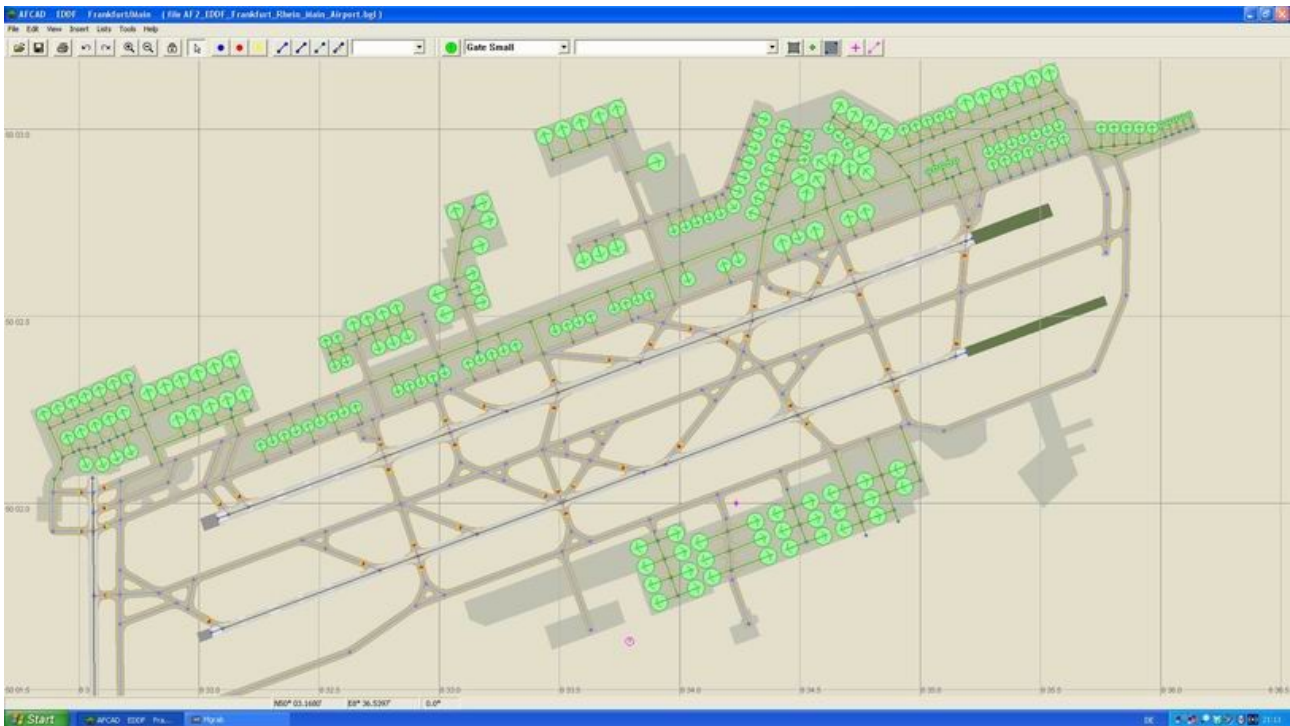


**FS2004 AFCAD File for EDDF (Frankfurt Rhein-Main Airport)  
by Michael Gurezka, January 2010**



This is an AFCAD file for Frankfurt Rhein-Main Airport (EDDF) in Germany.

For use with the FS2004 default scenery. Apron and taxiway layout edited according to GoogleEarth images.

Airport has 168 gate parking positions north of the runways plus 28 military cargo parking positions south of the runways.

In the real world, the military part (Rhein-Main USAF Base) was closed in 2005. But with this AFCAD you can recreate the days when dozens of heavy USAF freighters and tankers populated this area.

Created with AFCAD 2.21 by Lee Swordy.

**Remarks:**

There are different sizes of gate parking spots for commercial airliners, including some extra large ones (46 m) which can take the Airbus A380. All military parking spots are cargo parking spots with 44 m which are suitable for all sizes of military cargo aircraft, including the C-5 Galaxy.

Make sure that your AI aircraft radius are set according to the included file AI\_MODEL\_RADIUSING.PDF (Project AI recommendations).

Here and then you will find taxiway signs in the „wrong“ places. These are the taxiway signs from the default scenery which cannot be removed/corrected with AFCAD 2.21. In order to not confuse you even more, this AFCAD file does not use taxiway designators. Taxi instructions from ATC will always be just „to (gate/runway) via taxiway“.

**Installation:**

From the unzipped package copy/paste or move the file

AF2\_EDDF\_Frankfurt\_Rhein\_Main\_Airport.bgl

to your FS2004\Addon Scenery\scenery directory. Make sure that addon sceneries are enabled.

**Recommendation:**

This is a large airport and it is recommended to increase the default ground speeds of AI aircraft using a suitable editing tool, e.g. Wolfgang Picheta's FlusiFix.

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