

**EGGP Liverpool - John Lennon  
N53 20.02 W002 50.98  
For Flight Simulator X**

*Dedicated to all those men and women, of all the armed services, past and present who  
serve to protect us*



**EGGP - Liverpool (John Lennon)**

The following information is an extract from Mike Royden's Local History of Liverpool and its Hinterland. My thanks to Mr Royden for allowing it's reproduction here. If you would like to read more then please visit

<http://www.btinternet.com/~m.royden/mrlhp/index.html>

*"History of Liverpool Airport Chronology of Key Events before its opening*

*Nov 1917*

*Cunard Steamship Co. given contract to build 500 Bristol F.2B Fighters at Aintree (later the site of Courtaulds). Test flown on the racecourse.*

*1918*

*Factory taken over by the government – became National Aircraft Factory No.3. Only 126 aircraft delivered before production ceased in March 1919.*

*1924*

*Northern Airlines at Aintree operate a daily mail service to Belfast (de Havilland 50s). Passengers also carried for £3.*

*1927*

*Liverpool Organisation (partly financed by Liverpool City Council) lobby for a municipal aerodrome. Air Ministry also advise and put pressure on local authorities to develop plans.*

*April 1928*

*Liverpool and District Aero Club formed. However, still no suitable site so Hooton Airfield was used (another racecourse used as an airstrip during WWI).*

*1 Aug 1928*

*Liverpool City Council purchase Speke Estate – 2,200 acres from executors of its former owner Miss Adelaide Watt (of Speke Hall) for housing, industrial estates and a municipal aerodrome. In Feb 1929 Government sanction a loan of £162,150 to purchase 1,726 acres of land. Balance of the area bought in 1933.*

*Sept 1928*

*Liverpool Organisation operate a mail/passenger service, Liverpool – Belfast. Flying Boat (Short Calcutta) of Imperial Airways used on the Mersey. Liverpool Maritime Aerodrome was operated by the Mersey Docks and Harbour Board between Rock Ferry Pier and Garston Docks. Only ran from Sep 22 to Oct 4.*

*1929*

*Town Council proposed 5 sites:-*

*2 sites within site of the now Old Airport*

*1 site within the present airport site*

*1 site straddled the now Woodend Avenue area*

*1 site within Walton Hall Park*

*March 1930*

*Construction began on the chosen site at the 'Northern Airfield'*

*16 June 1930*

*Licence granted for a private use aerodrome. Armstrong Whitworth Argosy airliner of Imperial Airways arrives that day – begins a service*

*from Croydon to Speke via Birmingham and Manchester. Ran successfully until September. No further regular services until -*

*1 July 1933*

*Official opening of Liverpool Airport."*

For more information please visit North West Air News at: -  
<http://www.nwan.co.uk/index.html>

These files are specifically for FSX using Horizon GenX Photo scenery and included mesh. They have not been tested using default mesh or any other mesh. They may look OK and work OK with other scenery packages and mesh, if they do fine, if not, sorry, I am not going to customise further.

### **Required Scenery**

Horizon GenX Photo scenery volumes 3 together with GenX Mesh

These files may also work with VFR Real Scenery; however, this has not been tested and may give odd results. It will not function with FS9

Recommended complementary scenery, (download separately): -

In order to use the included "scenery" .bgl(s) you should have installed: -

Scenery/Object Files from the Runway12 library available on Avsim and Flightsim.com and the UK add-on scenery library available at

<http://www.vfraddons.co.uk>

Detailed file listing at end of this document.

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This scenery was made using FSXPlanner by zbluesoftware® FSX\_KML by Innova Software®, and Google Earth®.

My thanks to all those who worked to produce the software and for making it freely available. Without you people I wouldn't have been able to do 'my bit'.

My thanks also to Jerry Winskill, Shaun Broderick and John Brain for their assistance whilst testing this airfield.

### **DISCLAIMER**

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installing this software then you must not install it. Installation is an acceptance of these conditions and you become responsible for any and all risks involved.

## HOW TO INSTALL

Expand into a temporary directory then move files into your ?:\Program Files\Microsoft Games\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery\Liverpool EGGP\Scenery folder (You will need to create the last two folders).

To remove this scenery just delete the files as listed. DO NOT delete the Scenery directory as this is integral to the working of Flight Simulator X

What's in this file

The following files are included: -

1. Liverpool EGGP.bgl - the AFD airfield file
2. cvxLiverpool.bgl - the 'Flatten' file
3. LPDefaultscenery.bgl - Main Terminal buildings
4. Liverpools scenery.bgl – Static Objects plus buildings on GA Apron
5. LiverpoolIndustrial.bgl - Buildings on Industrial site beside airport
6. PDF Readme file
7. File\_ID.diz
8. This Read Me file.

\*\*\* SCENERY FILE - Liverpools scenery.bgl\*\*\*

File: D:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery\Liverpool\Scenery\Liverpools scenery.bgl

Number of objects: 125

Number of POIs: 0

\*\*\* ADD-ON LIBRARIES USED \*\*\*

Addon Scenery\Static Objects Library\scenery\add\_dwag\_hangers.BGL  
Addon Scenery\Static Objects Library\scenery\add\_dwag\_signs.BGL  
Addon Scenery\Static Objects Library\scenery\JonPatch\_objects\_2.bgl  
Addon Scenery\Static Objects Library\scenery\add\_Todd\_Lucas\_Objects.BGL  
Addon Scenery\Static Objects Library\scenery\ExtraObjects.BGL  
Addon Scenery\Static Objects Library\scenery\gw\_people.BGL  
Addon Scenery\Static Objects Library\scenery\JonPatch\_objects\_1.bgl  
Addon Scenery\Static Objects Library\scenery\TedLib1952005.BGL  
Addon Scenery\Static Objects Library\scenery\Objects01\_lib.bgl  
Addon Scenery\Static Objects Library\scenery\MaintenancePlatforms.BGL  
Addon Scenery\Static Objects Library\scenery\add\_SeevKahn.BGL

\*\*\* LIBRARY MODELS USED \*\*\*

Addon Scenery\Static Objects Library\scenery\add\_dwag\_hangers.BGL:

{6a6ff8c4-0ee1-4d59-a012-4f1ca92fc6e0}  
{50a2e051-3943-46ea-8a3d-e3ff136e8b1e}  
{ed8ec0be-7cdc-4ac1-8513-31acbb9adf16}

Scenery\Global\scenery\vehicles\_land.bgl:

VEH\_Land\_car\_compact2\_red {7aa101c5-ab81-4af4-ba18-2a0d3af0d067} (FSX only!)  
VEH\_Land\_car\_compact1\_white {828f01a8-12c1-413c-b5c3-7f548a572444} (FSX only!)  
VEH\_Land\_car\_minivan2\_grey {ce747780-2727-4575-a971-41464fdd3956} (FSX only!)  
VEH\_Land\_car\_minivan1\_white {8141627b-55f3-4019-8190-93c3bf2d56a6} (FSX only!)  
VEH\_Land\_Car\_Mini2\_Red {532a5dcb-cc45-4f3d-8312-04b9fea0c7a8} (FSX only!)  
VEH\_Land\_car\_midsize1\_white {faca490a-e9ad-4fdc-b3cd-4a8101c35e14} (FSX only!)  
VEH\_Land\_car\_midsize1\_red {d8fe79f4-2e84-4410-aa20-d42726bf148a} (FSX only!)  
VEH\_Land\_Car\_Mini2\_White {c60cd512-55c7-4dff-95b3-a10451b85e31} (FSX only!)  
VEH\_Land\_car\_suv3\_red {d3f004df-ca5b-45f8-84b4-f7f38190c2d8} (FSX only!)  
VEH\_Land\_car\_suv4\_red {b432902b-905b-4c3c-b3a6-a22fc71e79f0} (FSX only!)  
VEH\_Land\_car\_suv4\_blue {83f81d64-d15b-42cf-928b-9de2463350f0} (FSX only!)  
VEH\_land\_DeliveryVan {aac9cee6-3584-41ed-856f-bfcf15ff4fb3} (FSX only!)  
VEH\_Land\_car\_van1\_red {8e0875dd-a473-44e8-a2fe-0f0957b60335} (FSX only!)

Scenery\0501\scenery\OBX47130.bgl:

{75e1bf31-b0d8-460c-bf88-a66d609463cd} (FSX only!)

Addon Scenery\Static Objects Library\scenery\Objects01\_lib.bgl:

{621602d5-0567-cb69-23e4-ebae91c63355}

Addon Scenery\Static Objects Library\scenery\MaintenancePlatforms.BGL:

{2e7148d1-bc5f-456b-b90e-bbf227f44c86}

Scenery\Global\scenery\fillerobjects.bgl:

GEN equip\_cart {b6b21c30-14eb-42f2-8b58-f5741f94ffb2} (FSX only!)  
GEN equip\_cabinet04 {adb65013-cc78-43a9-bcf2-b65f2c28ea2c} (FSX only!)  
GEN equip\_welder {23df2bf3-6dbd-4ebb-a86f-8b80511d3641} (FSX only!)  
GEN equip\_toolbox\_red\_med {c0422da9-f78b-4d88-94e1-99f6574fd9fa} (FSX only!)  
GEN equip\_ladder\_06foot\_03 {aa545cf7-ba49-4d82-9f03-fc9b884e6c1b} (FSX only!)

GEN\_equip\_enginehoist {eb6481e7-b2e0-4fe3-9ede-cef2eb36c3db} (FSX only!)  
Addon Scenery\Static Objects Library\scenery\JonPatch\_objects\_1.bgl:  
{3930cbbb-a2fc-7d15-27c2-ad6d5212c4fe}  
Scenery\Global\scenery\autogen.bgl:  
agn\_industcompbuildings1\_5 {f4ee5a53-1deb-44f5-bd55-bd6bda5d7db2} (FSX  
only!)  
ag\_uswarehouse04 {722c1483-7caa-4997-822c-b7f817f326d4} (FSX only!)  
Addon Scenery\Static Objects Library\scenery\gw\_people.BGL:

{47454f46-4c4c-5749-0100-ffffbe00ffff}  
{47454f46-4c4c-5749-0100-ffffbf00ffff}  
{47454f46-4c4c-5749-0100-ffffcf00ffff}  
{47454f46-4c4c-5749-0100-ffffe400ffff}

Addon Scenery\Static Objects Library\scenery\JonPatch\_objects\_2.bgl:  
{a8aa178c-e792-19ac-2bb8-9d6fa18b5165}  
Scenery\Global\scenery\buildings.bgl:  
gen\_outbuildingsmall02 {a4010d65-8726-42ce-aa54-336f03e7382a} (FSX only!)  
gen\_condo5b {aa335b97-40e3-4ee3-94c5-25505906805b} (FSX only!)

Scenery\Global\scenery\airport\_objects.bgl:  
Large\_Fuel\_Tank {f51fb5e4-b23b-4a8e-a515-4c92176cc179}  
large\_tower3 {4a841b6d-4e56-412c-8b70-aa4867c72c21}  
SCO\_gen\_VORsmallDME {047814f7-e832-45fc-b5a0-4f047f8234b0}  
AIR\_Fire\_Station\_Large {f4442333-bbe4-4156-95bf-2b25123afe97} (FSX only!)  
medium\_tower2 {604b317e-3938-4a34-b50a-dc16324baf0f}

Scenery\Global\scenery\vehicles\_aircraft.bgl:  
GEN\_Plane\_B737\_GraveYard {6c6aa7c1-9d29-4d62-816d-e565e296dfa6} (FSX  
only!)  
GEN\_Plane\_C185\_Wheeled {55a8d2df-ad0b-4e74-b27e-51f038f631dc} (FSX only!)  
GEN\_Plane\_SuperCub {1e9a4cfa-6dec-4357-8e73-1a4e4c67e782} (FSX only!)  
GEN\_Plane\_SuperCub\_Bush {226eebe3-82e8-4fe8-adb9-1d4bd9f54793} (FSX  
only!)  
GEN\_Plane\_C185\_repair {69ae9723-20c4-4ddc-aab6-e7f061208b7d} (FSX only!)  
GEN\_Plane\_DC3 {6aeb375e-3a36-40bc-ae17-82b4e81d5f45} (FSX only!)

Addon Scenery\Static Objects Library\scenery\add\_SeevKahn.BGL:  
{45f6c4e6-e299-4f11-afe8-24489f60a50e}  
{751b9228-f68a-4b58-b899-07219c2e4f4a}  
{e39f20c1-9389-4a0f-b53a-ac250eee4055}  
{cd5f7e16-7c4d-4882-a1ca-0d7a1538cb2a}  
{57e2595a-8b9a-4eef-95e0-e42c547444d2}  
Addon Scenery\Static Objects Library\scenery\TedLib1952005.BGL:  
{f67260c3-87a2-433c-807f-ccca006eeb58}

Scenery\Global\scenery\vehicles\_airport.bgl:

VEH\_Air\_FireTruck\_Euro {130cc312-b712-4335-85a6-e0cb5a5274e1} (FSX only!)

VEH\_Air\_FireTruck\_US\_Red {dbf53c30-d46c-43b6-b0ef-388c4ac9af79} (FSX only!)

VEH\_air\_fueltruck {c545a2a3-e2ec-11d2-9c84-00105a0ce62a}

veh11 {75ca524e-fd7e-46b3-9365-f2fcdfcb3634}

veh09 {d5560d11-4294-4fe7-a162-c033e5047a88}

VEH\_air\_plow {c545a2a1-e2ec-11d2-9c84-00105a0ce62a}

Addon Scenery\Static Objects Library\scenery\ExtraObjects.BGL:

{4b36293f-17b5-4a1d-8cd4-377414b7014a}

{6d8e89e0-30fe-4e26-98fe-8e816c91f146}

{089dd7ed-3850-e04a-8c1a-021bfff5106a}

Addon Scenery\Static Objects Library\scenery\add\_dwag\_signs.BGL:

{056e8a96-ef8b-4230-b6de-af571b0df286}

{7ab70835-019d-45e1-ba08-d63cc4b15e90}

Addon Scenery\Static Objects Library\scenery\add\_Todd\_Lucas\_Objects.BGL:

{157dde61-8b2b-42ef-af72-a5272fc84a50}

Scenery\Global\scenery\generic.bgl:

gen\_electricbox02 {1afccd3-a082-423d-9bb6-1300f0396552} (FSX only!)

\*\*\* SCENERY FILE \*\*\*

File: D:\Program Files\Microsoft Games\Microsoft Flight Simulator X\Addon  
Scenery\Liverpool\Scenery\LiverpoolIndustrial.bgl

Number of objects: 27

Number of POIs: 0

\*\*\* ADD-ON LIBRARIES USED \*\*\*

None

\*\*\* LIBRARY MODELS USED \*\*\*

Scenery\Global\scenery\autogen.bgl:

ag\_uswarehouse03 {c5193ec1-dff6-435f-86ed-25b3f6e3e9f2} (FSX only!)

ag\_uswarehouse02 {3151fd7c-ddaa-4b2e-808f-1aed883e47d5} (FSX only!)

ag\_uswarehouse04 {722c1483-7caa-4997-822c-b7f817f326d4} (FSX only!)

ag\_uswarehouse08 {61e33e19-8732-46e6-a025-1062a4280dc0} (FSX only!)

ag\_warehouse {f131f3d9-5f94-4606-82ed-9e61b7d10e16}

ag\_uswarehouse05 {dcfaa06f-1588-4e00-9380-9e1aad009eec} (FSX only!)

ag\_usfactory02 {b9dc3ae1-5c5f-4149-95d8-2b101aacce2c} (FSX only!)

ag\_uswarehouse01 {92e6598a-77aa-4e62-ac97-b60b493a8962} (FSX only!)

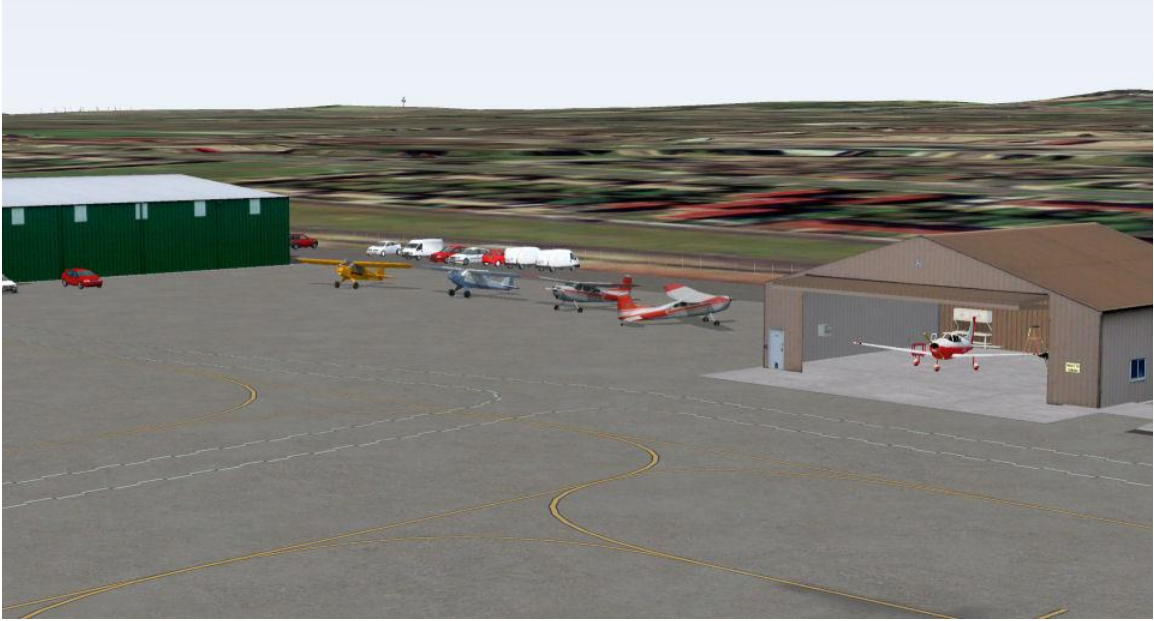












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