RED BULL AIR RACE COURSE

MONUMENT VALLEY, UTAH, USA

VER 0.5

**Details**

I have added the pylons for the race course, a control tower and a few tents and concession stands. I plan to later add more details such as some roads near the course, more buildings and some details for Oljato Airport. All these objects are default and come with FSX, thus you are not installing any new models or anything, so you need not be worried about a low frame rate.

**Recommendations**

I would highly recommend downloading the excellent program Google Earth; <http://earth.google.com/tour/thanks-index.html.> Go to [www.redbullairrace.com](http://www.redbullairrace.com) click “Race Calendar,” select “Monument Valley,” scroll down and select “Click here to start google earth map.” You can view all the race course details in its entirety. On your sidebar under “Places” ensure that monu\_valley\_005\_blau is check marked. Then click the play button. To view a PDF map of the area and track on the same screen select “Area Map.” You must have Adobe Reader installed to view PDF files. It can be downloaded here; <http://www.adobe.com/products/acrobat/readstep2.html> I would highly recommend a 38M mesh to use with the scenery, it is not necessary but you will not at all get the full effect or feel of being there or of the race course. If you do not install or have a 38M mesh the terrain will not be at its true and correct elevation, therefore neither will the pylons. You can still fly the course but it will not be as authentic. A free FS2004 38M mesh which will work for FSX for the entire state of Utah can be obtained from here <http://library.avsim.net/esearch.php?CatID=fs2004scen&DLID=46310>

Courtesy of FS Genesis

**Installation**

This zip file contains only one file needed to install the course into FSX. The BGL file named “RB Mon Valley Race Course,” must be placed into FSX/Addon Scenery/

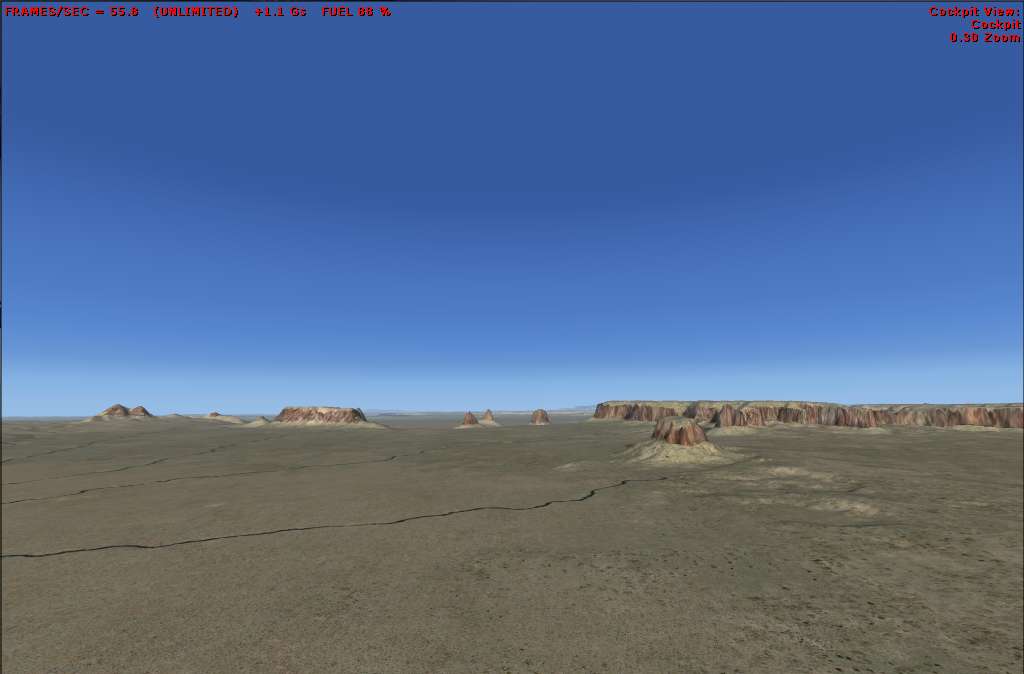
Doing the following will automatically load the scenery into FSX. Or you can create a new folder inside the addon scenery folder, name it scenery. IE FSX/Addon Scenery/RedBullAirRaceUtah/Scenery

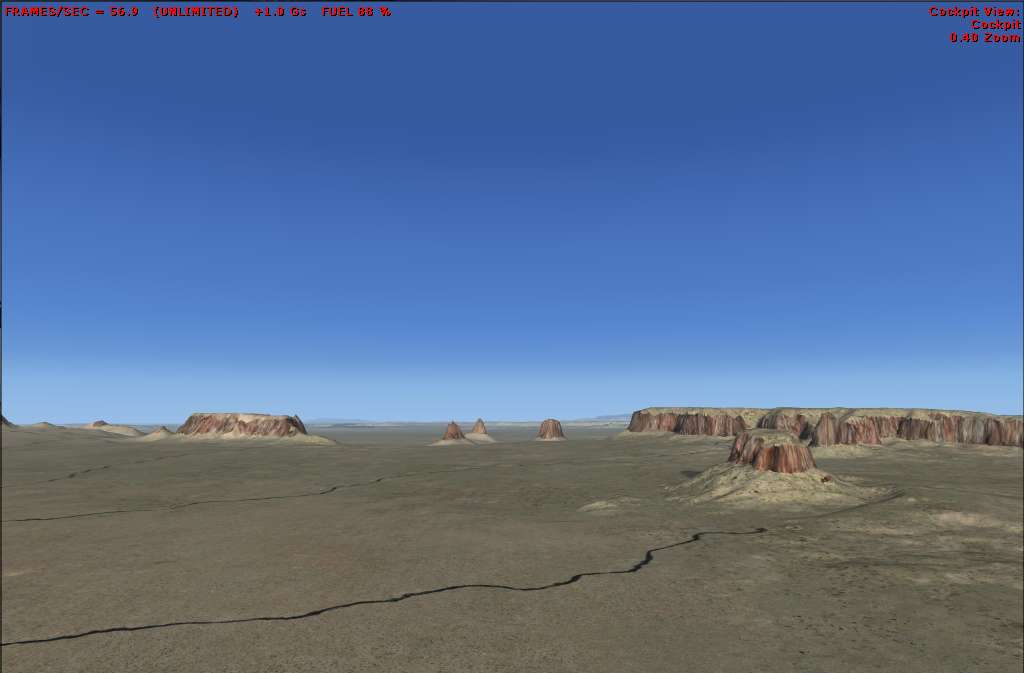
Place the bgl in the last folder. By doing that you will have to add the scenery file in the FSX Settings/Scenery Library. Select “add scenery” and navigate to the BGL file.

**Getting There**

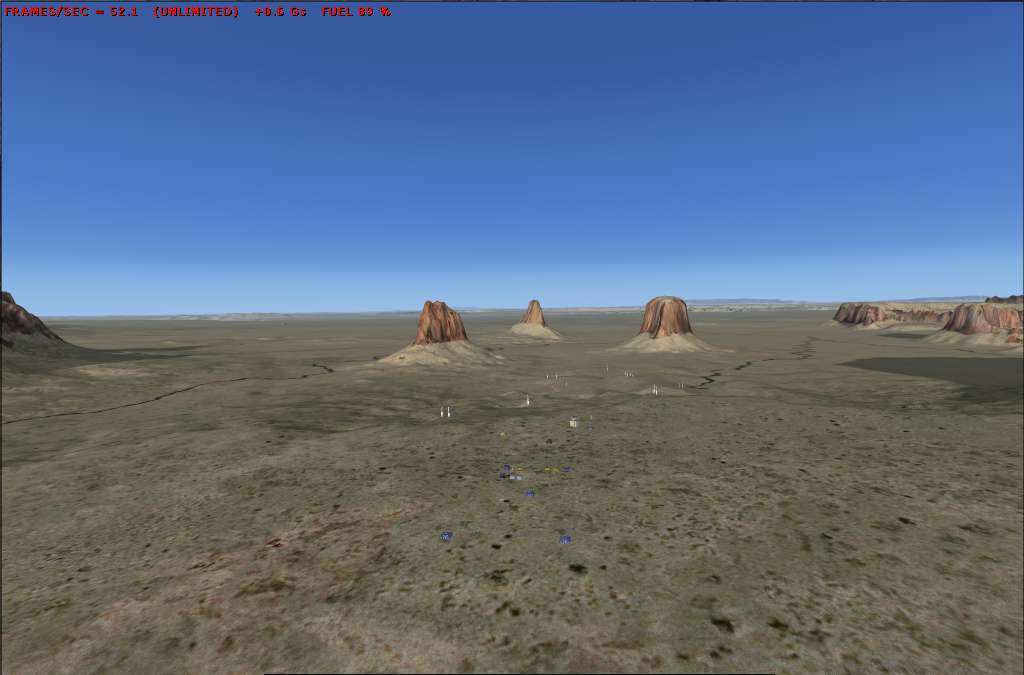
Go to Oljato Airport, ICAO code **05UT** in Utah, USA. [Click this link to see 05UT details](http://map.aeroplanner.com/mapping/chart/aptrpt.cfm?typ=APT&txt=oljato) Take off from runway 14. Make a standard 20 degree turn left to a heading of 090 degrees. Climb to appx 6600 ft. Flying the Extra 300s at max power should take you a little less than five minutes. Keep looking out your left hand side to locate the airport. Here is what you should see;

**Approaching from the west after takeoff**

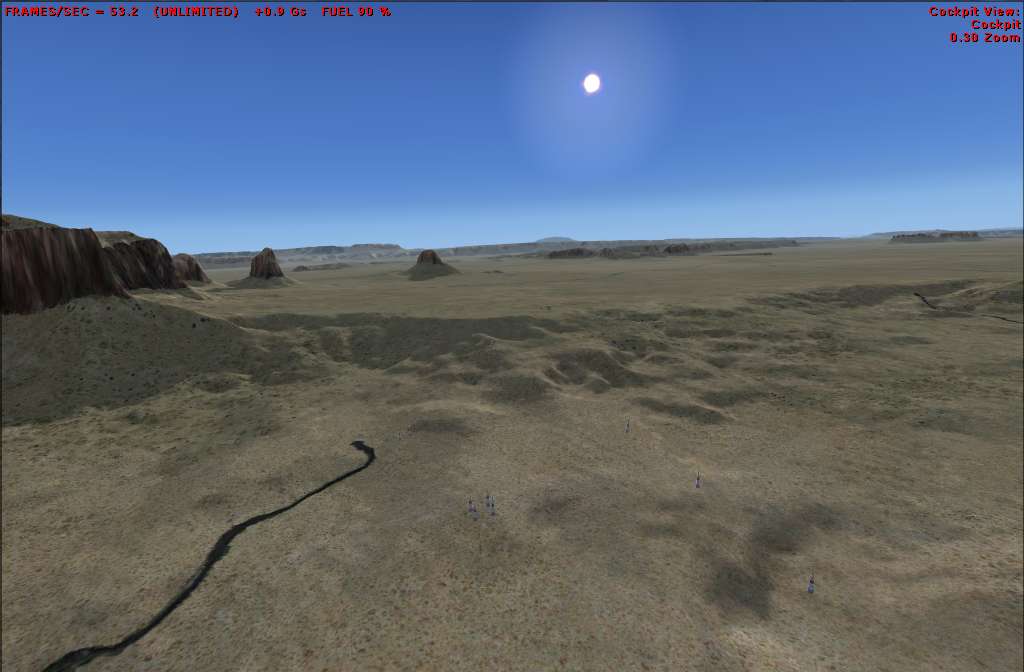
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**The Track viewed looking east**

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**The Track looking west**

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**Study the track map viewing the PDF and/or Google Earth!**

**Looking for people who want to create an online air racing community, if you have any skills, programming, html, modeling, painting, scenery design, ATC skills, and you want to contribute please email me!** [**mailto:Seria17hri11er@bellsouth.net**](mailto:Seria17hri11er@bellsouth.net)

**Enjoy!**

**-Nick Mathews**

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