

## Decimomannu Military Air Base (LIED) FSX Scenery V1.1

Located on the island of Sardinia, this Italian military airfield is used by NATO air forces for air-to-air and air-to-ground gunnery training.

### BASE HISTORY

The airfield was used by both the Italian Air Force and the German Luftwaffe during WWII for bombing raids on allied fleets in the Mediterranean. It was subsequently captured and used by the USAAF and the Free French Air Forces to attack axis targets in Italy and France. After the war, it became a preferred location for NATO gunnery training because of the excellent ranges, facilities and good weather. Simulated air warfare exercises are conducted in a manner similar to the "Red Flag" war games used at the ranges around Nellis AFB in Nevada, USA.



### INFORMATION

Location: N39 21.09 E008 58.35

ICAO: LIED

Elevation: 100 feet, 30.5 meters

Runways: 17R/35L, length 8565 feet, 2611 meters (length); 74 feet, 23 meters (width), asphalt.

17L/36R, length 9810 feet, 2990 meters (length); 148 feet, 45 meters (width), asphalt

### NAVAIDS

VORDME "DEM", 108.25 MHz, range 195 NM (use this navaid for TACAN approaches)

TACAN (default FSX navaid) "DEC", 108.00 MHz, range 195 NM - DME only

NDB "DEC", 331.0 KHz, 75 NM

ILSDME RWY 35R, "IIDN", 110.00 MHz, range 27 NM, course 347 Degrees, 2.8 degree glideslope

ILSDME RWY 17L, "IIDS", 110.10 MHz, range 27 NM, course 167 Degrees, 2.8 degree glideslope

## START LOCATIONS

There are 12 start locations, one on each runway and 8 others at various locations around the airport. The locations bear little relation to compass points. Instead, please refer to the "Start Locations" diagram for their positions around the airfield. There are three refueling locations. Both diagrams are in the "Docs" folder.

## INSTALLATION

1. First, uninstall from your FSX scenery library any previous versions of this scenery and then delete that folder.
2. Copy the unzipped "LIED\_FSX\_V1.1" folder into your Addon Scenery folder.
3. Activate your new scenery with FSX.



## NOTES

1. There are arming areas located at the north and south ends of the runway and they are marked with signs - see diagram in "Docs" folder.
2. **IMPORTANT:** Many buildings and trees are visible only at a scenery setting of "DENSE" or greater. However, this setting will place a severe impact upon frame rates unless you have a top end computer.
3. Flying Procedures – refer to the diagrams/plates in the "Docs" and "Charts" folder.

## CREDITS

Airport Facilitator X Version 1.0 by Flight One Software/Konstantin was used to make the ILS, VORDME, NDB, taxiways, ramps and to add airport border fences.

Microsoft Corporation, FSX - SDK and game.

SBuilder by Luis Sa for adding objects, flattening, autogen exclusion and photo real texture generation.

Paintshop Pro - Texture editing.

DXT 1 Bitmap Manipulator by Martin Wright for texture editing.

"Instant Scenery" by Flight One software to add objects.

GMAX by Discreet Software to construct signs, red tiled buildings, swimming pool and several other objects.

Objects: Lou Frost for the flag objects, Ron Jeffers for addon highway signs, Sidney Schwartz for flower objects, Len Hickman for the rotating radar, Bill Leaming for the ramp lights and Brett Delana for the large lookout towers.

Library Object Manager (LOM) by The ScruffyDuck Company and Jon Masterson for creation of the refueling areas.

## BETA TESTERS AND CONTRIBUTORS

It has been a real plus to have input from very astute and talented individuals. They have helped me improve the scenery package and work out "bugs".

Bill Mackay - Bill is an ex-USN test pilot and has extensive experience flying in the European theatre during the time period. Bill flew into this base numerous time while flying with the Italian squadron 41 Stormo.

Bob Irwin - Bob has extensive flight sim experience and a keen eye for spotting scenery "quirks" and helping me to fix them.

Hubert Peitzmeir - Ex-Luftwaffe F-104/F-4 pilot with extensive flight experience at Decimomannu.

Many thanks to those fine gentlemen

## VERSION HISTORY

V1.1 Changes ground textures for better frame rates. Adds some new objects.

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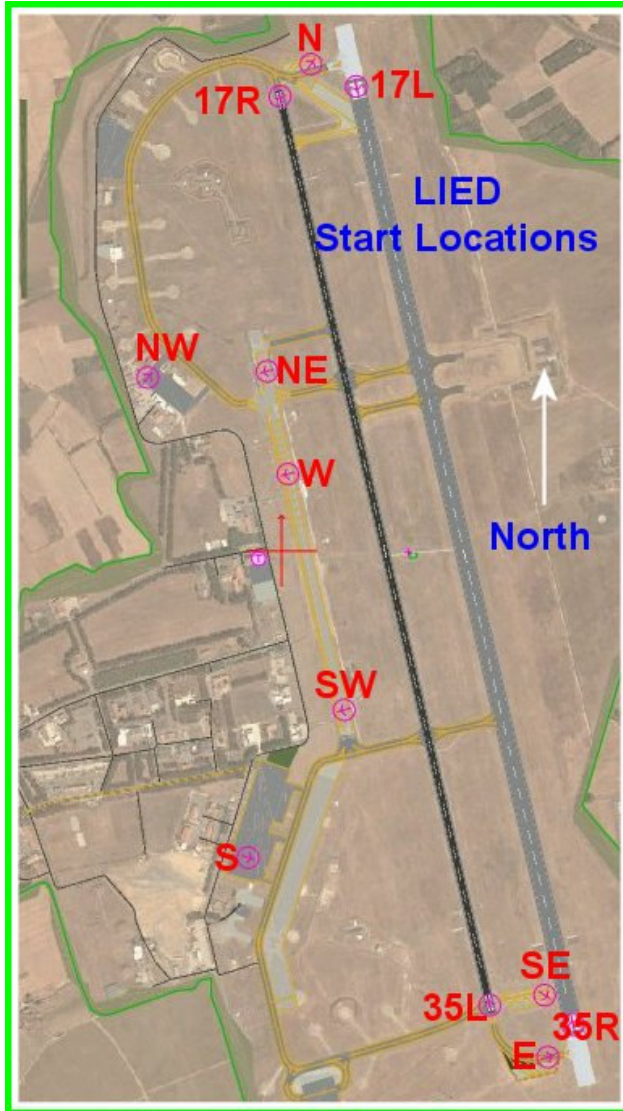
This scenery is released as freeware. However, it may not be distributed without my written permission.

Bob Hinckley  
[riptide@cfl.rr.com](mailto:riptide@cfl.rr.com)

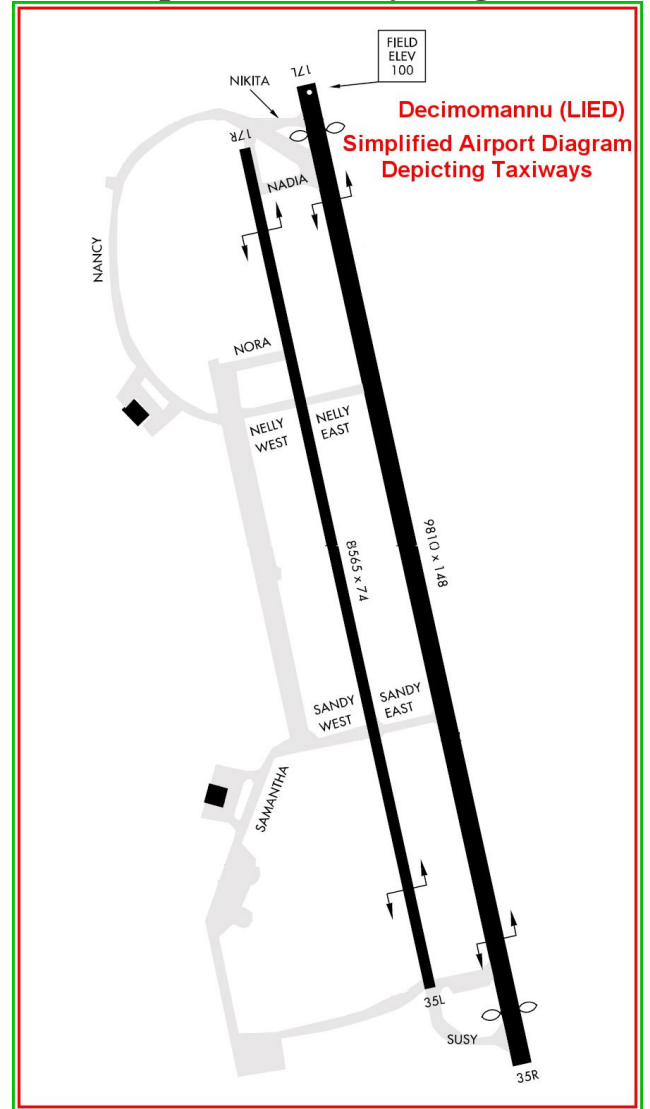


## APPENDIX

### Start Positions



### Simplified Taxiway Diagram





## Refueling Areas

