

The
Laarbruch –Weeze scenery Project
Part 1 Airport Weeze (EDLV)
Ver. 1.0 Beta
By Klaus Hinkel



Airport Weeze April 2008
(they're still welcome visitors)



1. Introduction

This scenery which is based on the scenery released in 2004 by Alexander Novikov is the first part of a scenery project which will show the airport as it appears now as a civil regional airport so called Airport Weeze or Airport Niederrhein and with the second part as it appeared as R.A.F. Laarbruch AB as one of the airfields of the R.A.F. Germany during the Cold War.

The scenery is an on-going project. That means, that there will be updates from time to time to add some additional objects into the scenery or change some of them into scenery to make the scenery it more realistic.

Part 2 will show the airfield as it appears during and short after the cold war during the 80's and 90's when it was an airbase of the RAFG named RAF Laarbruch.

2. Credits

This scenery definitely would not have been possible without the help of the people mentioned in the following who have created some objects especially for this scenery and the R.A.F. Brüggen scenery by Manfred Schyma which has been released some weeks ago or give their permission to use some objects out of their own sceneries. So I would like to thank the following people for their help :

Peter Beeby for his outstanding RAFG Aircraft Shelter, Guard Tower models, old RAF taxiway surface textures, mun. shelter textures and the red obstacle light effects

Manfred Schyma for his permission to use some objects out of his RAF Brüggen scenery

Ted Andrews for his QRA fence door, security fence doors, mun. shelter model, old RAF radio mast, Harrier Engine test stand and RAF Hangar.

Stephen Legg (ACG) for his HAS 3 model

Ian McCartney (ACG) for his Ops Bunker model

Alexander Novikov for his ATC Tower, Terminal , Cargo Hangar and Fire Station

And last but not least **Ron Kellenaers** (Niederrhein Aviation Society) who's one off the best aviation photographers I've ever learned to know for making some excellent photos of the old RAF facilities at EDLV which were a great help for Peter to create the models and textures mentioned above.

3. Installation

It's easy as that :

Important ! Make a backup copy of taxi_asphalt.bmp and taxi_steel.bmp files which are located in the main texture folder of your flightsim.

Installing

Unzip the EDLV.zip file into a folder of your choice.

Copy the content of the texture folder into the MAIN Texture folder of your flightsim folder i.e. *C:\fs2004\texture*.

Copy the content of the effect folder into the effects folder of your flightsim folder i.e. *C:\fs2004\effects*.

Copy the content of the addon scenery folder into the addon scenery folder of your flightsim folder i.e. *C:\fs2004\Addon Scenery*.

Activating

Klick on settings / scenery library / addon scenery and the scenery folder EDLV and EDLV Area.

In addition you have to klick on EZ library and the Static Library also if those two folder have been created within your flightsim/addon scenery folder for the first time and /or not been activated yet. Don't forget to click OK.

Important ! The scenery layer of the two libraries must be higher than the EDLV scenery and the layer off the EDLV Area scenery lower than the EDLV scenery. So klick first EDLV Area, then EDLV and then the two library folders.

4. Scenery Notam

Nav aids

ILS RWY 27 INIW **110.70**

DME NID **115.50**

NDB LAA **352**

Tower **129.40**

ATIS **124.450**

Approach & Departure Langen Radar **128.50**

All Taxiways north of the Runway (TWY N, E, F, G, H) are not lightened at present and closed from sunset to sunrise. Most of the taxiway lights are the original RAF subsurface lights. Only on TWY A, B and C new ones were installed during the airport upgrade from CAT I to CAT II / III operations.

5. About the scenery

The whole thing is an on going project. There are still some buildings / facilities missing i.e. the pilots OPS rooms in the QRA, some buildings of the NUKE storage facilities, some other old RAF buildings, ILS localizer antenna and airport equipment, streets and so on. Some objects are not 100% realistic (i.e the ILS GP antenna). And the whole tree stuff has to be improved. All this is planed to be improved in future updates.

But I think in the end the scenery is realistic and complished enough to be released and it's a big improvement anyway to the default one.

6. Copyrights

This scenery and all parts of it (models and textures) may not be uploaded or distributed on the internet by other people without the written permission of the author and the people mentioned above (see credits).

It is strictly forbidden to use the scenery and/or parts of it (models and textures) for any commercial purposes without the written permission of the author and the people mentioned above (see credits).

7. Infos about Airport Weeze and the history of R.A.F. Laarbruch

In the following please find some links to web sides on which you can find some information about the airport and its history as a RAF station during and short after the cold war.

<http://www.pro-niederrhein.net/texte/main.html> The History about the airport since it's opening as a civil airport on May 1st 2003 and the history of RAF Laarbruch from 1954 until its closure in 1999. (unfortunately in german only)

<http://www.sgniederrhein.net> The web side of the Niederrhein Aviation Society (former Spotting Group Niederrhein) on which you can find tons of photos from aviation events on the airport (i.e. the airport air shows in 2004, 2005 and 2008 - always with a great participation of the RAF-, non regular vistors, normal movements, restored F-104 (yes, there are two restored F-104 "based" at Weeze Laarbruch !) and so on.

<http://www.laarbruch-museum.net> The airport has even a museum which displays the history of the RAF at Weeze. If you are in the near vicinity you should have a look into it.

<http://www.airport-weeze.de> And of course the airport's web side.

8. Additional recommended web side in relation to this scenery

<http://www.airfieldconstructiongroup.org/drupal/> This a web side (ACG) of some flightsim airport designers where you can find a lot of vintage and present RAF airfields around the world and usefull tips for your own scenery project if you have one. Membership is required but for free.

9. Some impressions of the still existing RAF spirit

(all photos copyright by Klaus Hinkel)



HAS 3 Shelter in the former dispersal area of No.20 Sqn RAF



HAS 1 Shelter in the former QRA (located in the dispersal area of No. 16 Sqn RAF)



Guard Tower in the QRA



QRA Entrance Gate from TWY N



Harrier Engine Test Stand seen from TWY N



Equip. & Mun. Shelter in GAT 2 (former Disposal area of No.2 (AC) Sqn RAF

10 . A last word

As mentioned before this scenery is not completed. There are some things to change or to add. I'm totally unexperienced in GMAX modeling so I was glad to find some fellows in the UK who where interested in helping me to bring this scenery project onto the right way. This is my first scenery since the good old FS 5 and FS 98 days. It took me longer than expected, because the real airport Weeze calls for me 5 days a week....and sometimes more. This means that time and mood is a factor.

So please be patient looking for the updates and the second part (ETUL RAF Laarbruch)

Any comments and tips are welcome.



Photo copyright by Ron Kellenaers

Best regards from Germany

and *TALLY HO...bandits nine o` clock high*

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