Endelave Airfield

Add-on for Microsoft Flight Simulator X: Steam Edition

Version 1.0 (FSX:SE Edition)

Manual

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Endelave Airfield

Thank you for purchasing Endelave Airfield, add-on scenery for Microsoft Flight Simulator X: Steam Edition.

Endelave is a small idyllic island paradise in the Kattegat sea in eastern Jutland, Denmark with only 185 inhabitants. The island has a rich and varied nature and is visited by many tourists each year.

Endelave Airfield (ICAO: EKEL) is well known by many rw pilots from all over Europe. The airfield was established by the now 86-year-old legendary Danish pilot Jens Toft, who is also co-founder of the Danish Air Museum in Stauning in western Jutland. In 2014, Endelave Airfield celebrated its 50th anniversary. Also included in this scenery is the islands two lesser known airfields, Endelave Syd (EKES) and Endelave Oest (EKEE).

About the island of Endelave
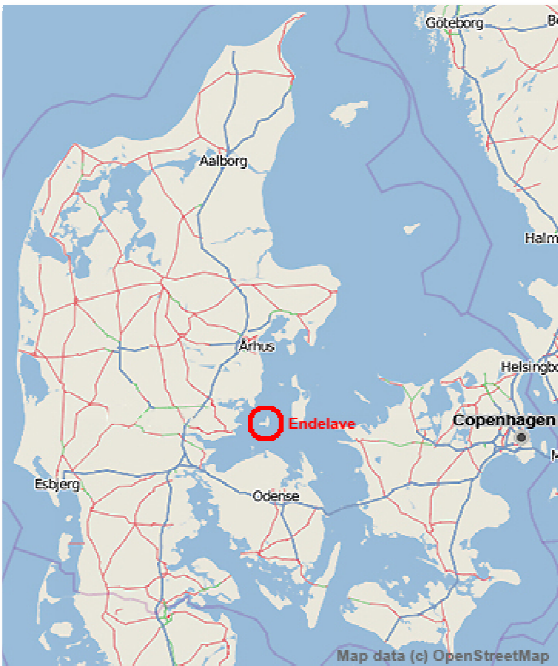
The island Endelave is located in the Kattegat Sea just north of Fyn and southwest of the island of Samsø. Endelave covers an area of 13 square kilometers. The central area of Endelave was formed by ice age glaciers. When the seabed surrounding the island rose, the flat landscapes to the north, south and east was formed. The landscape at the North-end, Øvre, is a big nature reserve with wide open beach meadows formed by the sea.

Endelave has a varied fauna consisting of fox, hedgehog, deer, hare, various mice and other animals. The island is also known for a very large population of wild rabbits. Seals and harbour porpoise (a small 1.5 m whale) can be seen along the coast. "Møllegrunden", a narrow sand bank located to the north west of Endelave, is a protected seal sanctuary. One-third of Endelave is

intact wilderness. The car ferry "Endelave" sails daily between Endelave and Snaptun, a small town situated at the mouth of Horsens Fjord. The crossing takes about 1 hour. Read more about Endelave at this website (Danish): http://www.oenendelave.dk/

About Endelave Airfield EKEL

Because of its beautiful location and special atmosphere Endelave Airfield EKEL is a popular destination for pilots from large parts of Europe. Through 50 years the airfield has been owned and maintained by Jens Toft, an 86-year old vintage aircraft enthusiast and writer. Since Endelave


and the waters around the island is designated as an EU bird protection area, flying under 1000 feet is only allowed during takeoff and landing. Next to the airfield is Jens Tofts nut orchard. Bikes can be rented, and you are allowed to put up a tent. The landing fee can be paid in the red cylinder shaped money box (nickname: "Uncle Scrooge") on the barn wall. The runway, RWY 11/29, is marked with red and white buckets. Yellow buckets at the side of the runway means that you have used half of the runway. Read more about Endelave Airfield EKEL at Jens Tofts website: http://www.toftair.dk

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.
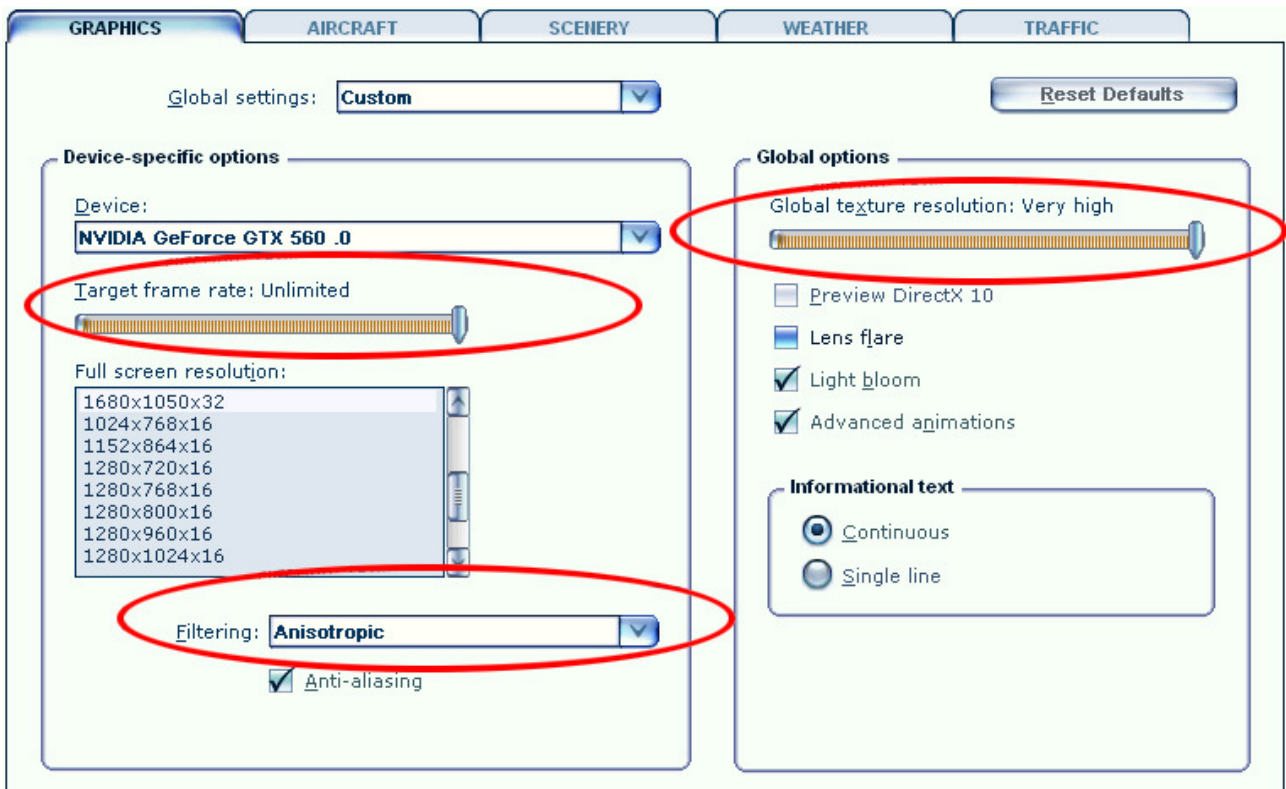
In the scenery settings it is recommended to set Autogen density to Dense or higher. This scenery includes a 19 cm. pr. pixel aerial image and in order to get the full resolution, it is recommended to set Texture

resolution to 15 cm. or 7 cm. In order to change the scenery settings in FSX:SE, go to Settings > Customize and select the scenery tab.
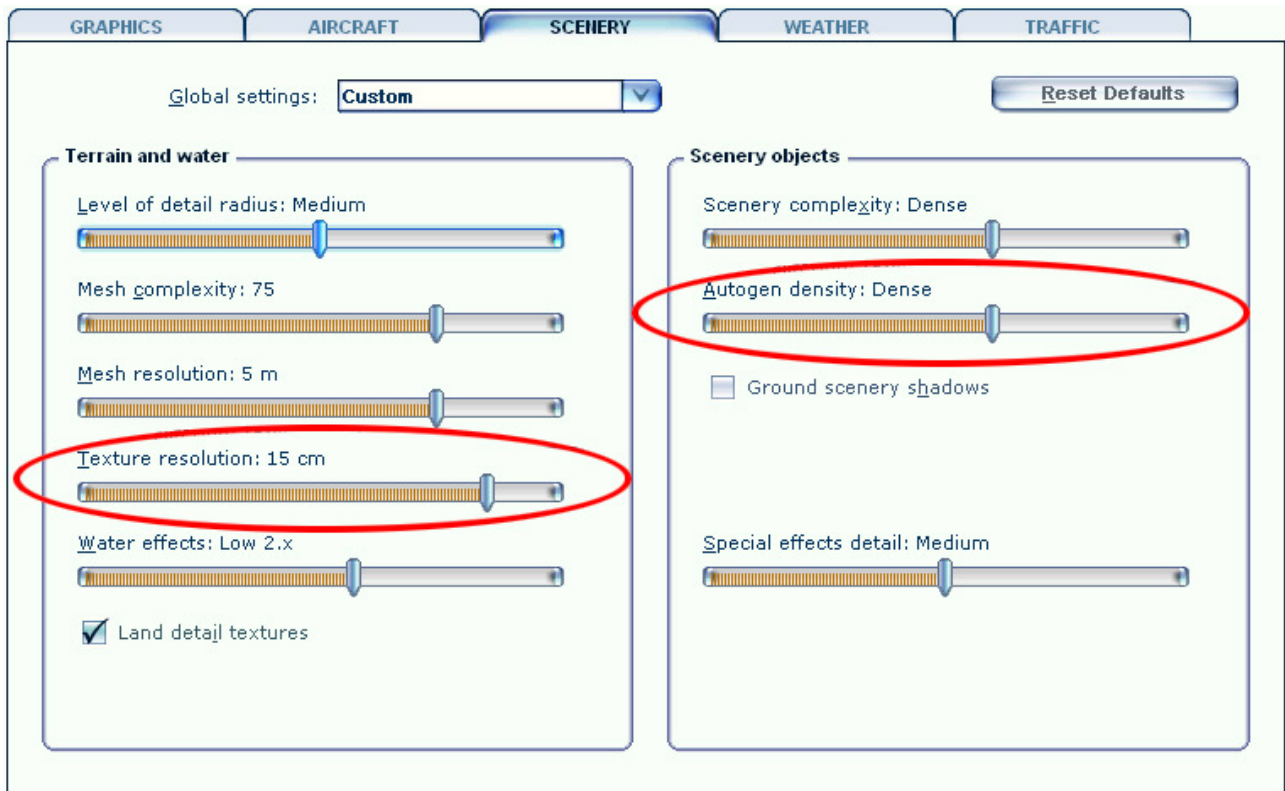
Locating Endelave Airfield EKEL

You can find the Endelave Airfield by selecting "Free flight". Under "Current location", click the "Change" button. On the next screen, search for the airfield by typing in the airfield name "Endelave", the city name "Horsens", or the Airfield ICAO ID "EKEL".

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. Important: Do not use Scenery Manager while FSX:SE is running! The tool is located in the folder named "**Scenery Manager**". This folder is by default located here: C:\Program Files (x86)\Steam\steamapps\common\FSX\DLC\471895\Vidan Design\Danish Airfields X - Endelave\Scenery Manager.

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

1. Close FSX:SE

2. Change season with the **Scenery Manager**

3. Close **Scenery Manager**

4. Restart FSX:SE

(If the textures does not change, please go to the "Scenery Library" and move Endelave below any other Vidan Design sceneries you might have installed). Important: Do not use Scenery Manager while FSX:SE is running!

Compatibility with other add-ons

This scenery is designed to be used on a standard FSX:SE installation under DirectX 9. The scenery is tested together with the freeware scenery "Denmark Scenery 1.3" and Vidan Design's Real Denmark X – Jutland North and no problems have been found. The scenery has not been tested with "DAN VFR" or other "photo terrain" add-ons.

Development tools

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

Credits and acknowledgements

Aerial Image: This product includes data from Geodatastyrelsen, orto_foraar, download. **Dynamic windsock**: Jörg Dannenberg, used by kind permission. **Ambient sounds**: The sound pack uses original recordings from Freesound (https://www.freesound.org/):

"vd_bird1"sample from "188504__cydon__morning-birds" by cydon 122104__rickyjezz__dog-barking-at-night-nice-reflection.wav
"vd_crow" sample from "188504__cydon__morning-birds" by cydon (http://freesound.org/people/cydon)
"vd_cow"sample from "57790__reinsamba__1191-two-cows" by reinsamba (http://freesound.org/people/reinsamba)
"vd_dog" sample from "122104__rickyjezz__dog-barking-at-night-nice-reflection" by rickyjezz (http://freesound.org/people/rickyjezz)
"vd_sheeps" sample from "200329__zwier__sheep-in-field by zwier" (http://freesound.org/people/zwier)
"vd_spitfire" original recording: 160241__beerbelly38__spitfire-fly-by-1 by beerbelly38 (http://freesound.org/people/beerbelly38)
"vd_cricket" sample from 104745__dobroide__20100915-night-chorus-00h-fao by dobroide (http://freesound.org/people/dobroide)

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Version history

Version 1.0, june 2016 (Steam Edition version)