

There are a few items I installed on the airport that are not stock.

The drawback to the using a few of the scenery objects, is that they came in a bundle of other scenery objects which contains all of the extra textures. Without knowing what the exact textures are called for by the individual objects, I have to include the entire texture folder, which is huge, some 2800+ files.

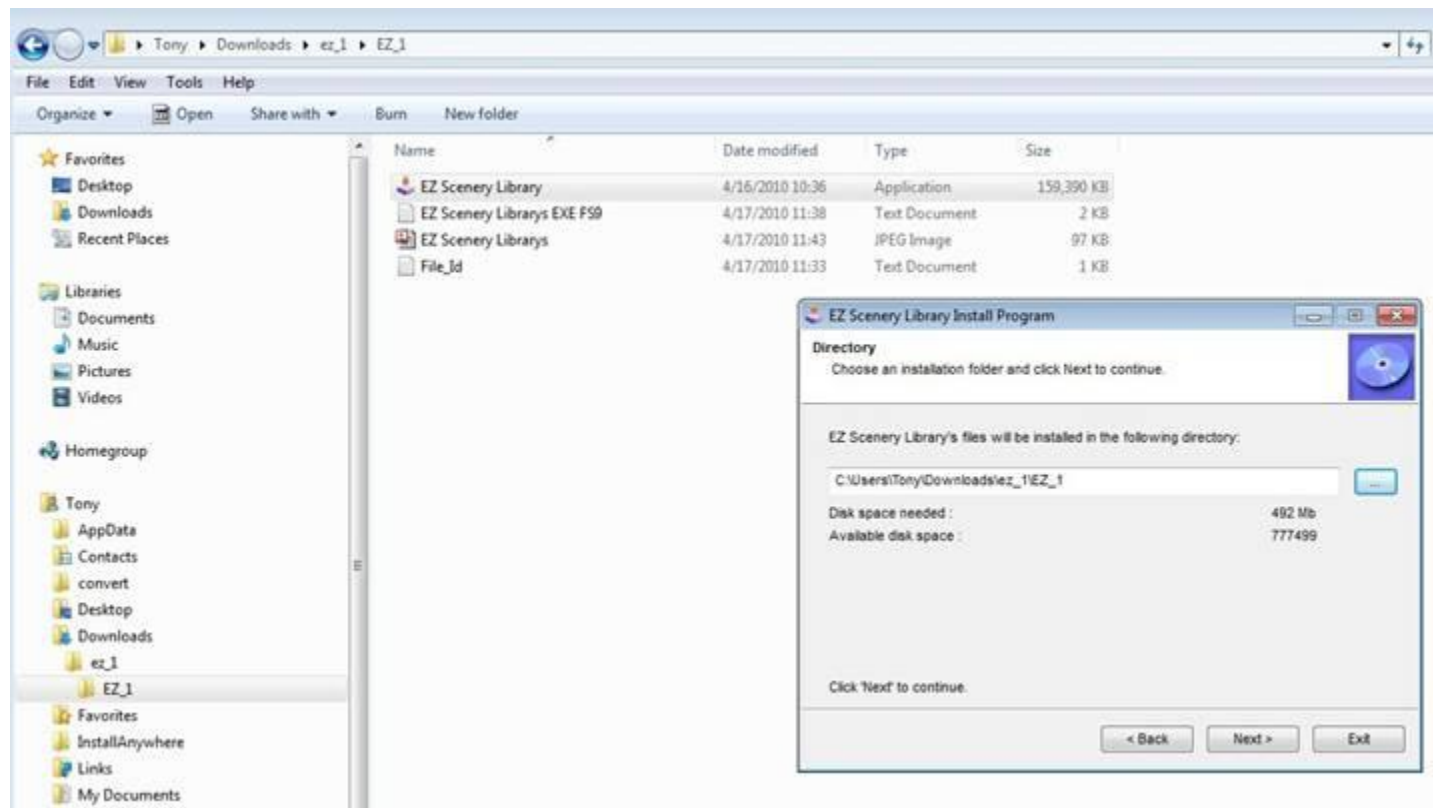
To make things more manageable, I uploaded the airport without the few objects.

You need to download and install EZ_1.zip from flightsim.com

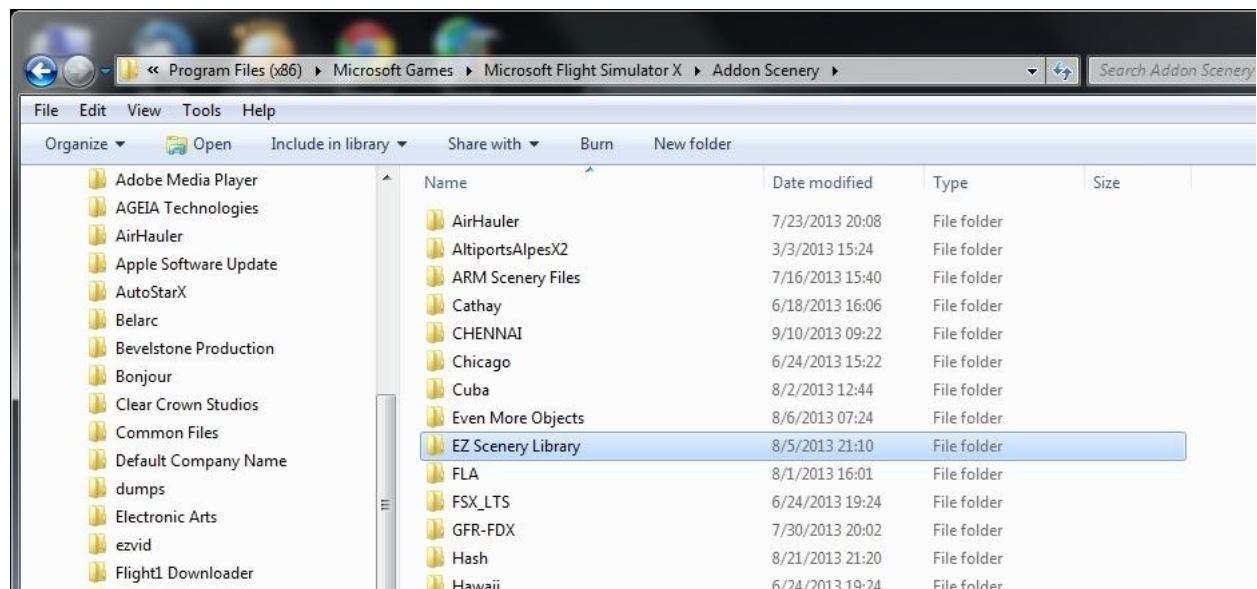
http://www.flightsim.com/vbfs/fslib....ame=EZ_1.zip and install it. David Grindele took the effort and combined all of the freeware scenery bundle and combined them into one file. The only drawback is that it is a big file. If you choose not to install this EZ_1.zip, the scenery will still work but it will not have a few of the added objects.

If you know how to install sceneries, great but if you don't, here are the instructions.

Because it is originally meant for FS9, the installer is set up for FS9 type of directories. I recommend installing it in a dummy directory, I used EZ_1 in my Downloads directory.



When it is done, there will be a \Addon Scenery\ and inside that will be \EZ Scenery Library. Move that EZ Scenery library to your FSX's Addon folder. It might be here C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery.

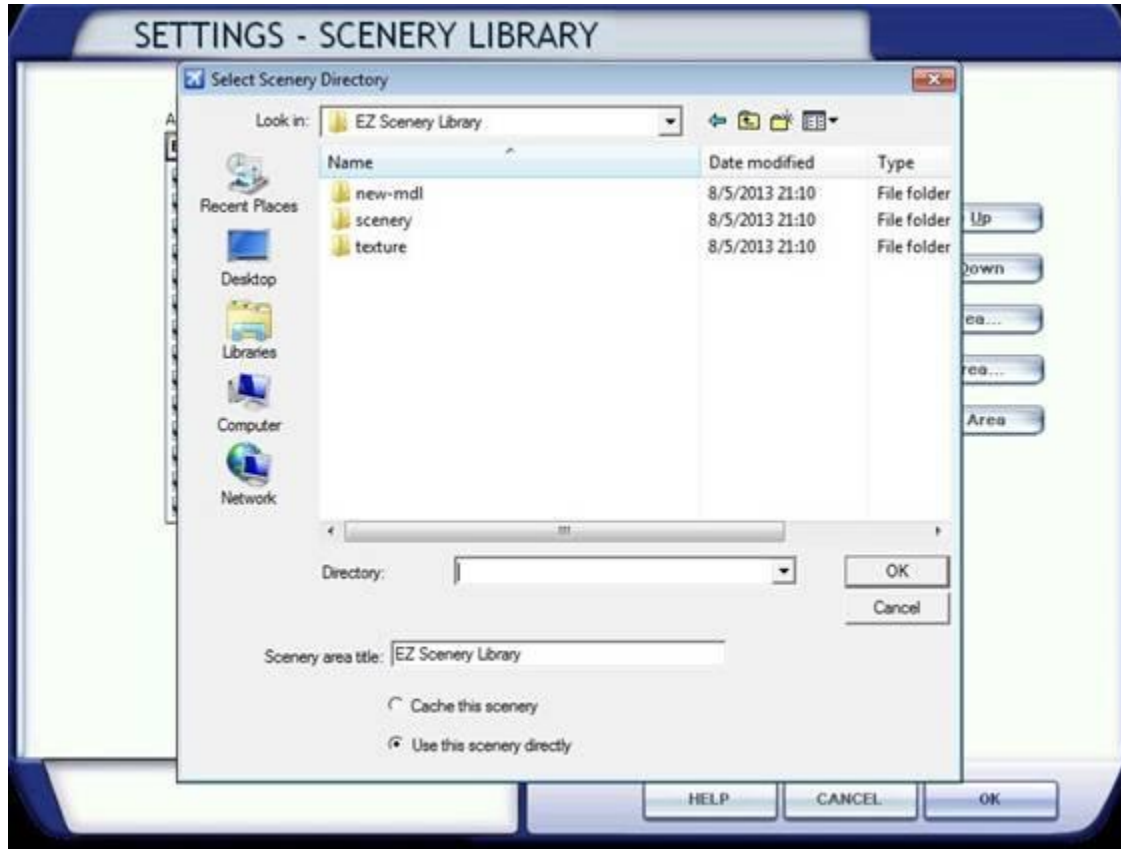


Now from within FSX:

- * Start free flight
- * Click World then Scenery Library...



*Click Add Area, Click the Addon directory, search for EZ Scenery. Don't click, hover your mouse over so it is highlighted, then click ok. If you see new folders Scenery, texture, new-mdl, click the blank area under the folders. IMPORTANT : Do NOT click the folders.



*Click ok after returning to the Settings - Scenery Library Screen. There will be some reload progress bars and now your airport will show the addon scenery.

You have now installed the scenery objects.