OSLO, NORWAY SCENERY for FS 5.1

This is the first atemt to make a scenery of the Oslo area for Flightsimulator FS 5.1 CD-ROM version. We don´t know if it works with other versions of the Flightsim.

The scenery have been made with AIRPORT 1.18, SCASM 1.40 and BGLGEN.

IMPORTANT!

Please read the file descriptions below before installing, because You can only use three of the four airports at a time. Two of the airports are the same, but in two different versions. More details below.

It is adviseable to make a subdirectory.

(FLTSIM5/NORWAY/SCENERY)
(FLTSIM5/NORWAY/TEXTURE)

FILES!

ENFB.	BGL	Oslo Fornebu
OAV-ENFB.	BGL	
ENKJ.	BGL	Oslo Kjeller
OAV-ENKJ.	BGL	
ENGM.	BGL	Oslo Gardermoen as it is today
OAV-ENGM.	BGL	
ENGX.	BGL	Oslo Gardermoen Intl. as it will be in 1998
OAV-ENGM.	BGL	

You can not use ENGM anf ENGX together because they are the same airport and have the same position. To get a view of both You have to alternete between them.

For about 30 years, the politicians here in Norway have quareled about where the new airport for Oslo have to be situated. At last they found out that making a new Gardermoen will be the best. (We don´t agree). So here You have to versions of Gardermoen, ENGM as it was, and ENGX as it will be when it opens in 1998. To day it is one of the largest constructing sites in the world with it´s own runway. When the new Gardermoen, Oslo Intl. opens, Fornebu will be closed and be used for apartments, new container harbour or god knows to what. Still the politicians don´t know.

NORGEAPT. BGL	Contains AC positions to all norwegian airports run by the norwegian FAA.
These	airports will be uploaded later on.
NORGENDB. BGL	All norwegian NDBs
NORGEVOR. BGL	All norwegian VORs
NORGEOMI. BGL	All Outer/Middle and Innermarkers for Norway
NORGEILS. BGL	All norwegian ILS and LLZs

The files for NDB, VOR and Markers are correct by 16 August 1995. The ILS file is also correct, but this file will be remade with SCASM or another compiler where it is possible to differensiate between the Localazer and the Glidepath position.

IMPORTANT! None of the navaid files are compitable with any ather navaid files containing norwegian navaids. This includes norwegian Northsea instalations, Svalbard, Bjoernoeya and Jan Mayen.

All BGL files go to Your Norway/Scenery directory, exept ENGM and ENGX which have to be alternated.

```
BUSKER    .NOR
BY3       .NOR
HAV       .NOR
INNSJOE   .NOR
MYR       .NOR
SVABERG2  .NOR
TAXIASPH  .NOR
TAXICONC  .NOR
TETTSTED  .NOR
```

All these texture files go to Your NORWAY/TEXTURE directory.

You must also have CROPS.R8 and AIRPT008.OAV in Your texture directory. We assume You already have them, but in case, I have included them here.

```
ENFB06I.IAP
ENFB24I.IAP
ENGM01I.IAP
ENGM19I.IAP
```

Approach plates that have to be used with Georges Lorsches Final Approach program v.4 or later.
For ENGX You have to use ENGM01 and ENGM19 for runway 01L/19R. The new frequencies for ENGX will not be available before March/April next year (1996).

FEEDBACK!

We have experinced some "Database errors", we don´t know why, but if anyone out there can give us any tips, please tell.

CREDITS!

PVF Pilotes Virtuels de France for their	"AIRPORT 1.18"
Manfred Moldenhauer for	"SCASM 1.40"
Enno Borgsteede for	"BGLGEN"

A greatfull thanks to Jan A. Nordberg who let me into the exiting world of flightsims. And his patience with all my stupid questions.

SCENERY made by:

Eric Andrén Somerville
Nobelsgate 35
0268 Oslo, NORWAY
Tfn: (047) 22 44 01 32
CIS#: 100410,2723

Jan A. Nordberg
Observatoriegaten 7
0254 Oslo, NORWAY
Tfn: (047) 22 55 19 60

The very best from Eric & Jan
*   ENJOY!!!*