

## Decimomannu Mil. Scenery for FSX and P3D.

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### **Decimomannu Mil. 'LIED' Sardinia.**

#### Decimomannu Mil. History.

Decimomannu Air Base (ICAO LIED) Sardinia is the home of the Air Combat Manoeuvring Instrumentation (ACMI) range, called the "Air Weapons Training Installation" (AWTI).

Established in 1960 by the NATO partnership of Italy, Germany, Great Britain and Canada, the ACMI range complex includes computer monitored airspace for the practice of dissimilar air combat training (DACT) and manned, score graded bombing range (Capo Frasca Range).

Italian Air Force and German Air Force are the main Air Forces in Deci, but many visitors organize their deployments during the year, thanks to the favourable weather and modern ranges for air to air and air to ground training. Visitors include USAF, Israeli Air Force, Royal Canadian Air Force, Spanish Air Force, RAF and many others.

The runways 17R/35L – 17L/35R are almost north-south orientated, and all aprons are on the west side. The airfield has a helicopter apron on the NW side and a large freighter apron on the SW side.

On the main entrance to the Decimomannu Air Base, you will find an Italian Starfighter and a German F-4. Behind the gate there are German F-104, British Harrier, Italian T-33 and MB-326 gate guards.

Further information can be found at [DecimomannuAirBase.com](http://DecimomannuAirBase.com).

#### Decimomannu Mil. Scenery Details.

Decimomannu Scenery for FSX & P3D includes Buildings, Hangars, Gate Guards, Monuments, Ground Equipment, Tower View and Lighting. The scenery includes the '**Pantograph**' refuelling system which will automatically refuel your aircraft if you park adjacent to the equipment.

Also included is "Capo Frasca" Range Scenery. Observation Towers, Targets, Radar Equipment and Main Entrance are modelled as near as possible to the current 'real world' situation. An *optional* ILS system is included in the AFCAD to assist 'running in' on the two main target areas.

There are a number of 'Easter Eggs' you can find at Decimomannu Mil. such as the "Domus Dei" Church, "Azienda Arno" Mural and Building, Sentry Posts and 'off air base' Water Towers.

Lastly, you have the option to change a few subtle details during Summer / Winter Months by double clicking the "DeciSummer" or "DeciWinter" batch files found in the Decimomannu FSX folder. You will need to rebuild your FSX / P3D scenery to see the changes.



### **Capo Frasca 'CFR1' Sardinia.**

## Decimomannu Mil. Scenery Installation and Activation.

The installer will automatically locate your FSX folder and add the scenery. You will need to *manually activate* the Decimomannu FSX scenery in the usual way. Search for "Decimomannu Mil" or ICAO "LIED" to start a flight. For P3D installation, you will need to point the installer at your P3D Root Folder.

## Decimomannu Mil. Scenery Compatibility & AI Traffic.

Decimomannu Mil. Scenery has been designed and tested in FSX Acceleration and P3D v2. We strongly recommend the use of MAIW AI Traffic to populate Decimomannu Mil. Appropriate AI Packs and instructions for making it FSX Compatible can be found at '[The Owls Nest](#)'

## Decimomannu Mil. Scenery Credits.

Aircraft Arrestor System: Thank you to Sylvain Parouty for permission to include this model.

Beta Testers: Tony Cummings, Paul Socha, Steve Swannack and Malte Deja.

A Special Thank You to:

John Young and Stevo at the [Airfield Construction Group](#) for their help with our 'Deci People' effects and for their excellent tutorials and forum.

Arno Gerretsen of [FSDeveloper](#) for his superb 'Library Creator X' and 'Model Convertor X' tools plus the excellent 'Wiki' for tips and tutorials.

Finally, to [SimOuthouse](#) for providing a place for our Flightsim Community!

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This Scenery Addon works satisfactorily for the authors and beta testers, so we accept no liability for any real or fictitious problems with its use.

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