

DOS AMIGOFS – FS9 SCENERY DESIGN

Pescara e il suo aeroporto



FREEWARE SCENERY FOR FS9, A CENTURY OF FLIGHT (FS2004)

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Foreword

Brief introduction to the development group genesis.

First of all many thanks for coming to our Web site and for having downloaded our first project: “Pescara e il suo aeroporto” (which translates into Pescara and its airport). A brief presentation of the design group: we are Fabio and Francesco, we both live in Roma, Italy, and we both are very fond of using Microsoft Flight Simulator, that we enjoy in version FS2004.

Actually the real madman is Francesco, who discovered FS when it was FS5.1, but Fabio became also a real addict, and in a certain way more than Francesco.

Both of us enjoy also to “tweak”, Francesco likes software, while Fabio is a wood magician, and in the spare time is working on an home cockpit.

During the past years Francesco developed a true love for Pescara airport (Pescara is a small and nice city on the east coast of Italy, on Adriatic sea, more or less at the same latitude as Roma), so it was easy for him to think to start developing a Pescara scenery for FS. In the meantime Fabio has discovered gmax, and learnt some of its secrets.

We have joined our passions, and so Dos AmigoFS was born.



Pescara e il suo aeroporto

“P. Liberi” Pescara airport informations



ICAO: LIBP

IATA: PSR

ICAO airport category: 4 D

Firefighting category: VIII ICAO

ATC SERVICES

- TWR frequency: 118.450, APPROACH frequency: 120.050
- ARO/MET

NAVIGATION AIDS

- RWY 22 with ILS/DME Cat. I serie 4000
- VOR - DME
- Radiogoniometro VHF

LIGHTING AIDS

- RWY 22 approach lights Cat I
- PAPI on RWY 22, INOP: VASIS on RWY 22
- PAPI on RWY 04
- Aerodrome beacon
- RWY 22 runway lights Cat I

PHISICAL CHARACTERISTICS OF RUNWAY

Runway lenght	mt. 2.370
Runway width	mt. 45

RUNWAY CLASSIFICATION :

load index	PCN 90
Safety strip	mt. 2.545 x 300

Operational characteristics.

RUNWAY SOUTH END (4)

TORA	mt. 2.430
ASDA	mt. 2.430
TODA	mt. 2.430
LDA	mt. 2.330
Magnetic heading	38°
slope	-2,7%

RUNWAY NORTH END (22)

TORA	mt. 2.430
ASDA	mt. 2.430
TODA	mt. 2.430
LDA	mt. 2.220
Magnetic heading	218°
slope	+2,7%

PARALLEL TAXIWAY CHARACTERISTICS

width	mt. 24
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RUNWAY LIGHTING SYSTEM SOUTH END (04)

- Threshold lights

SISTEMA LUMINOSO DI PISTA TESTATA NORD N. 22

- Calvert lenght mt. 593
- flashing lights
- threshold lights
- variable intensity edge lights
- VASIS

Edge lights on taxiways and apron

VARIOUS

- Aerodrome beacon
- VDF
- windsock
- obstacle lights

Passenger terminal

Usable surface	mq. 9.200
floors	n. 02
Commercial volume	mq. 36.000

Project philosophy

We would like to explain the philosophy behind the design of Pescara project; we don't aspire, nor have all the skills, to produce an airport scenery exactly the same of reality, also because we don't have access to all the necessary informations. Instead our idea was to try to create a scenery that can be able, even if for a short while, to obtain that "suspension of disbelief", that we think is key to a successful simulation of reality, by inserting all those marks of the real environment that can make the simmer "feel of being there", with all the limitations of FS2004.

We therefore added to the scenery the Pescara unique terminal building, with some surrounding details, trying to be as much as possible faithful to the real one, while for the rest of the airport and the surrounding zone we used the standard FS2004 objects, to be very easy on framerates. We redid all the landclass of the surrounding territory, reproducing the VFR landmarks, the coast near Pescara river and Pescara marina, and repositioned roads and railroads, all wrong in the default scenery.

Runway, taxiways and apron were also slightly moved, moving accordingly Rwy 22 ILS.

We strongly advice to use Pietro Mauri Italy Mesh with this scenery, and also Bluesphere Textures, both available on www.avsim.com



Installation

First part

We decided to adopt an installer system for installation of our scenery, even if this could not please someone, because in this addon files are to be installed in different parts of FS2004 directory structure, so we feel this approach as safer. Anyway we can assure that installation process does not modify at all MS Windows installation, and that the uninstaller does not overwrite any other addon's uninstaller routine.

To install "Pescara e il suo aeroporto" it is sufficient to double click on the installer icon, contained in the zip file you have downloaded.

Installer is in Italian only, but we hope that following this guide this is not a problem. After double click you should hopefully (☺) see a window like this:



Click on Next, to continue with installation.



Please take some time to review the license agreement. By clicking on “Accetto...” Next button will activate, and it will be possible to continue:



From this window it is possible to select the installation directory, please select by clicking on (...) FS2004 main directory. It should be automatically selected, but just in case... then continue with a click on Next.

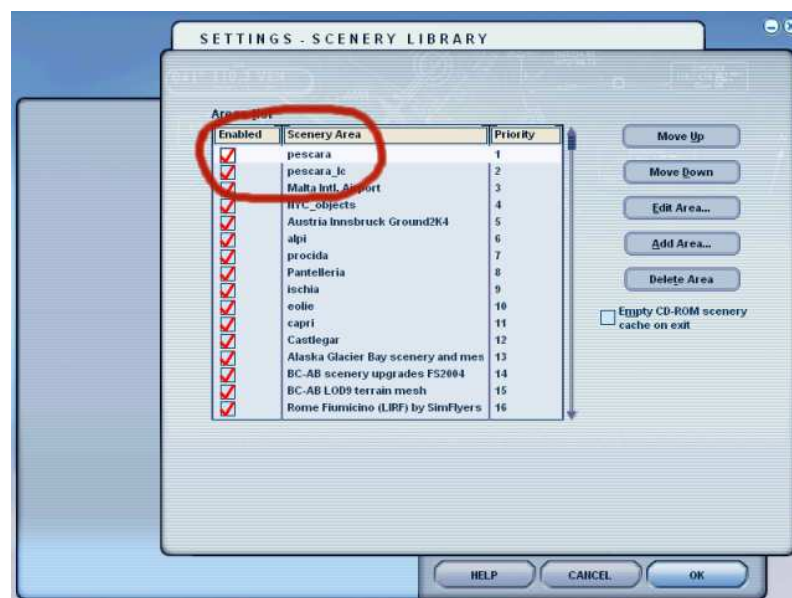
Installation should carry on normally from next window, and at the end you should see a window like this:



Second phase of installation

To complete installation some manual operations are needed from you:

1. Activate from scenery library the two scenery directories, landclass (you will find it on Addon Scenery\pescara_lc) and buildings (on Addon Scenery\pescara). Landclass must be activated on a lower layer than the buildings, like on this screen:



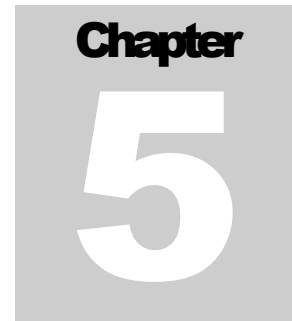
2. Activate a little surprise of this scenery, Manta01, that is the Italian Coast Guard ATR-42, which is based in real life at Pescara airport.. The procedure is different if you have or not ProjectAI (PAI) ATR model installed in your aircraft folder or not::

- a. If you already have PAI ATR-42 (it is in aircraft\PAI AT43), go into this folder, where you will find a texture.gc folder (containing our repaint) and a text file named “dainserire.txt”; please cut&paste this file contents into the file aircraft.txt already present, modifying the “x” in [fltsim.x] into the next unused number in the sequence (first repaint has [fltsim.0] and so on). Content of file “dainserire.txt” is as follows:

```
[fltsim.x]
title=PAI AT43 MM
sim=pai_atr
model=
panel=
sound=
texture=gc
kb_checklists=
kb_reference=
atc_id=
atc_airline=COAST GUARD
atc_flight_number=
ui_manufacturer=Project AI
ui_type=Aeritalia ATR 42-200
ui_variation=Guardia Costiera
description=Project AI Airbus A340 ONLY for AI use!
TBAircraftUID=1117
visual_damage=1
atc_parking_codes=MM
atc_parking_types=MIL_COMBAT
```

- b. If you don't have any other PAI ATR-42, go to folder aircraft\PAI AT43 and rename the file aircraft.txt into aircraft.cfg.





Technical informations

Pescara e il suo aeroporto has ben designed using the latest design techniques from Microsoft for FS2004, so it is NOT compatible with any previous Flight Simulator version.

This scenery was developed using the following development tools:

1. gmax v. 1.2 (terminal building and sorroundings).

(<http://www.discreet.com/products/gmax/>)

2. SceneGenX v. 1.0 build 7(airport buildings and objects, VFR landmarks, Pescara marina boats)

(<http://www.airportforwindows.com/downloads.html>)

3. Ground2K4 v. 5.33 by Christian Fumey, (Pescara coast, roads and railways, landclass).

(<http://library.avsim.net/eseach.php?CatID=fs2004util&DLID=39207> e
(<http://library.avsim.net/eseach.php?CatID=fs2004util&DLID=45391>)

4. AFCAD v. 2.04 by Lee Swordy, (Runway, taxiways and aprons).

(<http://library.avsim.net/eseach.php?CatID=fs2004afcd&DLID=38112>)

5. Traffic Tools v. 2.02 by Lee Swordy, (AI traffic Manta01).

(<http://library.avsim.net/eseach.php?CatID=fs2004ai&DLID=34731>)

6. EZLandclass 2 by Russell Dirks, (Montesilvano landclass).

(<http://www.flightsim.com/cgi/kdl/main/58/ezlc2.zip>)