

KCMH

Port Columbus International Airport

FSX



FS9 Scenery Converted for FSX

By Timothy Thomas

With permission of the Original Developer Sidney Schwartz.

Additional Assistance from

Wil Morgan of FRAME-RATE-FRIENDLY Studios.

Dale De Luca who did the vintage TWA textures for the DC3's

Contents

About the Airport.

Installation

What's Different from Sidney Schwartz FS9 VERSION?

GSX

Other notes.



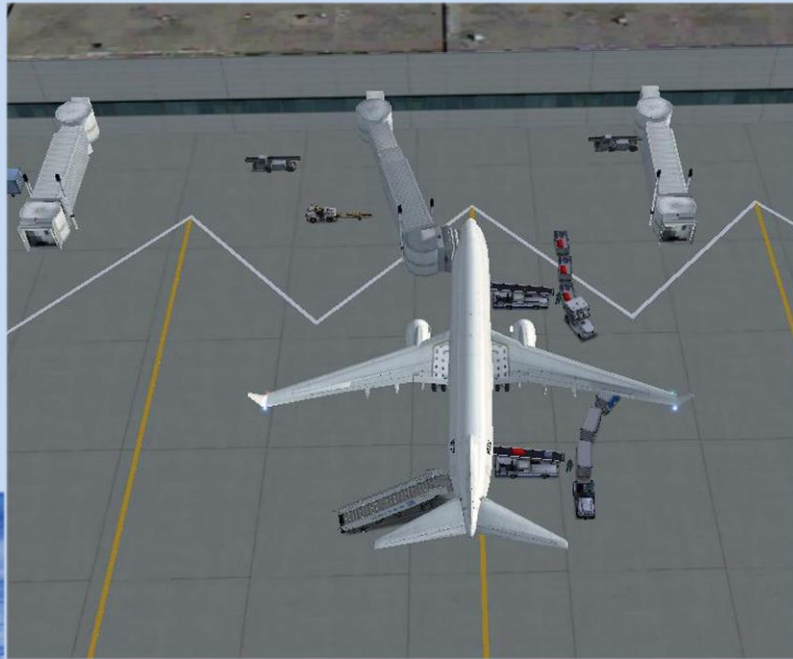
About the Airport.

Written by Sidney Schwartz

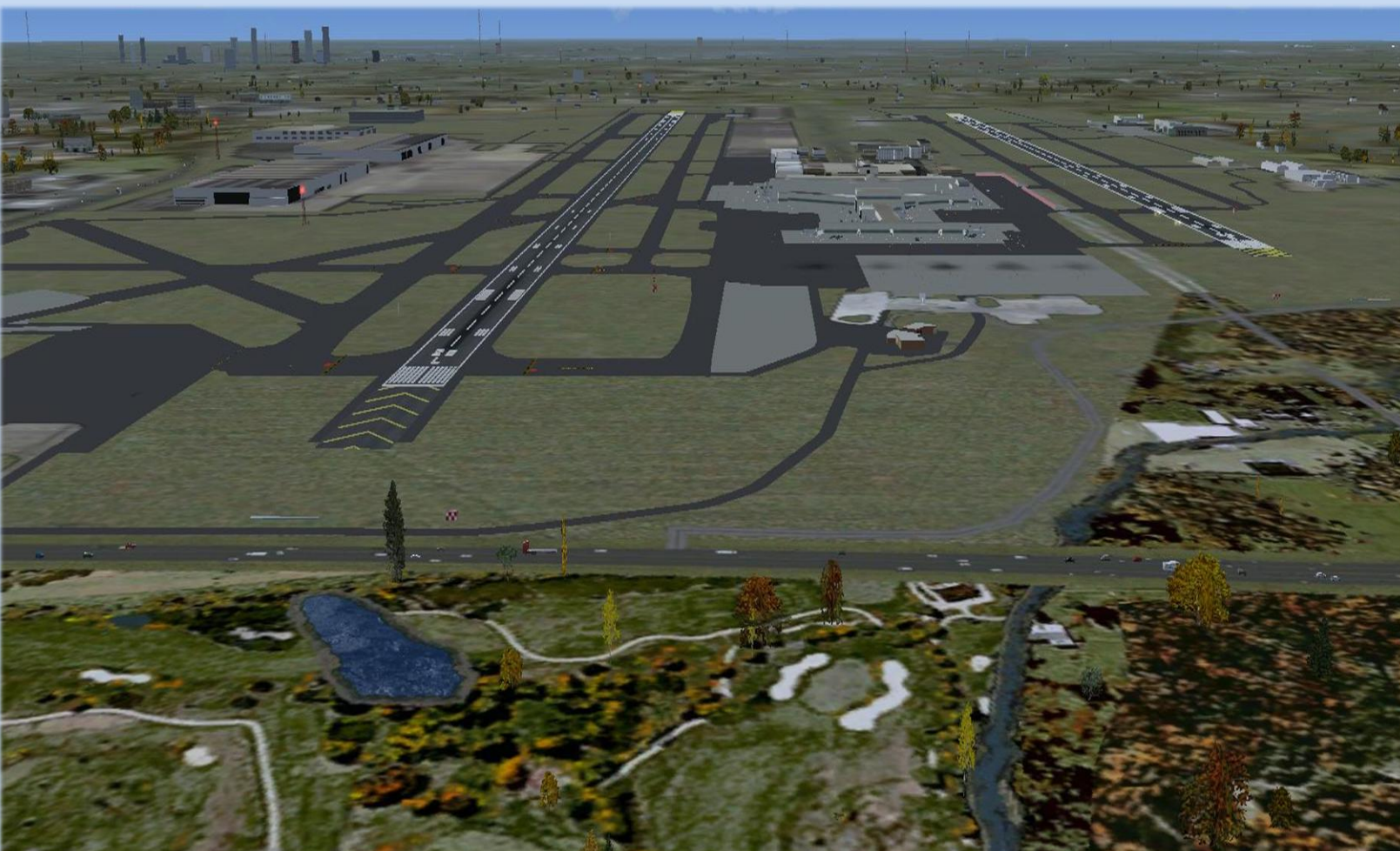
Port Columbus International Airport in Columbus, Ohio, is a gem of an airport for aviation buffs. It first opened in 1929 at a site chosen by Charles Lindbergh, as part of an air-rail route from New York to Los Angeles. The original terminal building has been restored and is now used for office space. Two of the original three hangers are still in use (I included the third hanger in the scenery). The six hanger Lane Aviation FBO was added in 1935 and has been in operation these 78 years. In 1959 the modern terminal was first built, with additions and renovations to follow. Net jets opened their facilities in 2001. With the exception of the runways, this version of KCMH was built entirely from scratch.

With the Permission of Sidney Schwartz, I converted his very well designed FS9 Scenery for use in FSX. FS9 scenery already works in FSX, however by using this conversion the scenery will be able to take advantage of the FSX only features. Most notably the working Jetways and Service vehicles.

Please see the Additional Information Chapter for a full list of things that were added, edited, or removed



A Payware Addon that I Encourage everyone to buy is [Ground Services X](#) from [FSdreamteam](#). This is a revolutionary addon that will add full ground services at all parking spots at every airport in FSX. I specifically redesigned the AFCAD with GSX in mind. So all those purchasing this add-on is not required. It is highly recommended and well worth the money.



Installation

1. Read the “Columbus KCMH 2013 Object Libraries” PDF, and follow the links to the downloads for 3ed party library objects used in the scenery. However you can Skip the Agen_XTrees_lib9_2.BGL, diy_jetways_lib_ss.bgl, and parking_ss.bgl.

ez-fuel tanks.bgl, and JRB_Chassis_Set_01.BGL are recommended but not required.

small_airstrip_objects_ss.bgl, warehouse_airplanes_general_aviation.bgl, warehouse_airport_vehicles.bgl you can considered required as without them you will not experience the full effect of the scenery.

2. Unzip the KMCH_FSX.ZIP to a Temp location (in this example I use the desktop. Admire Lara Croft)
3. Inside the extracted folder you fill find another folder named KCMH. Cut/Copy this folder, and paste into your Microsoft Flight Simulator X/Add-on Scenery folder

4. Start FSX

5. Go to Settings and Click Scenery Library
6. Click Add Area. Then navigate the File select window to point to KCMH in the Add-on Scenery Folder. Click Okay

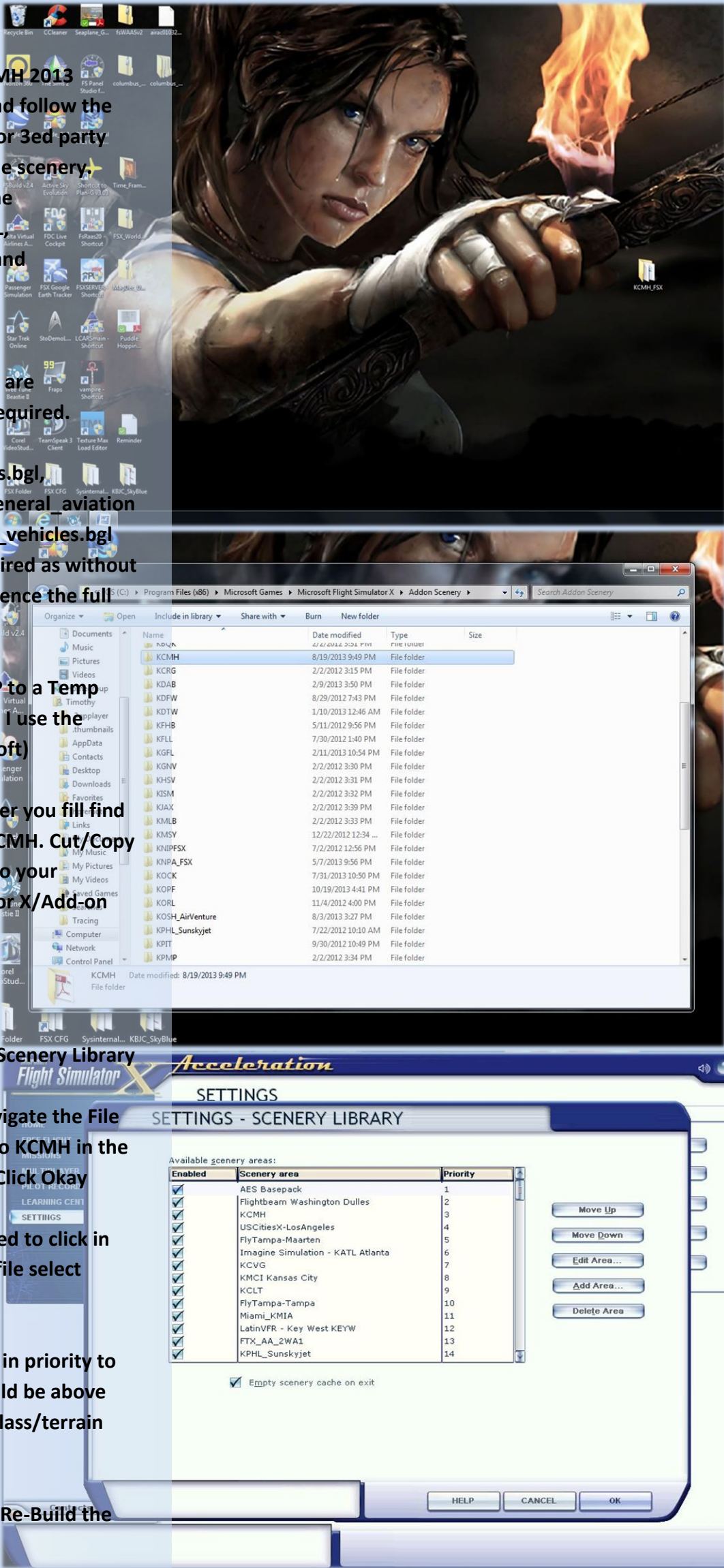
Windows 7 users will need to click in any Wight space on the file select window.

7. Move the Scenery down in priority to the desired level. It should be above Default Areas and land class/terrain areas.

8. Click okay. FSX will then Re-Build the scenery database

9. Go to the airport in free Flight to test it out.

10. Enjoy



What's Different from Sidney Schwartz FS9 VERSION?

Apart from Adding the FSX jet way and Airport Vehicle roadways I did the following.

Removed

Airport Gate number Signs, and Sidney's custom Runway hold short lines and enhanced centerlines.

A few minor Airport objects.

Added

Extra parking for GA ramps, Overflow Parking at the terminal.

Added a Asphalt Apron in the Southern Cargo area (Sidney's Custom Image would often disappear when viewed up close as seen in the screenshots)

Edited

The Net jets parking area to allow additional aircraft and a better layout (you now have more room to maneuver a larger jet like a Global Express)

The Surrounding roadways to used Vector lines as opposed to vehicle roadways. This looks much better in the end and saves on frames as the scenery is not drawing a bunch of extra taxiways.

GSX

As I mentioned earlier is designed this airport with GSX in mind. It is a highly recommended FSX Add-on.

I set up each Gate parking spot for GSX (I did not have time to do every parking spot on the airport. There are 85 in total) so I just did the gates. Don't worry GSX will work at all parking spots. However it's not recommended to use GSX at the following spots

Parking spots 11-17, 58, and 59. These are reversed parking spot which require an Aircraft to be pushed into it. GSX does not currently support that feature at time of Writing (10/28/2013)

All gates at the terminal are set up appropriately. And the pushback truck will push aircraft onto the main taxiway as they should.

Other notes.

AI traffic flow really well at this airport. The only Bottle neck area I found was at the entrance to the overflow parking area.

NOTE this scenery DOES NOT MATCH CURRENT CHARTS. It's designed that way. I may do updates in the future but I have 3 other airports I need to work on.