



Part of the FScene Design Network's

Triple-7 Series

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Copyright stuff

Let's get the 'small print' over with first. We know that anything in this big bad world can be reproduced within minutes, no matter the copy protection, no matter what we write or how much we threaten, so the following text is just meant for decent people to read. The ones we know that will take it to heart. The ones that have just PURCHASED this product. In other words: YOU! (And, by the way, thank you for that!!).

All **FScene Design Network** products are commercial products and copyrighted as such. This means that no product, or any part of it, may be copied, reproduced or disassembled in any way, nor published in any way and by any means, without written agreement from **FScene Design Network**. The same holds true for any registration- or license key or any other means of product protection.

The product is provided 'as is' and the publisher, author(s) and distributor(s) do not accept any liability for any damages of any kind resulting from the use of the product in any way.

Warning: This product should NOT be used for real world training or other real world usage of any kind!

After purchasing this product, **Central Florida GA Airports Volume 3 by Joe Watson**, you may install and use it on ONE computer only for your private use. And you know what? If you really want to make a backup copy for safety reasons only and promise NOT to use it for anything else (like giving it to your best friend), we don't even blame you!

Included software is copyright of **Joe Watson**.

The documentation and accompanying websites/webpages are copyright of **François Dumas**.

All **publishing rights reside with FScene Design Network**.

'Flight Simulator X' is copyright of **Microsoft Corp**.

FScene brand name is owned by and licensed courtesy from **Ruud Faber**.

Now let's get down to business.....

What did you just buy ?

Central Florida GA Airports Volume 3 by Joe Watson is adding 'life' to a fair number of private and other small airstrips in the region of, you guessed... Central Florida.

Joe has skillfully 'placed' a large number of default objects on the otherwise barren places. The airfields as they come in the box of **Flight Simulator X™** are nothing but green rectangles with a runway or dirt strip in them, not really resembling anything you'd see in real life.

Joe has changed all that. NOT by making the fields a copy of the real ones – we could never do that for this friendly price – but by giving them the 'look and feel' of the fields as you would find them in Florida, using the readily available objects of FSX itself.

And yes, you could do that YOURSELF too, given the tools and objects are part of the base FSX package. But just in case you don't have time, patience or skills for that, this product is for YOU!

Now it is much more fun hopping from one field to another, going on a 'discovery flight' to see 'what is out there', or set up your own 'base' and fly from there.

All the fields are enhanced by adding objects to them. Some have more, some less. Things you will now find range from additional trees, barns, hangars, tool sheds, freight, houses, farms, cars, people, flocks of birds and even balloons.

Airfields included in this set

(W)=Water Runway

=Sebring=

9FL3 - Lake Josephine (W)

= Lake Placid=

03FA - Lake Persimmon

90FD - Griffin Blue Head Ranch

08FL - Hendrie Farms

FD72 - Kings Port

3FD0 - Last Chance Ranch

FA60 - Vincens Condominium Assoc.

09FA - Placid Lakes

= Arcadia =

X06 - Arcadia_Mun

92FL - Carlstrom Field

FA27 - Ellsworth Field

0FA1 - Frierson Grove

Installation

Installation is relatively easy. Actually, chances are that when you read this, you've already DONE IT!

- Just to re-iterate what happens then:
You start the 'installer'
- It will find your FSX installation (unless you have changed something, then you will need to point the installer to the PATH where you have installed FSX)
- The installer will make (or find an existing) FSceneDN folder within your FSX folder and move the necessary files into it
- It will then also adapt your scenery.cfg file, making sure the add-on is activated AND it will add an 'uninstall' action to your Program List

Uninstalling

We can't imagine you would want to uninstall what you just bought, but just in case you need to, here is how:

- Click on Start (bottom left of your windows screen)
- Click on Programs
- Find the FSceneDN product title (you may have more)
- Find the appropriate 'Uninstall' and click on it
- Remove the entry from the scenery.cfg YOURSELF ! (We don't do that for you, because although we saved the original scenery.cfg it may be 'old' already. You may have added other add-ons by now and we don't want to mess up your entire simulator settings. So it is a lot SAFER if you do it yourself. Oh, and if you do NOT remove the entry, you will see a warning message every time you start FSX, but it is not harmful and you can basically just click OK and ignore it.

Under Windows XP you will find typically the scenery.cfg in the folder :
c:\Documents and Settings\All Users\Application Data\Microsoft\FSX\

If it is not there then you'll have to use the search function of Windows Explorer

Support

We don't envisage you will need much support as this is a fairly simple product with an automated install.

But since SUPPORT is one of our famous hallmarks we are here for you of course !!
You can freely READ our Support Forums and find information there. In case you have QUESTIONS you will NEED to REGISTER to our SUPPORT FORUMS , which is THE ONLY PLACE we provide support for FScene Design Network products !!

You can find the forum here: <http://forums.fsaddon.eu/portal.php>

Click on 'forums' and look for the FScene Design Network Support Forums in the list!

(For reasons of security you will have to register in order to post messages there).

Credits

Idea and implementation - Joe Watson

Documentation – François A. Dumas

Support – Ruud Faber

Beta Testers:

Tom Constantine

Dexter Thomas

Ruud Faber

Lars Hammer

Mike62

Jaap van Hees

Fastball

Roger Ady

About FScene Design Network



Because we know that add-on products have become increasingly expensive over the past few years - due to an increasing complexity in development and an increasingly demanding market – we decided to found this ‘affiliate’ of Silver Cloud Publishing (to which also FSAddon Publishing belongs). The idea was to provide a separate ‘brand name’ with products focused on the lower end of the market.

In simple terms: more affordable products!

Reducing the price of products in this industry can only be done through a couple of ways (apart from just giving things away, a.k.a. freeware, which we actually also do at times).

That means we either have to reduce production cost OR the authors have to accept lower revenue.

We do both.

The production cost are lowered by not providing the same high level of documentation and other ‘good looking’ stuff to go alongside the actual software, and by providing less complex products thus reducing development efforts and time.

That does NOT mean the production quality is any less, but obviously you get a little less complex products and less detail.

And we use ‘new’ authors who are starting in this business, who have things to learn and who have not yet made such a name for themselves in the commercial arena. Therefore they can and will accept lower fees to start with.

The idea is that this works both ways. Less costly products for the (perhaps starting) ‘FS consumer’ and a chance for new talent to get their feet wet in the difficult world of commercial FS add-ons.

We hope you like our formula and the products we’ll provide under it.

About FSAddon Publishing



Since you've come this far, you must be a die-hard simmer, or at least an avid reader. Congratulations on your perseverance, not many people read manuals at all ;-). To reward you, let me tell you something about our companies then.....

The **FScene Design Network** was an idea of Ruud Faber and yours truly. We thought it was a good idea to help developers new to the commercial world of making and selling add-ons AND

to provide a somewhat cheaper 'brand' with entry-level add-ons and prices. Ruud kindly offered to use the name if his well known brand, FScene !

The FScene Design Network hence is the little sister of FSAddon Publishing, and both are owned by **Silver Cloud Publishing**, François Dumas's privately owned company.

FSAddon.com was founded by Miguel Blaufuks and François Dumas with the main purpose of designing and publishing add-ons for the Microsoft Flight Simulator range of products.

But not just any add-ons!

Our aim is to provide **additional immersion** for the simulation by providing high-quality, **complete packages or series** that do more than just add an airfield, a utility or an aircraft. We are aiming to provide 'reality kits' that are a combination of additional FS software AND other things such as a story line, navigational information and tools, or even community access via the Internet.

We are also convinced that most buyers of these flight simulators only scratch the tip of the proverbial iceberg and won't use more than perhaps 10% of its capabilities. Another goal of ours therefore is providing education and information geared towards better and more satisfying usage of what you have already bought!

The company is a subsidiary of the already existing company **simMarket**, which in turn is part of the associated **simFlight Network**. SimMarket is the world largest on-line distributor of flight simulator add-ons. But up to now all products have been sold under their own name and without any (or much) guidance from simMarket.

The simFlight Network consists of a multitude of flight simulator news sites, covering many languages and areas around the world, and also hosting a large number of flight simulator user communities via forums and other means.

The two organizations together form a very powerful base for the newly founded FSAddon.com, providing all the basic infrastructure, skills and contacts needed to design, develop and publish flight simulator add-ons.

The company's aim is 3-tiered

- 1) To substantially expand the possibilities for beginning simpilots to use their flight simulator
- 2) To provide high-quality, extensive add-ons to the more experienced simpilots
- 3) To lower the thresholds for communicating and flying together using flight simulators and the internet.

We hope you'll enjoy our products, and above all, the pleasure of sharing this hobby with us and the hundreds of thousands of like-minded enthusiasts all over the world. If we can add just a little value to it, then we have achieved our goal.

Where to find us on the Internet:

Our main website is www.fsaddon.com

Our main support forums can be found at: <http://forums.fsaddon.eu/portal.php>

At the time of writing we are changing our main website. It might already be moved to www.fsaddon.eu by the time you read this. Try both!

Silver Cloud Publishing is here: www.SilverCloudPublishing.com

Other FSAddon products



If you like this product, then you will want to visit FSAddon's website (www.fsaddon.com) from time to time, because we are working on a whole range of similar and other products, from very well-known authors and designers, but also from very talented new people in the flight simulator industry.

Just check out the 'Products' link to see everything we have made so far, and the 'News' link for regular info on what we are working on !

See you in the (virtual) skies !

François A. 'Navman' Dumas
Publisher