilot Window, Terrain rolling map with TCAS added to MFD switch and Imperial / Metric altitude conversion data in the Autopilot altitude Window. Switches are back lit for night time flying with interior panel lights switched off. The Overhead panel includes updated switches which are multi-functional, blank, On/Off and fail depending on the status of the APU, Batteries and Ground Power. Switching the batteries off when on the ground produces a "cold and dark' cockpit. Minor changes have been made to the Pedestal including limited movement of the Trim Wheels in response to changes in pitch. Please take time to read the "readme" file as it contains details on how to set up the panels. Includes panels and all gauges.

British Airways Boeing 737 MAX
By Enko
texture_tds-737_max_ba.zip
www.flightsim.com

FSX/Prepar3D British Airways Boeing 737 MAX. British Airways 737 MAX textures for the TDS 737 MAX.

Boeing 737 Head-Up Guidance System (HGS) Model 2350
By Dietmar Loleit
b737hgs2350.zip
www.flightsim.com
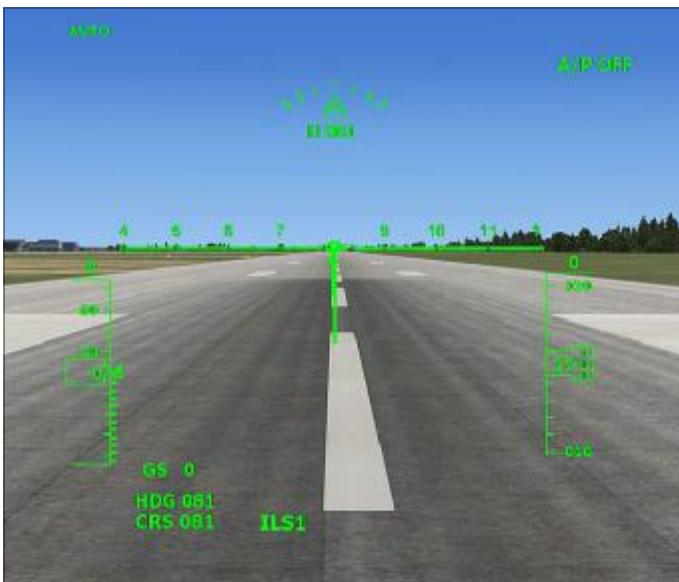
FSX Boeing 737 Head-Up Guidance System (HGS) Model 2350. This gauge has been developed for FSX Flight Simulator Acceleration. It should also work with FSX SP1/SP2 . The functionality of this gauge is based on the Rockwell Collins HGS which is designed for the

B737NG. It works correctly for FSX B737-800 models only. The gauge has been developed as close as possible according to the HGS Pilot Guide from Rockwell Collins for normal operations. The HGS can be used during all phases of flight from takeoff to landing. This can include ground roll guidance, all enroute operations and either non-precision or precision approaches. This gauge is very realistic. It supports the pilot particularly during approach operations to always precisely meet the runway touchdown zone by keeping a 3° glideslope angle. Even for a visual approach manoeuvre the HGS supports the pilot to establish and maintain the aircraft on the proper glide path to the runway without reference to a ground based landing system like ILS. Technical descriptions and installations guide are included in the zip file for further information.

Reworked Default Boeing 737 Panel Set
By Enko
b738_reworked_panel.zip
www.flightsim.com

FSX/Prepar3D Reworked Default Boeing 737 Panel Set. A rework of the 738 default panels for FSX / P3D. Dark realistic textures for daytime and a cool blue effect for night. The 2D panel also has been worked.

Orbis Douglas DC-10
By Enko
thomas_ruth_dc10_orbis_texture.zip
www.flightsim.com

FSX/Prepar3D Orbis Douglas DC-10. Orbis Flying Eye Hospital for Thomas Ruth DC10 FSX/P3D.

North and West Bahamas and Turks and Caicos
By Gregory A Goodwin
bahamas_scenery_pack_2-3.zip
www.flightsim.com

MYNN- Nassau Intl.

Ambergris Cay & MBAC, Caicos

P3D Scenery--North And West Bahamas And Turks And Caicos. Scenery for all of Northern Bahamas (Grand Bahama, Abaco, Berry Islands, and Bimini), Western Bahamas (New Providence, Andros Island, Exumas, and Ragged Islands), and the Turks and Caicos. Future releases will include the Eastern and Southern Bahamas. Improves vector, land class, and water class scenery over the default scenery. New with this release are the beautifully modeled Bahamas airports created by Art Poole! Art has graciously allowed me to incorporate his airports into this scenery. See the "Bahamas Airports.pdf" file for a list of all his airports.

KGEG Spokane International Airport
By Brett Delana
kgeg_p3d4.zip
www.flightsim.com
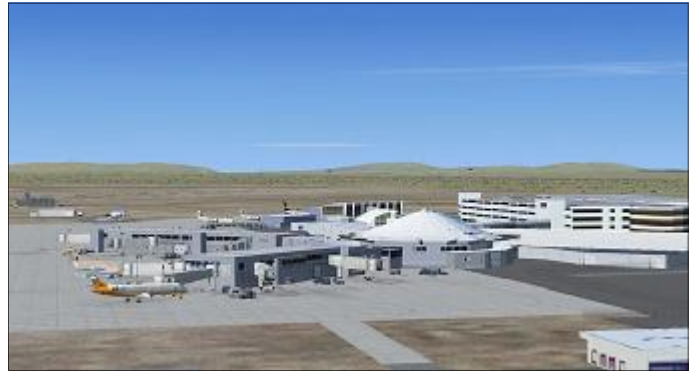
Prepar3D v4 Scenery--KGEG Spokane International Airport, Washington (WA), USA. My KGEG Spokane International scenery, has been recompiled for P3D v4. All of the structures are new. Taxiways now conform to the current FAA airport diagram (copy included). Runway 03/21 has been extended to its current length of 11,002 feet. Gates are assigned based on current airport information.

Little Navmap Free Flight Planner
By Alexander Barthel
littlenavmap-win-2_4_4.zip
www.flightsim.com
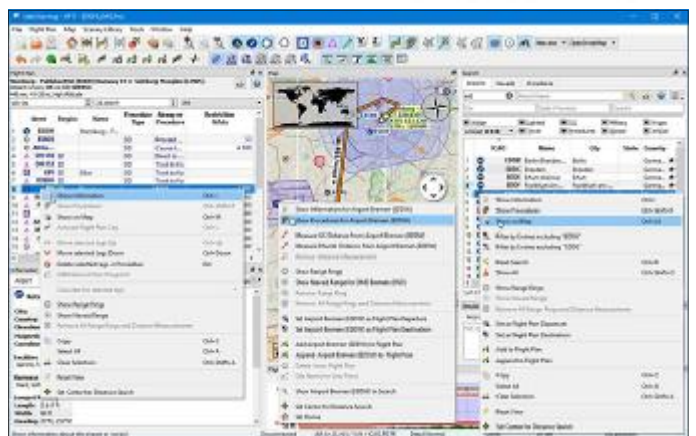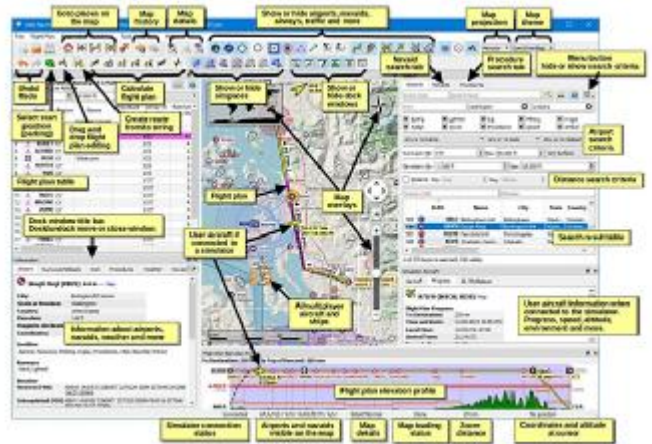
FSX/Prepar3D/X-Plane Little Navmap Free Flight Planner. Navigation tool and moving map. Shows airports and navaids using OpenStreetMap background. Features: Airport traffic patterns, holdings, approach and departure procedures and much more. All FSX versions from SP2 up to P3D v4 and X-Plane 11. Windows 7-10, Apple macOS and Linux.

Freeware Focus FS2004

Aeroflot - Russian Airlines A321-211
By Stefan Bree
airbus_a321-211_aeroflot_vp-bee.zip
www.flightsim.com

FS2004/FSX Aeroflot - Russian Airlines Airbus A321-211. This is a repaint of the Project Airbus A321-211 (WL), in Aeroflot - Russian Airlines "95th Anniversary" livery, VP-BEE. Model included. The textures are saved in 32 bit format for quality graphics. Shine effect. Wonderful night textures by Adam Hamada. Contains accurate model with details such as: opening passenger and cargo doors, animated pack inlets and outflow valves, all operable control surfaces, detailed flap tracks and slat rails, hydraulics modelled on spoilers, landing gear doors and many more.

Air Canada Airbus A220-300 AGS V6
Model design and paint by Camil Valiquette (CamSim)
223v6ac4.zip
www.flightsim.com

FS2004 Air Canada Airbus A220-300 AGS V6. New Animated Ground Servicing. New static displays. New landing / taxi soft light beams. New tail New 2D panel.

Condor Flugdienst Boeing 757-330
By Stefan Bree
boeing_757-330_condorflugdienst_d-abon.zip
www.flightsim.com

FS2004/FSX Condor Flugdienst Boeing 757-330. This is a repaint of the TDS (Tenkuu Developers Studio) Boeing 757-300 model, in Condor Flugdienst "Willi" livery, registration D-ABON. 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.

JetSmart Airbus A320-271N
jetsmart_a320-271neo_flamenco.zip
www.flightsim.com

FS2004/FSX JetSmart Airbus A320-271N. Flamenco by James or Parina Chica is a symbolic bird of the Chilean, Peruvian, Argentinean and Bolivian Andes, This A320-271NEO is the new addition of JetSmart to its fleet with the CC-AWK license plate. It has a range of 2,950Mn (5,470Klm). Full model by Project Airbus. Livery by Raul Aguilera B.

General Aviation HUD
By Bob Kellogg
gahud.zip
www.flightsim.com

FS2004/FSX General Aviation HUD. A simple heads up display for small aircraft, light twins, turboprops and small jets. Annotated XML. Coding tips and instructions included.
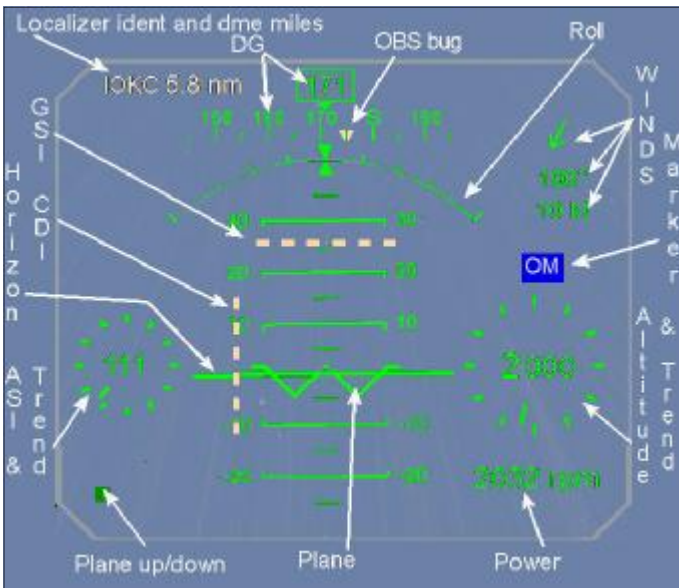
KJAX 2019 Edition
By David Rawlins, Michael Lehkamp, Edward Cox
kjax2019.zip
www.flightsim.com

FS2004 Scenery--KJAX 2019 Edition, Jacksonville International Airport, Florida (FL), USA. It is my pleasure to offer to everyone in the flight simulation community a nearly complete re-build of the Jacksonville International Airport. Several months and countless hours were devoted to bringing this airport to its current form as it exists today. It is our hope that everyone enjoys this freeware gift to the community.

New Beijing Daxing Airport
By T. Gierse
zbad_daxing.zip
www.flightsim.com
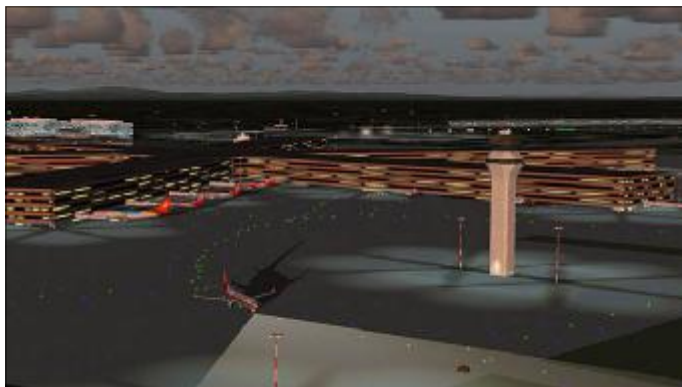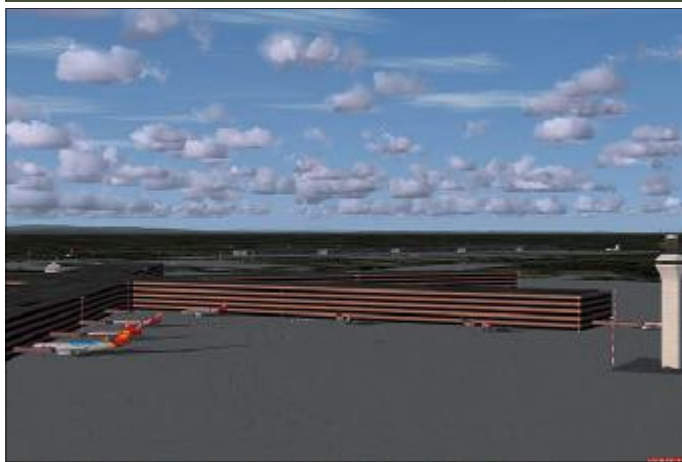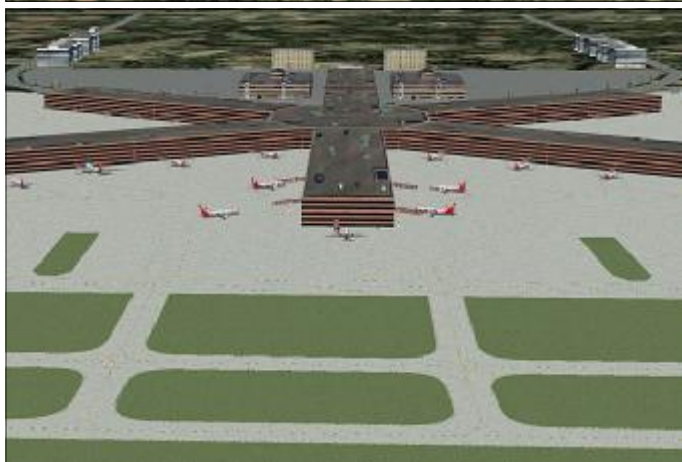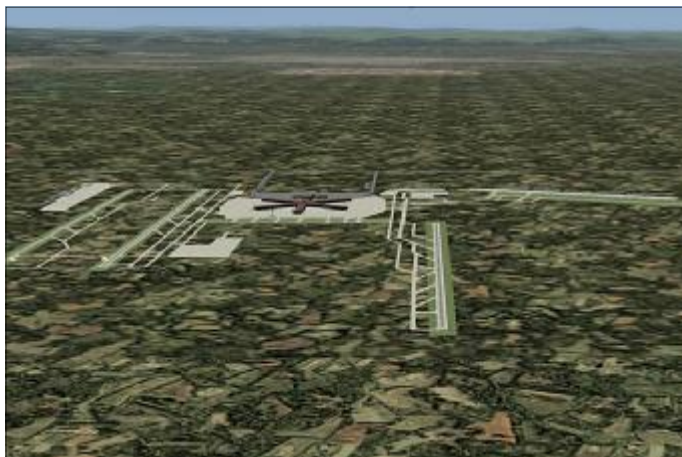
FS2004 Scenery--New Beijing Daxing Airport, China (ZBAD). This is a simple scenery for the new airport which is completely missing in FS2004. There are no custom made objects so far. It is made with AIP maps, so everything should be as in real life. To see all objects, you have to install some libraries; see "Installation" text. Some airlines like China United Airlines are already moving to the new airport (December 2019).

Nordica Bombardier CRJ-700ER
By Stefan Bree
bombardier_crj-700er_nordica_es-acf.zip
www.flightsim.com

FS2004/FSX Nordica Bombardier CRJ-700ER. This is a repaint of the Project Open Sky Bombardier CRJ-700ER model, in Nordica livery, registration ES-ACF. Model included. The textures are saved in 32 bit format for quality graphics. Model developed by Project Open Sky, 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 and Nicholas Wilkinson. Flight dynamics design by Brandon Henry. Master textures by Dickson Chan. Technical Resources by Justin Lamb, Brian Kircher, Stephan Kruse, Benjamin Fluth and Lamar Williams.

Virgin Australia Boeing 737-800
Repaint by Britney Ren
tds738_virginaustraliavh-yfg.zip
www.flightsim.com

FS2004/FSX Virgin Australia Boeing 737-800, registration VH-YFG. Complete model of TDS B737-800 Virgin Australia registration VH-YFG, with panel and sound folder. Model 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 reversers with reverser block doors, detailed textures, full night lighting, ground service vehicles and more. Model design by Hiroshi Igami. Flight dynamics design by Nick Wilkinson and David Biggar. Master textures and paint kit by Kyle Schurb.

Freeware Focus X-Plane

Bellegarde - Vouvray Aerodrome1.0
By Charles Macelli
europe_france_lfhn.zip
www.flightsim.com

X-Plane 11 Scenery--Bellegarde - Vouvray Aerodrome 1.0. Bellegarde-Vouvray is an aerodrome open to public air traffic, located in the town of Valserhone, France. Easily one of the prettiest regions in France, complete with valleys, mountains, forests and rivers. Flying any-thing but a small GA aircraft in this area may prove hazardous to your health especially if you are not pay-ing close attention to the rise and fall of the surround-ing terrain. Elevation is at 496 m (1,626 ft). There is a single asphalt runway: 01 / 19 at 350 m (1,148 ft) There used to be a grass track 350 x 20, parallel to the first and reserved for microlights but although it is in-cluded in this scenery, it may no longer exist. Maybe someone from the area can confirm this. This is a Lego-brick scenery and uses the megabytes of art assets al-ready included in your installation of X-Plane. It will compare favourably, at times better, to other (much larger sized) sceneries of this area and will probably exceed your expectations. Please see the included documentation for further details.

KBKL Burke Lakefront Airport 1.0
By Bruce Erwin
kbkl_burke_lakefront_oh.zip
www.flightsim.com
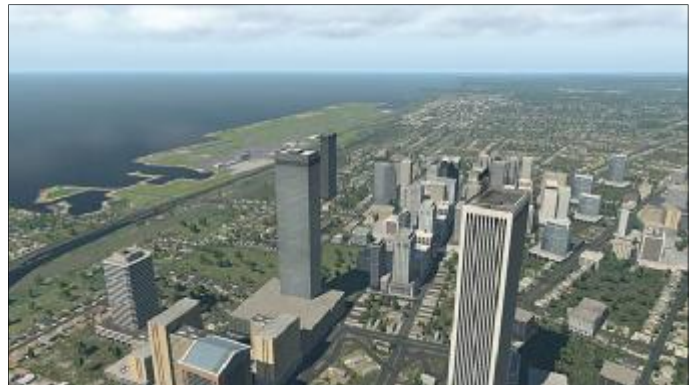
X-Plane 11 Scenery--KBKL Burke Lakefront Airport 1.0, OH, USA. Cleveland Burke Lakefront Airport is a public airport on the shore of Lake Erie, in the northeast part of downtown Cleveland, Ohio, United States. Burke Lakefront is one of my favorite GA airports, and one I often visit. BKL is especially fun at night, with down-town Cleveland alongside all lit up. X-Plane has done a great job on downtown buildings. Many new features have been includes in this build; structures have been redone, taxiing surfaces and markings added, plus fuel-ling if you're into the animated fuelling kick. No third-party scenery libraries needed.

LDDU Dubrovnik Airport V2 2.0
By TDG
lddu_tdg.zip
www.flightsim.com
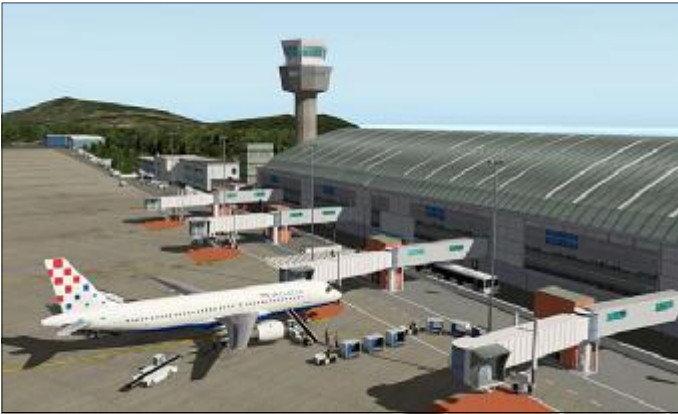
X-Plane 10 Scenery--LDDU Dubrovnik Airport V2 2.0. Dubrovnik Airport, also referred to as Cilipi Airport, is the international airport of Dubrovnik, Croatia. Requires the following libraries (please keep up to date): 3D People Library. BS2001 Ob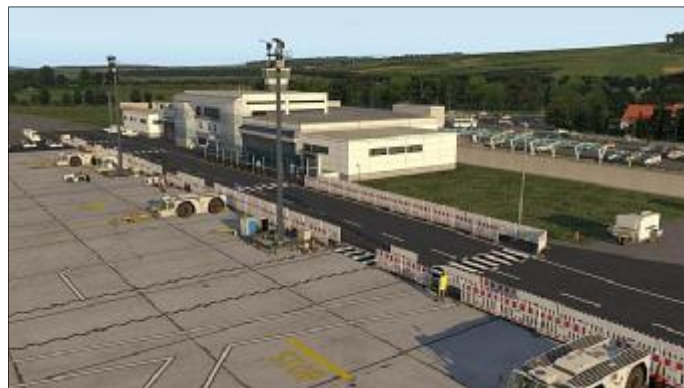ject Library. CDB library. The-Fruit-Stand Aircraft Library. Ground Textures Library. The Handy Object Library. FF Library (extended ver-

sion). Flags of the World. MisterX Library, World Model Library. OpenSceneryX. R2 Library. RE Library and RuScenery. If you enjoy the author's work, please consider donating (link contained in the included Readme file). Donations are 100% optional, but greatly appreciated and encourage the author to create additional sceneries.

LYTV Tivat Airport Montenegro 1.0
By TDG
lddu_tdg.zip
www.flightsim.com

X-Plane 11 Scenery--LYTV Tivat Airport Montenegro (Static) 1.0. Tivat Airport is an international airport serving the Montenegrin coastal town of Tivat and the surrounding region. Requires the following libraries (please keep up to date): 3D People Library. BS2001 Object Library. CDB library. The-Fruit-Stand Aircraft Library. Ground Textures Library. The Handy Object Library. FF Library (extended version). Flags of the World. MisterX Library. World Model Library. OpenScen-eryX. Pavement Paintings Library. RA Library 1.2+. R2 Library, RE Library and RuScenery. If you enjoy the author's work, please consider donating (link contained in the included Readme file). Donations are 100% optional, but greatly appreciated and encourage the au-thor to create additional sceneries.

EGKK Gatwick with Static Aircraft 1.0
By TDG
egkk_tdg_with_static.zip
www.flightsim.com

X-Plane 10 Scenery--EGKK Gatwick Airport With Static Aircraft 1.0 UK. Gatwick Airport, also known as London Gatwick, is a major international airport near Crawley in West Sussex, southeast England, 29.5 miles south of Central London. Requires the following libraries (please keep up to date): 3D People Library. BS2001 Object Library. CDB library. The-Fruit-Stand Aircraft Library. Ground Textures Library. The Handy Object Library. FF Library (extended version). Flags of the World. MisterX Library. World Model Library. OpenSceneryX. R2 Library. RE Library and RuScenery. If you enjoy the author's work, please consider donating (link contained in the included Readme file). Donations are 100% optional, but greatly appreciated and encourage the author to create additional sceneries.

EGAE City of Derry Aircraft (Static) 1.0
By TDG
egae_with_static_ac_tdg.zip
www.flightsim.com

X-Plane 11 Scenery--EGAE City of Derry Airport (Static) 1.0. City of Derry Airport, previously known as RAF Eglinton and Londonderry Eglinton Airport, is a regional airport located 7 mi northeast of Derry, Northern Ireland. Requires the following libraries (please keep up to date): 3D People Library, BS2001 Object Library, CDB library, The-Fruit-Stand Aircraft Library Ground Textures Library, The Handy Object Library, FF Library (extended version), Flags of the World, MisterX Library. World Model Library, OpenSceneryX, Pavement Paintings Library, RA Library 1.2+ R2 Library, RE Library and RuScenery. If you enjoy the author's work, please consider donating (link contained in the included Readme file).

WA01 (3S0) Wirkkala Airport 1.0
By Nils Lips
3s0_wa01_wirkkala_1_0.zip
www.flightsim.com
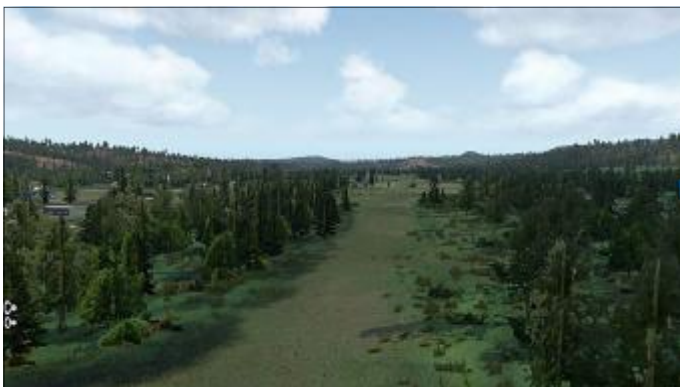
X-Plane 11 Scenery--WA01 (3S0) Wirkkala Airport 1.0. This is my rendition of the cute little airstrip owned by Wally Wirkkala in Naselle, Washington. The town of Naselle is located about 11 NM north of Astoria, OR, just north of where the Columbia River meets the Pacific Ocean. Although originally inhabited by the Nisal Indians, a Chinookan tribe, the town was later primarily inhabited by Finnish and Scandinavian immigrants. Wirkkala airport can be found as WA01 in real life and FSEconomy, but in X-Plane it is listed as 3S0. The private strip, established in 1961, has seen better days and is pretty narrow, but the classic hangar and lush surroundings make it a very charismatic field to visit. Please see the included documentation for further details and library requirements.

Bellanca Cruisair Senior 14-12 1.3
By Stephane Toledo
bellanca_14-13-2_cruisair_senior.zip
www.flightsim.com

X-Plane 11.35 Bellanca Cruisair Senior 14-13 1.3. The Bellanca "Cruisair Senior" 14-13 is a four-seater six-cylinder Franklin flat-bottomed sightseeing aircraft of 150 hp manufactured by Bellanca from the year 1946. It has a top speed of 210 knots, making it for its category and its time a fast and comfortable plane. The model is fully functional, but I have not mastered the manipulators yet, so if you want to lock the tail wheel you will have to assign a command on your keyboard or your joystick, plus one for the controls of the landing lights, beacon etc. Comments and remarks are welcomed. Version 1.3 now includes a pilot. ■

Aviation Gallery

The World's Longest Flight - Qantas London to Sydney

An in-depth trip report by Sam Chui on-board Qantas Project Sunrise London to Sydney non-stop research flight QF7879. Check out all the unusual flight details, research, well brings and the secret of double sunrise on the World's Longest non-stop flight. The flight is not a typical passenger flight; it is a delivery flight and a research flight. The brand new Boeing 787-9, VH-ZNJ painted in Qantas special Centenary livery operated this history making flight in just 19 hours and 19 minutes from London to Sydney non-stop covering over 17,000km! (10,500 miles) Qantas has named its endeavour "Project Sunrise" after the airline's historic 'Double Sunrise' endurance flights during the Second World War, which remained airborne long enough to see two sunrises. This flight is proving of overcoming the final frontier of aviation, linking non-stop flights from East Coast of Australia to London and New York. For more details visit Sam Chui's blog: https://samchui.com/
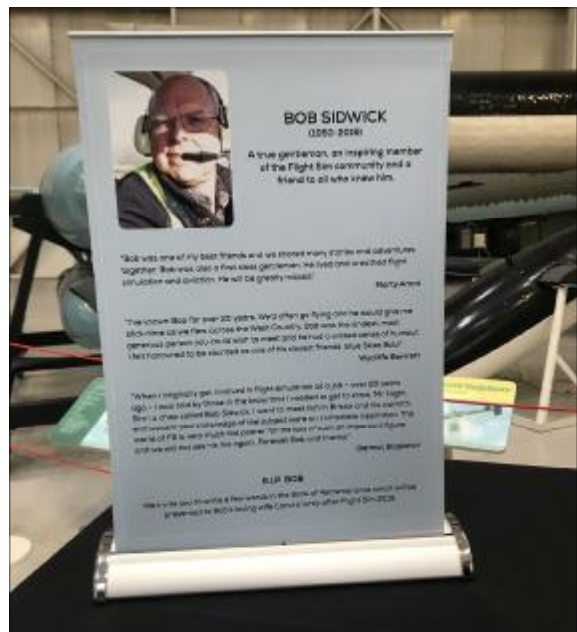
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