**1960 LFMN Nice Airport Scenery**

 **by Harry Biard, Johan Dees, Jaap de Baare, Wolfgang Gersch, Nikko Yaginuma and Tom Gibson.**

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**Updated to FSX by Casey Brasel**

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We have produced this scenery to provide taxiways and details as they were around 1960 at Nice airport. We have also included new parking to allow the AI aircraft to taxi correctly at the new (old!) airport. We had just a few photographs of the "old" Nice airport, so we tried to come as close as possible. Our goal was to reflect something of the atmosphere and feel of that period, prior to the all jet era of today.

**Short information about LFMN:**

Nice Côte d'Azur Airport is an airport located 3.2 NM southwest of Nice, in the Alpes-Maritimes department of France. The airport is positioned 7 km west of the city centre, and is the principal port of arrival for passengers to the Côte d'Azur. It is located on the western end of the Promenade des Anglais, near l'Arénas . Due to its proximity to the Principality of Monaco, it also serves as the city-state's airport. Some airlines marketed Monaco as a destination via Nice Airport.



**NOTE:**

This file, AI traffic, and lots of classic airliners can be downloaded free from Tom Gibson's California Classics at - http://www.calclassic.com/

This scenery requires you to download and install the Classic Libraries package and EZ Scenery libraries; see below for installation instructions.

**INSTALLATION**

This EXE installer will NOT create a Start Menu entry, registry entry, uninstall program or anything else, other than copying the relevant files to the proper folders. You may install to a temporary folder by pressing the ... button and copying things by hand if you wish.

**1**. Quit FS2004 if running.

**2**. **\*\*\*IMPORTANT\*\*\*** Download and install the scenery libraries contained in the Classic Scenery Libraries, the version updated for FSX, compiled by Wolfgang Gersch (Classic\_Libraries\_v2.zip at flightsim.com, also linked on the CalClassic Scenery page), if you have not done so already.

**3**. Open this LFMN 1960 Nice file archive by double clicking it. You will find this text file and a folder called LFMN 1960 Nice, as well as a folder called Static Objects Library.

**4**. Copy the folder LFMN 1960 Nice into your FSX/Addon Scenery folder. Inside the Static Objects Library folder you will find a folder called scenery, and inside of that the file MTtrees6\_new\_GUID.BGL. Copy that file into your FSX/Addon scenery/ Static Objects Library/scenery folder.

**NOTE FOR NEXT STEPS**: If you have installed this scenery before, you may have at least some of the required scenery layers installed. If so, skip that step (see below).

**5**. Start FSX, and go to the Settings/Scenery Library choice on the opening screen. If you are currently flying, press Escape (Esc) and then End Flight to get to this screen. Look at the top portion of the list.

**6**. If there is no LFMN 1960 Nice area listed there, click on the Add Area button. Double click the ADDON SCENERY folder. Click the LFMN 1960 Nice once. Click OK.

**7**. If you have any other addon scenery for Nice (airports, jetways, etc.) uncheck that scenery's Active box to inactivate it.

**8.** Click OK. Quit and restart FS.

**9**. If at the main screen, choose Create Flight at the left, select desired items, and press Fly Now. Choose Options/Settings/Display. Under Scenery Objects set the Scenery Density to Dense or less (setting to Very or Extremely Dense will display modern jetways at default airports). Also, set the Autogen Density to Dense or less (any higher may display telephone poles in odd places at the airports); this will also simulate the less dense cities found in the era. Click OK.

**10**. If you later want to fly in the modern era, just go into the Scenery Library(Settings/SceneryLibrary) and click on the Enabled box next to the LFMN 1960 Nice entry until the red check mark is removed to deactivate the LFMN 1960 Nice scenery. (do not deactivate the Static Objects Library layer). Activate any other inactivated addon scenery areas for Nice.

Click OK.

You must restart FS after you do all of this.

Reverse this process again to go back to LFMN 1960 Nice.



NOW TOUR YOUR NEW SCENERY!

NOTE: This file, AI Traffic for this scenery (and the world), and lots of classic

airliners can be downloaded free from Tom Gibson's Classic Airliner web site at -

[http://www.calclassic.com](http://www.calclassic.com/)



**Credits:**

Rui Cristina; we have used his texture(s) of le Bourget.

Mike Stevens; we have used some of his objects.

Produced using AFCAD2 by Lee Swordy, GMAX by Discreet, ExcBuilder by Paavo Pihelgas, Ground2K4 by Christian Fumey, SketchUP by Google, Modelconverter by Arno Gerritsen and EZ-Scenery by Konstantin Kukushkin.

Thanks to all!

A special thanks to those who have tested this scenery.

**Now the legal stuff:**

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