

Airport Kassel EDVK 3.0



Freeware Add-On for Microsoft FS X

© Albert Claudi

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→ FLUGHAFEN KASSEL-CALDEN



INSTALLATION

REQUIREMENTS

- Windows XP/ Vista / Windows 7 or newer.
- Microsoft FSX Professional (SP2) and FSX Acceleration (Without Acceleration Expansion Pack the scenery will work, some objects will be missing).

FILE INSTALLATION

1. Copy the complete Folder “**EDVK Kassel**” files from this installation package into your “...\\FSX\\ADDON **SCENERY**\\” folder.
2. **IMPORTANT: Copy the file EDVK_ALT.BGL into the following FSX Folder:**
...\\FSX\\Scenery\\World\\Scenery.
(This File changes the altitude from the old airport elevation to the new one)
3. After starting FSX go to “Configuration” and choose “Scenery Library”. Then **activate** the new Scenery*

* If you have problems in activating the scenery:

1. Open the "scenery library" box from within FSX-Setup
2. Left click on "Add Area"
3. Navigate to the scenery folder that you wish to add and left-click once on the scenery folder that you wish to add.
4. When the correct area is highlighted, Click "OK"
5. You should be taken to the next screen. **NOW click anywhere in the empty space of the box!**
6. You should be sent back to the dialogue box with the new scenery at the top of the list.
Then just click "OK" and the scenery should be loaded.

If you update EDVK 3.0 from an older version you can skip step 2 of the installation. Just exchange the EDVK Kassel folder in your Addon Scenery folder.

UNINSTALL

Just delete the Folder:

...\\FSX\\Addon Scenery**EDVK Kassel**

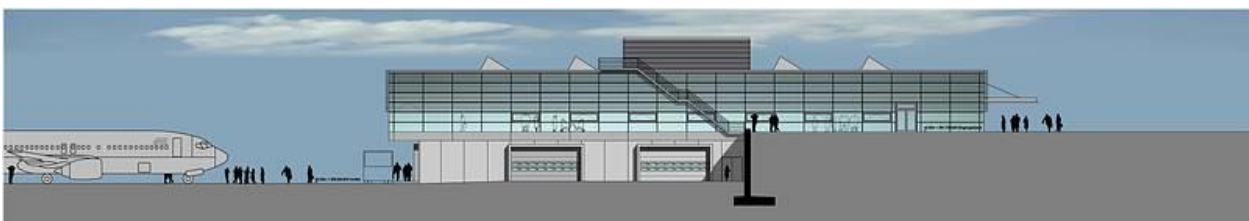
And the file:

...\\FSX\\Scenery\\World\\Scenery**EDVK_ALT.BGL**

INFORMATION

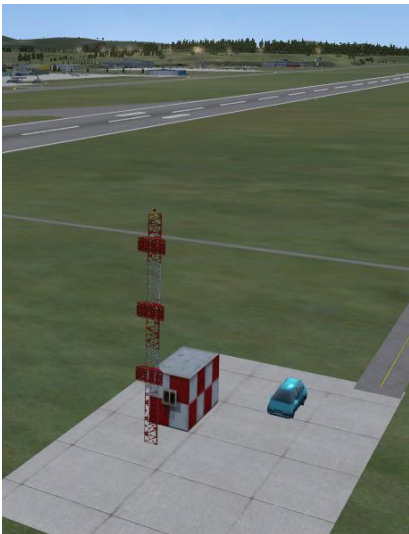
After 12 years of planning the construction of the Regional Airport Kassel started on the 10th of March 2011. The airport went into operation in April 2013. The first two versions of the FSX-Airport were simulated after the official planning documents. The 3rd version of this FSX-Add-On now approaches the reality with accurate buildings, runways, taxiways and the official approaches with waypoints, localizers and glide paths.

More Information about the real world airport at: www.flughafenkassel.de



TECHNICAL INFORMATION

Airport Name	Kassel-Calden
ICAO Code	EDVK
IATA Code	KSF
Location	16,7 km (9.0NM) NW Kassel City Center 1,9km (1.0NM) N Calden
Coordinates (ARP)	51 25 14,85N 09 23 31,77 E
Elevation	861 ft / 262m
Runways 09 / 27	True Bearing: 95° / 265° Altitude: 262,38m; 861ft; / 244,90m; 804ft 2500m x 45m, ASPH



Glide Path RWY 27



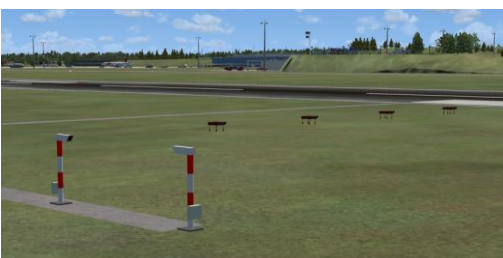
RWY 09 at Night



Tower

NAVAIDS AND FREQUENCIES

VOR Warburg	113,70 MHz
Kassel Tower	118, 10 MHz
Kassel Ground	118, 00 MHz
Kassel ATIS	129, 20 MHz
Approach Lights	ALSF2
VASI	PAPI 4 (RWY 09: 3,00° / RWY 27: 3,00°)
RWY 09	
ILS09	IKSE 108,1 MHz
MM	75 MHz
DME	DKS 111.5 MHz
RWY 27	
ILS 27	IKSW 109,3 MHz
MM	75 MHz



RVR and VASI



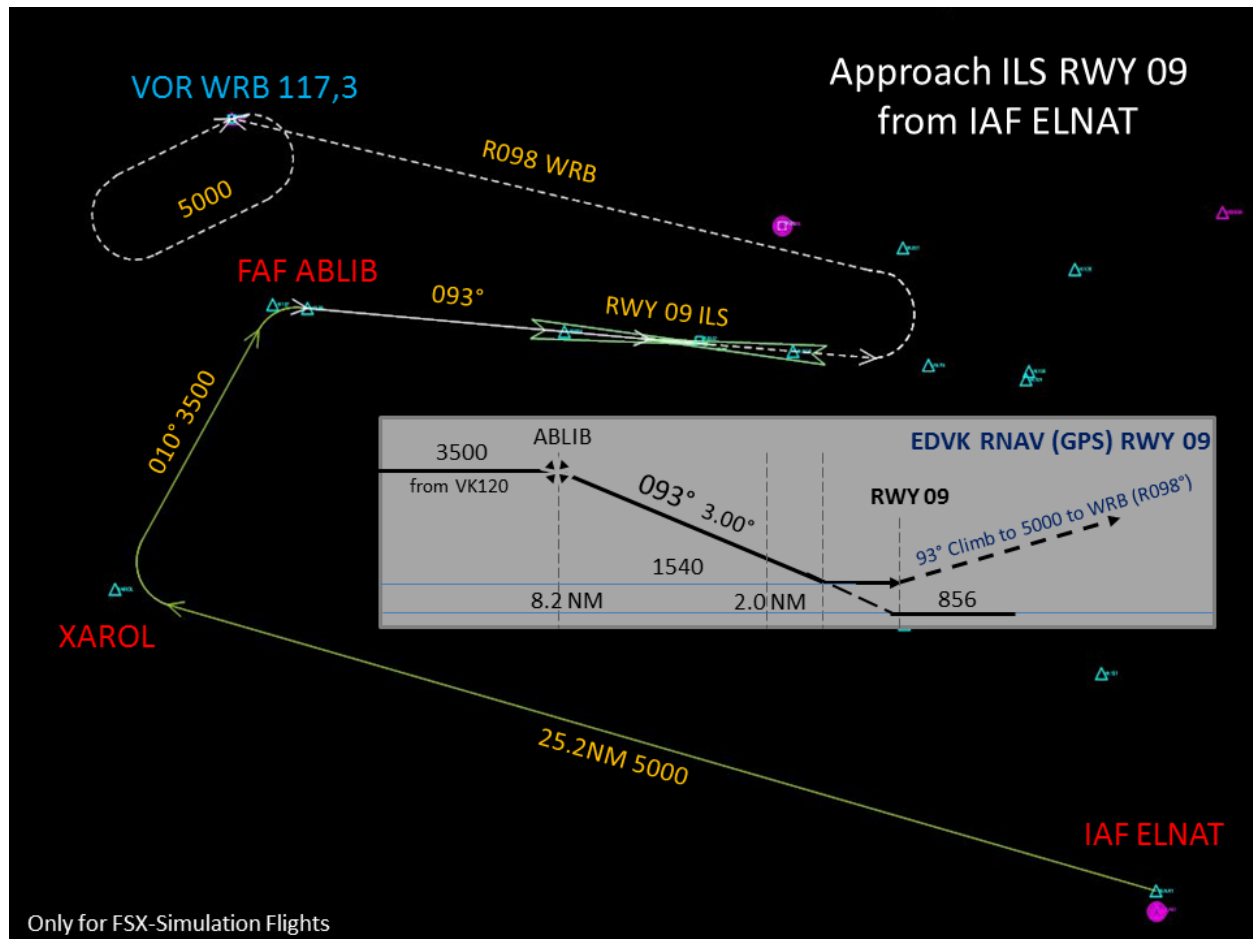
Taxiways

TAXIWAY DESIGNATORS AND PARKING POSITIONS

See overview chart at the end of this document.

APPROACH PROCEDURES

Waypoints and approach procedures have been programmed according to the actual charts. Due to the fact that the old waypoints and approaches cannot be deleted in FSX, you will find the ILS approach to RWY22 and some waypoints from the old airport in the FSX Maps and GPS-Charts. However the new approaches for GPS and ILS will work without problems.



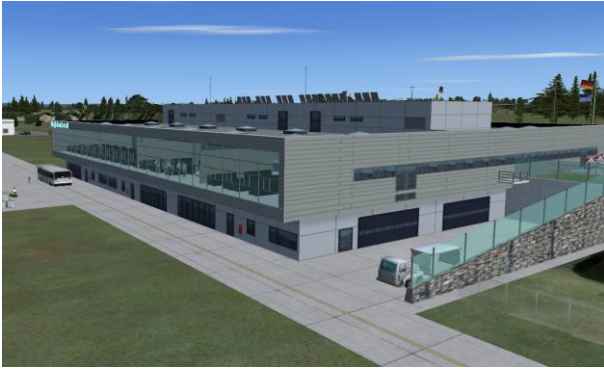
One of the five approaches to EDVK which have been programmed in the GPS Landing procedures.

AIRPORT SCENERY

The actual state of spring 2013 has been adapted to the scenery. The runways, taxiways, aprons, the airport borders, fences, approach lights ... etc. are accurately positioned. The buildings for the terminal, tower and fire station have been exactly simulated in their dimensions and textures, partly with photo textures and Night maps. Some buildings and hangars on the airport are still in planning, so you will find some fictive hangars. There are a lot of details in the airport, be sure to have your scenery complexity set to "very dense"!

One hangar (originally from Dennis Waggoner) is animated, you can open and close the hangar doors by tuning your NAV2 radio:

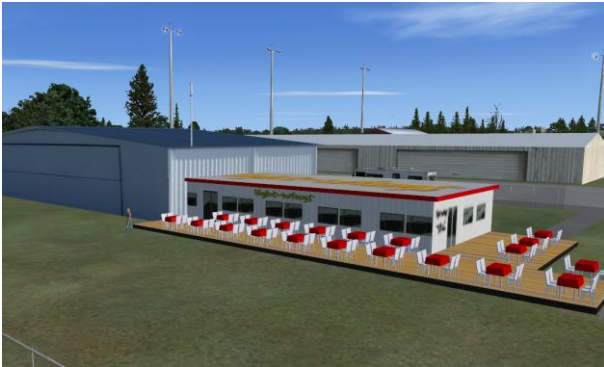
BLUE HANGAR NAV2 112,0 MHz (Frequency is also visible on signs near the hangar doors)



Terminal



Fire Station



Light Wings Flight School



Tower and GA area

AIRPORT ENVIRONMENT SCENERY

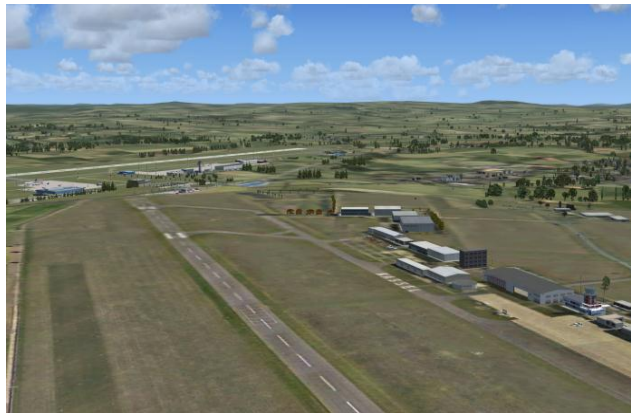
The buildings and the old airfield in the South are still present, although the airfield is no longer in operation, except for helicopters. For the background a photo-scenery was implemented, which gives you a good overview of the old airfield. The asphalt runway 04/22 (1500m by 30m) and the parallel grass-strip is closed.

The road B7 near the new runway was relocated to the west according to the existing plans. This has been realized in the simulation. Also the new bypass street in the north of Calden can be found in the scenery. (If you have Photo textures installed like VFR Germany you will not see the streets unless you deactivate the relevant photo file for that region).

At the street entrance (roundabout) of the airport a fuel station has been added. The landscape around the airport has been slightly modified to fit the level and profile of the airport.

Some landmarks can be found at the near surrounding of the airport (look if you can spot them)

- Greibenstein (Old ruin and "Jungfernturm" tower)
- Wilhelmsthal (Castle and park)





Grebenstein ruin



Castle Wilhelmsthal

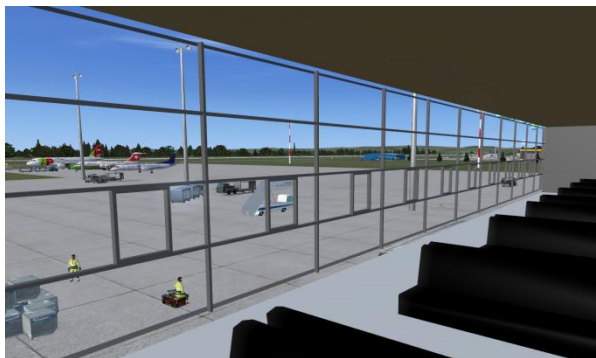


Jungfernturm

Another photorealistic background has been added north of runway 27 for the gravel pit area. The rest is textured with standard FSX backgrounds, generic buildings and autogen structures.



Airport Fire Truck "SIMBA"



Inside the terminal

CREDITS & ACKNOWLEDGEMENTS

First of all I have to thank the Flughafengesellschaft Kassel, especially Mr. Jörg Ries, Mr. Jörg Weidemöller and Dr. Tobias Busch for their great support and providing me with the actual plans, photos and information. Herbert Lindenborn supported me with his technical knowledge of VFR and IFR flying and gave me the opportunity to view the airport from ground and air during several observations.

Creating this airport was only possible by using and combining some really great Freeware tools:

- | | |
|---|---------------------------------|
| • Gmax 1.2 (Discreet) | Modeling of buildings |
| • Airport Design Editor FSX (Scruffy Duck Software) | Airport Area |
| • SbuilderX 3.13 by Luis Feliz-Tirado (PTSIM) | Surrounding area and landscapes |
| • Library Creator XML 2.03 by Arno Gerretsen | Compiling the BGL Libraries |
| • Whisplacer 0.9 by lc0277@nerim.net | Object Placement outside EDVK |
| • FSX SDK Software Development Kit (Microsoft) | Many tools like TMF Viewer |
| • Paint.net 3.5.8 by Rick Brewster, and contributors | Textures and image editing |
| • SAMM by Don Grovestine aifp@shaw.ca | MDL Maker for Static Aircrafts |
| • Model ConverterX by Arno Gerretsen | MDL Optimizing |

In the airport scenery I used the following objects from other designers. It's a great pleasure for me mention their names and work:

- **Lighting Towers** (Lightobj.bgl and Ufc4hgr.bgl) , **Taxiway Lighting** (lightstoo.bgl), and the **UFC 4-211 Hangar**: Copyright by Jim Dhaenens (jdhaenens@sbcglobal.net)
- **Hangars** at the GA-Area by Dennis Waggoner, 2005, spm@wagsterstuff.com, (Dwaghangars.bgl)
- Static Airplane **A319 TAP** by EvolveAI Paintkit V5.04F
- Static Airplane **BAe146-300** Swiss by Fernando Martinez, FDE by Delta Whiskey Foxtrot
- **Saab 2000 AHT**, originally from the Fruit Stand; edited with the Paintkit v 1.4
- **Cargo** Containers and Cargo Stuff by lasca01 (www.FSDeveloper.com)
- **Animated Flag Poles**, based on the work of mikrco

- **Helicopters**, a library by Marcel Lafargue
- **Kb static aircraft**, a library by KB-Sim (www.kb-sim.com)

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The scenery for FSX is delivered as is. The author does not grant any warranty and won't be responsible for any hardware or software damages on the user's system. The user does apply this add-on on his/ her own responsibility.



Please feel free to post any comments, suggestions or bug reports.

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