

Louisa County Airport - LKU
Lake Anna Airport - 7W4

Charlottesville / Albemarle Airport - CHO
Cub Field - Private

Designed utilizing Airport 1.21, SCASM 1.45 and FS 5.1 CD version.

When FS 5 first came out, after looking and flying around a bit I went back to FS 4 because I didn't like to fly in the metropolitan areas with the scenery provided. When FS 5.1 appeared, I bought it right away; it was better, but I got tired of flying up and down the West Coast. I wanted to fly home ! All the shareware scenery design programs were daunting. Then a friend gave me Airport 1.17. Then Airport 1.19 , and 1.21. I could fly locally again !

I used numerous sources of information in the design of this scenery; U.S. Terminal Procedures NE-3, Commonwealth of Virginia 1994 Aeronautical Chart, Washington Sectional, aerial photos, blueprints (LKU), site plans (CHO), and personal observations (using the Mk.1 Mod. 0 eyeball while in the air), Hopefully in the near future, I'll tweak the scenery a bit more and issue ver. 2.0. I also plan to add some more central Virginia fields like Gordonsville, Orange, Shenandoah Valley, Warrenton, and Lynchburg.

Many thanks to William Austin's Richmond and Norfolk sceneries for the inspiration (and texture files) to carry out this project.

FILES:

CENTVA1.ZIP contains 15 files.

- 1) lku1.bgl - Radio, runways (Louisa and Cub)
- 2) cho1.bgl - Radio, runways (Charlottesville)
- 3) anna.bgl - Radio, runways (Lake Anna Apt.)
- 4) oav-lku1.bgl - Visual components - polygons, buildings etc.
- 5) oav-cho1.bgl - Visual components - polygons, buildings etc.
- 6) oav-anna.bgl - Visual components - polygons, buildings etc.
- 7) centva1.wri - This file
- 8) airpt001.oav - texture files
- 9) airpt002.oav
- 10) airpt003.oav
- 11) airpt004.oav
- 12) airpt005.oav
- 13) airpt008.oav
- 14) airpt0a4.oav
- 15) airpt0p4.oav
- 16) airpt0w4.oav
- 17) taxi1.r8
- 18) parking.r8

INSTALLATION:

Copy all .bgl files into your scenery directory.

Copy all .oav & .r8 files into your texture directory.

Note - If you already have some or all of these texture files, you don't need to install the ones you already have.

AIRPORT INFORMATION:

(Distances, bearings and elevations pertain to FS5.1 CD scenery only. Not "Real world")

LKU - Louisa County Airport - Freeman Field 38 00 42N -- 77 58 11W

Runway 9/27 4000 ft X 60 ft Elev. 610 ft

5.1 NM, 272 deg. from IQK NDB (382); 8.6 NM, 094 deg. from GVE Vortac (115.6)

UNICOM 122.7 AWOS-A 382.0
Localizer rwy. 27 108.55 MHz (was just put in service 1/4/96)
Fuel and maintenance. See Larry for flight training.

CHO - Charlottesville/Albemarle 38.08N -- 78.27W
Runway 3/21 6001 ft X 150 ft Elev. 610 ft
7.8 NM, 030 DEG. from AZS NDB (336) , 15.9 NM, 304 deg. from GVE Vortac
CHO TOWER 124.5 GROUND 121.9 ATIS 118.425
Localizer rwy 3 (I-CHO) 111.7
Fuel, maintenance and scheduled airline service. UVA's Pegasus medical helo operates from here.

7W4 - Lake Anna Airport 37 58 40N -- 77 44 35W
Runway 4/22 2400 ft X 25 ft Elev. 610
19.5 NM, 103 deg. from GVE VORTAC
UNICOM 122.9
Lake Anna Air Tours offices are here in Bumpass, Va..

Cub Field - Private 37 55 46N -- 77 54 xxW
Runway 1/19 1400 ft X 50 ft Elev. 610 ft
12.8 NM, 119 deg. from GVE VORTAC
No fuel or lights; proudly serving Cuckoo Tavern, Va.

SCENERY INFORMATION:

In this scenery you will find the four above mentioned airports. I have tried to make them appear as realistic as possible (fly with haze on). CHO and LKU have had some artistic license applied. The taxiways are a bit wider than actual and the colors are almost right.

The shape of Lake Anna is close enough; look for the North Anna Nuclear Power Station on the southern side. (Watch out for power lines if you fly low and also be advised that a military "sandblower" route goes right up the center of the lake and on to the hills north of Charlottesville. F-14's, -15's and A-6's frequent this path LOW and FAST.) North Anna will be rendered more realistically in my next version.

I am not really satisfied with the hills east and south of CHO, but they'll do until I learn how to make better ones. Watch out for WVIR and WCVE television towers on Carters mountain when making an ILS into CHO. Cub field is a very small grass strip that used to have a pretty blue Aeronca in the hangar, but now harbors a few ultralites. Lake Anna airport makes me nervous - I don't care for runways narrower than my wingspan.

Don't forget to turn on the dynamic scenery.

CAVEAT:

I have tested this scenery (on my system), and it has been tested by a good friend, Jim "The Chief" Padgett, and he says it works, too! I give no warranty of any kind and will not be responsible for any damage (?) or usability of this product.

This scenery was generated by AIRPORT 1.21 and is FREEWARE and must be distributed freely.

CREDITS:

Thanks to William Austin for his parking.r8 and RIC and ORF bgl's.
Virtual Pilots of France for their Airport 1.21 program and
Manfred Moldenhauer for his SCASM 1.45 scenery compiler.
D. Jarinko and Bill Roccia for Taxi1.r8

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