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## 1. Introduction

**Thank you for installing the RAF Honington scenery package for Fs2004 only. It has taken just over a year from the idea, to the release of this scenery. There has been hundreds of hours of work put into this project, and all being done as my first ever scenery, it has all been a giant learning curve. I have had two of the best scenery designers in the FS world to help me on my way, John Young and Stephen Legg. Without their help, encouragement and some great tutorials, it would not have been possible.**

**It has not been easy to collate reference pictures/photos of this airfield due to lack of flying activities at this now quiet corner of the Suffolk countryside, but the station is by no means quiet on the ground as it is home to the RAF Regiment.**

## **2. Licence Agreement**

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**Hardened Air Shelters, Early type and Later type are the property of John Young and Ian McCartney respectively, and the Gate Guard Buccaneer is the property of the Gaffer-UKMIL. They are not to be used outside this RAF Honington add-on without express permission of John Young ,Ian McCartney and the Gaffer.**

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**Many thanks, Phil Fisk  
Phil\_ Ukmil.org.uk**

### **3. Installation**

**To install this scenery, unzip the file into your preferred location. Copy the RAF Honington folder into your main Flight Simulator 2004 \ Addon scenery folder. Start FS2004, and go to Settings\ Scenery Library. Click Add Area, browse to Addon scenery\Raf Honington, and click OK. Click OK and the close FS2004. Restart Fs2004 and go to Honington in the UK airports list.**

**You will also require if you don't already have it installed, MATTS Trees VOL 4 (IV) installed. This is available at AVSIM.com file name [matts\\_trees4\\_broadleafs&conifers.zip](http://library.avsim.net/sendfile.php?Location=AVSIM&Proto=ftp&DLID=87290)  
<http://library.avsim.net/sendfile.php?Location=AVSIM&Proto=ftp&DLID=87290>**

### **4. Credits**

**Thanks to John Young for the use of the Early type HAS on the east end of the airfield, for the RAF Foam tender, for the fences used in the perimeter and bomb store areas, and for the use of some of his textures.**

**Thanks to Ian "Rocket26" McCartney for the use of the later HAS in the west of the airfield.**

**Thanks to Stephen Legg, and John Young for some fantastic tutorials on scenery design.**

**Thanks to the Gaffer at UKMIL for the excellent AI Buccaneer and for the use of the model to convert to scenery object for the gate guard.**

**Thanks to all the above again for your help with beta testing and problem solving.**

**I dedicate this scenery pack to the above mentioned. Thank you.**

**Thanks to Discreet Software for the brilliant Gmax program.**

**Thanks to Rob, UKMIL for converting the PDF file.**

**Enjoy**

**Phil Fisk**

**UKMIL**