Bornholm X

Add-on scenery for Microsoft Flight Simulator: Steam Edition

Version 1.0 (FSX:SE)

Manual

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Bornholm X

Thank you for purchasing Bornholm X!

Bornholm X is a realistic and highly detailed representation of Bornholm Airport (EKRN, RNN) (formerly Rønne Airport) situated on the Danish Baltic Sea island of Bornholm. Also included in the scenery is a detailed scenery of the islands main city, Rønne. Bornholm X features a very accurate and detailed rendition of the airport and its surroundings. The scenery features custom made runway and taxiways with high resolution textures, photoreal ground terrain with season- and night variation (covering the airport and the city of Rønne), highly detailed models of all airport buildings with high resolution texture, custom made objects, airport vehicles and cars, custom made volumetric grass and other vegetation, custom made farming buildings, warehouses, residential buildings and much more. The airport has been recreated in extreme details and the scenery includes many high resolution textures (2048x2048 pixels) based on hundreds of photos taken on-site by Vidan Design and images kindly provided by the staff at Bornholm Airport. Bornholm X is designed to be used on a standard FSX:SE installation with default FSX:SE ground textures. Bornholm X is a major update to Vidan Design's "Bornholm Airport X"-scenery which was released in April 2011.

New in Bornholm X:

- New photoreal ground terrain covering Bornholm Airport and the city of Rønne
- Ground terrain with day/night and seasonal variation (spring, summer, fall, winter and hard-winter)
- New remodeled terminal building, now reflecting the current real world terminal building.
- Seasonal change tool
- New autogen buildings and trees
- Custom made volumetric grass, bushes and flowers
- Hundreds of handplaced trees
- Realistic snow textures
- Danish static GA airplanes
- New airport vehicles
- and much more ...

About Bornholm

Bornholm is a Danish island in the Baltic Sea south of Sweden. The main industries include fishing, arts and crafts such as glass making and pottery. Tourism is important during the summer. The topography of the island consists of dramatic rock formations in the north (unlike the rest of Denmark which is mostly gentle rolling hills) sloping down towards pine and deciduous forests and farmland in the middle and sandy beaches in the south.

The island of Bornholm is 588 km^2 (227 sq mi) and has a population of 40.578 (as of 2013). In Old Norse the island was known as Borgundarholm, and in ancient Danish especially the island's name was Borghand or Borghund; these names were related to Old Norse borg "height" and bjarg/berg "mountain, rock", as it is an island that rises high from the sea.

Bornholm formed part of the historical Lands of Denmark. It was originally administratively part of the province of "Scania" and was administered by the Scanian Law after this was codified in the 13th century. Control over the island evolved into a long-raging dispute between the See of Lund and the Danish crown culminating in several battles. Swedish forces conquered the island in 1645, but returned the island to Denmark in the following peace settlement. After the war in 1658, Denmark ceded the island to Sweden under the Treaty of Roskilde along with the rest of the Skåneland, Bohuslän and Trøndelag, and it was occupied by Swedish forces. A revolt broke out the same year. Following the revolt, a deputation of islanders presented the island as a gift to King Frederick III on the condition that the island would never be ceded again. This status was confirmed in the Treaty of Copenhagen in 1660.

Bornholm was heavily bombarded by Soviet forces in May 1945 as the german garrison commander refused to surrender to the Soviets. His orders were to surrender to the Western Allies. Soviet aircraft bombed and destroyed more than 800 civilian houses in Rønne and Nexø on 7–8 May 1945, killing ten Danes a an unknown number of Germans. On 9 May Soviet occupation troops landed on the island. Soviet forces left the island on 5 April 1946. (Source: Wikipedia)

Bornholm Airport

Bornholm Airport (EKRN, RNN) was established in 1966. The airport has a 1,800-meter asphalt runway, which can be used by aircraft such as the Boeing 737. The control tower and the runway is well equipped with modern navigation aids and the airport can be operated in virtually any weather. The airport has several daily flights to Copenhagen Kastrup Airport (EKCK, CPH). The route is operated by Danish Air Transport, DAT.
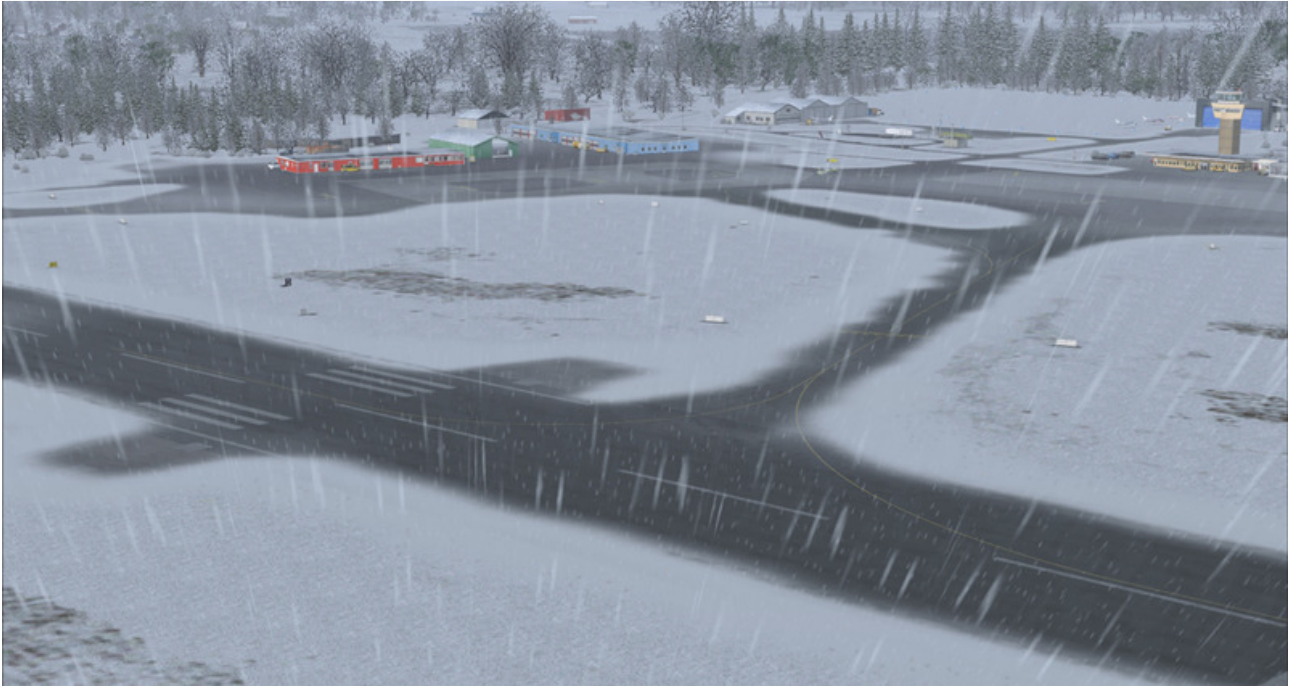
FSX:SE display settings

The recommended graphics settings and scenery settings for this scenery are shown on the pictures below. The settings that are most important for showing the scenery in the best possible way are marked in red. In the graphics settings, it is generally recommended to keep Target frame rate set to Unlimited, Filtering set to Anisotropic and Global texture resolution set to Very high. In order to change the graphics settings in FSX:SE, go to Settings > Customize and select the Graphics tab.
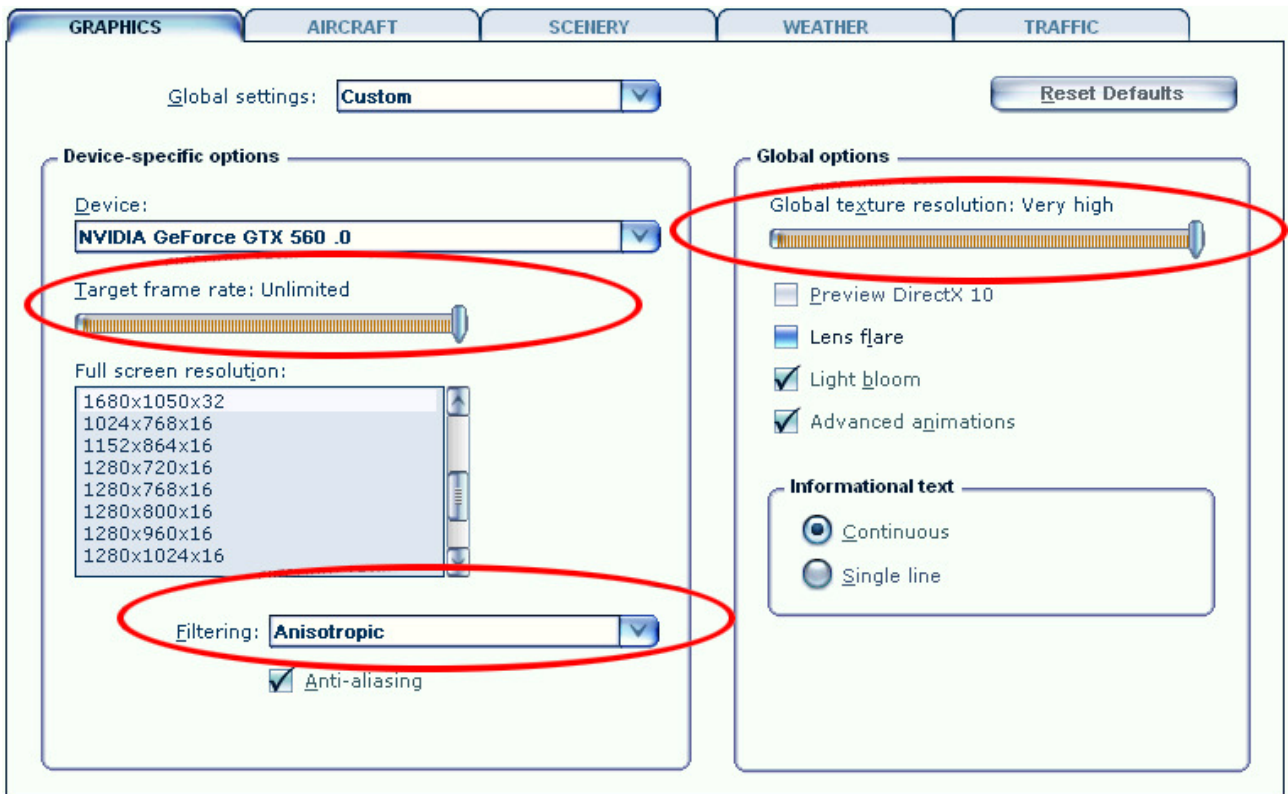
In the scenery settings it is recommended to set Autogen density to Dense or higher. This scenery includes a high resolution aerial image and in order to get the full resolution, it is recommended to set scenery Texture resolution to 30 cm. or less (15 cm. or 7 cm.) In order to change the scenery settings in FSX:SE, go to Settings > Customize and select the scenery tab.
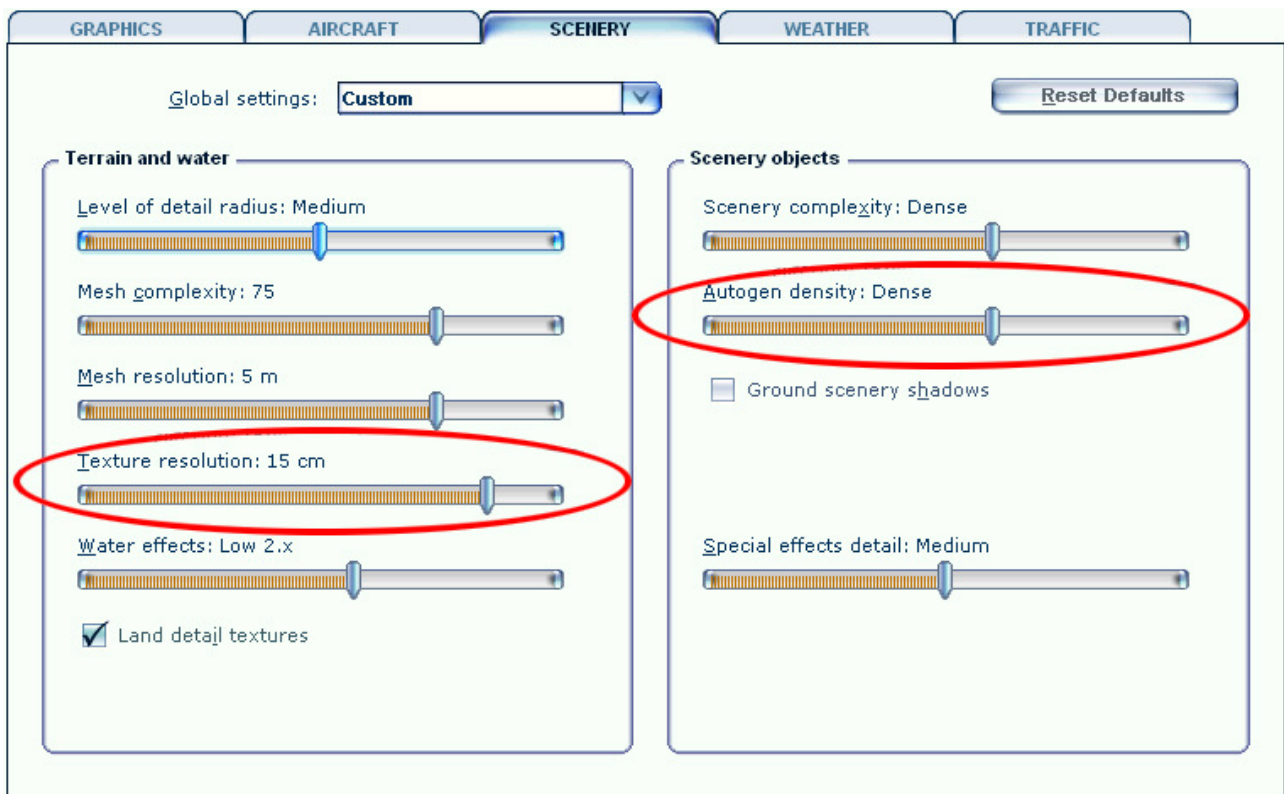
Locating Bornholm Airport (EKRN, RNN)

When the installation is completed and the scenery has been activated correctly (see above), you can find the airport by selecting "Free flight". Under "Current location", click the "Change" button. On the next screen, search for the airport by typing in the airport name "Bornholm", the city name "Ronne" or the Airport ICAO ID "EKRN".

Texture Resolution

The tweak described below is **optional**. If you are not comfortable with changing the setting in FSX:SE by modifying the configuration file, it is better not to make these changes. The scenery will run completely smoothly without these changes.

This scenery makes use of high resolution textures on many buildings and objects. Some of the textures are 2048x2048 pixels size. The maximum size texture that FSX:SE will load is by default 1024x1024 pixels. There is a simple tweak that will allow FSX:SE to load larger textures sizes. In the FSX:SE configuration file **fsx_se.cfg**, change:

TEXTURE_MAX_LOAD=1024

to this:

TEXTURE_MAX_LOAD=2048

The file fsx_se.cfg is by standard located here: C:\Users\[user]\AppData\Roaming\Microsoft\FSX-SE. You may need to set Windows to display hidden files and folders to find the file. If you do not know how to set Windows to display hidden files do this, here is a guide: http://windows.microsoft.com/en-US/windows7/Show-hidden-files

Please note: FSX:SE will revert back to the default setting of max load 1024 pixels textures when the user makes changes in display settings in FSX:SE.

Scenery Manager

Some of the tree models and vegetation textures (grass and flower textures) that are used in this scenery does not change with the seasons in FSX:SE, but stays fixed regardless of the season.

Four sets of tree models and vegetation textures are included in the scenery: fall, winter, spring and summer. You can manually switch between spring, summer, fall and winter textures by using the configuration tool **Scenery Manager** which is included in the scenery. The tool is located in the folder named "**Scenery Manage**r". This folder is by default located here: C:\Program Files (x86)\Steam\steamapps\common\FSX\DLC\457084\Vidan Design\Bornholm X\Scenery Manager.

How to use the **Scenery Manager** tool:

1. Close FSX:SE

2. Run the **Scenery Manager** tool

3. Restart FSX:SE

(If the textures does not change, please go to the "Scenery Library" and move Bornholm X below any other Vidan Design sceneries you might have installed)

Compatibility with other add-ons

Bornholm X is designed to be used on a standard FSX:SE installation with default FSX:SE terrain textures. The ground terrain in Bornholm X is made from two aerial images, that has been adjusted to match default FSX:SE terrain textures. The scenery has not been tested with "DAN VFR" or other "photo terrain" add-ons. Users of "Real Environment X 2.0" might experience blue lights on light poles and buildings. This is caused

by modifications made by "Real Environment X 2.0" to the default FSX:SE effect texture "fx_2.bmp", which is used in this scenery to create light effects.

Development tools

Bornholm X is designed with Gmax by Discreet, Airport Design Editor by Jon "Scruffyduck" Masterson and others, SbuilderX by Luis Sá, Library Creator XML, MDL Tweaker, ModelconverterX and CAT by Arno Gerretsen (Thank you, Arno!) and Microsoft Flight Simulator X SDK by Microsoft.

Credits

Aerial Image: This product includes data from Geodatastyrelsen, orto_foraar, WMS-service. Scenery Manager (SceneryManager.exe) ©Orion Lyau. Dynamic windsock: Jörg Dannenberg, used by kind permission. Static aircraft models: Kevin Burns, used by kind permission. Thanks!

Support and contact

If you need help with this product, please don't hesitate to contact Vidan Design. You can reach Vidan Design by using this email address:

john@vidandesign.com

You are also welcome to use the contact form on the website:

http://www.vidandesign.com/contact.htm

 Or you can register on the forum:

http://www.vidandesign.com/forum

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Map

Bornholm Airport (EKRN, RNN) location:

Bornholm Airport documentation

Aerodrome Chart**,** Aircraft Parking Chart, Instrument Approach Chart 11 and Instrument Approach Chart 29) from the Danish Public Transport Authority can be found here (Link shortened with "Google URL Shortener"): http://goo.gl/sdT3BR

Bornholm Airport official website: http://goo.gl/pQpsf4

Version history

Bornholm Airport X, 1.0, released april, 2011

Bornholm Airport X, 1.2., released 2012

Bornholm X, version 1.0, released january, 2014

Bornholm X, version 1.1, jan. 2015:

- Fixed an issue with missing shadows on ground polygons.
- Fixed an issue with missing approach and runway edge lights.
- Updated installer to work with FSX: Steam Edition

Bornholm X, version 1.2, dec. 2015

Bornholm X, version 1.3, feb. 2016: Fixed issue with apron lights.

Bornholm X (FSX: Steam Edition version), version 1.0, June, 2016