

# Vängsö airport/ESSZ 1.0

by Peter Augustesen

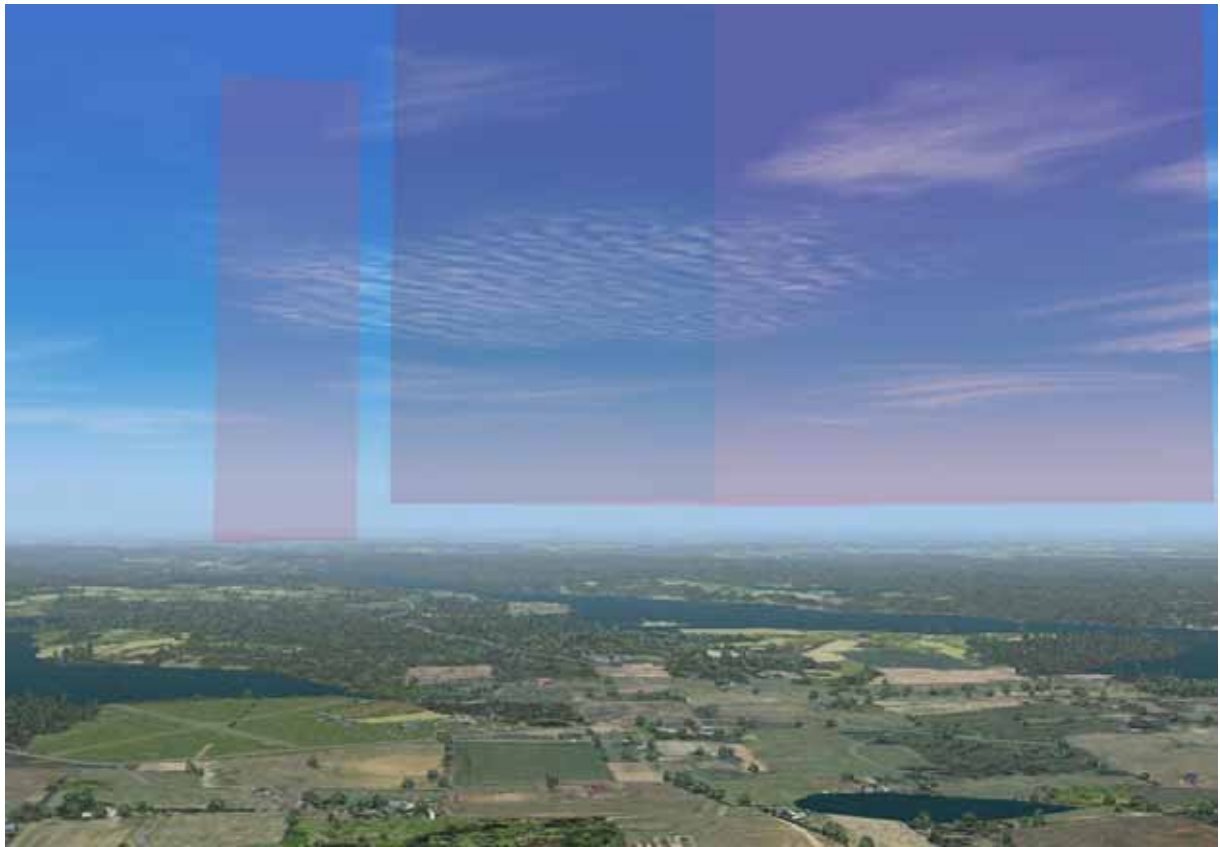


The field is situated in about 60 kilometers westsouthwest Stockholm and about 10 kilometers north the village Gnesta. From the beginning the field was attempted as a emergencyfield for the posttrafficline between Stockholm and Malmö. It came in use in the early 1930 but now it's operated in the management of "Östra Sörmlands flygklubb".

The ground frequency is 123.35 and this frequency lights the active RWY15/33-lights as well. There are several building in the airport area and most them are represented in this Fsversion. The field has also an animated windstrengthdependent windsock which also moves with the winddirection.

In summertime foremost, never wintertime, the field holds a lot of soaring activities. Starting about twelve o'clock there are thermikareas around the field.

You can see where they are by setting Com 1 to 123.40. Then it look as the picture below.



You can find more info about the airport at: <http://www.osfk.se/>

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.

### Installation :

The scenery is installed as usual with bgl's in one folder and the bmp's in a corresponding folder. Activate the scenery in FS. However, the LandClassfile should be installed in folder of it's own, without textures.

( Several tests on my PC has showed up no problems by having the LCfile in the same folder as the other scenerybgl's. )

The soundfiles (\*.wav ) should goes into FS Soundfolder.

You can install the Afcadfile where you have your other ones or in the same folder as the scenerybgl's.

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

You must have the files "VimaCore2004.dll" och "VimalScn.dll" in the FS Modulfolder.

The VimaCore.dll, the VimalScn.dll, the Afcadfile, the LCfile and the soundfiles you'll find in the "Extras"-folder.

Credits and many thanx to ;

Lars Hoyer , cars  
Harald Kraft , cars, trailers  
Steven Legg , cars  
Erik Björnwall , additional textures  
Lennart Arvidsson, additional textures  
Goran Brumen , the idea how to make an animated flag.  
Maurizio Gavioli , for providing the IntelliScen interface, see below.

Software used :

Notepad  
Fltrec  
DOD  
Scasm  
FSDS  
Sbuilder  
Afcad  
Bmp2000  
ImageTool  
Photoshop  
And some more...

Happy flying !

Bugreports, encouragement and suggestions to  
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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.

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

#### 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 and ViMaIScn belongs to VistaMaresoft. Thanx for reading.