

MacMillan Bloedel  
Port Alberni, BC (CYPB)  
Scenery for FS2004

by Lars Höyer

February 2004



# Contents

1	Introduction	3
2	Location	3
3	Technical Information	4
4	Taxi and Parking	5
5	Level of Detail	5
6	AI traffic	5
7	How to Install	8
8	Special Thanks	8
9	License	9
10	Contact	9

# 1 Introduction

Except for some API macros all work was done by myself alone.

I found this area and the airport while I was just flying around in FS, exploring different parts of the world and kind of got stuck there.

The real airport was shut down several years ago and has been replaced by the larger airport “Alberni Valley Regional” (CBS8).

Since it has been a while that the airport was closed there was very little information available on the internet. Fortunately I had a great source of information—namely Henk Arents. He flew in and of the the real thing many times and could provide me with very valuable information and corrected me as I built the scenery to make it as real as possible.

For the surroundings like the marinas, the big paper mill and the Harbour Quay I used photos I found on the internet and gain Henk’s great support.

I very much recommend you use the following scenery to improve the experience even more:

**CDED Terrain Environment - 38.2 m Resolution Vancouver** from [www.freeware.com](http://www.freeware.com)

A 382m mesh around Vancouver and great parts of Vancouver Island. It is a major download but well worth it!

(It doesn’t change any textures, but makes mountains, hills and valleys much more realistic)

# 2 Location

The scenery is located in a very beautiful valley not far from the west coast of Vancouver Island in the gorgeous state of British Columbia in Canada.

It is close to Vancouver and not very far from Seattle.



Figure 1: Location

### 3 Technical Information

Location	
Geographic:	N49° 15.52' W124° 49.92'
Altitude:	8 ft (2 m)
Mag. Variation:	-21.3°
Runway 11–29 (110.2°–290.2°)	
Length:	2526 ft (770 m) Grass
Width:	98 ft (30 m)
Runway E–W (83.4°–263.4°)	
On Somass river	
Length:	3500 ft (1067 m) Water
Width:	98 ft (30 m)
Frequencies	
Unicom:	123.00 MHz

There is no night lighting whatsoever. So Approaching the airport between sunset and sunrise is not recommended!

## 4 Taxi and Parking

The grass runway with the parking spots and the river runway with the docks are two separate airports in FS!

The land part goes as CYPB while the airport for the floats is CYP8.

I had to split it up to make it work for the AI traffic. Microsoft didn't have AI traffic on floats in mind when they programmed th FS. With thanks to Holger Sandman it is possible nonetheless, but only with some drawback. Having separate airports for land and water traffic is one of those.

But this should not really concern you. both airports are operating on the same unicom frequency, so it doesn't really matter which one you tune in to. Only when you select your starting position from the 'Create Flight' menu you must be sure to select the correct ID.

Again: CYPB for land — CYP8 for water.

## 5 Level of Detail

In this scenery there aren't too many useless objects taking up frame rates (only a few parked cars and the boats at the marinas), but I placed tons of trees all around the airport to give it a more natural feeling. These can certainly be hard on your frame rates if you don't have a real good computer. The good news is you can adjust the number of trees somewhat by using the "Scenery complexity" slider in the Settings/Display dialog.

So all the tree groups throughout the peninsula will disappear if you select a level below 'Very Dense' and the tree lines along the river will go away when you choose a detail level below 'Normal'.

You can also adjust the number of boats by setting the level of detail between 'Sparse' and 'Extremely Dense'.

## 6 AI traffic

I included some AI traffic to make the little airport look busy. Not too much though, as it is small airport.

Thanks to Holger Sandmann, there is even a Husky on floats visiting the airport as well as some boats cruising the Alberni Inlet.

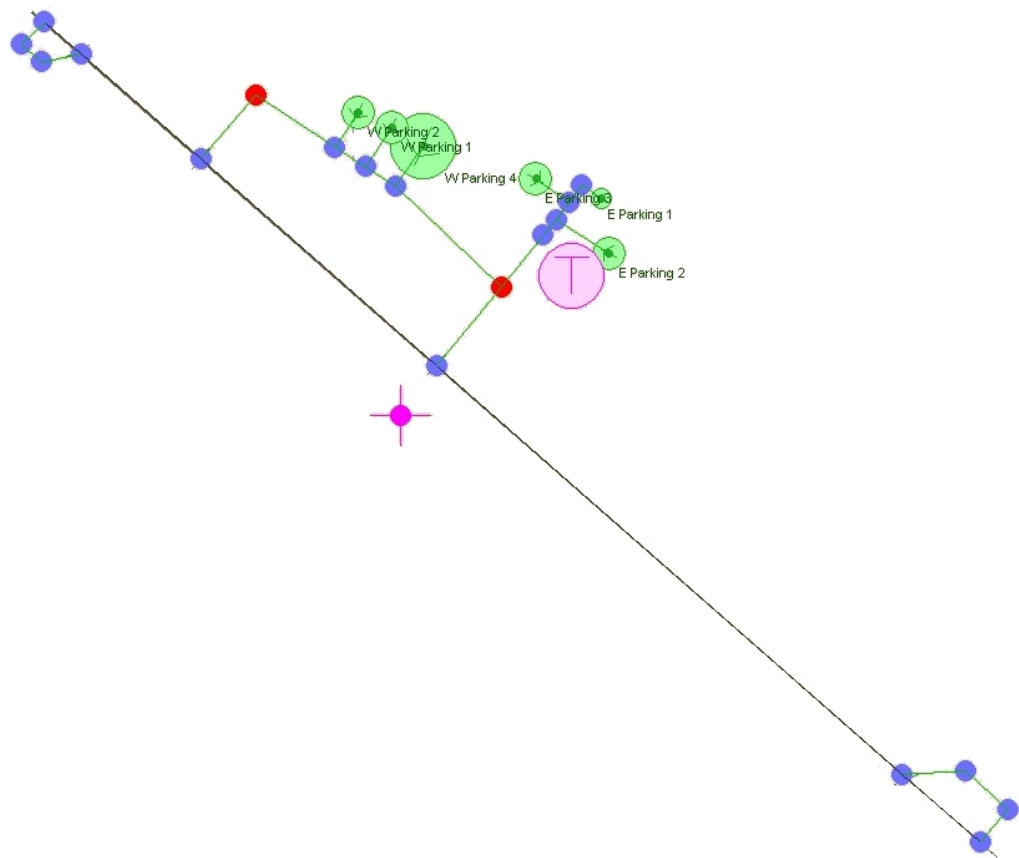


Figure 2: Taxiway (Land part)

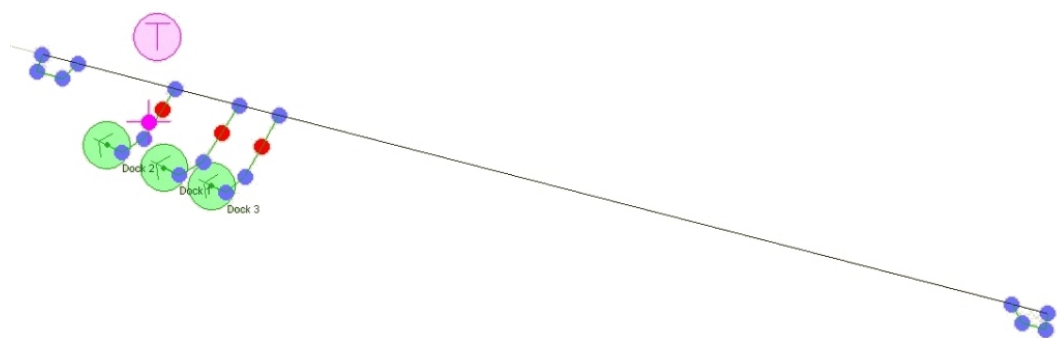


Figure 3: Taxiway (Water Part)

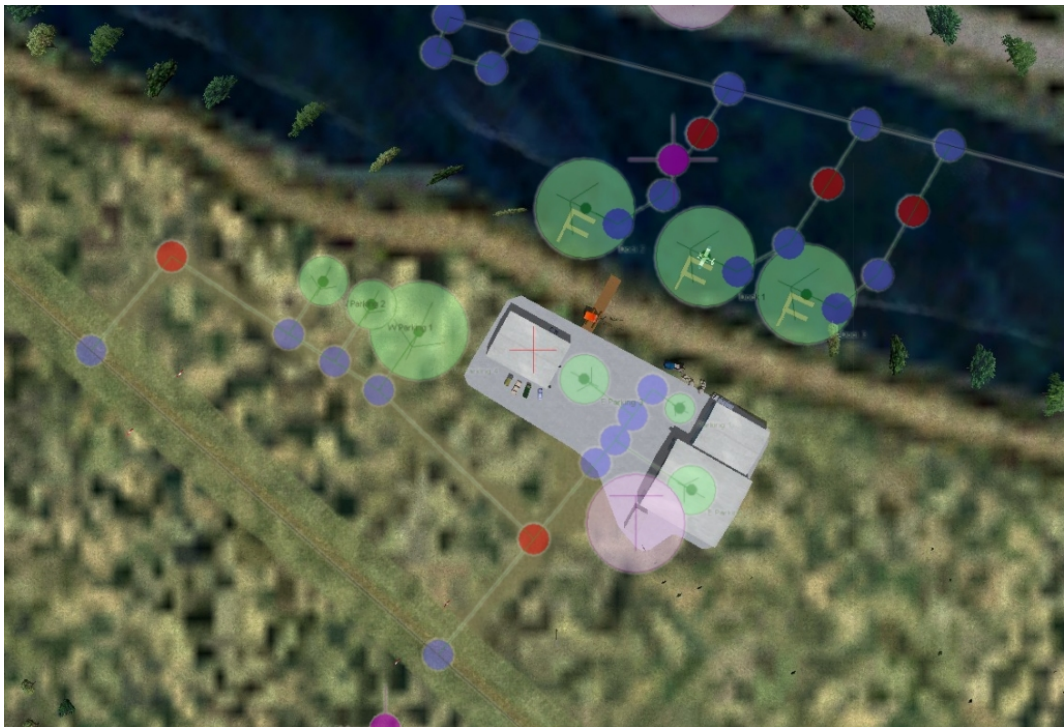


Figure 4: Parking Positions (Both)

## 7 How to Install

The Scenery:

1. Extract the archive into a temporary directory.
2.
  - If you know what you're doing you can simply copy the subdirectories into your FS folder
  - If you're unsure run the setup.exe and the installer will copy everything for you. (It will not create any menu entries or other links. I will however save information for the uninstall process.)
3. After that Run FS
4. Goto the Main screen (Hit 'ESC' when in flight)
5. Select 'Settings'
6. Click on 'Scenery Library...'
7. Press 'Add Area...'
8. Double click on 'Addon Scenery', then 'CYPB - Port Alberni' and press the 'OK' button
9. Hit 'OK' again
10. Restart FS

## 8 Special Thanks

My special thanks go to (in no particular order)

**Henk Arents** for his extraordinary help in providing information for the scenery. I couldn't have done it without him.

**Derek Leung** for his program 'Flight Simulator Scenery Creator' which I used to create this scenery.

**Lee Swordy** for 'AFCAD'—the program I used to create the (invisible) taxi path for the AI and the parking spots and 'TTOOLS' the traffic compiler.

**Spacejock Software** for 'yRoute' which made the creation of the AI traffic very easy.



**Discreet** for making ‘gmax’ freely available.

**Matthias Brückner** for his ‘Easy Object Designer’ – a good program to create simple scenery objects.

**Holger Sandmann** for his work in figuring out AI floats and boats traffic.

**Steven Grant** for his Husky on floats.

**Lynn and Bill Lyons** for their Garwood cruiser.

**Harald Kraft** for his very nice car API macros.

**Gerrish Gray** for his great trees.

**Frank Betts** for his light pole and crates macros.

**Rafael G. Sanchez** for his hangar macros.

**H. Enos** for his fuel tank API.

**Einar Aarvik** for his truck macros.

**Tony Arnold** for his car API macros.

## 9 License

It is all for free. Do with it whatever you like as long as you don’t make money with it. (That includes distributing it as part of any payware collection).

If you’re interested in any source files let me know and I’ll send them to you.

## 10 Contact

If you have question, suggestions, problems or just wanna tell me how great this scenery is ;-) you can reach me at [LarsHoyer@gmx.de](mailto:LarsHoyer@gmx.de).