

Calaveras County Airport

San Andreas, Calaveras County California



Scenery For Flight Simulator X

By: Timothy Thomas. AKA CountryFlyboy. [Visit my youtube channel](#) for weekly Flight Simulation Videos and News.

Third Party Library Objects by: Art Poole, Dennis Waggoner, KB Sceneries, Jim Deahenens, Sidney Schwartz.

Edge lights created with Airfield Lights Toolbox by Don Grovestine

Requirements: FSX Deluxe with Acceleration (Standard edition or Sp2 not supported).

Alternatively FSX Gold will work

Information (Copied from Wikipedia)

Calaveras County Airport (ICAO: KCPU) also known as Maury Rasmussen Field, is a public airport located four miles (6 km) southeast of the central business district of San Andreas, in Calaveras County, California, United States. It is owned by the County of Calaveras. Although most U.S. airports use the same three-letter location identifier for the FAA and IATA, Calaveras County Airport is assigned CPU by the FAA but has no designation from the IATA (which assigned CPU to Cururupu, Maranhão, Brazil).

Calaveras County Airport covers an area of 93 acres (38 ha) which contains one runway (13/31: 3,603 x 60 ft.) and two helipads (both 65 x 65 ft.). For the 12-month period ending September 21, 2005, the airport had 25,000 aircraft operations, an average of 68 per day, all of which were general aviation. There are 79 aircraft based at this airport: 98% single engine, 1% multi-engine and 1% ultralight.

Installation

To install this airport follow these direction carefully.

Extract the Downloaded zip file to the desktop. It contains the following.

- Folder KCPU. Contains the scenery
- Folder Library Objects. Contains the third party libraries used in the scenery
- Folder Pics: Contains Screen shots of the scenery and pictures used in the documentation
- File KCPU.jpg. Satellite image of the airport.

Verify that everything is there then follow these instructions

1. Cut and Paste the Folder KCPU into you Add-on scenery folder Located in your FSX Root Directory.
2. Open the Folder Library Objects. Inside are 3 sub folders Effects, Scenery, and texture.
 - a. Cut the contents of the Effects folder into the Effects folder located in you root FSX Directory.
 - b. Cut the scenery and texture folder, and paste into Flight Simulator X\Scenery\World.
 - c. When asked if you want to merge the folders click yes.
 - d. If you are asked to over write any files you may click yes. These are the latest versions on the files.
3. Start Flight Simulator and go to the Setting Menu then Scenery Library. Click "Add Area". Select the folder KCPU in the Add-on scenery folder then click OK.

Note for windows 7 users. After clicking OK you must click anywhere in the Wight area of the file select box to move on.

To Uninstall the scenery

1. Delete the Scenery area KCPU from the Scenery Library.
2. Delete the folder KCPU from your Add-on scenery folder
3. You may also delete the 3ed part libraries but this is not necessary. And not recommended if you have other sceneries that use these files.

About the scenery.

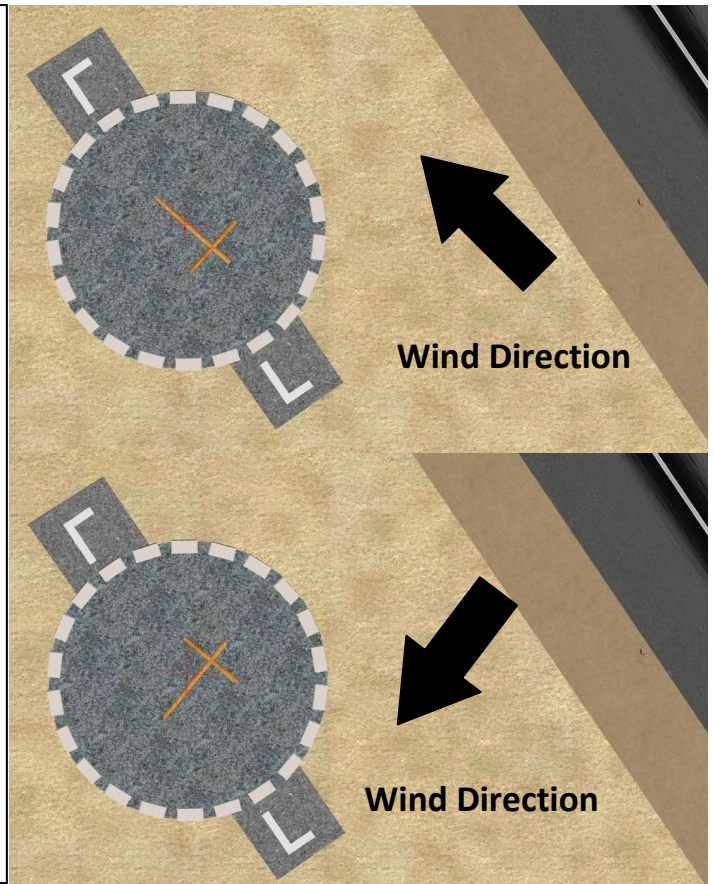
This airport is located not far from the Sierra Nevada mountain range. And is a great airport to start from for mountain flying or glider flights. There are some special things about the airport I should go over.

The Wind Tee

Located in the segmented circle off of Runway 31 is the Wind Tee. This device works like a Wind Sock (however it does not show wind speed). It will turn in the direction of the wind. Picture it as a airplane flying into the wind.

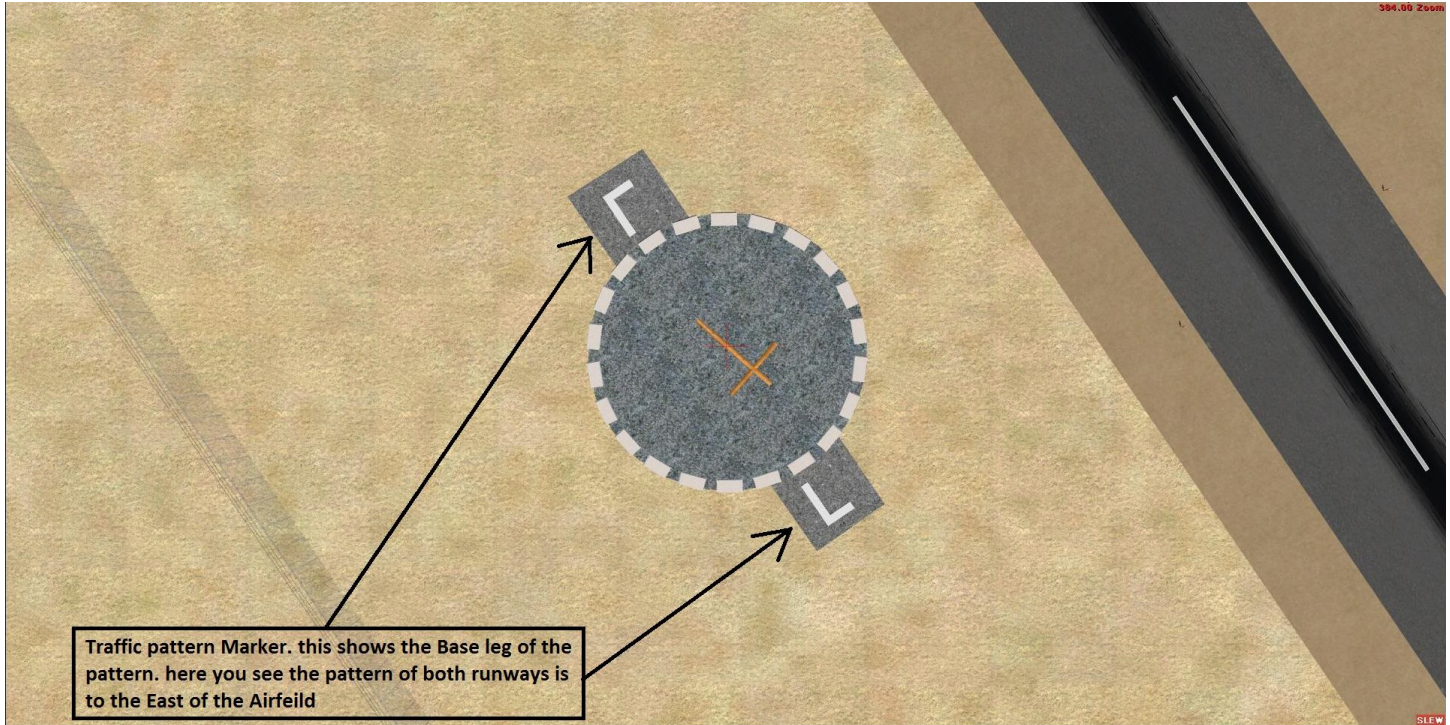
Here we see the Wind Tee. You can see it points into the wind. Best way to use it is to think of it as a airplane that's flying into the wind.

As you can see below it does change with wind direction in FSX. Do note however it does not show wind speed. There are 2 windsocks 1 at the thresholds of each runway you can use to get wind speed



Traffic Pattern Markings

The segmented circle also has two L shaped markings in gravel next to it. This shows the location of the Base leg of the pattern. As you can see it indicates that both runway 13 and 31's traffic pattern is to the North East of the airfield. Normal for Runway 13 but is non-standard for runway 31. If you followed the standard pattern on runway 31 you will hit the mountain located next to the field.



Animated Hanger

The large green hanger at the southern end of the main ramp next to the FBO is animated. Its main doors can be opened by tuning the NAV2 radio to 115.0 and you can close the doors by tuning the NAV2 radio to any other frequency. If you forget the frequencies to open the doors there is a sign posted on the side of the hanger to remind you. Note if you are running FSX with Direct X 10 preview turned on. The night textures for the hanger will not show up so it will appear grey at night. Daytime textures work fine however.

There is a small windsock located on top the hanger as well.

Your scenery settings.

This scenery is optimized and should run well for most systems. I build my sceneries with modern hardware in mind. And I assume the end user has optimized their system and FSX. This means that what would have passed for normal scenery complexity 5 years ago, is considered very sparse today. So depending on your scenery complexity settings some things may be missing from the airport

Note that Primary buildings, Lights, and navigation objects (like the Wind Tee) will appear even on the lowest scenery complexity. There are a lot of individually placed edge lights on this airport that all show up on the lowest scenery complexity setting. This should be no problem for most systems. All buildings appear on the Very Dense setting. Static aircraft and cars appear on the extremely dense setting.

Scenery Complexity Setting

Very Sparse

Main buildings. Navigation Objects, and all surface lighting appears

Sparse

More buildings appear

Normal

More Buildings appear. Taxiway signs appear

Dense

Even More Buildings appear

Very Dense

All Buildings and most objects appear

Extremely Dense

Static Aircraft and Cars Appear

View the Pic's folder for screen shots of the scenery at different complexity settings. The screenshots in question should appear at the top of the folder when sorted alphabetically. They are named with a number followed by the setting the shot was taken at.