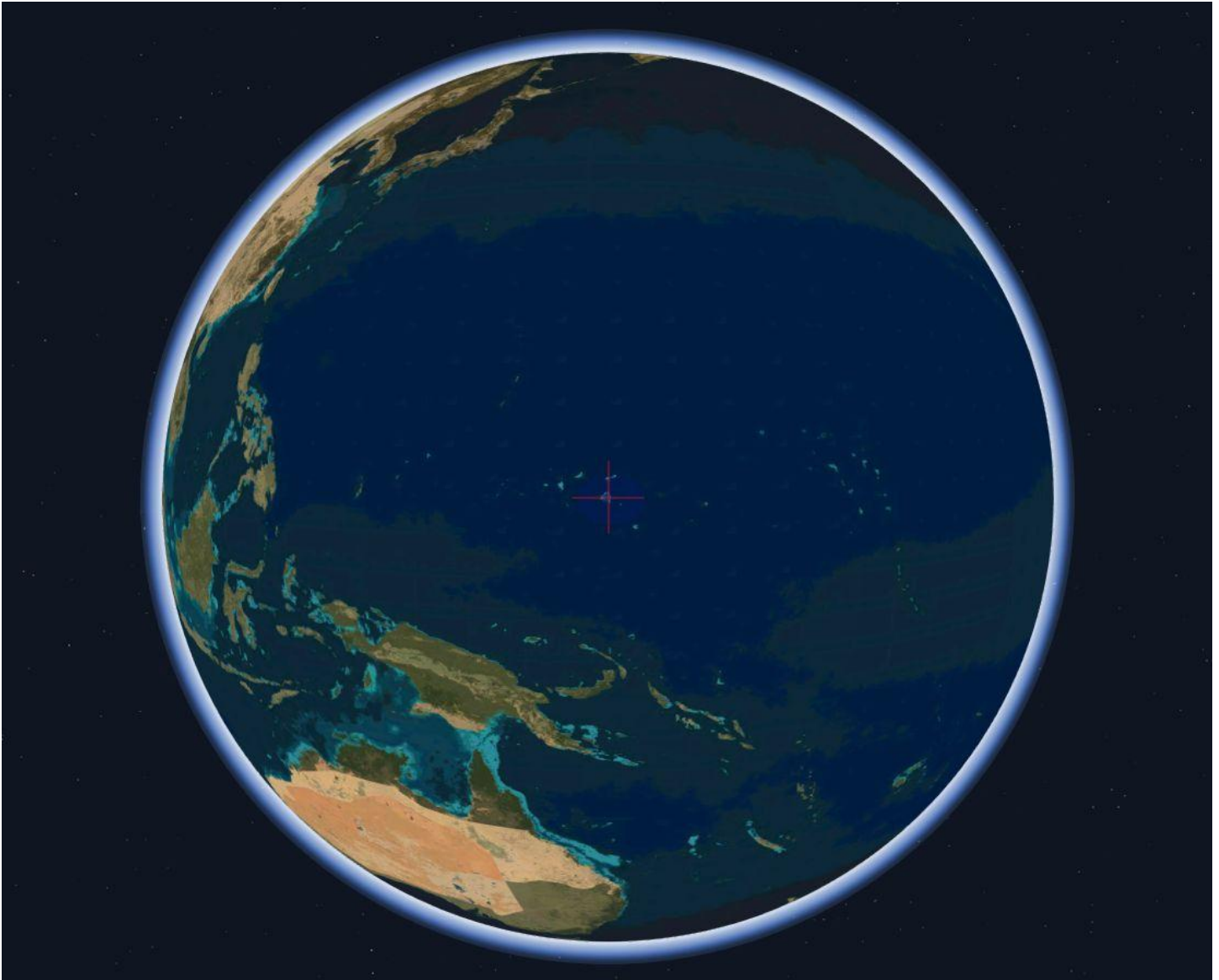


Truk Scenery 1945



Find enclosed within Truk 1945 scenery the following folders:

- Microsoft Flight Simulator X which contains:
 - Addon Scenery
 - Effects
 - Sound
 - SimObjects (boats)
 - Scenery (for boat traffic)
- Install Documentation

Contained within the Addon Scenery folder are the following folders:

1. Truk 1945 Objects
2. Truk 1945 Scenery

Adding Truk 1945 Scenery to FSX is accomplished by copy and pasting the included folder Microsoft Flight Simulator X into wherever you have FSX installed. (ie. Program Files (x86)/Microsoft Games/)

Installation instructions within FSX must be followed carefully. The Truk scenery must be installed using the FSX scenery installation. The Truk1945 scenery must be below the Truk 1945 Objects folder. See the image below.

The Effects folder should have been copied into the Microsoft Flight Simulator X folder..

The Sound folder should have been copied into the Microsoft Flight Simulator X folder as well.

The SimObjects folder will install the boats used in boat traffic.

The Scenery folder will install the boat traffic for Truk 1945.

The three airfields used by the Japanese at Truk are included in the scenery. The first is Harushma Airfield on Moen Island. This is the main bomber base at Truk Atoll. The second is Eten Airfield which was the main fighter base at Truk Atoll. The last is the auxillary airfield on Parum Island.

You will find both the north and south anchorages with several burning hulks at both.

The reef has been painstakingly detailed exactly as it is. You will find a Japanese convoy entering the lagoon through an opening in the reef. You will also see a Japanese destroyer who had run aground on the reef. This happened in the real world and is depicted in this scenery.

You will find several interesting effects at the Dublon Naval Base. The base has been attacked several times with damage being shown.

This scenery works perfectly in Prepar3D although it was made principally for FSX.

This scenery is freeware and must not be used for profit. It can't be uploaded to any other website or altered in any way without permission. Please see who's credited for scenery objects used here. Mark Schimmer (Roger-Wilco-66) is responsible for converting my Google Earth tracings into FSX. Mark also produced all the special objects used in this scenery and made their use possible. Some special effects were made by Tom Stovall using the FSX SDK. Tom Stovall produced the airfields using Airport Design Editor. Tom Stovall placed all of the objects using Object Placement Tool and SBuilderX.

For problems or questions Tom Stovall email is stovall@shasta.com.

Special thanks go to the contributors of the scenery objects supplied by Mark Schimmer used in this scenario:

- Wolfgang Fabers objects (tanks, vehicles, harbour objects, ships / wrecks) wfbp1w@aol.com
- Usio no Ibuki (ships)
- Virtavia, H6K Mavis
- Erik for his static aircraft (Hagochus Fighter Packs) hertzic@hetnet.nl

These models must not be extracted out of the libraries. If you want to use and distribute them for your own projects, please contact the original author.