Advanced Landing Ground A-1, Saint Pierre-du-Mont June, 1944

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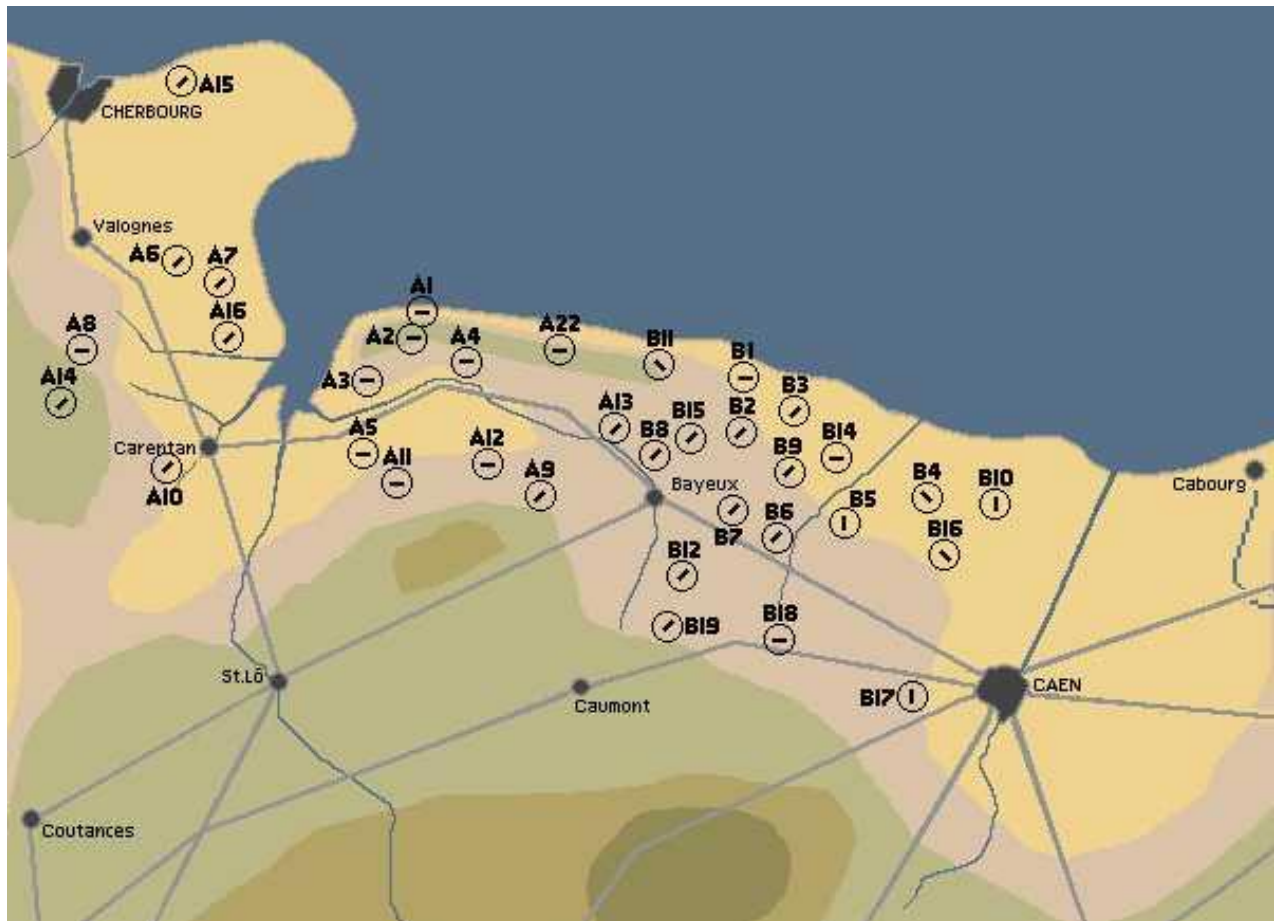February 19th, 2018

ICAO: X8SP

This scenery package attempts to represent Advanced Landing Ground A-1 of the US 9th AAF. ALG A-1 was one of 29 Advanced Landing Grounds that dotted the Cotentin Peninsula. Construction of this airfield was started 3 days after D-Day on June 9th, 1944 by the 834th Engineer Aviation Battalion. At first it was in service as "ELS A-1 ", an Emergency Landing Strip. It had a 3400x120ft untracked (grass/dirt) runway and was used mainly by small observation aircraft. There after it was expanded and enhanced with a 5000x150 foot SMT/PSP runway and 50 dispersal points. The 366th Fighter Group (P-47's) of the 9th USAAF occupied the airfield on June 17th, 1944. From here the 366th FG (389th FS, 390th FS and 391st FS) mounted close air support to allied troops advancing thorough the bocage country and beyond. The runway was large enough to handle aircraft such as the C-47 and B-26. It can be seen from the picture above that it was also used by P-38's, also crucial to the close air support role. The rapid

advance of the allies through the Cotentin Peninsula resulted in the landing ground being released back to the local population on September 5th, 1944. To this day, the French people remember those that served here in the liberation of their country. Most of the ALG's have monuments to those that served. ALG A-1 is no exception. Below are pictures of the monuments at coordinates 49.39083 -0.94472 .

Below is a diagram of the placement of the 9th USAAF ALG's on the Cotentin Peninsula. ALG A-1 can be seen on the coast, quite close to Point du Hoc.

Scenery Notes:

This package contains two (2) scenery folders. One for the airfield (ALG_A-1_X8SP), and one for the objects library, (ALG_LIB). The scenery objects library will be used for subsequent Advanced Landing Grounds to be released. Both scenery areas must be copied to the simulators /Addon Scenery folder and activated within the simulator scenery library.

One scenery object (ATC Caravan) relies on In Pearson's Library. So if you wish it to be visible you will need to download his library at Current version: 20171216 .

This package has many audio features. They can be eliminated by moving the following files out of the simulator /effects folder.

Cntrl_Artty_Ambiance.fx

Cntrl_Caen_Ambiance.fx

Cntrl_Sound_ALG_A-1_Ambiance.fx

Credits:

The ALG_Lib library contains a collection of scenery objects from many authors. Some are anonymous to be as the sources did not always include their names. If you recognize objects that I have not credited and have the authors name, please drop me an email and I will be sure to include them in the credits of future releases of the advanced landing ground sceneries. Many more ALG sceneries are on the drawing board.

I would like to acknowledge and thank the following for their contributions to this effort;

Historic materials by the team at June 1944 , and on FaceBook

Airport Design Editor 1.75 – The team at ScruffyDuck Software

ModelCoverterX and LibraryCreatorXML – Arno Gerretsen at Scenerydesign.org

Static Aircraft models by "Fulbert" at SOH

Static Aircraft models by Guy Diotte

MCD collection of WWII objects – Unknown authors

MMST collection of WWII objects – Unknown authors

Ian Pearson for his ATC Caravan object

P-47 Sound from - http://www.stelzriede.com/ms/html/sub/avp3847.htm

P-47 and P-38 sounds from - http://www.stelzriede.com/ms/html/sub/avp3847.htm

If I forgot anyone please send me an email at pletheron@gmail.com .