

DOVETAIL GAMES

FLIGHT SCHOOL



User Manual



INSTALLATION

Once you have purchased Dovetail Flight School from STEAM it will appear in your “Library”. Click on the install button to begin the installation process. Once installed you will be presented with a “Play” button. Click on the Play button to start the game.

Minimum Specifications

The minimum PC specifications are as follows:

OS	Windows 7, 8.1, 10 (64Bit only)
Processor	Dual Core 2.5 GHz
Memory	4 GB RAM
Graphics	512Mb – 1Gb (Dx11)
DirectX	Version 11
Network	Broadband Internet Connection
Storage	25 GB available space



INTRODUCTION

Welcome to Dovetail Games Flight School! This is the start of an exciting journey that will take you from getting into the cockpit for the very first time all the way to flying solo anywhere in the world.

Pilot Creation

When you first start the game, you will be asked to enter your name and select your country. Once you have entered this information, you will be asked to enter your home location. This is used to determine the default departure airport whenever you use Free Flight Mode.



You can change your home airport at any time by going into the Settings option and selecting the Pilot Profile option.

Remember, just because you selected an airport to be your home location, it does not mean you have to always start or end your free flight there.

Menus

From the main menu you have a number of available options detailed below:



Flight Training

Welcome to Flight School! Our seasoned instructors will guide you through interactive lessons while working towards qualifications and achievements. At Flight School, you'll learn everything you need to know to obtain your Light Aircraft Pilots License (LAPL) at White Waltham in the United Kingdom and your Private Pilot's License (PPL) at Prescott Arizona, in the United States. You are free to choose where to begin, but we novice pilots start with the LAPL as it covers the very basics of flying.

Experienced players may want to challenge themselves by taking the tests which unlock each of the license types (Skills Test at White Waltham and Checkride in Prescott). First, you have to complete the opening lesson which introduces the school, aircraft, and instructor. Then, after you take your solo flight, the exams will unlock.

Missions

Take part in a number of challenging missions which will put your piloting skills to the test. In these Missions you will experience different scenarios such as having to ferry an aircraft to a client, recover from engine trouble, and take a passenger on a challenging journey.

Free Flight

In Free Flight mode, the world is at your fingertips. Have you always wanted to fly across Australia? Perhaps you've always wanted to visit the Caribbean, hopping from isle to isle? Dovetail Games Flight School contains over 24,000 real world airports from around the world. Pick a favourite family holiday destination, or maybe try a place you've always wanted to visit - the choice is yours!

Settings

Within the settings menu you can change various game options such as screen resolution, keyboard and controller settings and in-flight settings such as audio and default pilot voice.

Pilot Profile

The Pilot Profile, which is unique to you, tracks your achievements and licenses throughout your career, whilst also acting as a log book so you can watch your hours stack up on your way to becoming a fully-fledged pilot. You can access the Pilot Profile from the top right hand corner of the screen whenever it's available. The icon depicts your current ranking, from Student Pilot through to Private Pilot. If you want to view your progress towards a certain license type, the Pilot Profile is a good place to visit.



MISSIONS

When accessing the Missions you will be presented with a world map where you can select from a variety of exciting situations. You have three different mission types to choose from:

- **Ferry:** Missions that involve ferrying an aircraft on a set route. Ferry Pilots are highly experienced, brave individuals who are often faced with challenging scenarios. These Ferry Missions will require you to deliver an aircraft to its new owner.
- **Situation:** These Missions require you to take a firm control of events almost immediately. Every second counts!
- **Taxi:** You operate an Air-Taxi service, taking VIPs and adventure seekers to their destinations. Passengers can be quite demanding, and you'll need some skill to meet their requests.

Each mission has been given a colour based on its difficulty rating:

- **Green:** Beginner
- **Blue:** Intermediate
- **Red:** Advanced

To Start a Mission

Find the Mission that you are interested in and click on the icon on the map.




- You'll be taken to a Mission screen where you can read further information
- If you want to fly the selected Mission, click on the continue arrow in the bottom right hand corner of the screen
- Once loading is complete, you'll be taken to the Pre-Flight screen where you can prepare for yourself for the challenge ahead. Click on the Fly button to begin.



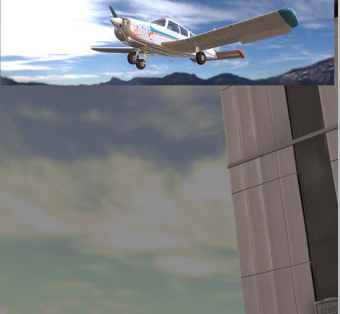


FLIGHT TRAINING

It's time to learn the essential skills you'll need to take off, navigate and land safely. Selecting Flight Training from the Main Menu will take you onto the Flight School menu. This map shows the available Flight Schools. In the UK, at White Waltham, you can select Waltham Flying Club. Here you'll learn the basics of flight in a classic aircraft, the PA-18 Piper Super Cub. Completing the training and final Skills Test here will reward you with the Light Aircraft Pilot License (LAPL).

In the USA, you can select Eagle Pilot School in Prescott, Arizona. This school offers a more complicated training programmed which requires some prior knowledge. Eagle Pilot School provides training for the Private Pilot's License (PPL). Their programme also provides aspiring pilots with the skills necessary to fly at night.

Light Aircraft Pilot License LAPL	Lessons Complete: 1/6
	Single-Engine Piston (Land) 
Information: Located near London in the United Kingdom, Waltham Flying Club provides expert tuition for pilots wishing to gain their Light Aircraft Pilots License (LAPL). White Waltham Airfield is a privately owned general aviation aerodrome boasting three runways. Waltham Flying Club was founded at White Waltham in 1983. We have trained thousands of students to fly over the past 30 years and see many of our qualified pilots returning to enjoy a flight around the beautiful countryside.	

Private Pilot License PPL	Lessons Complete: 0/9
	Single-Engine Piston (Land) 
Information: Flying from Prescott Municipal Airfield, Prescott Arizona, Eagle Pilot School provides aspiring pilots with all the tuition necessary to gain a Private Pilots License (PPL). Built in the late 1920s, Prescott Municipal Airfield is one of the busiest airports in the USA. The field serves a range of aeronautical activities from recreational flight to commercial airline services. As such pilots can be educated in the procedures associated with international airports. Established in 2002, Eagle Pilot School has grown rapidly and has trained aspiring students from all over the world.	



Founded at White Waltham Airfield near London, England in 1983, Waltham Flying Club has trained thousands of students to fly over the past 30 years. Waltham Flying Club is hugely popular due to its close proximity to the capital, and the stunning countryside which surrounds the facility.

Boasting three runways, White Waltham is an ideal location for student pilots to gain expert flying tuition and obtain their Light Aircraft Pilots License (LAPL)



Eagle Pilot School located in Prescott Municipal Airfield, Prescott Arizona provides aspiring pilots with all the tuition necessary to gain a Private Pilot's License (PPL).

Built in the late 1920s, Prescott Municipal Airfield is one of the busiest airports in the USA. The field serves a range of aeronautical activities from recreational flight to commercial airline services. As such pilots can be educated in the procedures associated with international airports.

Established in 2002, Eagle Pilot School has grown rapidly and has trained aspiring students from all over the world.



We recommend that if you are new to flying or haven't played a flight simulator before that you begin your flight training with the Light Aircraft Pilot License.



To complete all LAPL and PPL lessons, you must ensure you have achieved enough Solo Flight hours. This can be achieved in **Free Flight Mode**. You must ensure that you land at an airport to validate your flight time.



FREE FLIGHT

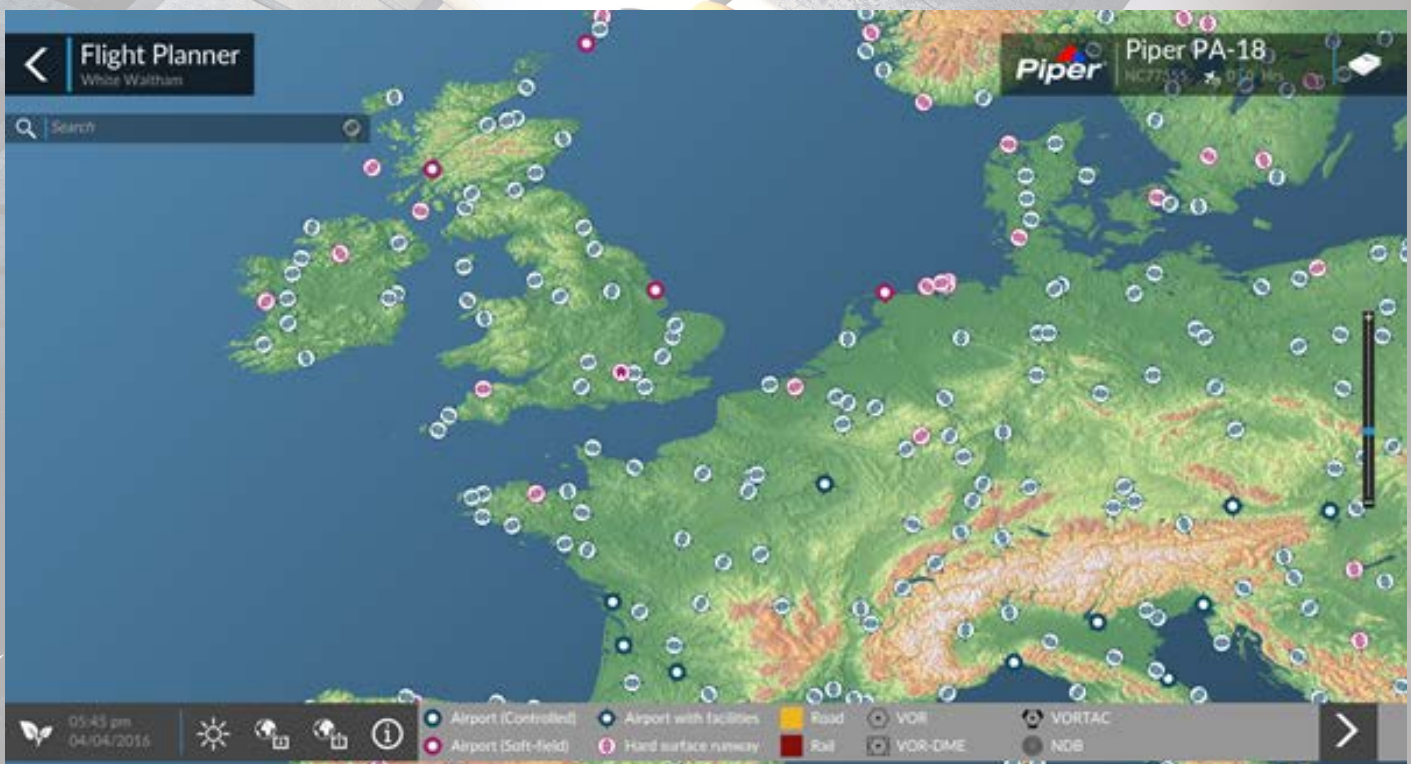
In Free Flight mode, you can explore anywhere in the world – whether you want to visit your local airport or fly from an exotic location.

To get started in Free Flight Mode:

- Select Free Flight from the main menu
- Choose the aircraft you wish to fly
- Set your starting location, your destination on the Flight Planner, then it's time to fly.

Flight Planner

The Flight Planner is a comprehensive routing system which allows you to choose your Departure and Destination, as well as setting waypoints along the way.



A number of options are available:

- **Time & Season:** You can change the day, month, year and time of your flight, as well as changing the season. You can even fly at night, which provides its own set of navigational challenges.

- **Weather:** Want to fly on an overcast afternoon? In beautifully calm conditions or in a snowstorm? You have a choice of 10 different weather experiences.
- **Save Plan:** If you have a favourite flight plan, you can save it with this option.
- **Load Plan:** Any saved flight plans can be loaded here.
- **Legend:** Defines the icons on the map
- **Zoom:** You can zoom in and out of the map using the middle mouse button or by using the zoom bar on the right hand side of the game window.



To have your flight time in Free Flight counted in your Pilot Profile, you must land at an airport runway before exiting the session. You can see the calculated flight time on the pre-flight screen before you begin your flight. You can also track it with your Pilot Profile.

Legend

Before you determine a starting location, the legend is present in the bottom information bar. Once you've added a starting location, you can view the legend by pressing the legend button.

- **Airport (Controlled):** A controlled airport has a radio tower (Air Traffic Control) present. You can communicate with ATC to ask permission to take-off and land, as well obtain airport directional information.
- **Airport (Soft-field):** This airport has a grass landing strip.
- **Airport with facilities:** This airport provides fuel services
- **Hard surface runway:** This airport has a concrete runway.
- **Road:** Main roads
- **Rail:** Railroad tracks
- **NDB:** A non-directional (radio) beacon, which is a radio transmitter used as a navigational aid.
- **VOR:** Also called VHF Omni Directional Radio Range. VORs are used for aircraft navigation.
- **VOR-DME:** A radio beacon that consists of both VOR and DME (Measuring Equipment), and allows the pilot to determine the angle between the radio station and the aircraft.
- **VORTAC:** A navigational aid consisting of a VOR and TACAN. TACAN is mainly used by military aircraft to determine distance and bearing from the radio beacon.



Larger airports have hard runway surfaces which will result in smoother take-off and landing experiences. Consider the type of airfield you wish to take-off and land from before finalizing your flight plan.

Saving and Plans

Saving a Flight Plan

- On the Flight Planner menu, you can create a flight plan by clicking on the air field icons and creating way points by left clicking and dragging on the connecting lines between airports.
- Once you have set a starting location and destination airport, click on the Save Plan icon.
- Enter the title of the flight plan.
- Click on the Save button.

Loading a Flight Plan

- On the flight planner click on the Load Plan icon.
- Click on the flight plan you wish to load.
- Click on the Load button.

Pre-Flight

- Before you start a flight in Free Flight Mode, you will be automatically paused at your starting location so you can ready yourself before beginning your journey.

From here you can

- View and edit the flight planner
- Change the time, season and day and weather conditions of the flight
- Start your flight

Post-Flight

- Once you have finished your flight, you will be presented with a result on how successful your flight has been. The aim of any pilot is to take off from an airport and land the aircraft safely at your destination!



To collect your flight time, you need to land at an airport before exiting the flight. If you do not do this, you will lose any flight time accumulated in that session.

Settings

You can access the settings screen from the main menu or from various game modes in the pause menu. From the Settings screen, you are able to make changes to the configuration of your game. The following options are available:

- **General:** These allow you to choose your units of measurement, configure your in-game voice, and also includes ATC options.
- **Graphics:** Here you are able to configure your screen resolution as well as display options such as AI aircraft labels.
- **Audio:** Here you can configure volume levels, choose background music, and select audio devices.
- **Controls:** Here you can configure your controller, keyboard, and peripherals
- **Realism:** Here you can alter the realism settings such as crash detection, turn on random engine failures, and configure your flight model.
- **Pilot Profile:** You can access your pilot profile here. You can also choose your name, airport and language.
- **Credits**

Pilot Profile

Within the Pilot Profile you can access:

- **Qualifications:** Under Qualifications, you can track your flight training progress.
- **Missions:** This screen provides a list of missions along with your progress. You are also able to select any Mission and launch it from here.
- **Statistics:** This screen provides details of your achievements, including general statistic information on your profile.



At first, you will be classed as a Student Pilot. This is represented by the pilots study book icon. As you achieve different qualifications, this icon will update to your current rank.



ACHIEVEMENTS

Becoming a pilot is the first step of a great adventure – the possibilities are truly endless! You can visit faraway places, fly in different weather conditions and environments, and even choose to fly at different times of the year. Becoming a great pilot comes through training and exploration. The more you fly, more skilled you will become. To aid you in this goal in becoming the ultimate pilot, try completing as many achievements as possible.

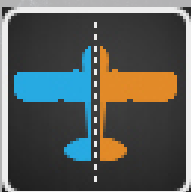


Remember you can check your achievement progress any time through STEAM or by going into the in-game menu, selecting the Pilot Profile, then choosing the Statistics option from the menu bar.



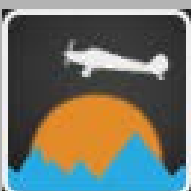
Reach for the Skies

Successfully Complete the Take-off and Landing Lesson



Symmetry

Successfully Complete the Straight & Level Lesson



High Flyer

Successfully complete the Climbs and Descents lesson



Round and Round

Successfully complete the Turns to Headings lesson



Landlocked

Successfully complete the Approach and Landing lesson



Ticket to Ride

Successfully complete the LAPL Skills test



Wings

Successfully complete all lessons to gain the Light Aircraft Pilot License



Landing Pattern

Successfully complete the Traffic Pattern Lesson



Stop! Emergency

Successfully complete the Emergency Landing Lesson



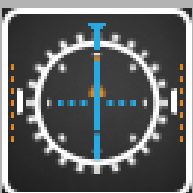
Running up That Hill

Successfully complete the Steep Turns Lesson



Power to the Max

Successfully complete the Power Off Stalls Lesson



Navigation

Successfully complete the Radio Navigation Lesson



Slow Motion

Successfully complete the Slow Flight Lesson



Night People

Successfully complete the Night Flying Lesson



Cross Country

Successfully complete the Solo Cross Country Lesson



Skills to the Max

Successfully complete the Private Pilot Checkride



I Believe I can Fly

Successfully complete all lessons to gain the Private Pilot License



Power Trip

Successfully complete the Over Powered Mission



Mea Culpa

Successfully complete the At a Stretch Mission



Brilliant Adventure

Successfully complete the Low and Slow Mission



Return Trip

Successfully complete the Short Hops Mission



Time Management

Successfully complete the Time Pressure Mission



Grounded

Successfully complete the Abandoned for a Reason Mission



Very Close to Far Away

Take and complete a flight of over 1 hour



Rolling Thunder

Successfully complete the Scud Runner Mission



Early Morning

Successfully complete the There be Wick Mission



Flight of the Navigator

Successful complete all Missions



A Question of time

Have a combined flight time of over 20 hours



Into the Night

Complete 10 hours of night flying



Flying, Soaring

Take off and Land at an airport in Free Flight Mode



Solo

Successfully complete 3 hours of Solo flight



Soloist

Successfully complete 5 hours of Solo Flight time



Seven

Successfully complete 7 hours of solo flight time



I'm Going Home

In Free Flight take off from an airport and then land at your specified starting location



Fuel

Refuel your aircraft



Radio Waves

Use the radio system to communicate with ATC



Parking Ticket

Land your aircraft at any airport and park it



A Winter's Tale

Successfully complete the Icing Conditions Mission



Miles Away

Have combined flight miles of over 1000



Landing Practice

Complete 25 Landings



Landing Pad

Complete 100 Landings



Landing Expert

Complete 250 Landings



Altitude

Reach 8000ft



THINGS TO DO

Now that you do have an aircraft at your disposal what should you consider with your new found freedom? Below you'll find some ideas:

- **Hamburger Runs:** Many pilots like to go on short trips to local airports. It's even more interesting if it's an airport you've never been to before. You may ask why it is called a Hamburger run. In the world of General Aviation, it is common for pilots to stop off at a small airport for a bite to eat. In many airport cafes, hamburgers are almost always on the menu. Mmm, burgers!
- **Island Hopping:** This is a little more challenging than the standard Hamburger Run but also usually more visually stunning. Take off and land at a number of island airports while taking in the amazing beaches and stunning sunsets. Exploration is half the fun of Free Flight!

- **Night Flying:** It's more difficult to fly at night than in the day, especially as landmarks are harder to see, but it's also a great way to see the world in a unique way. Start off simple, maybe at a short distance between two airports, and then perhaps visit the busy Vegas skyline.
- **Winter Flying:** Winter is a wonderful time of the year it is to be flying! The snow-covered ground provides a perfect backdrop to a flight – even better if it's snowing!
- **Flying through a Storm:** It's one thing taking a leisurely flight in perfect conditions, but how about challenging yourself to fly in the middle of a storm? You'll need maximum concentration if you are to make a perfect landing in such conditions.
- **Sight Seeing:** Why not fly around a major tourist location, or perhaps a famous landmark? All the benefits of travelling without leaving the comfort of your home!
- **Explore the Wilderness:** There's something exciting about flying in remote parts of the world while taking in the sights and enjoying the relaxing sights and sounds of the wilderness. Plan your flight across the Australian Outback or perhaps over the Sahara desert.
- **Continue your Learning:** There are a load of great websites out there providing some great information on furthering your pilot skills. A good pilot never stops learning – why not visit dtgflightschool.com or pick up some suggestions from our Facebook or Twitter pages?



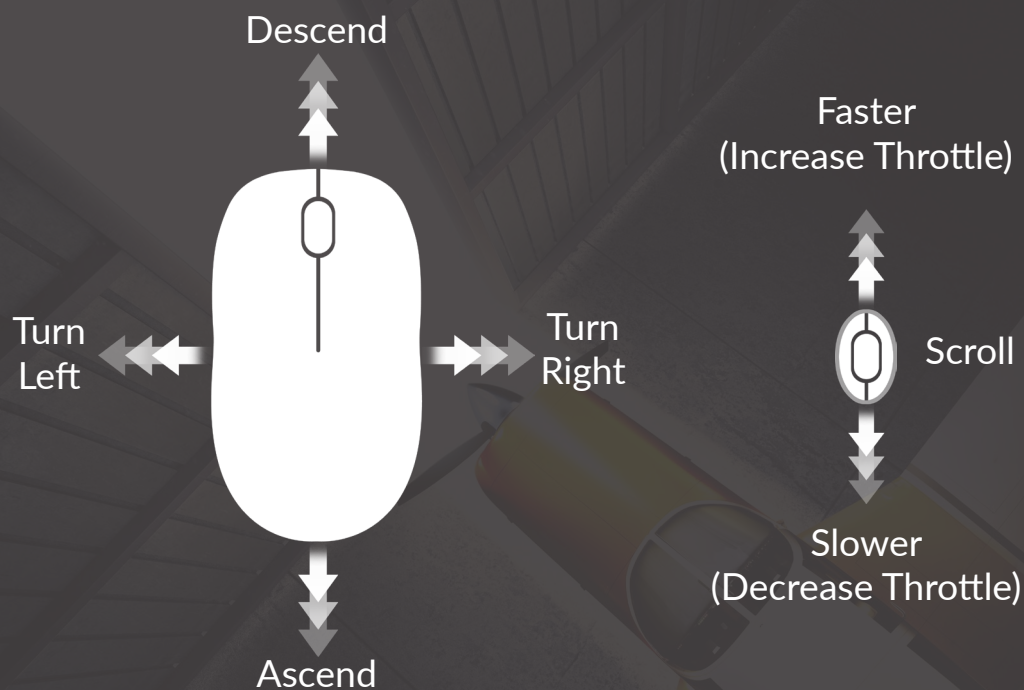


CONTROLS

You can use a Mouse, Keyboard, X360 controller, and/or various flight sticks, yokes, throttle quadrants and more to play Dovetail Games Flight School.

Mouse

To activate mouse controls use **CTRL+Y**.



You can also use the mouse while holding down the **SPACEBAR** to look around the aircraft (Cockpit and some external cameras).

Keyboard

If you are using the keyboard, you can use the **NUM PAD** to control the aircraft or control the view. **NUM LOC Off** controls the aircraft, **NUM LOC On** controls the view.

Num Lock	/	*	-	Ascend.....	3
7 Home	8 ↑	9 PgUp	+	Descend.....	8
4 ←	5	6 →		Centre Controls.....	5
1 End	2 ↓	3 PgDn	Enter	Turn Left.....	4
0 Ins	.	Del		Turn Right.....	6
				Trim Up.....	1
				Trim Down	7
				Left Rudder.....	0
				Right Rudder.....	Enter

Standard Keyboard Controls

Pause.....	P or BREAK
Full Screen Mode.....	ALT + ENTER
Menus (Display/Hide).....	ALT
ATC Menu (Display/Hide).....	ACCENT or SCROLL LOCK
Sound (On/Off).....	Q
Fuel Truck (Request).....	SHIFT+F
Increase Acceleration Rate.....	SHIFT+= (EQUAL SIGN)
Decrease Acceleration Rate.....	SHIFT+- (MINUS SIGN)

Control Surface Commands

Ailerons (Bank Left).....	Num Pad 4
Ailerons (Bank Right).....	Num Pad 6
Aileron Trim (Left).....	CTRL+Num Pad 4
Aileron Trim (Right).....	CTRL+Num Pad 6
Rudder (Yaw Left).....	Num Pad 0
Rudder (Yaw Right).....	Num Pad ENTER
Rudder Trim (Left).....	CTRL+ Num Pad 0
Rudder Trim (Right).....	CTRL+Num Pad ENTER
Center Ailerons & Rudder.....	Num Pad 5
Pitch Down (Elevator).....	Num Pad 8
Pitch Up (Elevator).....	Num Pad 2
Elevator Trim Down.....	Num Pad 7

Elevator Trim Up.....	Num Pad 1
Flaps (Retract Fully).....	F5
Flaps (Retract Incrementally).....	F6
Flaps (Extend Incrementally).....	F7
Flaps (Extend Fully).....	F8

Engine Commands

On multiengine aircraft, engine commands affect all engines unless you first select an engine.

Select Engine.....	E+engine number (1-4)
Select All Engines.....	E+1+2+3+4
Engine Auto start.....	CTRL+E
Throttle (Cut).....	F1
Throttle (Decrease).....	F2 or Num Pad 3
Throttle (Increase).....	F3 or Num Pad 9
Throttle (Full).....	F4
Mixture (Idle Cut-Off).....	CTRL+SHIFT+F1
Mixture (Lean Quickly).....	CTRL+SHIFT+F2
Mixture (Enrich).....	CTRL+SHIFT+F3
Mixture (Full Rich).....	CTRL+SHIFT+F4
Carb Heat/Engine Anti-ice (On/Off).....	H
Magnetos (Select).....	M
Master Battery/Alternator (Select).....	SHIFT+M

General Aircraft Commands

Brake (Set Parking).....	CTRL+. (PERIOD)
Brakes (Apply/Release).....	. (PERIOD)
Brakes (Apply Left Brake).....	Num Pad + (PLUS)
Brakes (Apply Right Brake).....	Num Pad - (MINUS)
Landing Gear (Extend/Retract).....	G
Tail Wheel (Lock/Unlock).....	SHIFT+G
Landing Gear (Extend Manually).....	CTRL+G
Subpanels (Display/Hide).....	SHIFT + 1 Through 9
Doors (Select).....	SHIFT+E

Light Commands

Lights - All (On/Off).....	L
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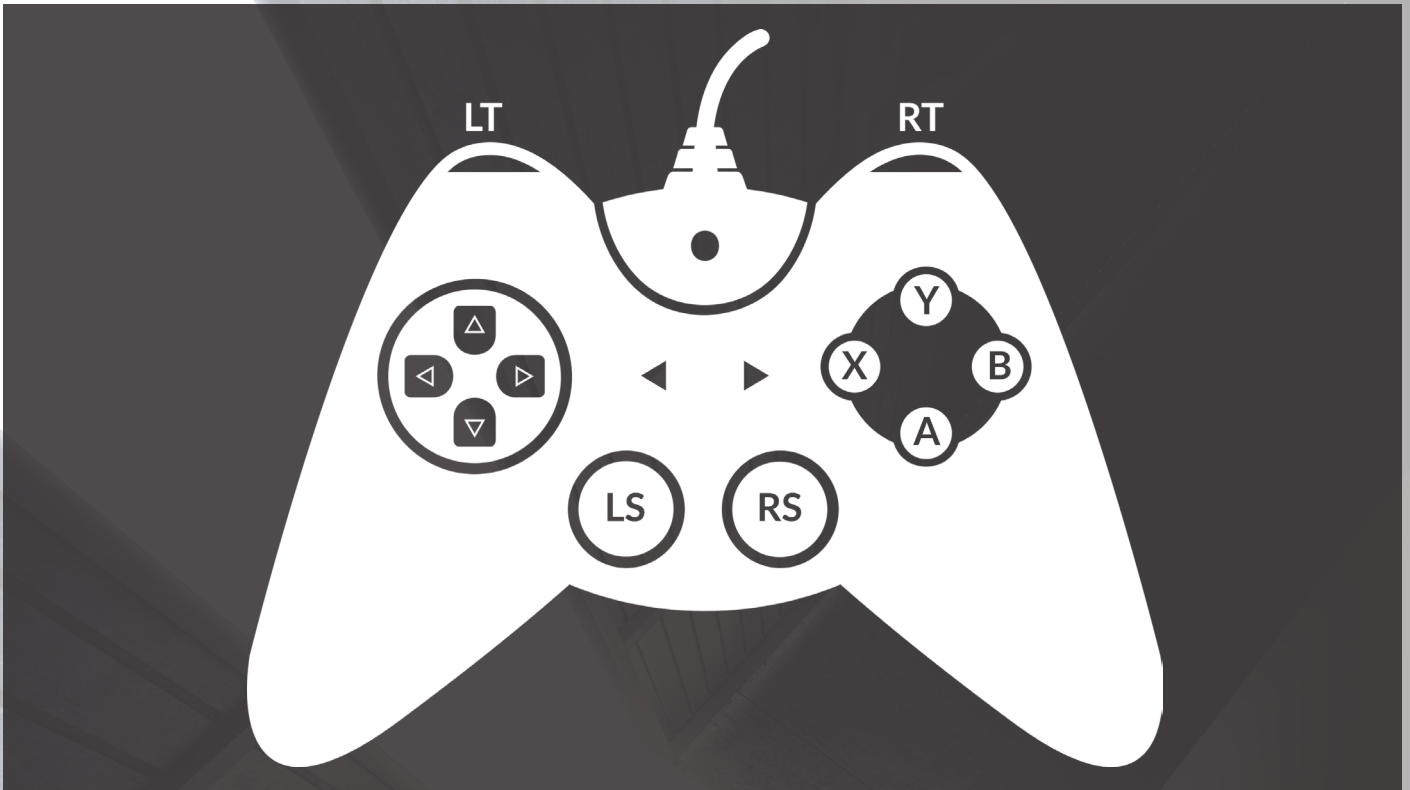
Radio Commands

ATC Window (Display/Hide)..... ` ACCENT or SCROLL LOCK

View Commands

Snap to Panel View.....SHIFT+Num Pad 0
View (Next Category).....S
View (Previous Category).....SHIFT+S
View (Next View in Category).....A
View (Previous View in category).....SHIFT+A
View (Previous View Toggle).....CTRL+S
View (Default Zoom).....BACKSPACE
Look (Snap).....Num Pad
Look (Pan).....Hat Switch or Thumbstick
Look (Reset to Forward View).....SHIFT+Num Pad DEL
Look Using Mouse (On).....Hold SPACEBAR
Look Using Mouse (On/Off).....SHIFT+O
View (Open New Window).....[(LEFT BRACKET)
View (Close Selected Window).....] (RIGHT BRACKET)
View (Open New Top-Down Window).....SHIFT+] (RIGHT BRACKET)
Virtual Cockpit.....F9
Locked Spot View.....F11
Zoom In.....+(PLUS)
Zoom Out.....- (HYPHEN)
View (Next Window).....CTRL+TAB
View (Previous Window).....CTRL+SHIFT+TAB
Eyepoint (Move Back).....CTRL+ENTER
Eyepoint (Move Down).....SHIFT+BACKSPACE
Eyepoint (Move Forward).....CTRL+BACKSPACE
Eyepoint (Move Left).....CTRL+SHIFT+BACKSPACE
Eyepoint (Move Right).....CTRL+SHIFT+ENTER
Eyepoint (Move Up).....SHIFT+ENTER
Eyepoint (Reset).....CTRL+SPACE

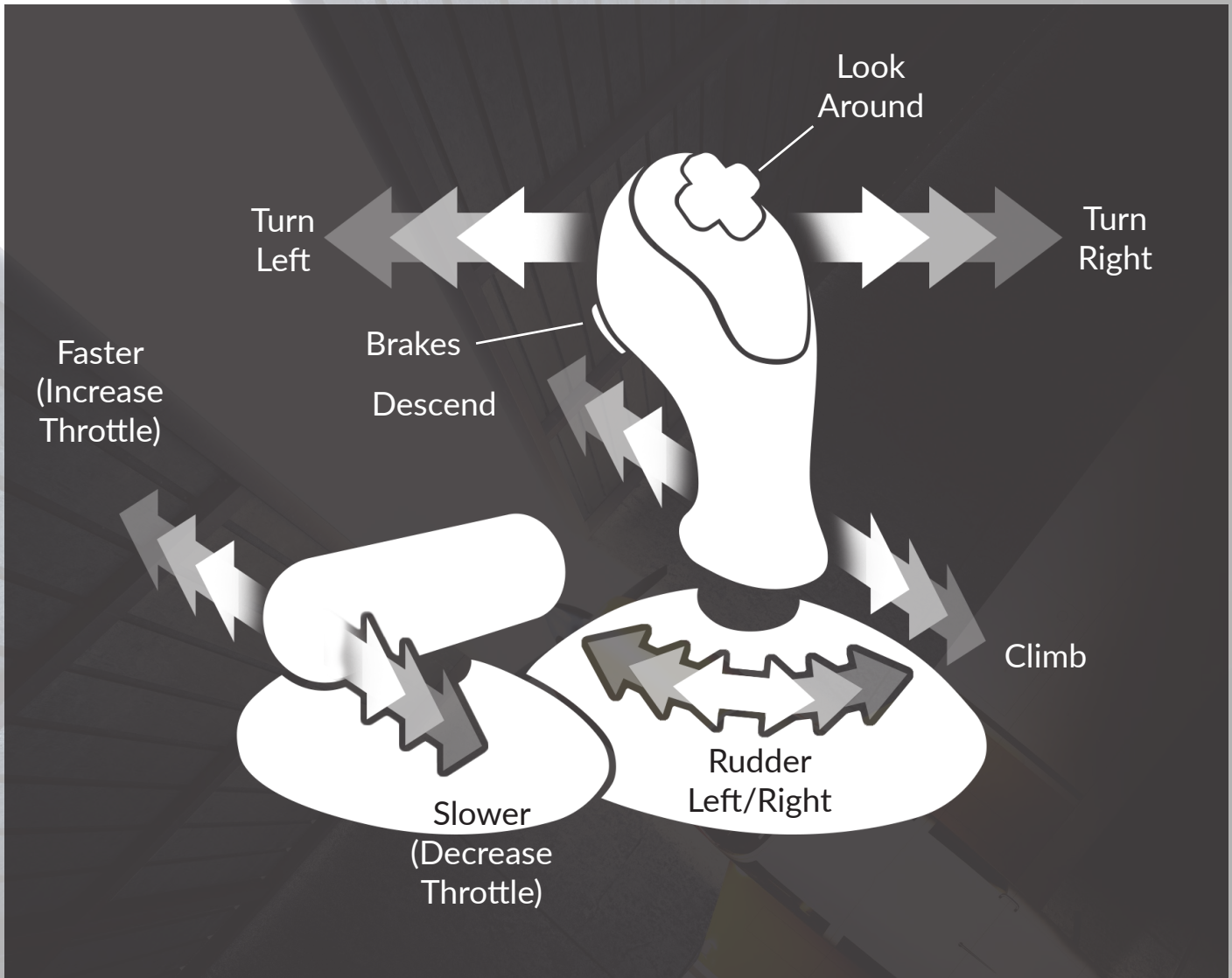
X360 Controller Defaults



Movement.....	LS (LEFT STICK)
Camera.....	RS (RIGHT STICK)
Flaps Extend (Incrementally).....	LEFT DIRECTIONAL PAD
Flaps Retract (Incrementally).....	RIGHT DIRECTIONAL PAD
Rudder Left.....	LT (LEFT TRIGGER)
Rudder Right.....	RT (RIGHT TRIGGER)
Throttle Up.....	Y
Throttle Down.....	B
Brakes.....	A
External View.....	X
End Flight.....	◀ (BACK)
Pause.....	▶ (START)

Flight Stick Controller Defaults

Please note not all joysticks support rudder or throttle control. Your joystick may also have a number of buttons that can be mapped to further features such as flaps and trim control.





GPS, or global positioning system, is a network of satellites that transmit coded data that receivers on the ground can use to determine their position on earth. GPS receivers determine location by comparing the angular relationships between the receiver and orbiting satellites.

The computer on board an aviation GPS receiver does much more than just tell a pilot where he is. It can also tell him where any other point on the planet is, and how to get there. Learning how to use one is fun, and the payoff for a bit of study and practice is huge. Fly with a GPS receiver once, and it's hard to go back.

A GPS receiver might look intimidating, but there's nothing to be afraid of: It's just a computer that provides you with information. And as with most computers, you don't have to know how to do everything to use it effectively.

Displaying the GPS

To display the GPS while flying any aircraft:

- Press SHIFT+3
- or-
- On the Views menu, point to Instrument Panel, and select GPS.

Note: When you have created a flight plan you will see the path on the GPS as a purple line.

What Can I Do with a GPS Receiver?

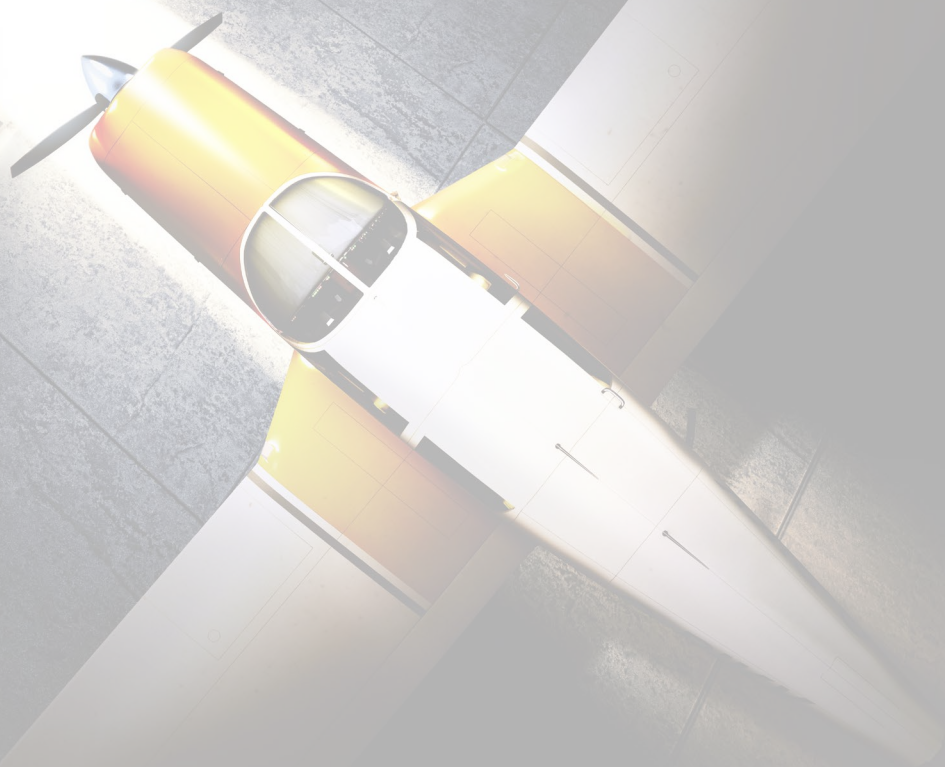
The GPS unit can help you:

- Determine where you are.
- Determine where your destination is.
- Determine how to get from your current location to your destination.
- See a graphic depiction of the terrain.
- Find information about airports, intersections, NDBs, and VORs.
- Locate the nearest airport, intersection, NDB, or VOR.
- Proceed direct to any airport, intersection, NDB, or VOR.
- Follow a VFR flight plan

Dovetail Games Flight School displays the GPS unit, a Garmin 295, in a pop-up window on top of the main instrument panel. You can access it using either the mouse or the keyboard, and you can move, resize, and undock them just like any other window.



Dovetail Games Flight School supports the Natural Point Track IR (<http://www.naturalpoint.com>) head tracking hardware. Please make sure you have the latest Track IR driver software installed and running and that the latest game profiles are updated. There are no in-game settings for Track IR - when the Track IR software detects Flight School is running, it will control the camera automatically based on your head movements. For Track IR support please contact Natural Point directly at support@naturalpoint.com





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Vector Data for New Zealand provided by Eagle Technology Group and Land Information New Zealand (LINZ).

Human Footprint Project Data The Wildlife Conservation Society (WCS) (<http://www.wcs.org>).

The Center for International Earth Science Information Network (CIESIN) within the Earth Institute at Columbia University (<http://www.ciesin.columbia.edu>).

Generic terrain images provided by: Aeromap U.S.A.; Eurosense Belfotop N.V.; The Geoinformation Group; Intrasearch Inc; Japan Geographical Survey Institute; National Aerial Resources; Walker and Associates.

Custom airport and city images provided by: Aeromap U.S.A.; The Geoinformation Group; Intrasearch Inc.; Japan Geographical Survey Institute; Space Imaging Inc.

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