

FS2004 EZ-RWYand TAXI LIGHTS

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FS2004 EZ-RWYand TAXI LIGHTSThese light libraries are for FS9 (FS2004). Please take time to read this entire document carefully. This is very important. The purpose for these was inspired by David (Opa) Marshall. He wrote to me about a nice scenery that had something like this. You are flying home from a business meeting or whatever to your private airfield. Your runway lights and taxi lights are off. You haven't bought an automatic timer yet. You don't like wasting electricity. But you did install a device to turn on the lights which is activated by your radio. On approach you tune your radio to nav2 112.00 to turn on the runway lights. You tune ADF to 321 to turn on your taxiway lights. Now you can land at your private airfield at home, safely. I thought this was a neat idea! I ran a few tests, got suggestions from David and went to town on this project. Robert Lacy

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NOTE-

For those who often fly vintage aircraft with limited or no modern radio I suggest to do the following:

download the following tutorial at Avsim. It has easy illustrated instructions on how to add tuners to your vintage aircraft.

The tutorial at Avsim.com is named Adding_Tuners.zip and at Flightsim.com, it is called AddTun.zip.

Install-

There are 3 folders; ADF, NAV2, and 1T1 flt & wx placement and usage folder. The ADF folder has the library for adf controlled lights. The nav2 folder has the nav2 controlled lights. The 1T1 folder contains the selected flt files, the ez-scenery file and a readme file instructing where to place the files in 1T1 folder.

Open the ADF folder and place the file therein in an active scenery folder. (I have all of my library files in a folder called ez-scenery with a scenery and texture sub-folder inside it, and it is activated in FS9. You might have a different way.)

Open the nav2 folder and do the same as you did with the adf folder contents.

Remember to do this with the contents, not the folders themselves.

Open the 1T1 folder and follow the instructions in the readme file you find there.

When done Start FS9, choose select a flight; choose Tex (1T1) as your flight. This should take you to where I placed all the lights from both libraries to show how they look and how they work.

User information-

In each library you will find files with the word |day|. These will show up day and night.

Each library will work the same. The only difference is on is nav2 controlled the other is ADF controlled.

The 'day' files are labeled 1, 2, and 10.

1 & 2 are for runways or taxiways to fill in gaps. 1 is a single light. 2 are two lights 60 ft apart.

The 'day 10' files are as follows.....

Taxiway day 10 file has lights 100 ft apart. Runway 'day 10' file has lights 200 ft apart.

There are corresponding 1,2,5 and 10 light files to fit each of the 'day' files. They are named rwy or taxi (or taxi) to fit the 100 or 200 ft spacing's.

So- any rwy 10 file, red, white or blue will match up with rwy_10_day file. Any txi (or taxi) 10 file, red, white, or blue will match up with txi_10_day file.

Rwytxi files 1 or 2 will match up with rwytxi 1 day or 2 day respectively.

The spacings I chose (100 ft & 200 ft) are general spacings for taxi and rwy lights. Checking on-line in a file John Dutton sent me it seems these numbers are maximum spacings. Each airport may be different.

Placement-

First and foremost so we don't have conflicting lights- A. Open your AFCAD folder, if you have AFCAD and uncheck lights for all runway and taxiway properties. Or, if you don't have the AFCAD program, B. Use an airport with no runway or taxiway lights to begin with.

I strongly suggest the following procedure:

1. Go to your area where you want to place these. Go to slew mode, hit R and - - (minus twice) this slows things down for easier slewing.

2. Make it night time. (With the nav2 library you can use daytime.)

Tune radio to nav2 112.00 if you are placing the nav lights. ADF set to 321 to place the adf library lights. I would do both. This is needed or you won't see the glowing lights while placing with some lights.

3, Place one of the 'day' lights. (Always start with 'day'.)

4. Now- without moving your plane at all (very important) choose a corresponding light and place that. In other words, I might choose rwytxi_2_day_adf. Now, without moving the plane I choose rwytxi_2_blue_adf and place it. (Could choose red, or white) Notice the numbers have to match. If you don't do this, you will get lights without posts and posts without lights.

5. Now- move your plane and repeat the process. I use a combination of joystick and/or numbers on the keypad with numlock off. 4=left, 6= right, 8=forward, 2= backward. 5= stops all motion, very important button. The top of your screen must show 0.0 kias.

6. Top down view may come in handy. Use ctrl+s for this. Left click with mouse anywhere on the screen the hit = or- to get closer or farther away.

The nav2 controlled lights will look like they are above ground at first until you restart FS9. They will then work properly.

I would like to thank David (Opa) Marshall for suggesting this project. I thank John Dutton (aka Warmingham) in Malta for his wonderful help in FSDS and the many tips he has given me. He does some fine work in FSDS. Thanks go to Arno Gerretsen for mdl tweaker II, and CAT. Flight1 for Instant Scenery, Abacus for FSDS and libraries. And thanks to all who have given valuable information and tips in the forums at scenery design.org. Bob

jyarddog@ccwebster.net for comments, suggestions, and help