

Ekeby airport/ESSC 1.0

for FS2004

by Peter Augustesen



Ekeby is a small airfield situated about 5 km's west Eskilstuna. The field holds two Rwy's but the 5/23 is mostly used. The other one is used by the RC-club. Summertime there are a lot of soaring activities.

Features :

The windsock is moving with winddirection and windstrength.

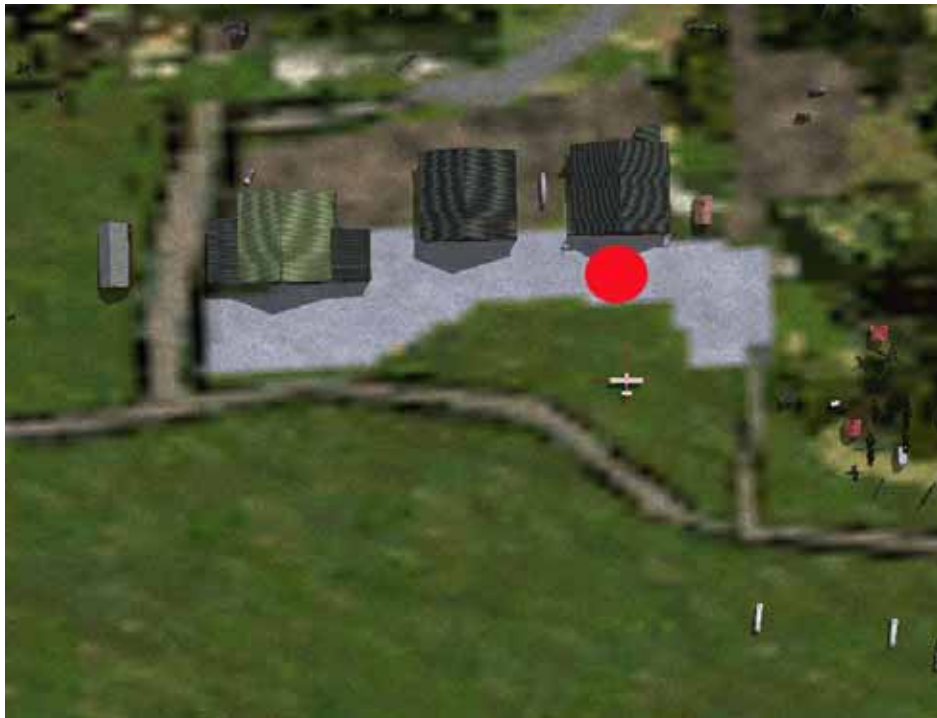
Traffic around and to the airport, depending on time of day and random.

Now and then see a autocyclist driving by.

Rwy 5/23 has no marking on the real field but in this version it has summertime !

(They have borrowed them from the upcoming Katrineholm !)

The hangardoors on the hangar nearest to the parking are randomly open or closed when visiting the airfield. If they are closed you can open them by placing your AC in front of the hangar. See picture below. They are always closed between 08.00 PM and 06.00 AM.



In summertime foremost, never wintertime, the field holds a lot of soaring activities and starting about twelve o'clock there are thermikareas around the field. You can see the areas by setting Com 1 to 123.40.

In summertime there can be other airborne traffic nearby and a railbus is passing by from time to time. The flags, only showed daytime of course, are sometimes the Swedish one, sometimes "Eskilstuna Kuriren".

All the objects in this scenery dynamic objects and that means that you have to have "Options/Settings/Display/Add-on Dynamic scenery" checked. Otherwise there are no objects at all. If you turn the slider down the amount of object decreases. When loading the scenery into FS it will take some seconds before all objects are visible.

Installation :

- Unzip in FS folder, then you will have an Ekeby-folder with a scenery and a texture-folder. In the scenery-folder you will all the bgl's, including the Afcad-file and the Traffic-files (Explained together with Bgl_Swap.dll below)
- You will have some new wave-files in your FS-sound-folder. (Kraka, Moped, BlackBird, VehiclePass, VehiclePass2.wav)
- The VimaCore.dll, VimalScn.dl, Bgl_Swap.dll and Bgl_Swap.ini(See explanation below) is installed in the FS-module-folder.
- In the folder FS/Scenery/Eurw/Scenery, make a backup of the file AP952100.bgl. Let the new one overwrite the default.
- Activate the scenery.

The file AP952100.bgl has slightly altered altitude for the airport. It is changed to 13.0 meters to have it cooperate with the afcad-file, the AI-traffic and my own airportfiles.

To make the vehicletraffic around the airport work properly I recommend R. Taburet's "Scandinavian Road and Waters". I've not tested without it.

Credits and many thanks to ;

Maurizio Gavioli/Vistamaresoft for providing the IntelliScen interface, see below.

Lars Hoyer cars.

Harald Kraft cars, gliders and trailers.

Steven Legg cars.

Erik Björnwall additional textures.

Lennart Arvidsson additional textures.

Goran Brumen the idea how to make animated flags.

And more Thanks to the betatesters, Lennart Arvidsson, Hans Ramberg and Erik Björnwall.

Software used :

Notepad

Fltrec

DOD

Scasm

FSDS

Sbuilder

Afcad

Bmp2000

ImageTool

Photoshop

Ttools

Jab

And some more...

IntelliScen briefly.

It's an extension for the scenery with more possibilities to manipulate variables and with a lot of builtin functions, as the randomfunction, used a lot in this scenery.

The sounds are also provided through IntelliScen.

Many thanks goes to Maurizio Gavioli for all encouragement and support !

More info on IntelliScen : <http://www.vistamaresoft.com/fs/IntelliScene.html>

Bgl_Swap.dll

What is it ?

This dll makes it possible to change places between two bgl's.

Why ?

I mainly created this dll to use it with my dynamic scenery.

There can only be one active dynamic scenery in an area so if I want more

variated traffic this dll can swap two (or even three) when starting up FS.
The files must have similar names like, Traffic_SwedenSmall.bgl and Traffic_SwedenSmall.bgl2.

Always the "2" at the end of the secondary file. That makes the one without the "2" active and the other is not. Next time you start FS they swap and the one without the "2" will have it and the other one is then the active file.

But when introducing IntelliScen in my scenery with its randomfuntion the usefulness for Bgl_Swap.dll decreased.

Then I started to use it with my trafficfiles instead. On smaller airfields it's not common to have the same approaches and departures every day.

This dll can be a solution for this !

The content of "Traffic_SwedenSmall.bgl" (and Traffic_SwedenSmall.bgl2) is traffic to and from some smaller airports in the neighbourhood of Ekeby.

If you are familiar with TTools you can edit your own traffic-files.

Maybe you want other planes, more or less traffic.....

How to use :

- The files Bgl_Swap.dll and Bgl_Swap.ini shall be present in the Fs modules folder.
- The traffic-files shall be installed as explained above.
- Open the Bgl_Swap.ini .
- Copy or write the path to the Traffic_SwedenSmall.bgl into the upper line in the inifile. It's already a path there, overwrite it, it's an example.
- Close and save the Bgl_Swap.ini.
- As easy as that !

Happy flying !

Bugreports, encouragement, suggestions to

p.augustesen@chello.se

LEGAL STUFF

This scenery is created as freeware and the scenery, or parts from it, may not be redistributed in any other form.

The files ViMaCore.dll and ViMaScn.dll belongs to VistaMaresoft.

Bgl_swap.dll may not be redistributed in any form without permission from me.

Thanx for reading.