

Jacksonville International Airport

KJAX



Scenery for FSX

Original Scenery By: Art Poole

Modified by: CountryFlyboy

With Objects by: Art Poole, Kevin Burns, Jim Dhaenens, Sidney Schwartz, and CountryFlyboy

Requires FSX, FSX+Acceleration, FSX Gold, Or FSX Steam Edition

May work, but has not been tested with Prepared3D. But feel free to try it.

Jacksonville International Airport is a Class C airport in Jacksonville Florida. It's the primary airport with Airline service in Jacksonville. Jacksonville itself is the largest city in the US continuous 48 when measured by land area. Over the past 10 years it has seen extensive renovations making the default very different from reality. Art Poole updated the airport adding the New Terminal, and various custom made buildings. But its been some years since Art's scenery and the airport has seen even more construction. This scenery will update Art Poole's scenery to the airports current state. This scenery is self contained and requires no additional downloads. Special features includes a custom AFCAD, extensive use of GP objects, Updated Instrument approaches (Including RNAV-Y Approaches), Custom Lighting, And several other features.

Install

1. After unzipping the file inside it find the folder named KJAX. Cut that and paste it into your addon scenery folder, inside your root FSX folder.
2. Start FSX and go to the settings and enter the Scenery Library.
3. Click add area and select the KJAX folder in the location you pasted it in above.
 - a. If using Windows Vista or latter you will need to click the white area inside the selection box to move on
4. Click Okay, then move the scenery priority down to an appropriate spot. It should be above default scenery areas but below non-default global areas (IE time zones, or MAG Variation adjustments)
5. Click Okay again to rebuild the scenery database

Uninstall

1. Remove the Scenery area from the Scenery Library
2. Close FSX and delete the KJAX folder from the location you put it in above
3. Contemplate what you are doing with your life.



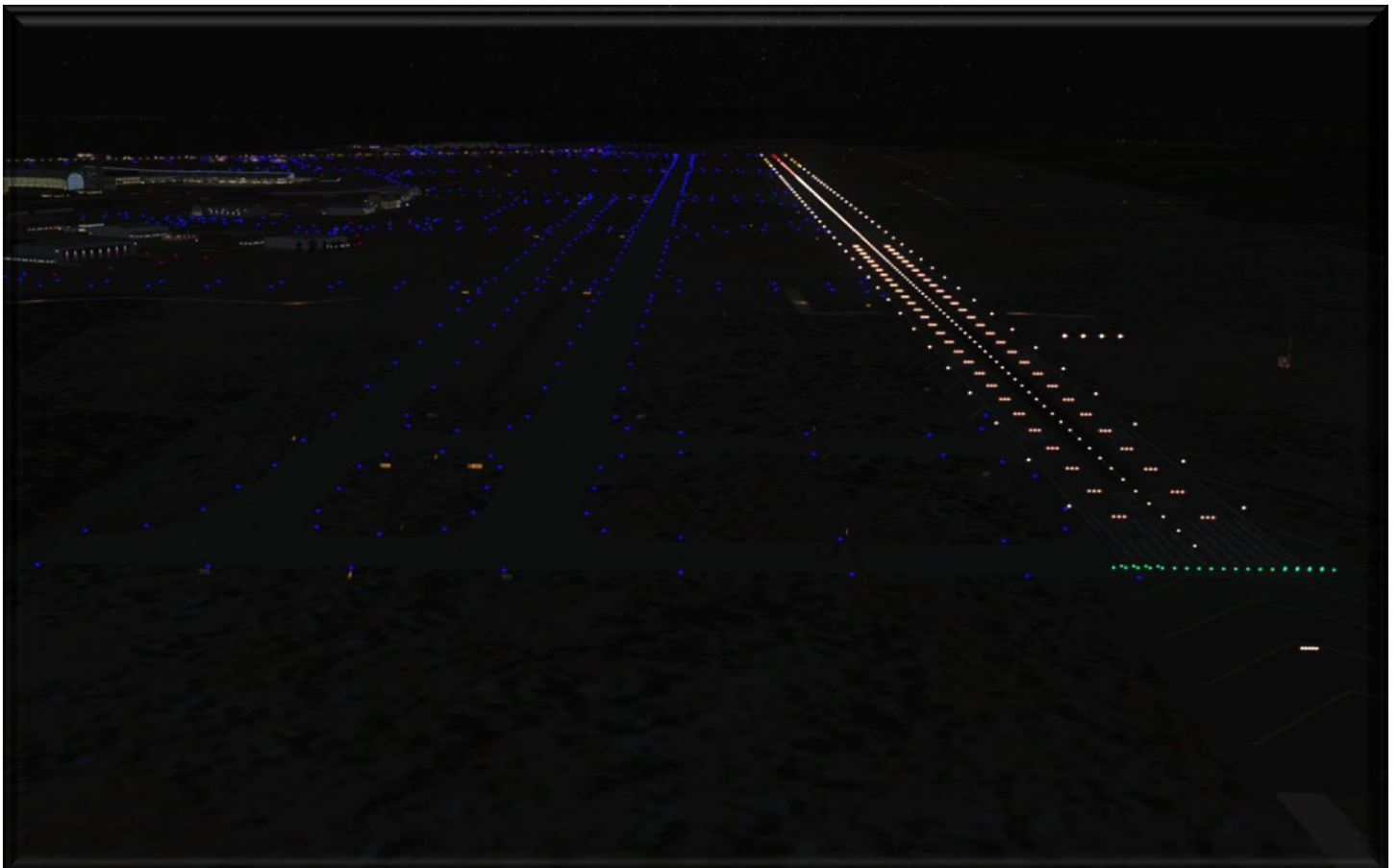
Some special things to note about the airport. The Instrument approaches are updated to their current (as of July 2016) state. Including The RNAV-Y approaches. Special note on them. If you look at the charts for any of the RNAV-Y approaches into KJAX you will see they include RF legs. Sadly RF legs are not replicable in FSX (They did not exist when FSX came out) so I had to use the normal TF leg type for them. Just remember when flying them you should fly an ARC between the waypoints not a straight line. Also I did not Add the HI-IAPs for time reasons. They are flown by high speed (IE Military) aircraft. I don't think there are very many people who fly these approaches in Flight Sim so I believe it was a acceptable sacrifice.

I've included a picture which will help you find your parking spot at the main Terminal. Be sure to review it or have it on hand when parking. All gates at the main terminal are medium gates and can accommodate most non-heavy airliners. For the very few heavy's that operate into JAX there are 2 Heavy parking spots on the Terminal ramp. But they do not have Jetways.

I highly recommend [FS Dreamteams GSX addon](#). Its well worth the money. The airport includes a custom GSX ini file defining the services at each parking spot. It's especially useful for finding a parking spot at the FBO ramps, ANG ramp, or Cargo Ramps as the parking spots in toughs areas are not marked. The GSX marshaller can direct you to the appropriate position. Without it you can use Default ATCs progressive taxi feature to point you to the appropriate parking spot. But in doing so you lose the ability to pick your own spot.

A few other things to note. There is no self service fuel available (Meaning there is no Fuel parking spot type) so refueling must be done via the FSX (or GSX) fuel truck. Or the default fuel/payload dialog.

The arresting wires on Runway 8/26 work. Any aircraft with an FSX tail hook can land using the arresting system on that runway. So if your aircraft can land on the default FSX carrier. Then it can use the Arresting system. IRL that system is used by military aircraft for high speed emergency landings. The wires pose little threat to most aircraft. But smaller GA airplanes may want to land beyond them. They are marked with yellow circle on the runway.



Some operational things to mention

- Runway 8/26 is the preferred runway. Particularly Runway 8 is the main one. It will be used for Departures and Arrivals in Calm winds. It also has ALSF-2 type Approach lights and an ILS CAT3 approach allowing full autolands down to CAT3c minimums. Landings on runway 32 and departures on runway 14 are usually avoided when able. Operations on this runway lead to aircraft flying over noise sensitive areas. However they will be used when the winds favor them. So please be a good airport neighbor to the virtual residents and practice Noise abatement procedures on these runways. Also if arriving on runway 32 the approach is tight unless flying a published instrument approach.
- All GA ramps are non-movement areas. Meaning you do not need ATC clearance to taxi in them. You do however need it to enter taxiway B and all other areas of the airport. So make sure you know where the apron limit line is and do not cross it without clearance. This does not include the ANG or Cargo Ramps. Only the GA ramps.
- When taxiing around the airport you may notice dashed lines on the taxiway. These are hold lines. In some situations ATC may need to tell an aircraft to hold short of a taxiway (usually to let an outbound or inbound aircraft through). That line tells you the spot you should hold when told to hold short of a taxiway. Don't pass that line without clearance. But the lines only apply if you are told to hold short of the taxiway.

1 additional thing. Intersecting taxiway departures are not uncommon for GA operations here especially if runway 8, 14, or 32 is in use as it is a long taxi to get to these runways from the GA ramps. Below is the measured distance for each runway.

Taxiway	RWY 8	RWY 26	Full Length 10000ft
J	7273	N/A	
F	N/A	7979	Full Length 7701ft
	RWY 14	RWY 32	
P	5015	V/A	
T	N/A	6146	



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This scenery was originally released as freeware, and is to remain as such.

You may

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 - Do credit me and the other mention on the cover page
- Re-upload the scenery to another website that it was not on originally so long as
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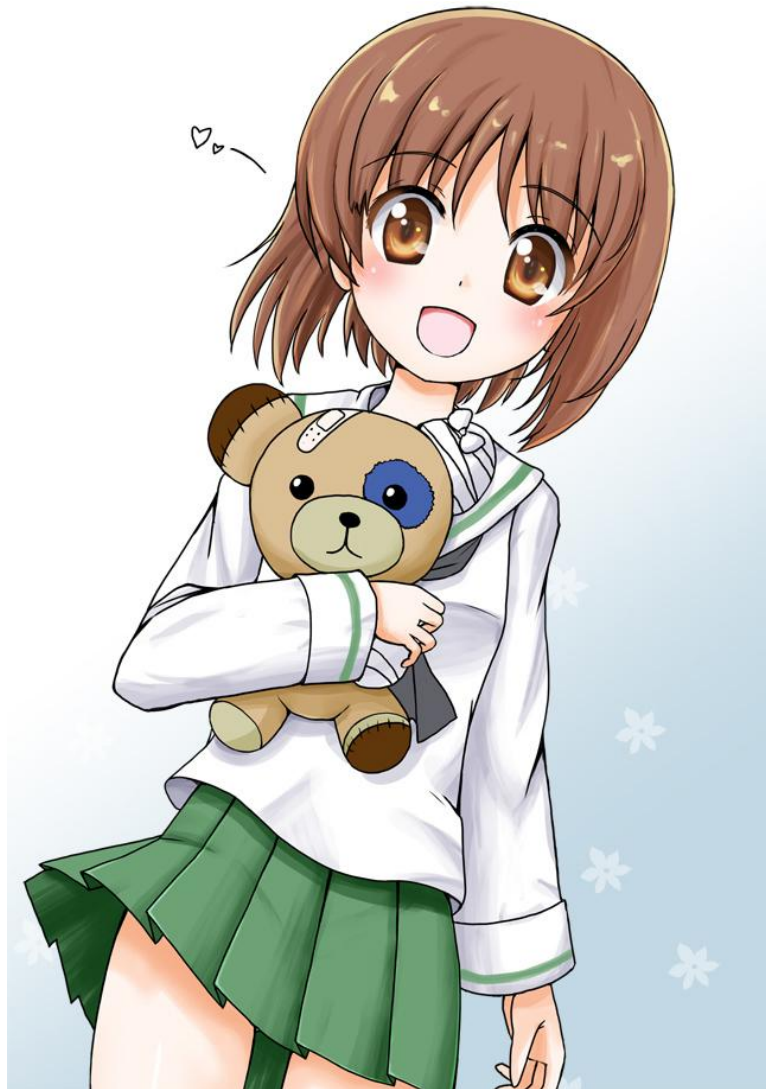
You May not

- Do any of the things I told you not to do above
- Use this scenery or any part of it in a pay ware package

*: Websites that run adds alongside the downloads are okay so long as they don't charge for membership or charge directly for a download. Websites that throttle download speed but offer faster speeds to paid members are also okay. But that is a dick move!

TLDR: you can do whatever so long as this scenery always remain freely available to the public and you or anyone else is not making money off of it.

Thanks for downloading and enjoy your stay in The River City.



Mai Waifu from another Laifu!

There is no Laifu, without a Waifu!