

A large version of the Glasgow Xtreme logo, with "Glasgow" in blue serif font above a horizontal line, and "Xtreme" in gold, italicized serif font below the line.

Add-On scenery For Microsoft FS2004

Welcome to the most detailed scenery ever made for Glasgow Airport! Glasgow is the second of the next generation of airports from UK2000 Scenery. Using new methods and modeling systems, which allows us to make truly amazing airports.

Glasgow airport began its life in 1932 as a HMS air station at Abbotsinch, in 1966 the airport officially opened as a civil airport retaining many of its wartime buildings. Recently the last 'large' reminder of its past was demolished when the 'C' hanger was removed. The BAA took over in 1975 by which time the runway had been extended to take larger jets. Another major expansion was in 1990 when Preswick lost its privilege of handling the transatlantic jets and a new International pier was built at Glasgow to take the extra traffic.

Today Glasgow is the busiest of the 3 main Scottish airports with passengers expected to exceed 10 million a year very soon.

Installation

The installation is fully automatic; it will search the windows registry for the location of your FS9 Folder and uses this as the default initial location. You can install Glasgow Xtreme to any location but please remember where you placed it for future updates.

It will also install FS2004 AFD data (via an AFCAD file) for the airfield to allow the AI aircraft to taxi and park correctly. There may be more versions of this available from the website to suit different users' needs.

The product does not include any large airliner AI, as this may conflict with the users AI add-ons.

After the basic installation of the files the 'Setup and Options' program will auto-run. This program is needed to add the new scenery area within FS9 and for you to select certain options. You also need to 'activate' the scenery; this is needed to help stop illegal use of the product. You only have to do this once on the PC where the scenery is installed. You input

your Product ID (from the sales receipt) and your email address. The Activation code is then sent to the same email address. If you don't activate the product it will run in 'DEMO' mode.

This setup program is also designed to update your 'scenery.cfg' file, but you are free to install this scenery manually if you don't want to use this part of it

Uninstall

Please run the products uninstall process.

Click START – PROGRAMS - UK2000 scenery-UK2000 Glasgow Xtreme“Setup and Options”

You should never remove the actual scenery manually without removing it from the FS database. The 'Setup and Options' should be used to remove the scenery correctly

The Airfield

Glasgow is about 10 miles West of Glasgow and off the M8 Motorway

The Easiest way to find the airfield is to use the Go to Airport system within FS. Start FS (use your default flight if needed). Make sure you are using the FS default database (not the add-on scenery database) and enter in "Glasgow" , "EGPF"

Glasgow has two runways. 23-05 and 09/27, the second, 09/27, is normally only used for GA and flying club aircraft. . The Control has evolved over the years but you still tell it's an Ex RAF type. Glasgow has 3 piers, an Executive/GA ramp, a small cargo area and a flying club on the north side

Runway	Length	ILS ID	FREQ	OBS	PAPI
23-05	2658*45	IOO-IUU	110.1	052/232	YES
27/09	1104*45	N/A	N/A	096/276	YES

VOR on field "GOW" 115.4 and NDB "GLW" 331

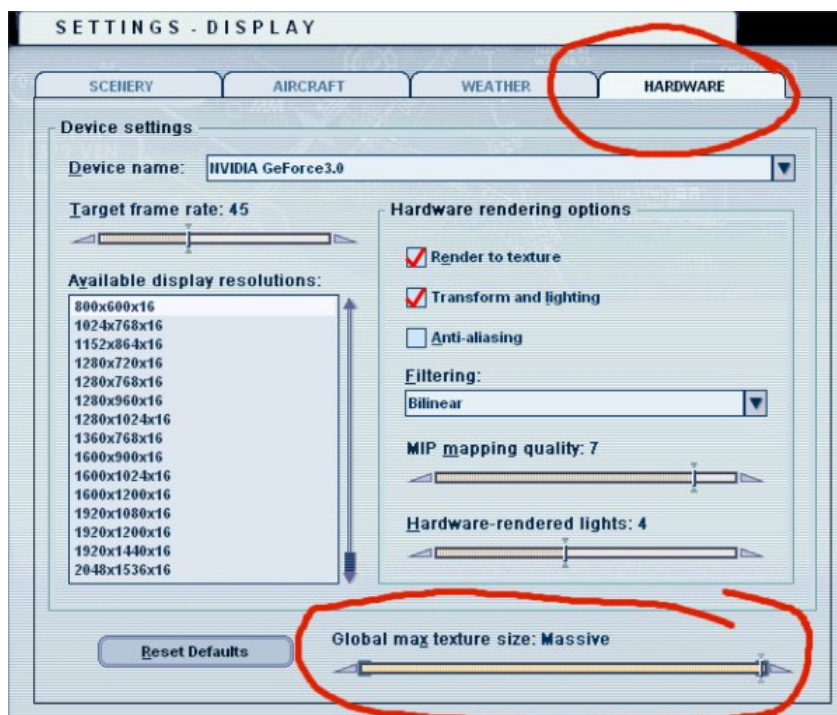
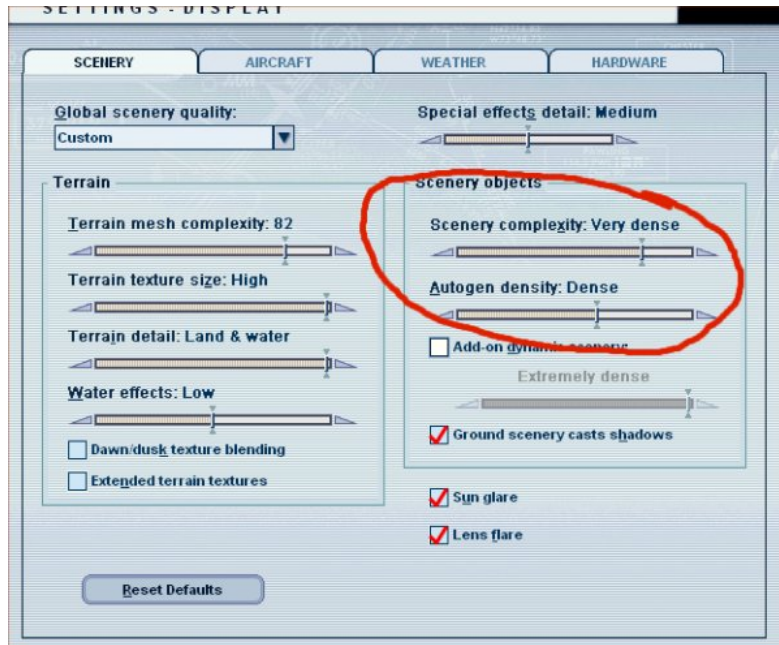
Resources

Please see this link for charts:

<http://www.uk2000scenery.com/caa.htm>

Display Settings

There are two important settings that users need to ensure are set to use this product correctly they are shown below.



Active Parking



Users should park at one of the 'active' air gate stands. These stands have moving interactive features like air gates, docking boards, precision docking lights (PDLs) and an active service fleet.

Stand	Aircraft Type *	PDLs	Stop Board	Air Gate	Active Fleet
33 – West Pier	ALL	YES	YES	YES ITERACTIVE	YES
17 – Central Pier	Small-Medium	YES	NO	YES FIXED	YES
12 - East Pier	Small	YES	NO	YES	YES

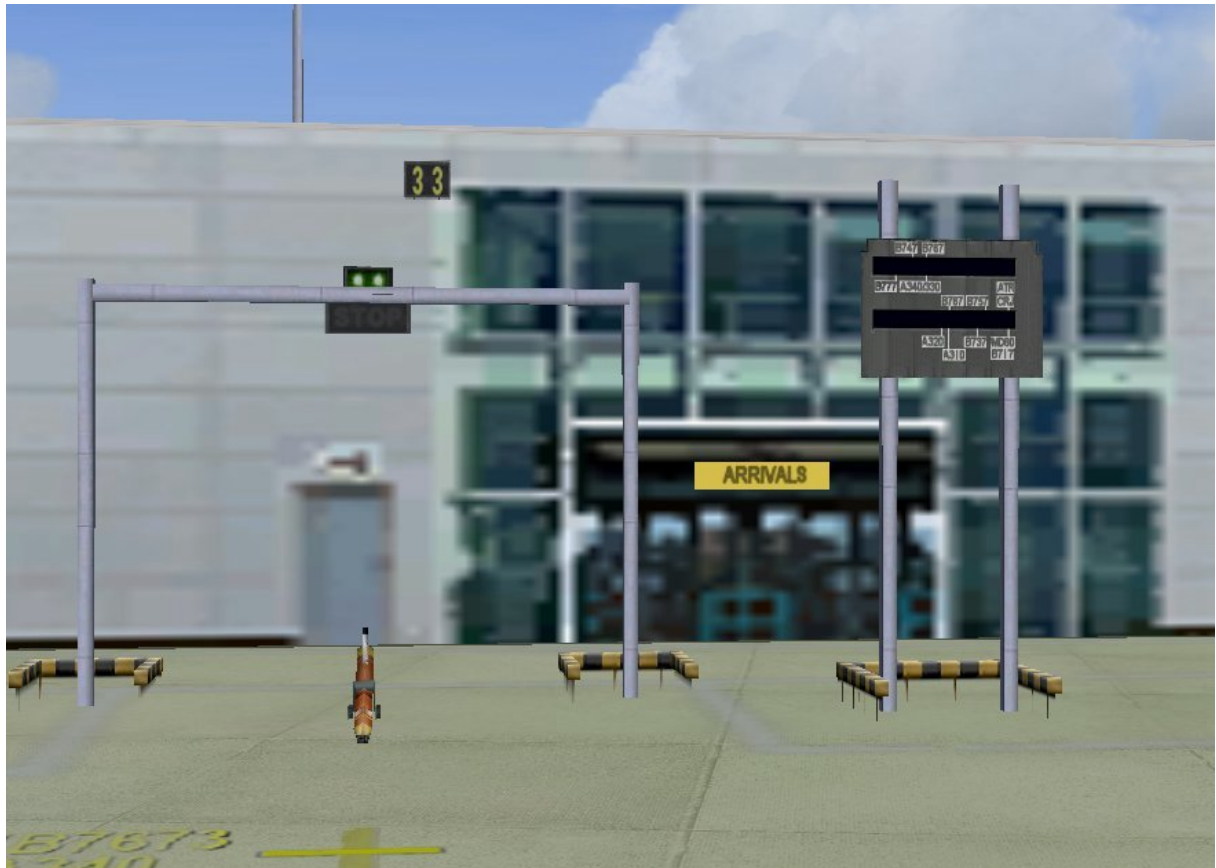
*** Please note, in the real world there are many restriction on which aircraft use which gates, but for purposes of this scenery, a more general rule is applied**

NOTE: The 'AFCAD' file is designed to leave these active stands free for the user's aircraft. In most tests it appears Stand 12 is used by ATC more than the others

Stop Board

Again at some stands there is a stop board. These systems are designed to let the pilot know at what point to stop his aircraft. In the real world most are purely visual using the alignment of an indicator arm and marks, it's a 'line of sight' system.

In FS, this does not work well, so instead there is a line that moves across the board to simulate the same thing.



It is easy to use, as you approach the board the line will appear on the RIGHT, this will then move to the left as you move forward, when the lines matches your aircraft type STOP!.

Now FS is not like a real aircraft, you can't turn your head to keep the board in sight as you get closer, so use wide angle and FULL view (not cockpit) as you try to dock, if you don't then you may lose sight of the board.

Use this view when parking.



NOT this!



Air Gates/Jetties



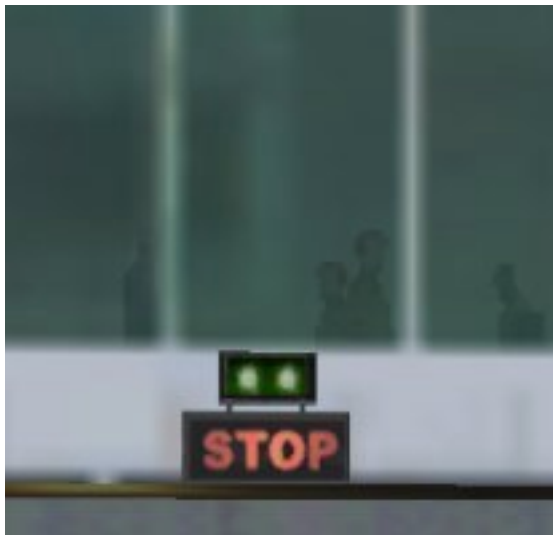
A few stands may have interactive animated air gates. These air gates will adjust to match your aircraft type and position, but you do need to park at the correct place using the docking board or ground lines

To make the air gate 'Dock' with your aircraft, you first stop using the stop board. Then change NAV1 (to any other freq) and the air gate will move. You must change NAV1 using COCKPIT view. If you want to see the movement, then move to spot view.

(If your aircraft does not have a changeable NAV1 then you can also use COM1 freq 126.00 to move the gate in and 126.10 to move it out.)

Precision Docking Lights

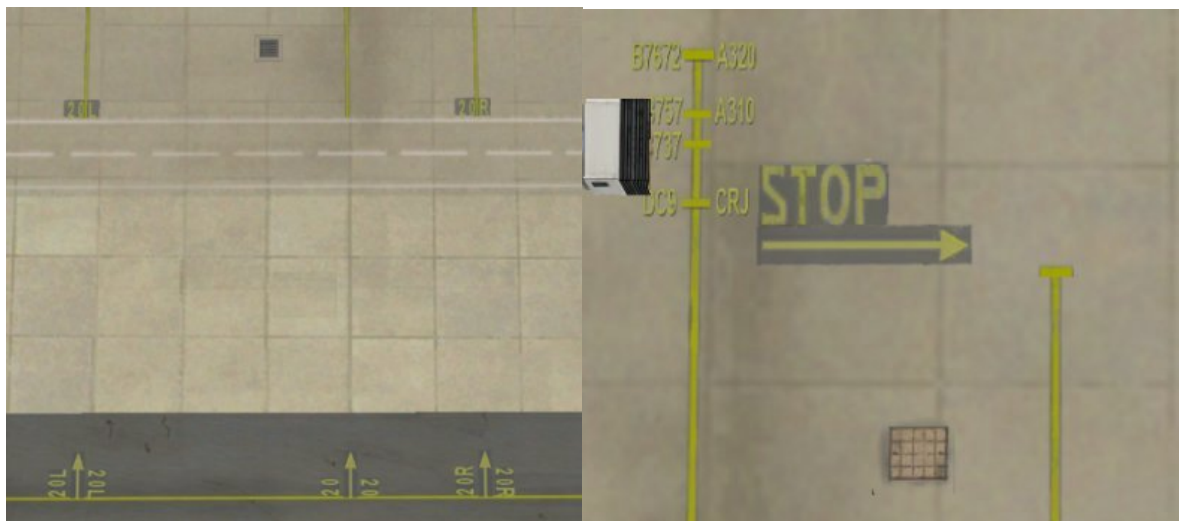
At most stands there are Precision Docking Lights, which show the left-right alignment of the aircraft. ONLY the Active stand lights work the others are just for display.



If you are to the LEFT then the left light will be RED, if you are to the right then the RIGHT light will be RED. The 'STOP' sign is for FS use and is just a help to remind you to STOP!! For the exact stop position please use the Stop Board as shown below.

Stand markings

There are many different types of ID posts and structures to show the stand number of the parking bays. Here are two below; the one on the left is used when the space is tight and the push tug fits between the poles. The one on right is used when there is enough room behind and is placed further back.

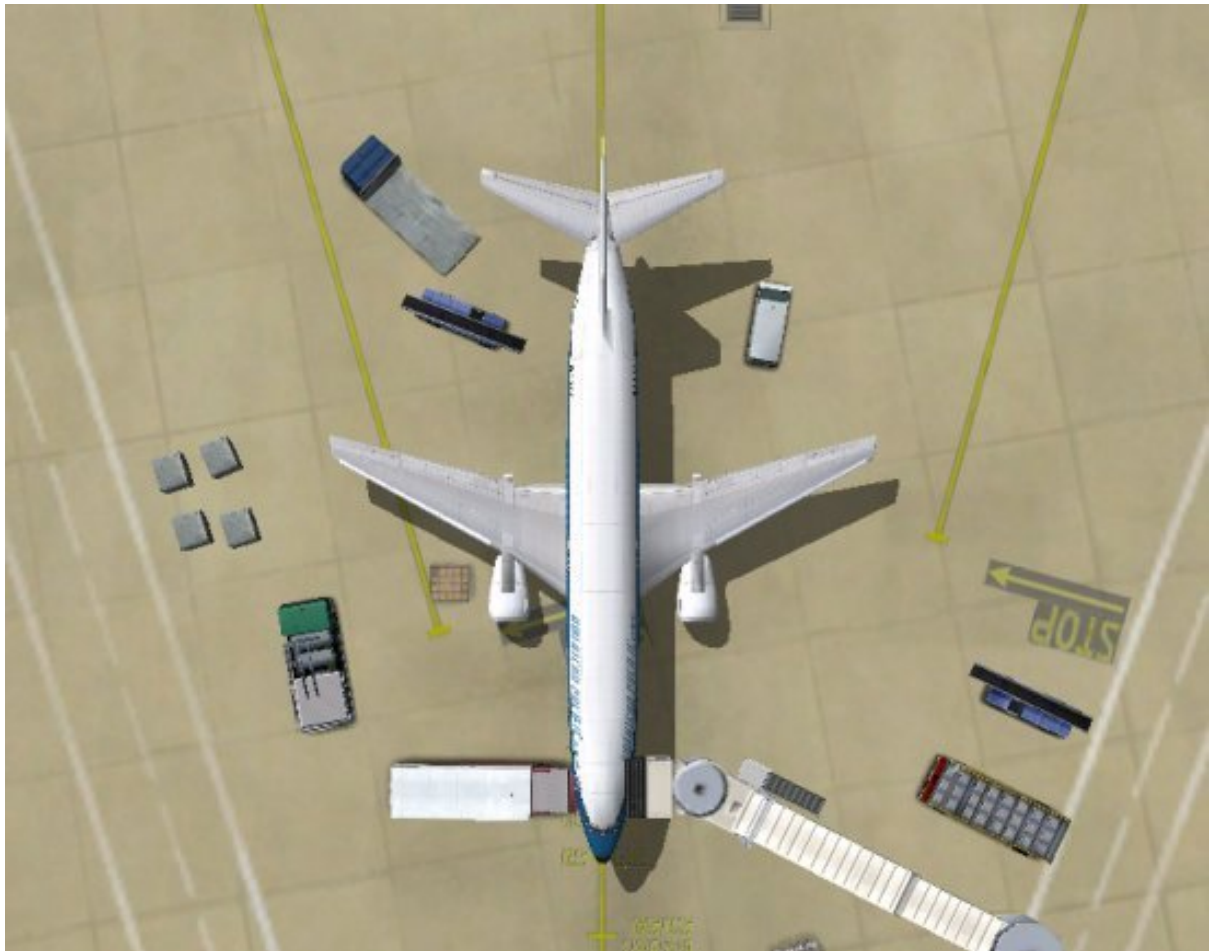


Ground markings are also detailed with CAA type markings, left-right bay ID, STOP marks, aircraft type marks and even drain covers!

Active Service Fleet

At the active stands (33, 17, and 12) you will also get the fleet of animated vehicles driving in to service your aircraft. There is about a 30 second to 120 second delay before they arrive. You will see a baggage conveyor, fuel truck, catering truck, various vans and the baggage truck. The baggage truck will make 4 trips, the first to collect the baggage from your aircraft, it arrives empty and departs full. The last two trips it arrives full and departs empty, loading your aircraft for the next flight.

The entire sequence is under 10 minutes, this is fast for a real airport, but this is FS we don't like to hang around that long!

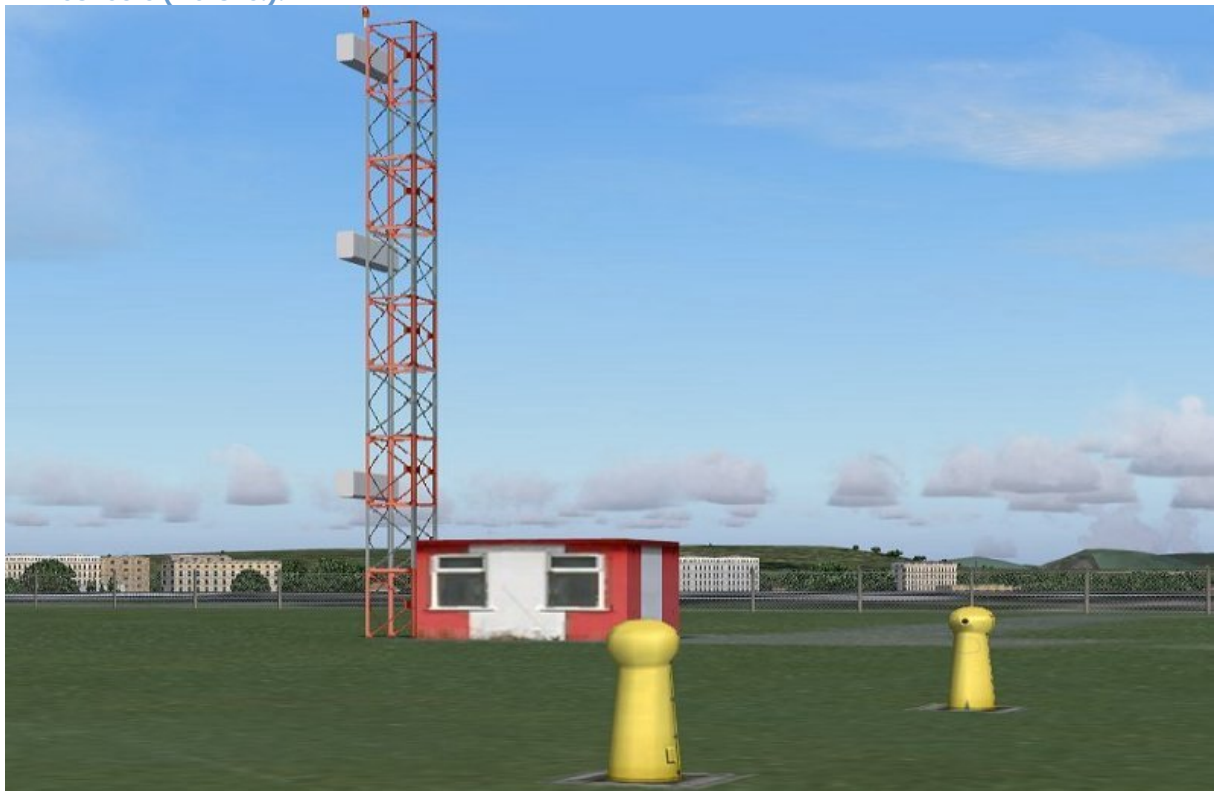


Interesting points

Detailed lighting poles.



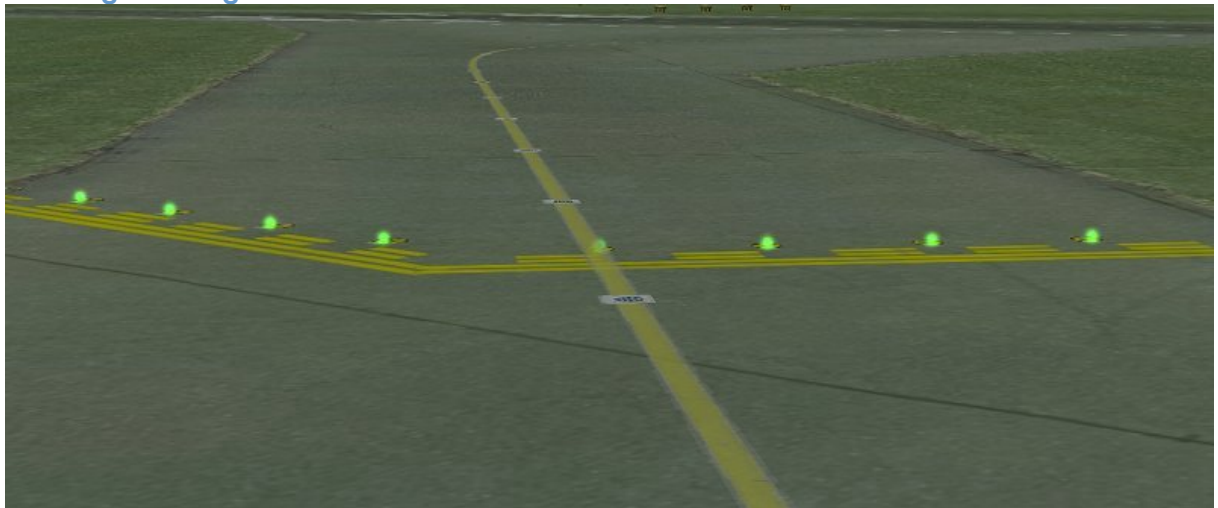
RVR sensors (Daleks!).



Stand details



VERY High detail ground textures

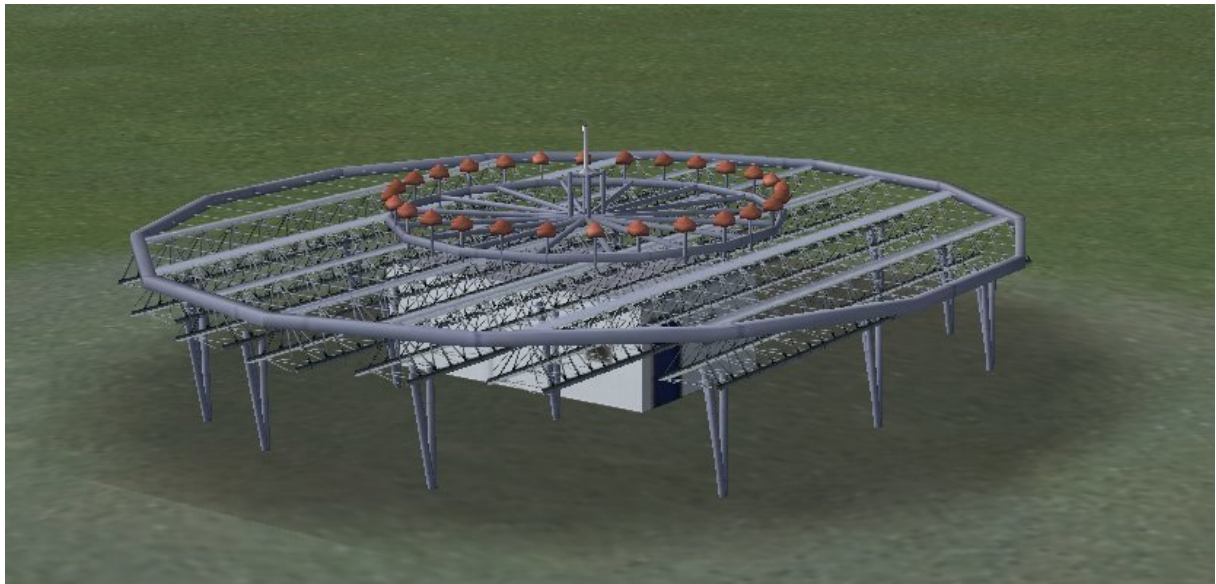




ILS structures



VOR



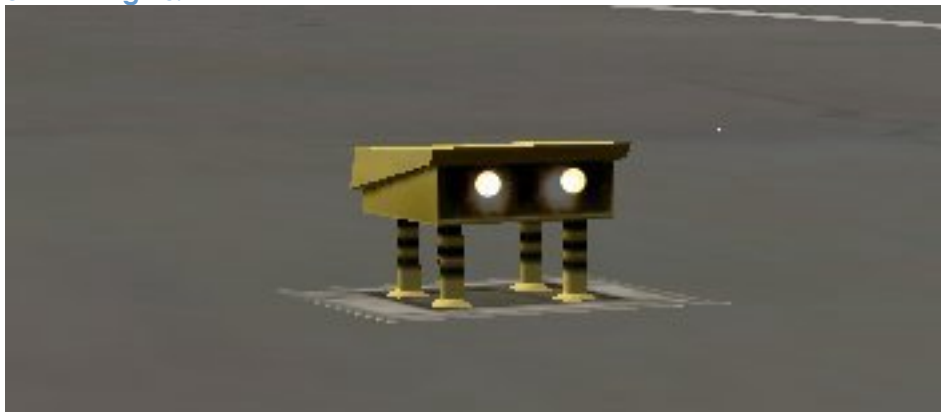
Vehicles like this BP Fuel tanker



Internal Objects



3D PAPI lights.



Approach lights

This scenery also includes 3D approach lights.



These lights are on 24 hours a day so they can be used in bad weather. If you DON'T want them on then select 117.95 on NAV2 and the lights will turn off during the day.

Custom changes by the user

There are several ways to customise the scenery; one worthy of mention is the PAPI lights. These lights are 3D and use the only available light command to programmers. The lights look good between 2 miles and touchdown; unfortunately the range in FS for these lights is only 2 miles. Some users may find this too short, so the MS Default PAPI are also aligned 'on top' of the 3D PAPI lights. This gives the default 5.5 miles range. Personally I don't like the look of the default PAPIs, so if you are like me then remove the file "Default PAPI.BGL" Also FSNAV can get confused by this file, see "Known issues" for more info on this.

Here's a list of filenames and what they do. Users with slow PCs can choose to remove some of them.

EGPF_shadow.BGL	Shadows
EGPF_Fences.BGL	Fences and Trees
EGPF_LibPlace.BGL	Airport Clutter
EGPF_signs.BGL	Airport Signs
EGPF_Animation1.BGL	Active service fleet
EGPF_Animation2.BGL	External Animated scenery
EGPF_Animation3.BGL	Internal Animated scenery
EGPF_Blueedge.BGL	Blue edge taxi lights

Own a VA? (virtual airline)

There is ZIP file with this product (valogo.zip) which can add logos to the active gates at Glasgow. You can change the default image to any VA you wish.

Known Issues

Users of "FSNAV" may wish to either NOT use the file "Default PAPI.BGL" as FSNAV gets confused by it. Alternatively, make the FSNAV database with the file removed then place it back again.

Frame Rates

This scenery is very complex, but it is programmed in an efficient way. Compared to other products this scenery is very good on frame rates. But please don't set your FS2004 at maximum settings and expect to get a smooth ride. Most of the frame rate problems have nothing to do with the add-on scenery. AI aircraft and FULL Autogen will slow your PC the most.

Credits

Norman Dean and all the Beta testers

Compatibility

There is one issue when using this scenery with the 'Scottlight' product. Users should use the file inside the ZIP "EGPF_VTP2.ZIP" . This file should be dragged into the products scenery folder overwriting the original. By doing this you prevent the double river effect nr Runway 23

AFCAD File

What's an AFCAD?

AFCAD is actually a program made by Lee Swordy. The files it produces are referred to as AFCAD files. The program and files enable scenery designers to alter the way the AI aircraft taxi and park, but simply it means I can line up the AI aircraft within FS to the add-on scenery, which will never be the same as the default MS Scenery.

In FS2004 the data is stored in individual files, one for each airfield. With this product the file is installed to the same folder as the rest of the scenery (unlike previous UK2000 products)

Why am I telling you all this? One of the problems users often get when installing add-ons is duplicate AFCAD files for the same airport. FS9 may use the wrong file and your AI will be in the wrong places. If you have AI in wrong places the one way to solve this is by moving the UK2000 Scenery products and AFCAD area to the top of the scenery library. (Start FS, click settings, select scenery library). If this doesn't solve your problem then you will have to delete the other conflicting AFCAD file from the other add-on.

AFCAD files do change regularly, so I suggest you visit the AFCAD page on the website to update your product.

There is an additional ZIP file installed in the product folder called 'AFCADS.ZIP' please read the 'readme.txt' inside this ZIP for additional AFCAD information

General Tips

1) The amount of detail in the scenery relates to your FS9 'Scenery Complexity" settings. If you don't see any buildings then you have a really low setting. To see all details you need to set 'Very Dense'. The Dense setting displays the same amount but at a reduced visual range 'pop up'

2) If using FS2004 you MUST set the Global Max Texture size to 'Massive'. This product uses many large images, if you set this any lower than these images will be blurred. This Setting can be found by clicking OPTIONS-SETTINGS-DISPLAY-HARDWARE

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