 **Rio de Plata 1961 scenery (Ezeiza Airport/SAEZ)**

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**Version 1, 02/2016, for FS2004 only.**

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**We proudly present part 1 of the Rio de la Plata scenery with the main airport Ezeiza (SAEZ) as it was around 1961. We also modified the environment.**

**Before SAEZ airport, the international flights, arrive and depart from "Aeropuerto Jorge Newbery" SABE, but with the grow of air traffic, goverment, search for a new location to cover the development of comercial aviation at that time. It was a huge building project, because they not only build the terminal, they build a village and a highway to join airport with several point on Buenos Aires city. Also they build, recreational complex, swimingpools (in one side 3 big swimingpool of salt water) and they plant 3000000 trees. The airport was named after the general and politician Juan Pistarini (1882–1956) He, as Minister of Public Works, placed the cornerstone of the project on 22 December 1945. It was designed and erected by Argentine technicians Its construction was one of the major projects in the five-year plan of the first presidency of Juan Perón. When it opened, it was the third-largest airport in the world.**

**The Barrio Uno - it's a little town at just 3 km. of SAEZ, and about 27 km of Buenos Aires Center - was started in 1944, of the first presidency of Juan Peron, also by Minister of Public Works, Pistarini. It's start as a project of 3 town for middle and lower class people, but Barrio Uno was the only completed. The airport is about 22 km from Buenos Aires city. Road access is by the Riccheri Highway. There is no direct rail link between the airport and the city.**

**We have produced this scenery to provide taxiways and details as they were around this period. We have also included new parkings to allow the AI aircraft to taxi correctly at the new (old!) airport. Although we did not always have enough photos and information 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.**

**Part 2 of the Rio de la Plata scenery - Jorge Newbery Airfield (SABE) - is planned in the course of 2016.**

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**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; see below for installation instructions.**

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**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 v4a compiled by Wolfgang Gersch (classic\_libraries\_v4a.zip at flightsim.com, also linked on the CalClassic Scenery page), if you have not done so already.**

**3. Open this "Rio de Plata 1961 scenery" scenery file archive by double clicking it. You will find this text file and a file called Setup.exe.**

**4. Double click the Setup.exe file to start the installation. Press the Run button at the warning screen. If it doesn't find your FS2004 folder automatically, press the ... button and browse to it. Follow the instructions to install.**

**5. Start FS2004, 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 "Rio de Plata 1961" scenery listed there, click on the Add Area button. Double click the ADDON SCENERY folder. Double click the Rio de la Plata 1961 folder, then click the RDP1961\_SAEZ folder once. Then click OK.**

**7. If you have any other addon scenery for RDP1961\_SAEZ scenery (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 "RDP1961\_SAEZ" scenery entry until the red check mark is removed to deactivate the "RDP1961\_SAEZ" scenery . (do not deactivate the Static Objects Library layer). Activate any other modern addon scenery areas for "RDP1961\_SAEZ" scenery . Click OK.**

**Reverse this process again to go back to "RDP1961\_SAEZ" scenery.**

**NOW TOUR YOUR NEW SCENERY!**

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**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**

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**Produced by using following tools:**

**AFCAD2 by Lee Swordy**

**TTools by Lee Swordy**

**GMAX by Discreet**

**ExcBuilder V2 by Paavo Pihelgas**

**Ground2K4 by Christian Fumey**

**SketchUP by Trimble Navigation Ltd.**

**ModelconverterX by Arno Gerretsen**

**EZ-Scenery by Konstantin Kukushkin**

**ADE9 by Scruffy Duck Software**

**ILS Approach Creator by Martin Gleeson**

**Library Creator XML by Arno Gerretsen**

**MDL Tweaker II by Arno Gerretsen**

**SBuilder 2.05 R6 by Luis Sá**

**Blender 2.68 by Blender Foundation**

**Gimp 2.8 by Gimp.org**

**Many thanks to all!**

**And a special thanks to those who have tested this scenery.**

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**Now the legal stuff:**

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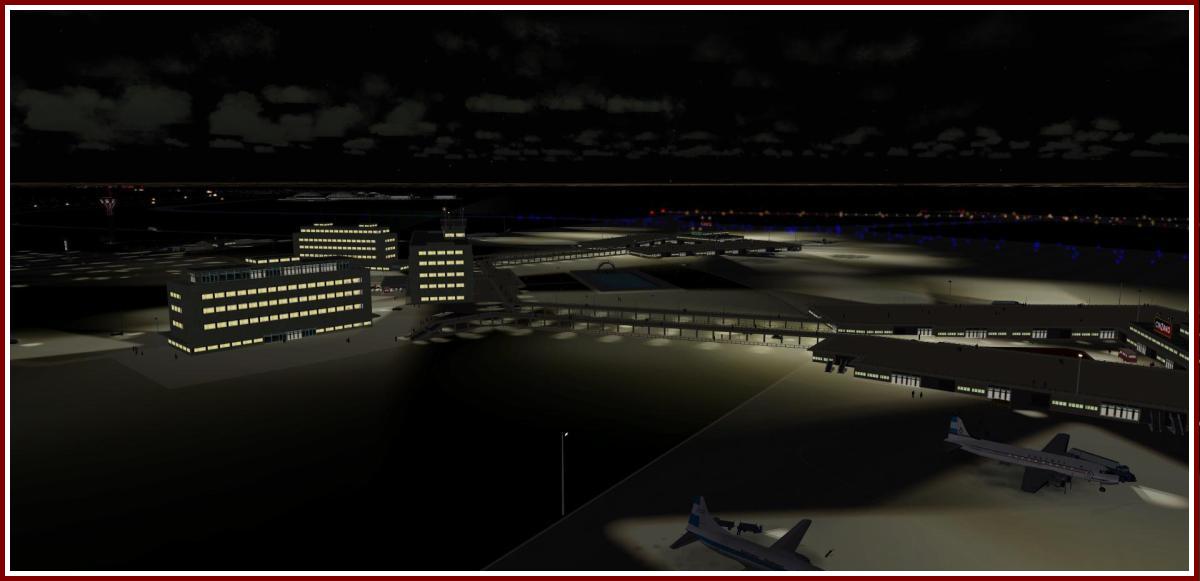
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