

Austin area scenery for flight simulator 5.

The scenery included in this file includes austin and the surrounding areas. within about a 30 mile radius. The special scenery features power lines , railroad tracks, antenna, trees, antenna guys at one locatin. and dynamic scenery and moveing dynamic scenery at almost every airfield. The buildings downtown are not at all accurate becuse i did not have any building refernces. The VFR scenery is about as accurate as i can make it. Check the sectional for the san antone area and check austin. If it is on the map it should be there. I was going to do the entire south texas area and realized how long it would take. So i concintrated my efforts on the austin area and i think it was worth the extra effort. My earlier upoads that many of you have now, were a prelude to the final version. I listened to all of your great suggestions and used them. I was asked many times if i could desing scenery for many people's home towns, and that is exactly what i want to do. If you have a place you would like to see desinged in the continental united states let me know. any information you can give me concering the area you want desinged would help. There is very little i can get VFR from a nav map. There may be some glitches with my scenery but i am still learning every day just like everyone else. so please be patient with me and my work , with a lot of encouragement it will get better and more realistic. I was asked to put in the ILS for austin and i did. You can find it listed in the nav.txt along with a lot of other navs for the austin area. Austin was a lot of fun to create and i look forward to your suggestions. I can be reached on compuserve at Roger A Fisher 76365.3353 . This file was created for theuse of the flight simulator community. No charges may be applied for the use or distribution of this software. It cost me only time to make it . and that is the way it should stay. besidesyou pay enough for the flight sim software as it is.

**A Word of Thanks:**

I would like to thank everyone who has contributed to the program includeing Bryant Arnett

who donated the water.r8 files and the folks who devloped the airport ver1.17. And also all the help they gave me in learning to use there program. If you need to find Bryant's water.r8 it is on compuserve as h20.zip and newwater.zip. I have incorperated both files into the scenery by programming the scenery to use the .r8 files under new names. This program is not desinged to overwrite any of your original flight sim files. At last but not least all the people who gave me suggestions for the scenery . Thank you all and enjoy.