

# **EGTG Bristol Filton N51 31.17 W002 35.45**

## **For Flight Simulator X**

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

Bristol Filton is operated by BAE Systems Aviation Services Ltd.

"Opened in 1910 Bristol Filton Airport has been the birthplace of many important and exciting aviation projects such as the Bristol Freighter, Bristol Fighter, the Britannia and of course Concorde."

For more information about the airfield please visit the Bristol Filton Web Site at:  
<http://www.bristolfilton.co.uk/>

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 1 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>

To enhance this package it is particularly recommended that you download "Avonmouth"  
(Master file with two updates) again from [vfraddons.co.uk](http://www.vfraddons.co.uk):  
[http://www.vfraddons.co.uk/vfrtable\\_view.php?CountySearch=Somerset](http://www.vfraddons.co.uk/vfrtable_view.php?CountySearch=Somerset)

Detailed file listing at end of this document.

### **Copyright and Distribution**

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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 John Brain for his assistance whilst testing this airfield.

### **DISCLAIMER**

Use of this software is entirely at your own risk. If you do not accept responsibility for any and all damage that may result from 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**

- (a) Use the auto install programme which came with this document or
- (b) Expand into a temporary directory then move them into your ?:\Program Files\Microsoft Games\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery\Scenery

The file traffic\_filton\_fsx.bgl is an optional AI aircraft file built to loosely represent the traffic movements on a daily basis. This has been based on published data at 06/09/2007

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. Filton EGTG.bgl - (airport file)
2. cvxEGTG\_Filton.bgl - (airport flatten file)
3. EGTGscenery.bgl - (Primary Scenery file)
4. EGTGscenery2.bgl - (Secondary Scenery File)
5. Traffic\_Filton\_FSX.bgl - (Optional AI traffic File)
6. Readme file – (txt. File)
7. PDF ReadMe File - (This File)
6. File\_ID.diz

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\*\*\* SCENERY FILE EGTGscenery.bgl\*\*\*

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

Addon Scenery\Static Objects Library\scenery\add\_dwag\_hangers.BGL  
Addon Scenery\Static Objects Library\scenery\ExtraObjects.BGL  
Addon Scenery\Static Objects Library\scenery\add\_lenshanger\_1.bgl  
Addon Scenery\Static Objects Library\scenery\add\_SeevKahn.BGL  
Addon Scenery\Static Objects Library\scenery\IndustBuildingsLib.BGL  
Addon Scenery\Static Objects Library\scenery\add\_lenshanger\_2.bgl  
Addon Scenery\Static Objects Library\scenery\MaintenancePlatforms.BGL

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

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

{11566324-437f-42e5-9f1d-ae04fbbcd82}  
{ed8ec0be-7cdc-4ac1-8513-31acbb9adf16}  
{e05366d9-0f97-4017-9c05-4f43b76a5b95}  
{281b7d30-6075-43ee-8c8a-18e77061c069}

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

VEH\_Land\_car\_compact2\_red {7aa101c5-ab81-4af4-ba18-2a0d3af0d067} (FSX only!)  
VEH\_Land\_car\_compact2\_white {af46cd79-b08a-4b8e-ad0d-1d2568ad1db9} (FSX only!)  
VEH\_Land\_car\_compact1\_red {954e43b5-000d-45e8-8dd8-7fffabd313f3} (FSX only!)

Scenery\Global\scenery\vegetation.bgl:

veg\_tb\_Elm1\_19m {458eb040-3985-4505-85bd-8291f94adab2} (FSX only!)  
veg\_tb\_Chestnut1\_14m\_sp {5b708b74-65b2-4468-be31-84a2ccc2b883} (FSX only!)  
veg\_tb\_Chestnut1\_18m\_sp {24f0461f-e688-4633-a4ce-3f94ad722860} (FSX only!)  
veg\_tb\_Oak1\_22m {55188d41-b20e-4693-ad77-4821400ac7b8} (FSX only!)  
veg\_tb\_Sycamore\_20m\_sp {9564fcbd-e9db-4087-b914-5f3ce9865208} (FSX only!)  
veg\_tb\_Sycamore\_29m\_sp {ea70cac5-96af-4ccd-bd4f-96e36ba2a35b} (FSX only!)  
veg\_tb\_Elm1\_21m {113431f5-1eed-47d3-a84c-97fce83ad7d9} (FSX only!)  
veg\_tb\_Chestnut1\_10m\_sp {294e92ae-50e3-4269-aba9-4add1383768f} (FSX only!)  
veg\_tb\_Chestnut1\_10m {ae221d1c-8660-418b-b45e-93f291d71d3c} (FSX only!)  
veg\_tb\_Oak1\_20m {6eb1c200-b9e5-4aab-ae08-994cd823d197} (FSX only!)  
veg\_tb\_Sycamore\_11m\_sp {3af5b78b-79ab-4b46-964e-beb696831419} (FSX only!)

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

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

Scenery\Global\scenery\autogen.bgl:

ag\_ussilo04 {a5b68a08-6f53-43f2-b0dd-c38b9ef79421} (FSX only!)  
agn\_farmbarngerman\_4 {ae985cf3-0603-44da-8e46-0c8bf7fe1995} (FSX only!)  
ag\_uswarehouse03 {c5193ec1-dff6-435f-86ed-25b3f6e3e9f2} (FSX only!)  
ag\_uswarehouse02 {3151fd7c-ddaa-4b2e-808f-1aed883e47d5} (FSX only!)  
agn\_warehsectkh\_4 {c853360b-508a-428c-b038-9a3490e5cab0} (FSX only!)

Scenery\Global\scenery\buildings.bgl:

gen\_cntrltowerbldg04 {7656aeef-406e-4465-a0f4-27023699538f} (FSX only!)  
gen\_cntrltowerbldg07 {fd17a2a6-180c-4c11-a463-65976f644691} (FSX only!)

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

{9c04ddfa-ff74-46ae-9b6e-5975bfec2f90}

Scenery\Global\scenery\airport\_objects.bgl:

gen\_hangar\_edwards\_A {4ecc195e-573d-4b26-be77-c151ac6512af} (FSX only!)  
gen\_hangar\_edwards\_B {10331b8f-e27b-4965-a7ca-4e4c23e7d476} (FSX only!)  
gen\_hangar\_edwards\_D {787eee91-f65d-45b6-8b13-3ffe07c2f8ad} (FSX only!)  
air\_ndb\_dmeshack {d5ee4aaa-9fe7-43d6-b0e4-195860aae99f} (FSX only!)  
AIR\_Fire\_Station\_Large {f4442333-bbe4-4156-95bf-2b25123afe97} (FSX only!)

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

GEN\_Plane\_Concorde {67055d79-5cd7-4cb8-8fa9-cbddba78fafd} (FSX only!)  
GEN\_Plane\_A380 {7e2f24bc-1835-43ef-8c28-714df1ae3b37} (FSX only!)

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

veh09 {d5560d11-4294-4fe7-a162-c033e5047a88}  
VEH\_Air\_TransBus\_Euro\_Silver {3ffe66af-d97f-4986-9fd8-6c0a1ca72a3b} (FSX  
only!)  
VEH\_Air\_FireTruck\_Euro {130cc312-b712-4335-85a6-e0cb5a5274e1} (FSX only!)  
VEH\_air\_firetruck {c545a2a4-e2ec-11d2-9c84-00105a0ce62a}  
Veh\_Air\_GroundPowerUnit {7825f7df-d949-42dd-93b7-cbebf985708c} (FSX only!)

Addon Scenery\Static Objects Library\scenery\add\_SeevKahn.BGL:

{751b9228-f68a-4b58-b899-07219c2e4f4a}

Addon Scenery\Static Objects Library\scenery\add\_lenshanger\_1.bgl:

{ec7cafab-1171-3eb1-51c4-6359855b6b9c}  
{ec7cafab-1171-3eb1-51c4-63597f5b6b9c}

Addon Scenery\Static Objects Library\scenery\add\_lenshanger\_2.bgl:

{7cb66e26-298a-a61a-69c0-deb10151685d}

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

{089dd7ed-3850-004a-8c1a-021bfff5106a}  
{089dd7ed-3850-704a-8c1a-021bfff5106a}  
{089dd7ed-3850-a04a-8c1a-021bfff5106a}  
{9050fe5b-3e9d-4f36-8010-8090af80d1ab}  
{95aa348b-b522-4058-bc94-c13fde91954e}

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\*\*\* SCENERY FILE scenery2.bgl\*\*\*  
\*\*\* ADD-ON LIBRARIES USED \*\*\*!

Addon Scenery\Static Objects Library\scenery\autogen\_lib.BGL

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

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

VEH\_Land\_car\_compact1\_red {954e43b5-000d-45e8-8dd8-7fffabd313f3} (FSX  
only!)

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

VEH\_water\_cargoD {05d7e48b-e5e0-43f7-a79b-3e8062c10fff} (FSX only!)  
cargoB {fe2e607f-a1d1-490d-93c2-04665698e4cc}

Addon Scenery\Static Objects Library\scenery\autogen\_lib.BGL:

{ed13aa7f-37e4-4de9-ab36-a44cdf33d47b}

Scenery\Global\scenery\autogen.bgl:

agn\_warehsectkh\_3 {f745f6e0-102b-47a7-8c8b-2d164b84da36} (FSX only!)

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

VEH\_Air\_PickupEuro\_White {f4d81cc3-5fa3-41c8-968a-e17958f1f9b7} (FSX only!)

Fuel\_Truck2 {0627877e-8643-4436-8f91-b271f9b11b82}



LAT: 45.1° 31.23' LOH: W2° 35.43' ALT: 70.0 M. MSL Mag214 0.0 KTAS



Outside View  
Locked Cam  
0.40 Zoom





LAT: 55.1° 31.34' LOB: W2° 31.31' ALT: 360 M. MSL Mag274 0.3 KIAS



