

Katrineholm airport/Esvk ver 1.0

By Peter Augustesen



Katrineholm airport is situated about 110km's WSW Stockholm and a couple of km's east Katrineholm. As many other small airports the field holds soaring activities, flightschool and RC-flying.

Features :

After midday, summertime, there are thermals around the field, which you can see by setting Com1 to 123.40.

The windsock is moving with the wind.

Groundtraffic around and to the airfield, depending on TOD and random.

Attention!! Some of the objects in this scenery is "dynamic" which means that you have to set "Options/Settings/Display/Add-on Dynamic scenery" checked. The slider must be least at "dense" and when set on "extremely dense" all objects will be visible.

Installation :

- Unzip in a folder of your choice, i.e "Addon Scenery".
- In the Esvk-folder there are two folders, scenery and texture. In the sceneryfolder there is another sceneryfolder containing the LC-file which have to be activated separately.
- In the soundfolder there are two files, BlackBird.wav, Arla.wav and RingDove.wav) These files shall be installed in the FS soundfolder.
- In the modulesfolder there are two files, VimaCore.dll and VimaScn.dll) These shall be installed in the FS modules-folder. Overwrite your old ones but make a backup first.
- Activate the scenery and the Landclassfile.

To make the vehicletraffic around the airport work properly I recommend R. Taburet's "Scandinavian Road and Waters". I've not tested the scenery without it. When loading the scenery in FS, it will take some seconds before all objects are visible. In the "Extra" folder you have a file with traffic to and from Katrineholm.

Credits ;

Lars Hoyer , cars
 Jorge Pagano , cars
 Harald Kraft , cars
 Steven Legg , cars
 Lennart Arvidsson, additional textures.
 Thanx to Hans Ramberg for all betatesting.
 Maurizio Gavioli for permission to use the IntelliScen-interface.

IntelliScen briefly.

It's an extension for the scenery with more possibilities to manipulate variables and with a lot of builtin functions.

The sounds are also provided through IntelliScen.

Many thanks goes to Maurizio Gavioli for all encouragement and support !

More info on IntelliScen : <http://www.vistamaresoft.com/fs/IntelliScene.html>

Bugreports, encouragement, suggestions to
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LEGAL STUFF

This scenery is created as freeware and the scenery, or parts from it, may not be redistributed in any other form.

The files ViMaCore.dll and ViMaScn.dll belongs to VistaMaresoft.

Thanx for reading.