

**X9AN RAF Andreas (Isle of Man)
N54 37.10 W004 42.35
For Flight Simulator X**



Dedicated to all those men and women, of all the armed services, past and present who serve to protect us.

Operational with the RAF between 1941 and 1945. The airfield is now primarily used for gliding.

Not included in the original FSX list of UK Airfields.

These files are specifically for FSX using Horizon GenX Photo scenery and included mesh. They have not been tested using default mesh or any other mesh. They may look OK and work OK with other scenery packages and mesh, if they do fine, if not, sorry, I am not going to customise further.

Required Scenery

Horizon GenX Photo scenery volumes 3 together with GenX Mesh

These files may also work with VFR Real Scenery; however, this has not been tested and may give odd results. It will not function with FS9

Recommended complementary scenery, (download separately): -

In order to use the included "scenery" .bgl(s) you should have installed: -
Scenery/Object Files from the Runway12 library available on Avsim and Flightsim.com
and the UK add-on scenery library available at <http://www.vfraddons.co.uk>
Detailed file listing at end of this document.

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This scenery was made using FSXPlanner by zbluesoftware® FSX_KML by Innova Software®, and Google Earth®.

My thanks to all those who worked to produce the software and for making it freely available. Without you people I wouldn't have been able to do 'my bit'.

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HOW TO INSTALL

Expand the files into a temporary directory then move them into your ?:\Program Files\Microsoft Games\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery\Scenery\

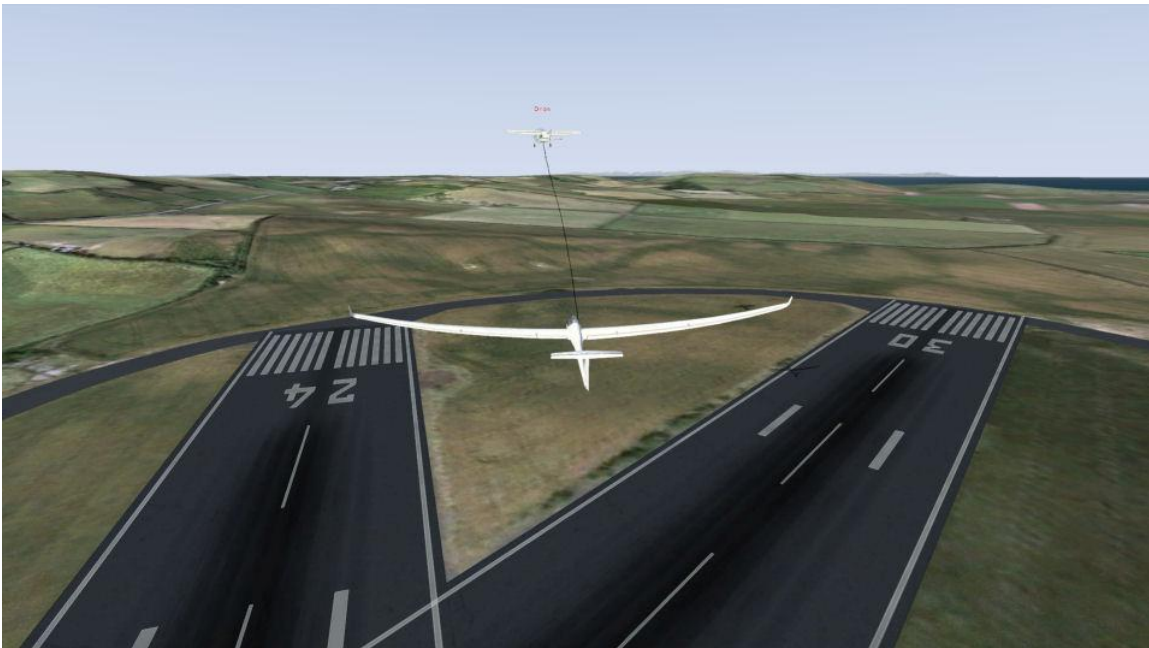
The file traffic_filton_fsx.bgl is an optional AI aircraft file built to loosely represent the traffic movements on a daily basis. This has been based on published data at 06/09/2007

To remove this scenery just delete the files as listed. DO NOT delete the Scenery directory as this is integral to the working of Flight simulator X

What's in this file

The following files are included: -

1. Andreas X9AN.bgl (airport file)
2. cvxAndreas.bgl (airport flatten file)
3. Andreasscenery.bgl (Primary Scenery file)
4. Readme file – this file.
5. PDF ReadMe File (Further information)
6. File_ID.diz



LAT: 55° 22.97' LONG: 0° 25.25' ALT: 255 M. MSL Mag157 0.0 KIAS





LAT: 54° 22.41' N, LONG: 0° 25.45' W, ALT: 29.4 M, WSL: 0.0 KIAS



LAT: 54° 21.54' N, LONG: 0° 21.00' W, ALT: 292 M, WSL: 0.0 KIAS





 *** SCENERY FILE ***

*** ADD-ON LIBRARIES USED ***

Addon Scenery\Static Objects Library\scenery\add_dwag_hangers.BGL
 Addon Scenery\Static Objects Library\scenery\add_SeevKahn.BGL
 Addon Scenery\Static Objects Library\scenery\Statics1LibFSX.BGL
 Addon Scenery\Static Objects Library\scenery\Objects01_lib.bgl

*** LIBRARY MODELS USED ***

Addon Scenery\Static Objects Library\scenery\add_dwag_hangers.BGL:

{ccea2b11-9b8e-498f-9014-28c85bed2ec4}

Scenery\Global\scenery\vehicles_land.bgl:

VEH_Land_car_compact1_red {954e43b5-000d-45e8-8dd8-7fffabd313f3} (FSX only!)

VEH_Land_car_midsize1_white {faca490a-e9ad-4fdc-b3cd-4a8101c35e14} (FSX only!)

VEH_Land_car_minivan1_white {8141627b-55f3-4019-8190-93c3bf2d56a6} (FSX only!)

Addon Scenery\Static Objects Library\scenery\Objects01_lib.bgl:

{621602d5-0567-cb69-23e4-ebae97c63355}
 {621602d5-0567-cb69-23e4-ebae9ec63355}

{621602d5-0567-cb69-23e4-ebae93c63355}

Scenery\Global\scenery\vegetation.bgl:

veg_tb_Chestnut1_10m_sp {294e92ae-50e3-4269-aba9-4add1383768f} (FSX only!)
veg_tb_Chestnut1_14m {7ba21ac2-417f-43bc-a9d7-3362132823f3} (FSX only!)
veg_tb_Oak1_22m {55188d41-b20e-4693-ad77-4821400ac7b8} (FSX only!)
veg_tb_Chestnut1_10m {ae221d1c-8660-418b-b45e-93f291d71d3c} (FSX only!)
veg_tb_Chestnut1_20m_sp {f4f7cedd-d4e1-471c-a02d-49cf3293a9e9} (FSX only!)
veg_tb_Elm1_19m {458eb040-3985-4505-85bd-8291f94adab2} (FSX only!)

Scenery\Global\scenery\autogen.bgl:

ag_barn_3 {f214ae09-5de8-4ab1-bc22-5a3a210c7b75}
ag_cob_house {2703bda7-a685-4152-9f70-1cefe40bdcca}
ag_uswarehouse08 {61e33e19-8732-46e6-a025-1062a4280dc0} (FSX only!)
agn_farmbunkhouse_3 {6cb3b7bb-fb2c-4a93-8c5f-af6d0fcc8dd} (FSX only!)
ag_barn_4 {682406ce-2e8b-48e8-833e-affad1df3ca2}

Addon Scenery\Static Objects Library\scenery\Statics1LibFSX.BGL:

blueblade {5edd7c79-33a5-4ac6-abe4-b4ce59df797f} (FSX only!)
yellowbladeblade {5baf2fcb-891f-47dc-981c-45097acb2854} (FSX only!)

Scenery\Global\scenery\buildings.bgl:

gen_cntrltowerbldg05 {3e1611b3-ab5a-4eac-ac41-f4f30c25806d} (FSX only!)

Scenery\Global\scenery\vehicles_aircraft.bgl:

GEN_Plane_Schweizer2_bluestripe {981a973c-c8e1-4ddd-8243-fab2c25af17a} (FSX only!)
GEN_Plane_Schweizer2_maroonstripe {85a91fab-9172-4d73-a779-c7a7a7b9721a} (FSX only!)
GEN_Plane_Schweizer2_orange {1bc5722f-4b5d-4013-8a01-e88955490e96} (FSX only!)
GEN_Plane_Schweizer2_orngstripe {81135244-a307-4b0c-809c-3d64068df3de} (FSX only!)
GEN_Plane_Schweizer2_redstripe {6e7d0e2f-a54d-4455-8537-c47cf9bc2244} (FSX only!)
GEN_Plane_Schweizer2_yellstripe {6bbbae83-689a-4db8-99bf-ffd554ea66f9} (FSX only!)

Addon Scenery\Static Objects Library\scenery\add_SeevKahn.BGL:

{d9d491d5-436f-4157-80c5-dc1adf50a5fd}

Scenery\Global\scenery\vegetation_fsxrtm.bgl:

veg_b_oak_mat1	{087b0615-0c24-4c87-a0c5-30c2a2fd1fdd}	(FSX only!)
veg_b_oak_mat5	{ffcb945f-26f6-413b-8d78-7c2ef578d3df}	(FSX only!)
veg_b_sycamore_yng4	{d0740f77-997c-460a-94b6-f24492b96e9c}	(FSX only!)
veg_b_sycamore_mat4	{593f257d-7a0e-4d0c-8411-a43fb0d79108}	(FSX only!)

Enjoy!