

# HERINGSDORF 2013

ADDON FOR MICROSOFT™ FLIGHT SIMULATOR 2004™

*Photorealistic groundimages and buildings //  
Seasonal textures // All scenery objects custom made //  
Full rendition of surrounding woods & forrests*

Manual V 1.0



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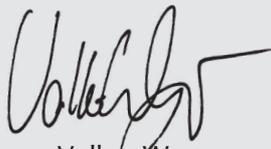
## ABOUT

This scenery of the regional airport Heringsdorf is inspired by the EDAH scenery that has been published 2012 by Frithjof Koch, Volker Löw and Henry Baumann.

First I didn't intend to rebuild EDAH, since I had no experience in flightsim scenery design up to that time. But I started to make some exchange textures for their models and somehow a complete new project evolved which I used to try learning the diverse aspects of scenery design.

EDAH 2013 is developed completely from scratch and is not meant to be an update or replacement for their nice scenery.

I hope you like it.



Volker Wegner  
aka Captain7



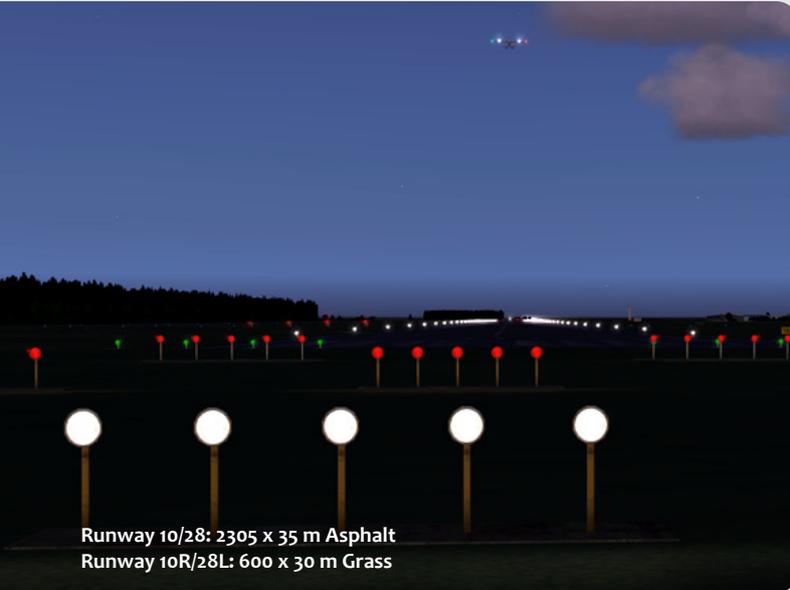
Heringsdorf airport (IATA: HDF / ICAO: EDAH) is located in the north-east of Germany on the island of Usedom.

See links below for further details about EDAH (German language):

**Wikipedia** <http://goo.gl/ub9Sf>

**Airports.de** <http://goo.gl/cOeNi>

**Airport Homepage** <http://goo.gl/D9rSN>



Runway 10/28: 2305 x 35 m Asphalt  
Runway 10R/28L: 600 x 30 m Grass

For best visual appearance I strongly recommend to set the videocard to super sampling anti-aliasing mode.

## INSTALLATION

### SCENERY

1. Copy the folder **Captain7\_EDAH2013** into your **Flight Simulator > Addon Scenery** directory.
2. Open the **INSTALL EDAH Effects** folder and copy the four effect files into your **Flight Simulator > Effects** directory.
3. Activate the new scenery within Flight Simulator, choose your favourite aircraft and request clearance for take off ;-)

### TRAFFIC PACKAGE (optional)

Open the **INSTALL EDAH Traffic** folder and follow the instructions of the ReadMe.txt

## CREDITS

Major parts of this scenery have been created with outstanding free tools and resources:

**Google™ SketchUp™** for 3D modeling.  
**Model Converter X, MDL Tweaker II, ObPlacer XML** by Arno Gerretsen for tweaking, converting and compiling the 3D models.

**Airport Designer** by ScuffyDuck and **SBuilder** by Luís Sá for airport facility design and landclass editing.

**cgtextures.com** as one of the best places to get generic textures and images in top quality and for free.

**The static P51** provided by Guy Diotte.

**The animated windsock** provided by jdberg,

**JonPatch and Arno** (fsdeveloper.com)



EDAH is a very popular general aviation destination with some regular commercial flight connections during summer season.





The airport area is covered with many derelicted barracks and airport facilities.



## SPECIAL THANKS

**...to Henry Baumann.** He is not only a very nice guy and flightsim enthusiast but as a member of the **ddr-flugzeuge.de community** he provided the necessary in depth information and countless photos and images of the airport that were the base for modeling and texturing.

Henry also worked on the AFCAD file of this scenery and created the included EDAH traffic package.

### **...to the beta-tester:**

Ruud Bouwknegt, Netherlands

Henry Baumann, Germany

Jason Moore, USA

FSDeveloper members: ckb76 and nater

ddr-flugzeuge members: Flusirainer, Volkerl

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## FEEDBACK OR QUESTIONS?

Please send me an email:  
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This version is developed for FS9 only!  
The FSX version should be available later.