

RAF BARKSTON HEATH

By Stephen Legg & Keith Steadman



Introduction

Thank you for downloading RAF Barkston Heath.

This scenery has been made available to compliment Keith Steadman's RAF College Cranwell scenery for FS9

There are 2 Versions of Barkston, one for FS9 and the other for the various versions of FSX (FSX, SP1, SP2 and Acceleration)

Please remember Keiths Cranwell scenery is for FS9 only, but will work in FSX and FSX SP1. SP2 and accel have visual errors. So Cranwell could still be used in FSX sp1 along side the FSX version of Barkston Heath.

Please go to the Cranwell forum at http://www.ukmil.org.uk/e107_plugins/forum/forum_viewforum.php?59 to tell us what you think or just post a message.

About the Airfield

You can read the full history of the airfield at http://en.wikipedia.org/wiki/RAF_Barkston_Heath

Installation for FS9

Run RAF_BH.exe, select FS9 Version then follow the on screen instructions, make sure you browse to your main FS9 folder.

For example; c:/Program Files/Microsoft Games/Flight Simulator 9 all files will then be installed in to the correct locations.

Run FS2004, click Settings, Scenery Library, Add Area, then Browse to Addon Scenery/RAF Barkston Heath, click OK, and then Ok again.

Now restart FS2004 and go to Cranwell (EGYD), Enjoy!!

Installation for FSX

Run RAF_BH.exe, select FSX Version and follow the on screen instructions, make sure you browse to your main FS9 folder.

For example; c:/Program Files/Microsoft Games/Flight Simulator X all files will then be installed in to the correct locations.

Run FSX, click Settings, Scenery Library, Add Area, then Browse to Addon Scenery/RAF Barkston Heath, click OK, and then Ok again.

Now go to Barkston Heath (EGYE) Enjoy!!

Flightplans

AI Traffic files for Barkston are included in this scenery (for FS9 only); you just need to download the aircraft below to see them in the scenery. If you've download Cranwell then you may already have the Aircraft.

Other Downloads (Aircraft for AI)

The Firefly can be found, <http://library.avsim.net/download.php?DLID=82426>

Graphic Settings

FS9 only, Autogen must be on to see trees.

Global texture slider must be set to max otherwise some textures will appear blurry.

Credits

Many thanks to www.ukmil.org.uk

Discreet for Gmax

Arno Gerretson for his great object placer program

Station Badge at top of page from

<http://www.raf.mod.uk/structure/stations.cfm?selectStation=9DEBCF38-A177-BD39-2B6025914EB3CCD8>

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Many Thanks Stephen Legg & Keith Steadman