

NORTHWEST FLORIDA BEACHES INTERNATIONAL AIRPORT

SCENERY FOR FSX AND P3D



NORTHWEST FLORIDA
BEACHES INTERNATIONAL AIRPORT

By: CountryFlyboy

With objects by Art Poole and
Kevin Burns

This scenery mod will add the new Northwest Florida Beaches Airport in Panama City Florida. Identifier KECF. This airport is not present in the default FSX or P3D scenery since it was not opened until 2012. This scenery features a custom modeled terminal, FBO, Cargo Building, and Tower. Custom GP textures are used to enhance the taxiway layout. I also include the current approaches so you can load them into the default GPS, The airspace around ECP has also been added, and correct ATC frequencies are used. I've also included AFCADS for other airports around Panama city including adding 4 Heliports, updating 2 seaplane bases, updating the AFCAD for Tyndall Airbase, and lastly adding the Tyndall Drone Airfield. This scenery is self contained with no additional downloads required.

TABLE OF CONTENTS

Installing	3
<i>FSX</i>	3
<i>P3D</i>	3
Uninstalling.....	3
FSX.....	3
P3D	3
Details on ECP	4
Details on the other airports.....	5
KPFN	5
OFD1.....	5
8FL4	5
27FD	5
4FD4	5
4FD5	5
KNBV	5
KPAM.....	5
KTDR.....	5
The Airspace around Panama City	7
Using AI Traffic with this scenery	9
Navigation Data Updates with this scenery	9
Legal BS.....	9

INSTALLING

Follow the procedure of your sim carefully. In the folder you unzipped should be 3 sub-folders named KECP, Sound, and Effects; Along with this readme, some pictures, and the addon.xml file

FSX

Use this procedure to install into FSX or versions of P3D before 3.1

1. Move the Sound and Effect folders into your root FSX Directory. If asked to overwrite any files don't.
2. Move the KECP folder into the addon scenery folder in your FSX directory
3. Start FSX and add KECP to the scenery library. Adjust the priority as needed.

P3D

Use this to install into P3D version 3.1 or later

1. Take the folder you unzipped (containing the 3 sub folders mentioned above, and the addon.xml file), and drop them into your P3D addons folder
 - a. Its located in your documents folder
2. Start P3D and it should ask you if you would like to activate the new addon, select yes.

UNINSTALLING

FSX

1. With FSX running and on the settings menu go to the scenery library and remove the KECP scenery area. Close FSX.
2. Go to your FSX directory and in the addons folder delete the KECP folder.
3. Optionally you can delete the following files, but this is not required or recommended since other sceneries I have made use these files.
 - a. Effects: Ambiance_night, Ambiance_road, Ambiance_wind.
 - b. Sound: night, road, wind.

P3D

1. Remove the ECP_V1 folder from your P3D addons folder.
2. Have a cold one.

DETAILS ON ECP

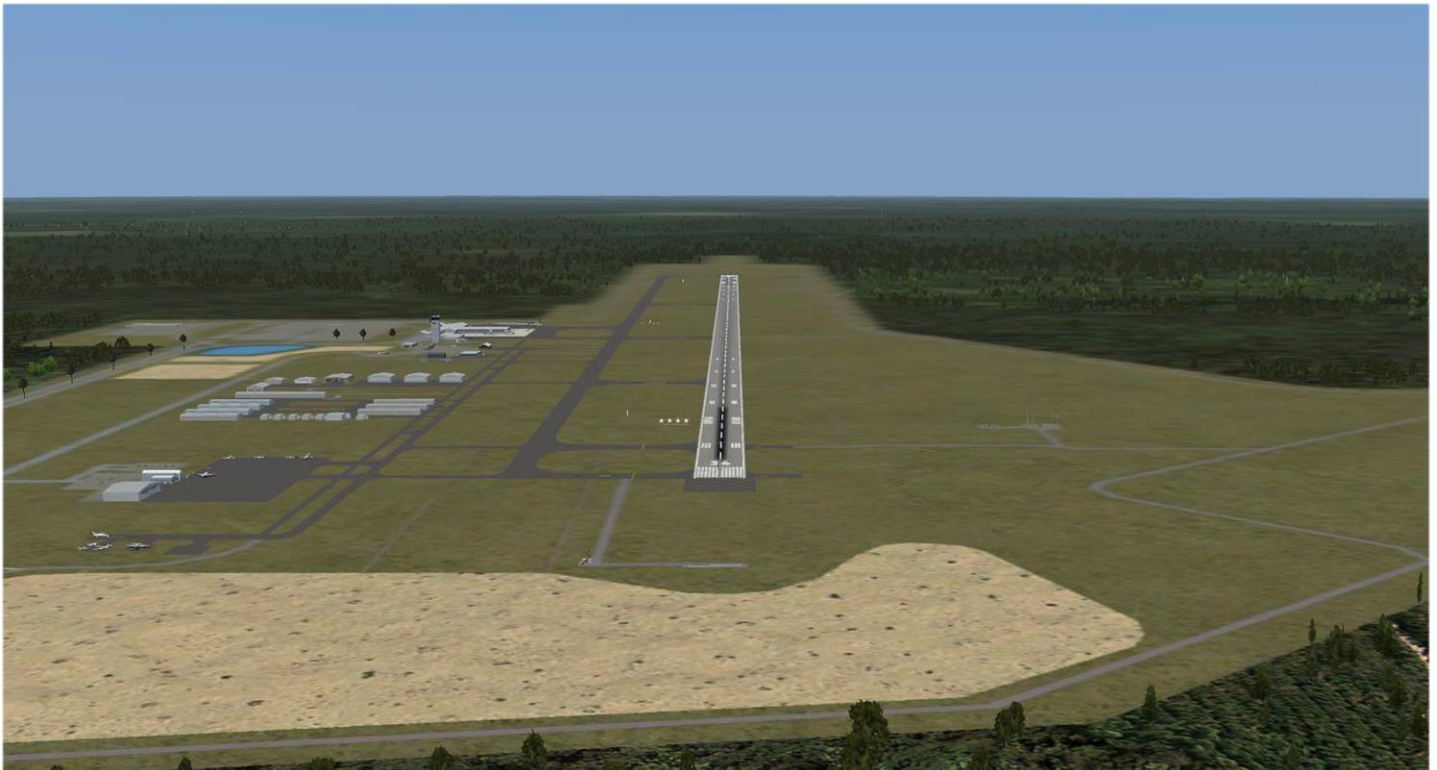
Firstly let's look at the star of the show, KECP. This airport is not present in the default scenery for FSX or P3D. The airport opened in 2012 as a replacement to KPFN. KPFN was closed and aircraft based there were moved to KECP. To really get this airport right and working correctly I have included the correct approaches so they can be loaded into the default GPS. Radio frequencies used by default ATC match current charts and the ATIS works, along with the ILS. I even added the class delta airspace around the airport. I did not add the navigation aids around the airport, read the **Navigation Data Updates with this scenery** section for more details on that.

The Terminal, Cargo Building, FBO and ATC Tower are all custom modeled by me. Other buildings are hangers from Art Poole. Airport vehicles and other objects are default. You can spawn at the airport just like any other default airport. The South parking will spawn you at the overflow parking area. The North Parking area is the Cargo Building. The regular parking spots is the FBO, and the gates are obviously the terminal.

If you are departing from the FBO or overflow ramp, and runway 16 is in use; The taxi to the end of the runway can be quite long, so if you want you can takeoff from taxiways M and P. Departing from taxiway M leaves 2100ft of remaining runway; departing from taxiway P leaves 4000ft of remaining runway. Aircraft with a wingspan greater than 80ft are not allowed to use taxiways F, E2, E1; or the sections of taxiways M and K between taxiways D and F. Also these aircraft should use caution when on taxiway J.

If you plan on flying into ECP with a cargo plane be aware that there is only 1 cargo parking spot, and it's quite small. It's really only big enough for something like the FedEx feeder aircraft such as the Cessna 208. The parking spots size is 70ft so make sure your aircraft has a wingspan smaller than that.

The runway is 10,000ft long with a concrete surface. Traffic pattern altitude is 1100ft MSL (1000AGL), Left pattern on both ends of the runway. The runway has High intensity edge lights and centerline lights, Runway 16 has a MALSR type approach lighting system and touchdown zone lights. Runway 34 has Runway End Identifier Lights. Both runways have a 4 light PAPI system on the left side with a 3° glide slope. Runway 16 is the calm wind runway.



DETAILS ON THE OTHER AIRPORTS

Here's some details on the other airports included with this scenery.

KPFN

Since KECF was built to replace KPFN, I have included a AFCAD that will close down KPFN. The airports runways are closed, all parking spots removed, ATC frequencies removed, Approaches removed, and the airport is rename to have 'CLOSED' in the name. If you want to remove this mod and reactivate KPFN then all you need to do is remove the BGL files with KPFN in the name. Note since KPFN is a default airport, its ILS and airspace will 'bleed through' in game.

OFD1

Panhandle Helicopter LLC Heliport. This small heliport has 2 unlighted helipads. It is used by [Panhandle Helicopters](#) who offer air tours around Panama City. The heliport is quite confined with tall buildings and an amusement park located in close proximity so it offers a unique challenge to chopper pilots.

8FL4

Bay Medical Center Heliport. This is the helipad for the Bay Medical Center Hospital. There are 2 pads in the scenery as compared to the 1 pad in real life. The 1st pad which is located exactly where the real one is located in a parking lot on the ground. It's a 30x30ft concrete helipad with edge lights. The 2nd one is located on top of the hospital itself.

27FD

Costal Helicopters Incorporated Heliport. This heliport has 3 unlighted concrete pads and is used by [Costal Helicopters Incorporated](#) who offer maintenance services to different helicopters

4FD4

Bay Seaplanes Seaplane Base. This is a small Seaplane base located in Saint Andrew Bay right next to the US98 bridge. 100LL fuel is available along with dock space. 4000ft water runway located in the bay itself. Use caution for military helicopter traffic operating at the nearby KNBV. There is also frequent boat and ship traffic in the bay

4FD5

Grand Lagoon Seaplane Base. This small Seaplane base is located at the mouth of Grand Lagoon at a small public boat launch. This area is also in close proximity to the Saint Andrew Bay inlet, use caution for large ocean vessels operating nearby. 100LL fuel is available along with dock space.

KNBV

Naval Surface Warfare Center Heliport. Located in the Saint Andrew Bay This moderately sized heliport is for navy helicopter operations in the Naval Support base at Alligator Bayou. There are 3 large lighted helicopter pads. The area around the base itself is improve to. IRL this base is home to the US Navy Surface warfare-Panama City Division, and the Experimental Diving Unit.

KPAM

Tyndall Air force Base. Home to 325th Fighter wing (flying F-22 Raptors) This large airbase is located South East of Panama City. I have updated the default AFCAD by changing the runway numbers to their current ones. Other than that and placing some objects I did not do much to this one.

KTDR

Tyndall Drone Complex. This is a small airstrip located on Tyndall Air force base for use by drones.

Note you can alter the scenery yourself by removing the appropriate files from the scenery folder. Each airport file is named with the airport ICAO code followed by AFCAD for the airports AFCAD file, CVX for the landclass around the scenery, GP for the GP textures used at an airport, and Objects for the objects used at the airport.

Depending on what you use for landclass and terrain data some airports may appear weird in your game. You can disable it using the instructions mentioned above. I Built this around ORBX Open LC and Vector since that's what I use. This would be most obvious with KNBV, or the seaplane bases 4FD4, and 4FD5. If you have terrain issues around KNBV then I suggest deleting the files for KNBV using the method described above. I tried to get people to test this out with different terrain installs but they all bailed on me.



THE AIRSPACE AROUND PANAMA CITY

The airspace around Panama city is quite complex. There are 3 major military bases located nearby. Obviously Tyndall AFB is located in Panama city itself, along with the drone field. Eglin is only 40 miles west. Eglin itself is a very large complex of multiple military airfields. Not too much further to the west of Eglin is Pensacola where US Navy fighter pilots are trained, and home to the Blue Angles. If you go East you will find Moody AFB, and FT Rucker is to the North.

Because of the large military presence there are a lot of military training routes around this area. High speed low altitude traffic is common around here to help separate traffic restricted areas 2914, 2915, 2917, 2918, and 2919 are just to the west of Panama city. This airspace operates continuously and some of them go from the surface to unlimited altitudes. You can see the table below for their actual altitudes. Avoidance of this area and the Eglin complex is advised. Frequent High speed low altitude and unmanned aircraft operations take place here. See and avoid was not invented for relatively small aircraft doing 400+.

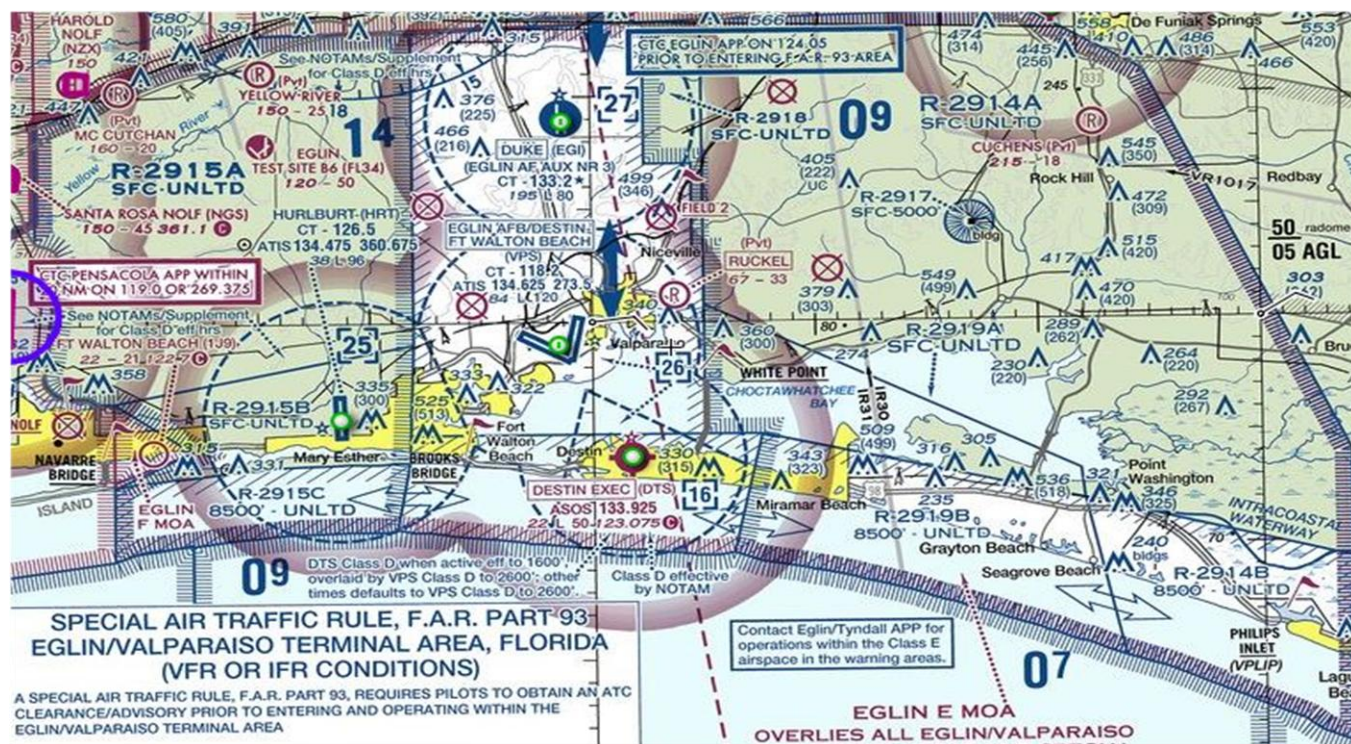
However there are cases where you may need to get through the area. In which case you can use the **Special Flight Rules Area** to get through this mess of airspace. Read the sectional chart [here](#). The SFRA runs from Philips Inlet west to Navarre Bridge, And a section runs from Destin Executive Airport north to Interstate 10. The whole thing forms a inverted T Shape. If flying East or west bound stay along the coast, Advise Eglin on 132.1 of your intentions. Use appropriate VFR altitudes, But fly no lower than 3500, and no Higher than 8500. Also stay over the beach or ocean. This will keep you out of the restricted airspace.

If flying North bound a clearance is required to enter the North/South bound corridor that passes over Eglin and Duke airfields. Fly north or south bound along the corridor keeping East of Duke airfield and Eglin AFB. Stay on the north/south bound course until over the beach, or north of interstate 10. Use the same altitudes as the east/west route.

Using the SFRA will keep you clear of the restricted areas and all that high-speed traffic. Study the sectional chart carefully to get a full understanding of the airspace. A fun short route I recommend is to takeoff from KECP and fly south to the beach, then turn west for Philips Inlet and enter the SFRA. Your final destination could be Pensacola or Mobil. Alternatively once your over Destin Executive you can turn north and fly to Crestview. This is a short flight you can do to get a feel for the area.

U.S. P-PROHIBITED, R-RESTRICTED, W-WARNING, A-ALERT, MOA-MILITARY OPERATIONS AREA

NUMBER	ALTITUDE	TIME OF USE	CONTROLLING AGENCY/ CONTACT FACILITY	FREQUENCIES
R-2103 A	TO BUT NOT INCL 10,000	CONTINUOUS	CAIRNS APP	
R-2103 B	10,000 TO 15,000	BY NOTAM 6 HRS IN ADVANCE	JACKSONVILLE CNTR	
R-2905 A, B	TO 10,000	INTERMITTENT BY NOTAM	TYNDALL APP	
R-2908	TO 12,000	NOV-DEC 0800-1600 MON-FRI †24 HRS IN ADVANCE	PENSACOLA TRACON	
R-2914 A	UNLIMITED EXCL AIRSPACE WITHIN R-2917	CONTINUOUS	JACKSONVILLE CNTR	
R-2914 B	8500 TO UNLIMITED	CONTINUOUS	JACKSONVILLE CNTR	
R-2915 A, B	UNLIMITED	CONTINUOUS	JACKSONVILLE CNTR	
R-2915 C	8500 TO UNLIMITED	CONTINUOUS	JACKSONVILLE CNTR	
R-2917	TO 5000	CONTINUOUS	EGLIN APP	
R-2918	UNLIMITED	CONTINUOUS	JACKSONVILLE CNTR	
R-2919 A	UNLIMITED	CONTINUOUS	JACKSONVILLE CNTR	
R-2919 B	8500 TO UNLIMITED	CONTINUOUS	JACKSONVILLE CNTR	+
R-4401 A	TO BUT NOT INCL 4000	BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
R-4401 B	4000 TO BUT NOT INCL 10,000	BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
R-4401 C	10,000 TO BUT NOT INCL FL 180	BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
R-4403 A	TO 12,000	INTERMITTENT 1000-0300 BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
R-4403 B	TO 6000	INTERMITTENT 1000-0300 BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
R-4403 C, E	TO 10,000	INTERMITTENT 2000-0500 & 1800-2000 1 NOV-1 MAR BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
R-4403 F	4000 TO 10,000	INTERMITTENT 2000-0500 & 1800-2000 1 NOV-1 MAR BY NOTAM 24 HRS IN ADVANCE	HOUSTON CNTR	
W-54 A	TO FL 400	0700-2400†	HOUSTON CNTR	
W-54 B	TO BUT NOT INCL FL 240	0700-2400†	HOUSTON CNTR	
W-59 A	5000 TO FL 500	0900-2100†	HOUSTON CNTR	
W-92	TO FL 400	0700-2400	HOUSTON CNTR	



USING AI TRAFFIC WITH THIS SCENERY

Since this airport is not default there won't be any AI traffic here unless you add it. Any payware traffic add-on worth the money should have a way to add airports to its database. You may wish to change the flight plans themselves to use KECP instead of KPFN. Read the manual of your traffic add-on on how to do that.

I can say that the Delta Airlines, and Southwest Airlines packages from World of AI do work at this airport. Military AI works also has some packages for the different military squadrons around here, But you may want to skip the scenery they include if using mine. I can also recommend [GA traffic](#) to add General Aviation traffic to this airport.

NAVIGATION DATA UPDATES WITH THIS SCENERY

I update the radio frequencies, ILS Frequencies, and added the class Delta Airspace around KECP. I did not add any of the navigation aids that have changed from the default navigation data. Most notably the Handle VOR and Lynne NDB. You can add these if you wish by using this [freeware mod](#). I recommend only using the World Navaid Package not the ILS/RWY Regional updates since this scenery mod adds the needed ILS transmitters.

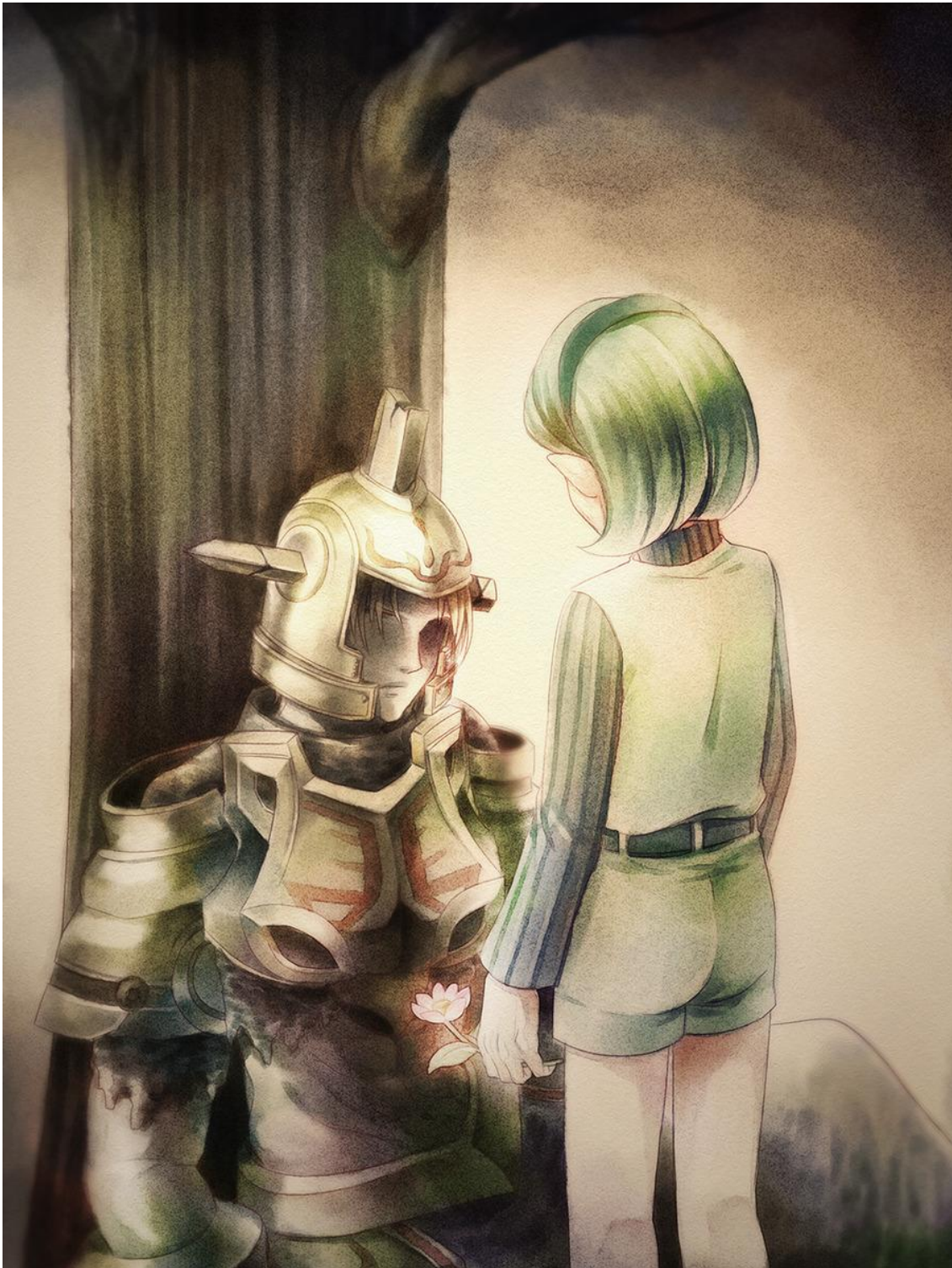
Be aware that IRL they moved the VOR equipment from PFN to HLL, and so it has the same frequencies as the old PFN. Because of this you may receive the wrong VOR in game depending on which VOR you're closest to when you tune it. So make sure to verify which VOR you're tracking.

LEGAL BS

This scenery is freeware and is to remain so. You may edit this scenery and re-upload it to another website if you wish, just credit me. You may not upload or re-upload this mod or its contents to a website that charges for membership or per download. However premium membership for faster download speeds is okay but that's a dick move.

- Special thanks to Art Poole for creating the generic Hangers and buildings
- Additional Thanks to Kevin Burns for creating the Static Aircraft Library
- Also thanks to Don Grovestine who made the Airfield Lighting toolbox which I used to create the taxiway and ramp lights.

Thanks for Downloading and enjoy the scenery.



You know OOT Link could never catch a break!

And this picture tears my heart out...

Picture by: sickravens