

Hua Hin Airport (VTPH) for fs 2004

Prachuap Khiri Khan, Thailand

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Hua Hin is a famous beach resort town in Thailand about 200 km south of Bangkok. It is one of eight districts (Amphoe) of the Prachuap Khiri Khan province.

Hua Hin is closely associated with the Thai royalty. After the building of southern railway, Hua Hin became the first and most popular beach resort of Thailand. In 1921 the Railway Hotel was built close to the beach. King Rama VII liked the place so much that he built a summer palace there. The palace was named Wang Klai Kang Won ('Far from Worries'). It is now the full-time residence of His Majesty the King of Thailand.

Thailand's royal family and especially former kings were the first to set this location on the map as the original seashore destination in Thailand. The 5km long beach itself is pretty and the sea is relatively clean. Besides just sunbathing snorkeling and swimming, it is the place supporting attractions and activities such as golf, spas, caves, peaks, waterfalls, shops, seafood and nearby national parks.

Hau Hin Airport

This is a small airport in Hau Hin located near the seashore. The runway is 2100 m. long and 35 m. wide. The unique aspect of this airport is that there are road and railway tunnels travelling underneath. The airport is near

Bangkok, just only 2 hr. by cars, so traveling by airplane is not so popular. SGA airline once had flight schedule to this airport but now is already cancelled.



Hau Hin Airport Scenery

In flight sim world, this airport is very beautiful nearby the sea and some mountain in the back ground. There are so many buildings in the airport and surrounded by condos. Actually this project was made by www.thaiflight.com but things didn't work out as it should the link here is what thaiflight had done to collect all the information;
<http://www.thaiflight.com/mach/modules.php?name=Forums&file=viewforum&f=60>. I decided to take over this project and do it during my niche free time during working hours. So it took me 4 months to accomplish this scenery.

Lots of people helped me with the pictures and information. Thanks to them. You can take a look how it was done by this post:

<http://www.thaiflight.com/mach/modules.php?name=Forums&file=viewtopic&t=35650&start=0>

Installation

You need to completely delete any other versions of this airport including AFCAD files. Unzip this file in to FS9/Addon scenery and go to scenery library and add it as usual.

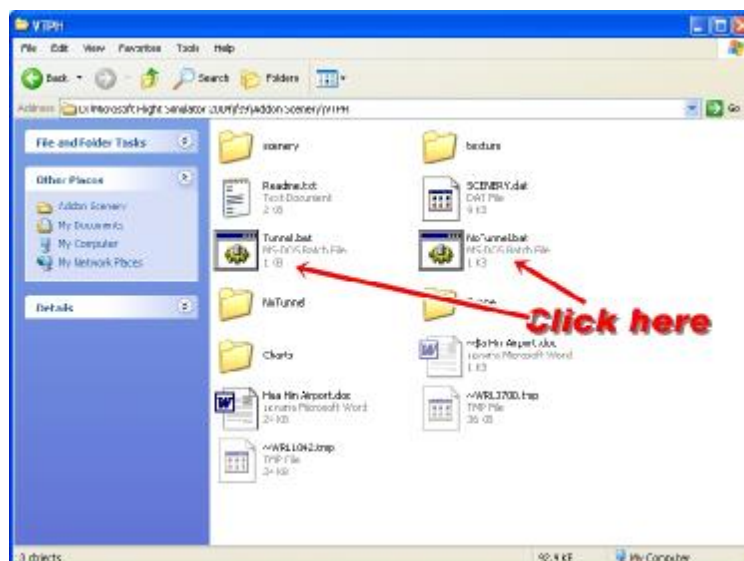
You have to put some files in default file folder to FS9/Scenery/asia/scenery, back up before you overwrite files if you wish.

Put landclass files in to landclass folder (The scenery folder that there is no texture inside). Enable landclass as usual scenery but landclass should be less priority than the VTPH scenery.

If you don't have FSUIPC.dll, you should have one in Module folder. And you need to have terrain mesh in this area. You can search from AVSIM.com.

Features

1. I made this scenery in two versions. The default version is "tunnel" version made by gmax slope and runway. The train and traffic travel through the tunnels underneath the runway and slope. For some reasons the gmax slope is not perfect. The custom ground texture is flickering in some angle of view. I have made another version if you are not satisfied with the default. The second "no tunnel" version, the gmax slope and runway was made by ground polygon in fs2002 style, is free of flickering and perfect for visual. Unfortunately, the ground poly cannot hide the traffic and tunnels below. You can switch them by clicking at "tunnel" and "no tunnel" batch files before you start FS9.



2. Almost all the hangars have animated doors. You can dial NAV2 frequency to 112, 113, 114 to open the hangar as this figure. Moreover you can park at parking 112,113 and 114 to correspond to the freq.



3. Charts are included in the Charts Folder. You can take a look at them but some way points are not exactly correct as chart. There will be separated download for the approach code later (if I have enough time).
4. Frame rate is very good for new computers. My seven-year-old one can run this scenery with some 10+ /sec. I made LOD for almost all of the buildings.



5. Custom ground texture and taxi line are made over the satellite-picture-ground poly. So the resolution is much better than the default texture. However, this area is not flat. I have to make terrain by myself and it is not perfect. So you might have some visual problem in some area that is not on the same level such as light poles on the streets and the traffic will have shadow to the level of airport default, 18.9 m instead of ground level in that area. So you might need to turn off shadow casting.



6. In FS9, the runway needs to have only one height level. This airport is 18.9m published height. The real airport has 6 m height at beginning of runway 16 (seaside end). So I need to use 18.9 m for the whole runway and airport which lead to some weird sea nearby the runway. I tried to cover it up with some LWM polygon but you can still see some step change on the sea shore. Never mind, you never stroll on this shore in FS9 anyway.
7. Photoscenery of Hau Hin town is included. You can fly quite wide area around the town. Please take a look at the chart where the prohibited area is, that is the King's palace.





Where to go and what to see?

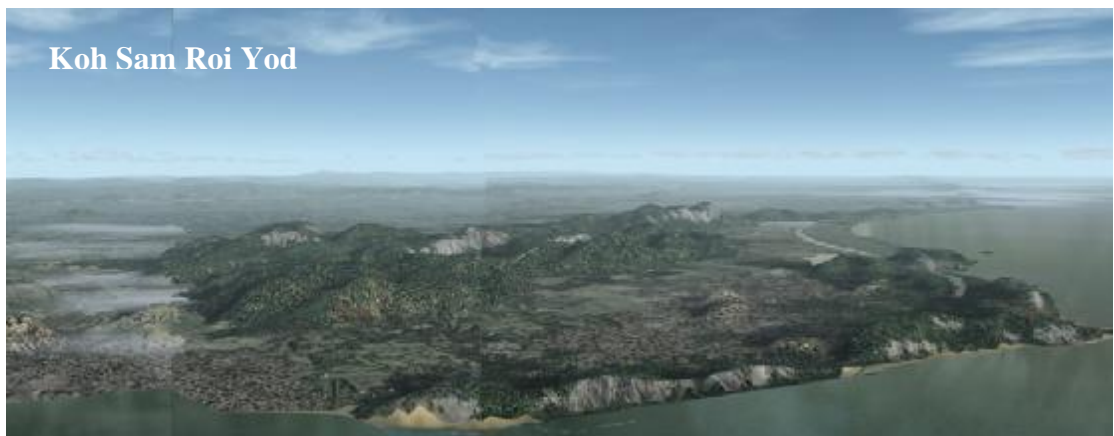
This scenery is good for VFR flight. There is some area you might want to look around.

1. Kaeng Krachan Dam Take off from rwy 34 and set your heading to 320. It will take around 20 min. (25nm) to go there. It is quite beautiful with lake and surrounding mountains.





2. Pranburi Dam If you are already at Kaeng Krachan Dam, you may wish to explore more. Heading to the south and go to Pranburi Dam. You can use your GPS to guide you. It is about 19-20nm on 240 radial from HHN VOR.



3. Koh Samroi Yod. This is a national park nearby the sea. You adjust your heading to 013 from Pranburi Dam and fly about 10 min. You'll see the peaked mountains. It is on 180 radial of HHN VOR, about 25 nm. Now it's time to head back to VTPH.

You might wish to download AI for this airport, please go to this link
http://www.thaiflight.com/download/msfs2004/aircraft/ai_thai_royal.rar

Acknowledgements

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AFCAD made by biggs, Pariwat Lordngern.

Some suggestion and help with airport light using Scasm.exe from fsthai, Krit Thivavarnvongs.

Thanks to FSdeveloper.com that help me with gmax slope and invented so many tools.



**Hope you enjoy the flight and thank you for downloading my scenery.
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