

# Herning Airfield

Add-on for Microsoft Flight Simulator X: Steam Edition

Version 1.0 (FSX:SE Edition)

Manual



# Index

Herning Airfield .....	3
The real EKHG vs. Herning Airfield .....	4
Hangar door animation .....	5
Texture size - Optional tweak .....	5
Scenery Manager .....	6
Details .....	6
Compatibility with other Flight Simulator add-ons .....	6
Development tools .....	7
Copyright .....	7
Map .....	8

## Danish Airfields X – Herning

Thank you for purchasing Herning Airfield. This add-on scenery for FSX:SE is a realistic and detailed representation of Herning Airport EKHG (Herning Lufthavn, also known as “Skinderholm Flyveplads”). Herning Airfield features a very accurate and highly detailed rendition of the airport. Herning Airfield is designed to be used on a standard FSX:SE installation under DirectX 9. The scenery features custom made runway and taxiways, custom made objects and vehicles, custom made grass vegetation, lights and ground textures with night/day and season variation.



Herning Airport EKHG is situated just north-east of Herning in central Jutland. The airport was established in 1943. During the Second World War occupation of Denmark the airfield was used by the Luftwaffe as a dummy airfield to divert attention away from “Fliegerhorst Grove” (Karup Airbase/Karup Airport), located just 7 NM north of EKHG.

Today, Herning Airport is one of Denmark's busiest GA airports and home to several flying clubs, among them is one of the most active gliding clubs in Denmark, Herning Gliding Club.

The airport has a 1200 meter asphalt runway (09/27), a grass runway (15/33) and a glider strip. The glider strip is 900x60 meters and is parallel to the main runway (09/27). In this scenery the glider strip has the designators 09L/27R. More information on the airport and its history can be found on the websites of the many flying clubs based in Herning Airport EKHG:

Herning Motorflyveklub: <http://www.herningmotorflyveklub.dk>

Midtjysk Flyveklub: <http://www.midtjyskflyveklub.dk/index.html>

Herning Svæveflyveklub: <http://herningsvaeveflyveklub.dk/>

Technical data can be found on these links:

Official Herning Airport EKHG website: <http://www.ekhg.dk>

Aerodrome Charts and other technical information:

<http://www.slv.dk/Dokumenter/dsweb/View/Collection-587>

## The real EKHG vs. Danish Airfields X – Herning

There has been put much effort into creating a realistic representation of the airport. The scenery is based on hundreds of photos taken in Herning Airport in July 2011. Here is a real world picture and a FSX:SE screenshot to compare the real Herning Airport and this scenery:



## Hangar door animation

In Herning Airfield you can choose to start from inside one of the hangars. When planning your flight, select start location Herning EKHG **Parking 14** or **Parking 15**. This will place you inside one of the hangars. If you



choose **Parking 15**, you will need to open the hangar door by using the aircraft radio. Select **NAV2 frequency 112,000 MHz** and wait a few moments. The door opens. To close the door again, simply select another NAV2 frequency. Please note: The parking spot might be occupied by another plane, when you return to the airport and the hangar!

## 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. **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\471896\Vidan Design\Danish Airfields X - Herning\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 Herning below any other Vidan Design sceneries you might have installed). **Important: Do not use Scenery Manager while FSX:SE is running!**

## Details

There are many interesting details to discover in Herning Airfield if you move around a bit away from the runways and parking areas. You can use a camera/walk tool like *Ezdok* or *Walk And Follow*, or you can simply use "Slew mode" in FSX:SE: Select **Y**, then select "cockpit view" (**F10**), remove the panels by pressing **Shift+1** and use your joystick/keyboard to move around at ground level and explore the scenery.



## Compatibility with other Flight Simulator 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**

Herning Airfield 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 and Microsoft Flight Simulator X SDK by Microsoft.

## **Copyrights**

This product, Herning Airfield, is protected by copyright laws. You may install and run one copy of the software on one computer for your personal, non-commercial use. Herning Airfield, must not be copied, reproduced or disassembled in any way, neither completely nor in part. The product must not be published or redistributed, neither completely nor in part, in any way without the written permission of Vidan Design. It is expressly forbidden to make this product available on websites, servers and any internet hosted domains without the written permission of Vidan Design. The dynamic windsock in this product is copyright Jörg Dannenberg. The dynamic windsock is used by kind permission.

## **© 2016 Vidan Design**

Microsoft Flight Simulator X is a © Copyrighted trademark of Microsoft Corporation

## Map

Herning Airport EKHG - N56 11 06 - E009 02 40:



## Version history

Version 1.0, june 2016 (Steam Edition version)