

# Skå-Edeby flygfält/Esse ver 1.0

By Peter Augustesen



Skå-Edeby airport is situated about 10 miles west Stockholm. The airport was build during WW2 and has an old military field several so callad "ladvärn". That is a building as seen from air it looks like a barn, but is an armoured hangar and housing military planes. These kind of hangars was also build so the could be taken as common livinghouses.

Nowadays there are a lot of more modern hangars and other buildings in the field.

Features :

The windsock is moving with the strength and direction of wind.

Vehicle traffic around and to the airfield, depending of time of day.

More is to discover....

**Attention !!** The windsock, the flags, the cars and some other objects are "dynamic objects" which means that you have to have "Options/Settings/Display/Add-on Dynamic scenery" checked, otherwise they are not visible. The slider must be at least at "dense".

## Installation :

- Unzip in a folder of your own choice, i.e the "Addon scenery".
- In the folder "Esse" there are two folders, scenery and texture.
- In the sceneryfolder there is one more folder containing the LC-file, which has to be installed separately.
- In the "ToSceneryWorldTexture-zip" there are ten bmp´s and two agn-files. They should go to this folder. Attention, these files can not be installed in the scenery texturefolder.
- In the sound.zip there are three wavfiles, BlackBird.wav, Bofink.wav and Lark.wav. These goes to the FSsoundfolder.
- In the modulesfolder there are two dll´s, VimaCore.dll and VimalScn.dll. These goes to the modulesfolder of FS. These files must be present, otherwise CTD!!
- Activate the scenery and the LC-file and fly !

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 ;

Lars Hoyer , cars

Harald Kraft , cars

Steven Legg , cars

Lennart Arvidsson, some textures.

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

## IntelliScen briefly.

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

Bugreports, encouragement, suggestions to

[p.augustesen@chello.se](mailto: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.

Thanx for reading.