

Here is a BGL file of Cleveland-Hopkins International airport. It was compiled using Airport 1.17 scenery program. Copy the 5 "airptxxx.oav " files, that are from AIRPORT 1.17 into your FS5 "TEXTURE "subdirectory to run these scenery files. Then copy the two .BGL files into your FS5x "SCENERY "subdirectory and select the Cleveland airport file from the World menu " Airports". It should work with both FS5.0a and FS5.1.

I have been using FS5.1 to test it. The nav aids are listed below, have fun.

DJB	Dryer vortac	113.6 mhz
EZE	Engel NDB	226 khz
CL	Harri NDB	344 khz

ILS freq.

rwy 05R	111.9
rwy 23L	109.9
rwy 28	110.7

ATIS 127.85