

# *Airport Kassel EDVK 4.0*



***Freeware Add-On for Microsoft FS X***

**FLUGHAFEN  
KASSEL-CALDEN**

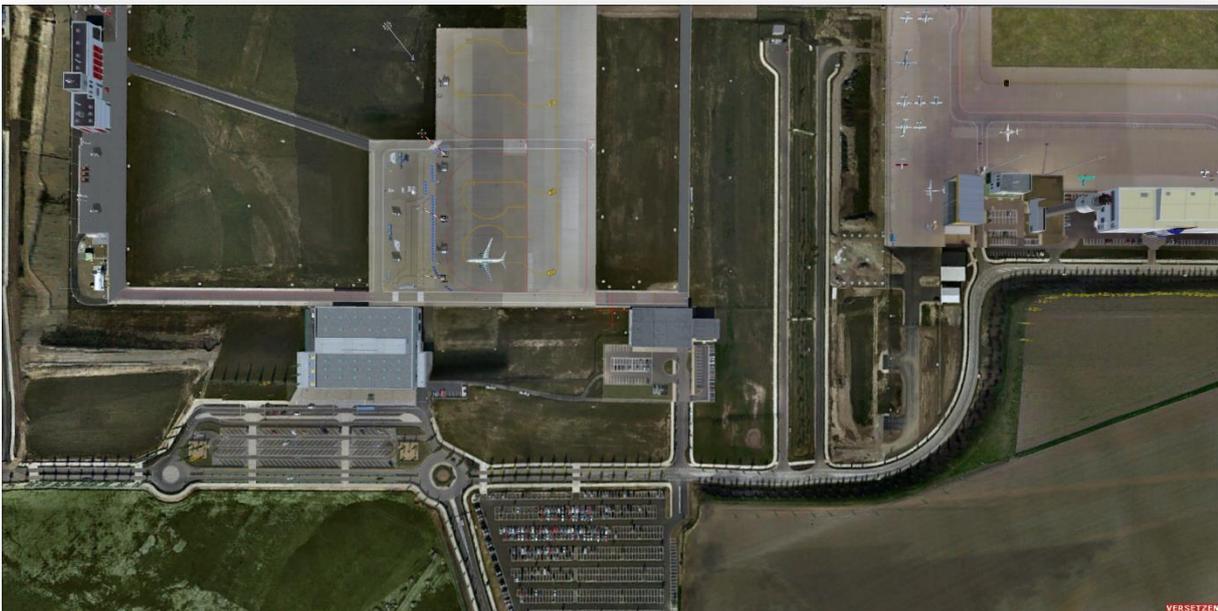


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***Release: 4.0 / 2015***

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## INSTALLATION

### REQUIREMENTS

- Windows XP/ Vista / 7/8 or newer.
- Microsoft FSX Professional, FSX Acceleration, SP2

### NEW INSTALLATION

1. Copy the complete Folder “EDVK Kassel” files from this installation package into your “...\FSX\ADDON SCENERY\” folder.

2. **IMPORTANT:** Copy the file **EDVK\_ALT.BGL** into the following FSX Folder:

This File changes the altitude from the old airport elevation to the new one.  
Without it you will get funny results ☺.



3. After starting FSX go to “Configuration” and choose “Scenery Library”. Then **activate** the new Scenery\*

\* If you use Windows 7 and have trouble adding scenery you may want to see this tutorial:  
<http://www.youtube.com/watch?v=C8kO1lsJMuE>

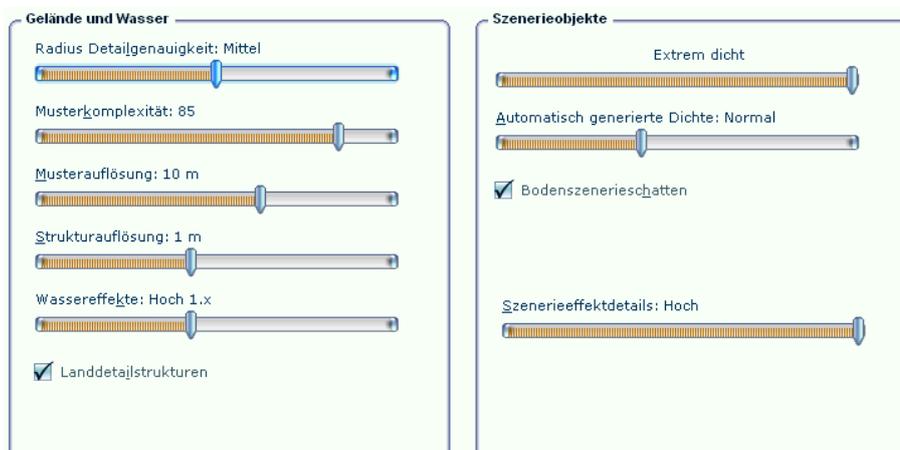
4. Priority Settings: If you use VFR Germany West (Aerosoft) or other scenery packages which affect the background of the Airport Kassel-Calden you should give the Scenery EDVK a higher priority than the mentioned packages. This will prevent flickering of the ground polygons.

### UPDATE FROM AN OLDER VERSION OF EDVK

If you **update** from an older version of EDVK you can skip step 2-4 of the installation. Just exchange the ‘EDVK Kassel’ folder in your ‘FSX\Addon Scenery’ folder. The file EDVK\_ALT.BGL has not changed in version 4.

### SETUP

To get the full resolution and details you should set your **FSX Scenery Settings** as high as possible, depending on your machine and graphics adapter. Good results you will obtain with the following settings (see figure).



Especially the Mesh Resolution (Musterauflösung in the above figure) should have a value equal or smaller than 10m. Otherwise some terrain transitions will show ugly effects.

The **Complexity Settings** are as follows:

- “extremely dense”:** All objects are displayed (Recommended).
- “very dense”:** All land vehicles and most people will not be displayed
- “dense”:** Land Vehicles, people and static aircrafts will not be displayed.

**ONLY WHEN YOU HAVE SET THE COMPLEXITY SETTINGS TO EXTREMELY DENSE YOU WILL SEE ALL OBJECTS**

If you have problems in framerates or you don't like vehicles and static airplanes you can reduce the complexity to “dense” or “normal”. However with a ‘state of the art’ machine fps should be reasonable.

## UNINSTALL

Delete the Folder: ...\\FSX\\Addon Scenery\\EDVK Kassel and the file ...\\FSX\\Scenery\\World\\Scenery\\EDVK\_ALT.BGL

## GENERAL INFORMATION

The Airport Kassel went into operation in April 2013. The 4<sup>th</sup> version of this FSX-Add-On now approaches the reality with photo-realistic ground textures, accurate buildings, runways, taxiways and the official approaches with waypoints, localizers and glide paths. More than 1200 objects, 55 individual scenery-models, approx. 100 custom ground polygons and lines have been created. One big problem was to adopt the FSX terrain to fit the new airport.

More Information about the real world airport at: [www.flughafenkassel.de](http://www.flughafenkassel.de)



Airport Name	Kassel-Calden
ICAO/IATA Code	EDVK / FSF
Location	16.7 km (9.0NM) NW of Kassel City Center
Coordinates (ARP)	51° 25' 14,85''N - 09° 23' 31,77'' E
Elevation (ARP)	861 ft / 262m
Runway 09 / 27	2500m x 45m, ASPHALT



## NAVAIDS AND FREQUENCIES

Kassel Tower		118, 10 MHz
Kassel Ground		121, 90 MHz
Kassel ATIS		129, 20 MHz
VASI		PAPI 4 (3,00°)
DME	DKS	111.5 MHz

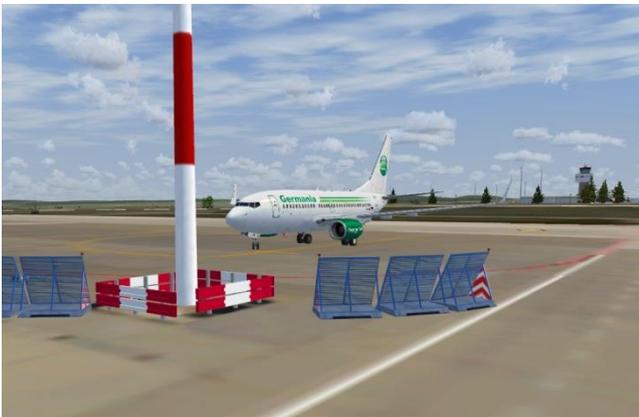
### RWY 09

ILS09	IKSE	108,1 MHz / 93°
MM		75MHz

### RWY 27

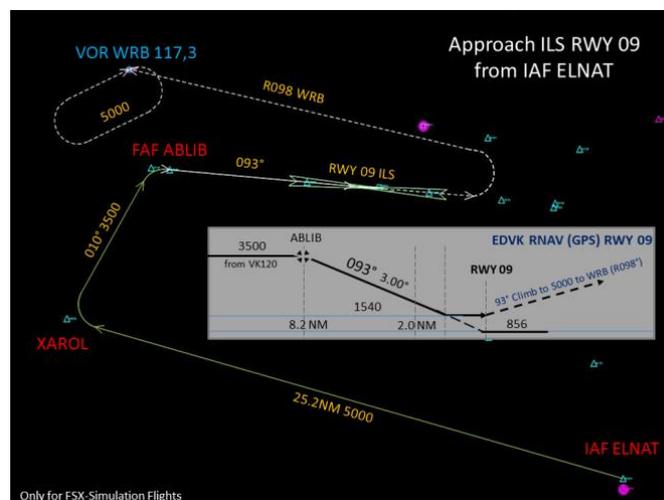
ILS 27	IKSW	109,3 MHz / 273°
MM		75 MHz

Nearest VOR: Warburg 113,70 MHz



## APPROACH PROCEDURES

Waypoints and approach procedures have been programmed according to the actual charts. Due to the fact that the old waypoints and approaches cannot be deleted in FSX, you will find the ILS approach to RWY22 and some waypoints from the old airport in the FSX Maps and GPS-Charts. However the new approaches for GPS and ILS will work without problems.



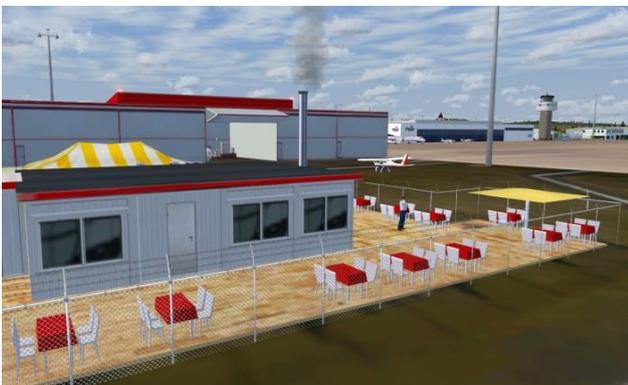
One of the five approaches to EDVK which have been programmed in the GPS Landing procedures.

## TAXIWAY DESIGNATORS AND PARKING POSITIONS

See overview chart at the end of this document.

## AIRPORT SCENERY

The actual state of January 2015 has been adapted to the scenery. Photorealistic ground textures with different resolutions were implemented. High resolution textures you find at the aprons and the vehicle parking areas at the General Aviation and Business Terminals. Accurate Night textures have been added. With VFR Germany West (FSX Addon from Aerosoft) you will get the best fit with the surrounding scenery. Because VFR Germany West has no season maps, I decided to omit them for the airport. All buildings, Hangars and a lot of objects have been designed individually (no library objects). Even the runway markings are hand-made, because FSX had no appropriate standard for them.



## AIRPORT ENVIRONMENT SCENERY

The buildings and the old airfield in the South are still present, although the airfield is no longer in operation, except for helicopters. The asphalt runway 04/22 (1500m by 30m) and the parallel grass-strip are closed.

**Some landmarks** can be found at the near surrounding of the airport (look if you can spot them!)

- Grebenstein (Old ruin and "Jungfernturm" tower)
- Wilhelmsthal (Castle and park)





Piper Building



Inside the terminal

## CREDITS & ACKNOWLEDGEMENTS

First of all I have to thank the Flughafengesellschaft Kassel, especially Mr. Jörg Weidemöller and Dr. Tobias Busch for their great support and providing me with the actual plans, photos and information. Dipl.-Ing. Herbert Lindenborn supported me with his technical knowledge about the airport and together we explored the airport from ground and air during several observations. Also big thanks to Mr. Hans Haas and TVM Ingenieuresellschaft Haas mbH for the large scaled aerial-photos of the airport and environment, which were the base of the high resolution ground textures.



For the simulation of this airport the following Freeware tools were used:

- |  |                                 |
|--|---------------------------------|
| • <b>Gmax</b> (Discreet)                                   | Modeling of buildings           |
| • <b>Airport Design Editor</b> FSX (Scruffy Duck Software) | Airport Area                    |
| • <b>SbuilderX</b> by Luis Feliz-Tirado (PTSIM)            | Surrounding area and landscapes |
| • <b>FSX SDK</b> Software Development Kit (Microsoft)      | Compiling and editing           |
| • <b>Paint.net</b> by Rick Brewster, and contributors      | Textures and photo editing      |
| • <b>SAMM</b> by Don Grovestine aifp@shaw.ca               | MDL Maker for Static Aircrafts  |
| • <b>Model ConverterX</b> by Arno Gerretsen                | MDL Optimizing                  |

In the airport scenery I used the following objects from other designers. It's a great pleasure for me to mention their names and work:

- **Kb static aircraft**, a library by KB-Sim ([www.kb-sim.com](http://www.kb-sim.com))
- **Saab 2000 AHT**, originally from the Fruit Stand; edited with the Paintkit v 1.4
- **Aircrew people**, Static Object Library 3D People by George Keogh
- **Lighting** (Lightobj.bgl and lightstoo.bgl), Copyright by Jim Dhaenens ([jdhaenens@sbcglobal.net](mailto:jdhaenens@sbcglobal.net))
- **Cargo Containers and Cargo Stuff** by lasca01 ([www.FSDeveloper.com](http://www.FSDeveloper.com))
- **Animated Flag Poles**, based on the work of [mikrco](#)

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Please feel free to post any comments,  
Suggestions or bug reports.



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All Screenshots from FSX with **REX 4** (Rex Game Studios), **VFR Germany West** (Aerosoft), **TreeX**.

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See my homepage [www.microflight.de](http://www.microflight.de) for additional sceneries...

