

Documentation of the scenery for Microsoft® Flight Simulator FS2002, Saxon_v23_uk (Revision 1.2, date 2003/01/15)

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1. Changes for the releases

Saxon_V23 Beta (2002/12/31)

Saxon_V23 R1.0 (2003/01/02)

- this documentation is available at <http://www.edoh.de/fs/>
 - the install wizard creates a automatic entry in the *scenery.cfg*
 - the file *version.txt* has been added
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Saxon_V23 R1.1 (2002/01/06)

- Airfeeld Mohorn enhanced night views
 - bug fix in docking system at EDDP
 - new *edoh_sax.txt* for AI-traffic
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Saxon_V23 R1.2 (2002/01/15)

- Bridges added in Dresden
 - AI-Traffic added for Saxonia with one more airplane Dash8 in German livery
 - AI-Traffic AN-2 changed because air-file problems
 - Control tower adopted in EDOH with more reality
 - scenery tested with *BGLTST.exe* and small bug fixes
 - all bgl's compressed
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2. Copyright

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3. Disclaimer

the present freeware - package has been carefully tested. But we are not able however to guaranty against damages of soft- or hardware at your systems. About questions and problems regarding our data we are continually ready for suggestions or help.

4. Installation

The installation starts by a double click at the *saxon_v23_uk.exe*- file. An installation routine is started doing all necessary work. The files are stored to the path *fs2002\addon scenery\saxon_V23\xxxx*. You can alter this path later, but for the first time it is necessary to give the installer the chance to copy the files to the right folders (e.g. LandClass file *lcsaxonbgl* and other). At the end of the procedure the Afcad - entries are made to *scenedb\afdf\files\leunwafd.bgl* and the scenery is registered in the *scenery.cfg*-file automatically. The original files are backup as *eunwafd.bak* and *scenery.bak*. This is for having the possibility to restore the original status (see also reinstallation). A new texture file is copied to *scenedb\world\texture\riversu.bmp* in order to enhance the river-textures. The original file is backup as *riversu.ori*. The automatic installation has been tested under Win98. With other operating systems still exists no experience. If the intention exists to alter the scenery path after a successful installation you can do so without any problems. But ATTENTION: After doing that an automatic reinstallation is not more possible.

If the installation has been done into a false path, then arise in the result the following folders outside of the FS-root directory:

\Effects , \Texture, \Scenery, \Scenedb, \Aircraft, \Afcad

In this case it is recommended to reinstall the scenery immediately by help of the Uninstall-tool at windows Start-menu-saxon_v23 to spare a lot of copy work. A batch files installs the AFCAD - data *eddc_sax.txt*, *eddp_sax.txt*, *edoh_sax.txt* and announces the scenery at *scenery.cfg*. These data sets and the necessary programmes are listed at *FS2002\Afcad*. You can delete this folder because these data are not more needed. Now the FS2002 can be started and you can choose on of the airports EDDP, EDOH, EDDC, EDAG etc. as your start point.

5. Scenery area

We deal with the scenery area of N50° to 52° and E12° to 14° since many years

except the N50-51 E12-13 with the town Chemnitz in the middle. We will do so further on too. The LandClass-file is an exception (see chapter LandClass). The following airports (ICAO codes) are situated within our scenery area: EDAD, EDBO, EDOD, ETSH, EDAQ, EDOX, EDAW, EDAS, EDBQ, EDDP, EDCT, EDBZ, EDOQ, EDAU, EDAK, EDDC, EDCH, EDAJ, EDAC, EDOH, EDAR, EDBI, EDCJ, EDOT, EDAG.

6. Aeronautical Charts

The required aeronautical charts for the navigation around the airports EDDC and EDDP can be downloaded as pdf-files from IVAO DE - International Virtual Aviation Organization German Division under <http://main.iviao-de.org/>. The SID's (Standard Instrument Departure Routes) and STAR's (Standard Terminal Arrival Routes) for both airports are also available at this URL.

7. Previous versions

There is no compatibility to previous versions of our scenery. The main reasons are new textures and changed co-ordinates of many 3D-objects. The following texture files can be deleted from your system if no other scenery uses these files:

- ABALDER.R8	65.536	24.07.99
- ABALDERF.R8	65.536	24.07.99
- ABALDERW.R8	65.536	24.07.99
- ABRAIL.BMP	66.614	31.01.00
- ABROAD.BMP	66.614	10.01.00
- ASDTREE2.R8	65.536	16.09.99
- DORF.BMP	88.479	09.09.99
- DORF_LM.BMP	88.479	11.09.99
- DORFF.BMP	88.479	09.09.99
- DORFS.BMP	88.479	09.09.99
- DORFW.BMP	88.479	09.09.99
- DORFN.BMP	88.479	11.09.99
- L-858B.R8	65.536	20.08.97
- L-858B-N.R8	65.536	20.08.97
- L-858L.R8	65.536	20.08.97
- L-858L-N.R8	65.536	20.08.97
- L-858R.R8	65.536	20.08.97
- L-858R-N.R8	65.536	20.08.97
- L-858Y.R8	65.536	20.08.97
- L-858Y-N.R8	65.536	20.08.97

8. AI-traffic

A folder *FS2002\aircraft* is created with an Antonov-2 aircraft for use together with AI-traffic. The folder *..\Saxon_V23\AI-Traffic* contains all necessary data and programs to create a special AI-traffic for Saxonian airports (TrafficTools Version 1.3.2 Lee Swordy). Please read the *Readme.doc* file for more information. The *flights.xcl* contains a summary of the new created flightplans.

9. LandClass

A new LandClass has been created for this scenery. We used the freeware-tool Landclass Assistant 1.3 - Copyright © 2002, John Cillis for this job. I have to thank John Cillis for his friendly and prompt help. We changed the landscape on basis of ICAO - aeronautical charts and according of our own knowledge of the real landscape. Every town or village has got a own texture point for VFR-

navigation. The AutoGen scenery has changed accordingly with a more European style. This is a compromise between a real landscape from an aerial picture and a high frame rate. Our goal was to achieve an acceptable frame rate also for users with frequencies of less than 1GHz by help of such a small file like the landclass one (*lc_saxon.bgl*, 6kB) with keeping the AutoGen in function. The unchanged parts of the landclass are further FS-standard. We recommend to substitute the fs-standard building collection for AutoGen against Autogen Building Textures (2) Europe released August 2002 of Gerrish Gray Copyright (C) 2002 G Gray. These textures are also available at our URL www.edoh.de/fs/.

10. AFCAD

The installation creates new locations for the parking positions at EDDC, EDDP and EDOH which are available also from the airport menu. The runway data and Nav aids have not been changed. That's why the fs do not create new airport entries. Also the AI-traffic is not influenced from our manipulations. We create a folder named Afcad in the FS2002 root directory. This folder contains the freeware AFInstaller with documentation (AFCAD Version 1.3.2 von Lee Swordy) and some related files. This folder can be deleted because it will not be used anymore. The files *eddp_sax.txt*, *eddc_sax.txt* and *edoh_sax.txt* are the source code for the parking positions which will be updated in future versions if necessary. But also these data are only used during installation process.

11. Textures

The package contains a new river texture **riversu.bmp** (Scenery New river texture by Holger Busekros), which is used for a better shape of rivers in Europe like Elbe. Who do not like this texture can remove it by renaming the file *riversu.bak* in the folder *scenedb\world\texture* to .bmp.

The new generated textures have been limited to the absolute necessary number. Most of them contain MipMaps and are stored in DX1 or DX3 type format by help of ImageTool.exe of FS2002-pro. We used the Bmp2000 Extended Bitmap Utility (c)1999,2000 of Martin Wright to create transparency effects. Our scenery does not need any other texture packages as the delivered ones and the fs-default.

12. 3D- Objects

Our 3D-objects has been created, compiled and linked only from source code with SCASM. Programs like Airport.exe we used only for placing some macros. By this way we prevent too excessive source code and overcome the limitations in the use of textures. By the way we believe that the high frame rate is also a result of this procedure. The following list contains a collection of our created 3D-objects within this scenery package.

Leipzig and environment:

EDDP airport with taxiway signs, old tower and new tower and a lot of further buildings (under development) and the Visual Docking Guidance System. the Völkerschlacht memorial, Main Station, New Town Hall, Old Town Hall, old Leipzig fair area, new Leipzig fair area, Ringmessehaus, Uniriese, Opera, Neues Gewandhaus, Nikolai church, Thomas church, Hotel Intercontinental, Brühl, Hochhaus der Sächsischen Landesbank, Alte Börse, ehem. Reichsgericht, Leipzig- Grünau, "Rundling" - Leipzig OT Lößnig, Bavarian

Station, MDR Sendegebäude, Gasometer north and south, Central stadium with Sportforum (former DHfK), Waldstraßenviertel, power stations Lippendorf (near Zwenkau), Vockerode (near Dessau), Kulkwitz (near Markranstädt), Thierbach/Espenhain (near Borna),
Sendeanlage Wiederau, downtown of Markranstädt, Coswig, Delitzsch, Dessau, Krostitz, Taucha and Zwenkau

Dresden and environment:

EDDC-airport with taxiway signs and all main buildings around as well the Visual Docking Guidance System.

Zwinger, Semper opera, Hofkirche, Castle, Frauenkirche, World Trade Centre, Taschenberg Palais, Marien bridge, Augustus bridge, Albert bridge, Blaues Wunder, Tele tower.

Freiberg and environment:

Airfield EDOH,
the historical old downtown with all buildings, industrial area Muldenhütten, mine Reiche Zeche and mine Alte Elisabeth

In the whole scenery area we placed a lot of towers and chimneys with animated smoke by help of fx-technique. This smoke is representing the wind strength and the wind direction of the actual loaded weather data.

13. 2D-Scenery

2D-scenery we did almost without plane area like streets, lakes, railways and rivers except the river Elbe within Dresden. The reason is that the AutoGen disappears in a wide range around in case of new created streets etc. The second reason is that a more suitable technique to integrate the 2D-objects into the mesh is not available for us till now. Lets see next version and the MS-SDK.

14. Effects

As mentioned above we created some new effects.

- *fx_turm.fx* (very strong smoke for power stations)
- *cntrl_turm.fx* (Control file for this)
- *fx_rauch.fx* (Chimneys smoke)
- *cntrl_rauch.fx* (Control file for this)
- *fx_zwinger.fx* (small fountain)
- *fx_zwinger1.fx* (big fountain)
- *cntrl_zwinger.fx* (Control file for this)

These files are situated at the Effects-folder of FS2002. These data can be used also from each other developer for his sceneries. The MS-SDK 2k2 has the help and the necessary tools for this. The effects will be activated by the correlated bgl-files of the scenery-folders.

15. Reinstallation

The installation routine creates a reinstall routine at Windows start menu - programs - Saxon_V23 – Uninstall Saxon_V23. This program removes Saxon_V23 from your PC. Some of the data can not be deleted automatically from technical reasons:

- *scenery.cfg* (with new entries of Saxon_V23/EDDP, EDOH and EDDC)

- scenery.bak (backup of the previous situation)
- scenedb\world\texture\riversu.ori (original)
- scenedb\lafdfiles\scenery\earnwafd.bgl (with the new parking positions)
- scenedb\lafdfiles\scenery\earnwafd.bak (previous situation)

You should uncheck the enable box in the scenery world menu first before reinstalling Saxon_V23_uk. You can also rename the scenery.bak in scenery.cfg to restore the old conditions. The same procedure you should do with earnwafd.bak in earnwafd.bgl and riversu.ori in riversu.bmp. After this the Saxon_V23 is removed completely.

16. References and acknowledgement

The source code has been compiled with SCASM of Manfred Moldenhauer. Static planes has been used from Mr. Robert Palmer (robtplmr@dstream.net) or (robtplmr@qwest.net)

The LandClass was created with Landclass Assistant 1.3 - Copyright (C) 2002, John Cillis jcillis@hotmail.com

The textures have been manipulated with Bmp2000 Extended Bitmap Utility, (c)1999,2000 Martin Wright, Dxtbmp v4.00.45 Copyright ©1999,2000,2001 Martin Wright.

3D-objects have been controlled by help of DP-3DV Scenery 3D-Object Viewer of Masakazu Irie

The AFCAD Version 1.3.2 of Lee Swordy 2002 has been used.

The ChangeCFG-exe has been created of Andreas Herold, a good old friend of mine.

TrafficTools Version 1.3.2 Lee Swordy Swordy@rogers.com

AI-Flieger Antonov-2: Copyright Vladimir Zhyhulskiy - 20.11.2002

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17. Known problems and FAQ's

For users of the **GAP-sceneries** (German Airports) only:

If you want to use this scenery further on together with Saxon_V23 please remove the following files after a successful installation of Saxon_V23:

- Saxon_V23\eddp\scenery\eddp_2k2.bgl
- Saxon_V23\eddp\scenery\eddp_Excl_2k2_01.bgl
- Saxon_V23\eddc\scenery\eddc_3D.bgl
- Saxon_V23\eddc\scenery\eddc_Excl_2k2_01.bgl

(Thanks Lutz Fischer for his investigations)

Sorry again for our simple kind of English language
The Authors