

# Define an Airport without Graphics

## Welcome

This tutorial will show you how to add an airport to Aerofly FS2. Since we do not work with graphics in this workshop, we will concentrate on the basic information: What is needed to make an airport available in the location and navigation menu?

## Find an area

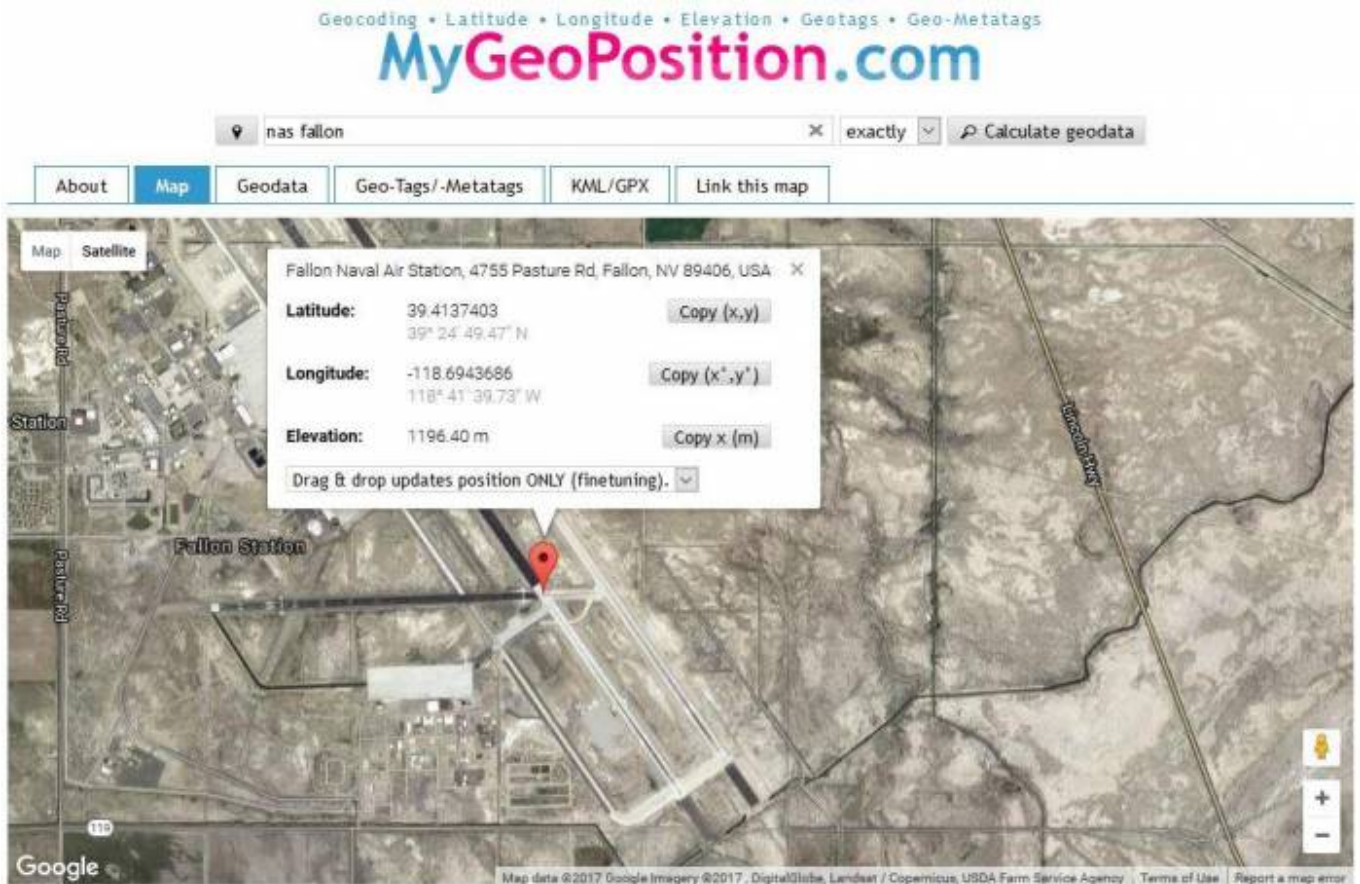
Aerofly FS 2 contains several airports (even in existing high res areas) which are not yet defined. This is particularly important if you plan on creating your own hi-res scenery using the geoconvert tool and you want to define an airport but not want to work on modelling buildings at this time.

In our example we want to add the **Naval Air Station Fallon, Nevada, USA.**

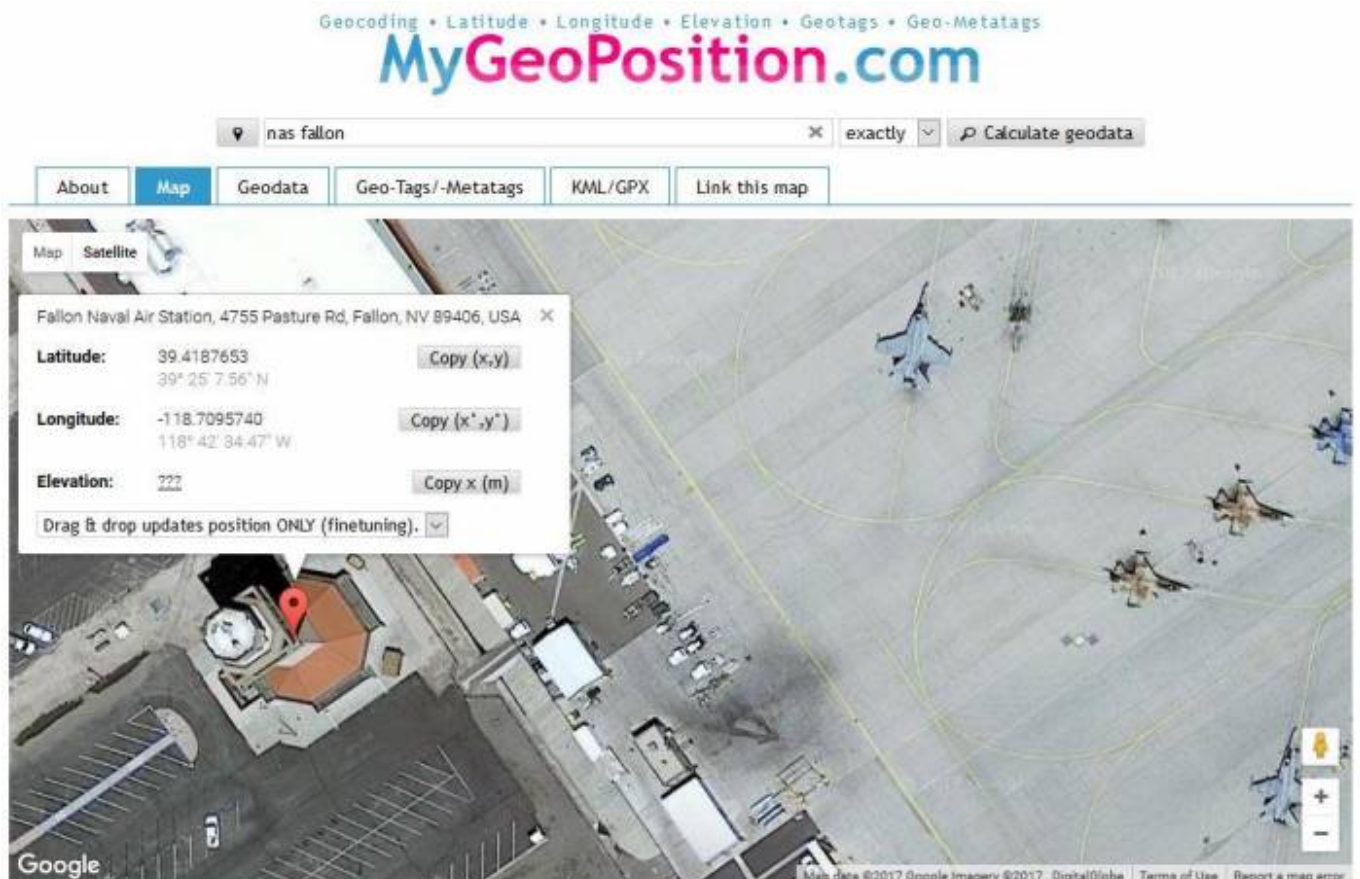
- Visit [mygeoposition.com](http://mygeoposition.com) and search for Naval Air Station Fallon



Our **main coordinate** can be the main building, the center of runway or just the tower of the airport. I decided to use the runway crossing, which is a dominant point of the whole area. Press right mouse key to display the Latitude and Longitude coordinate of this point. Also determine the elevation of this point.



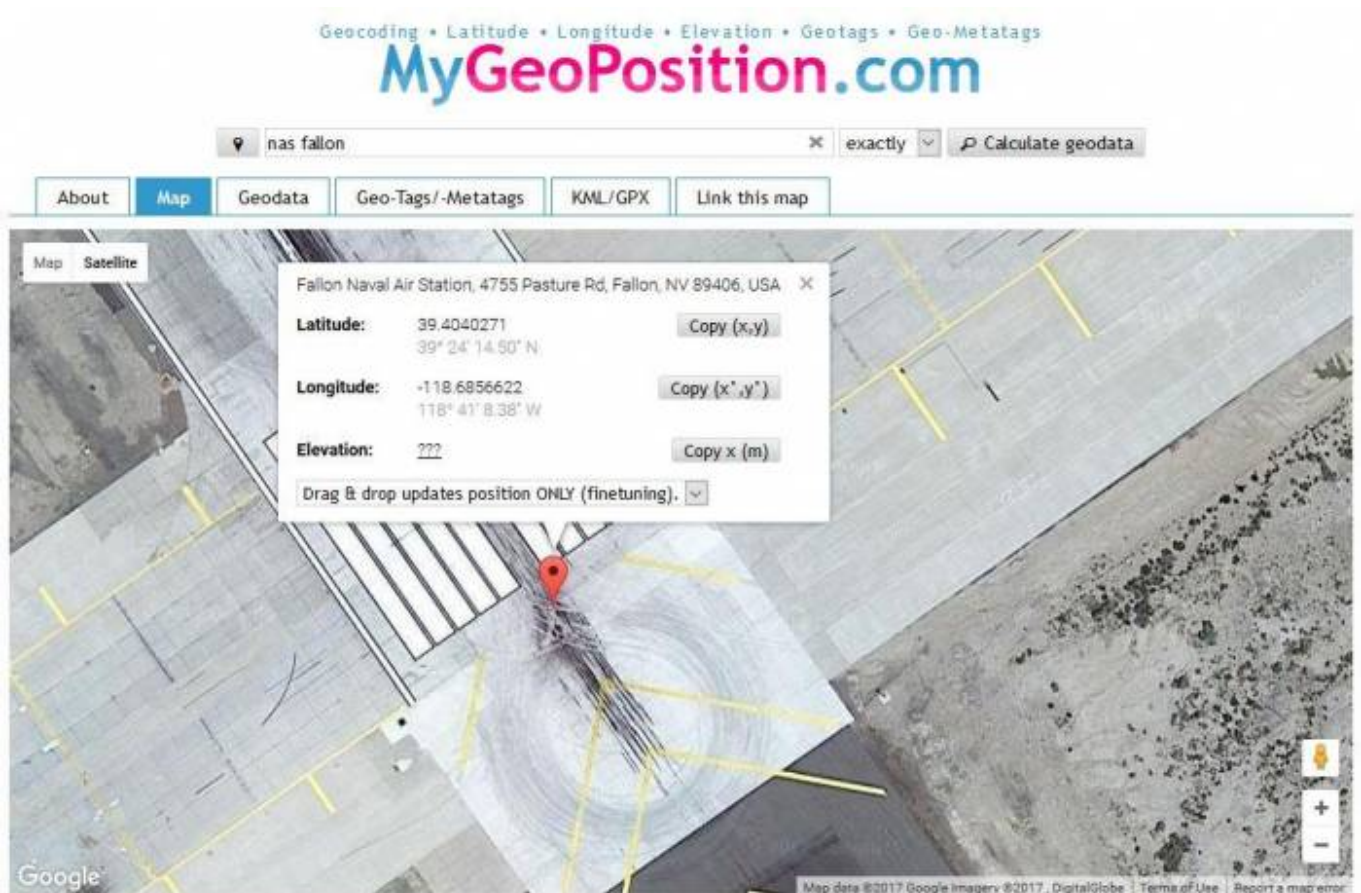
We need 3 more points: The tower position, the beginning and end of at least one runway. This is the **tower coordinate**



Next is the runway **beginning of rwy 31L**. **Note-** To make it easy we use the same point for the

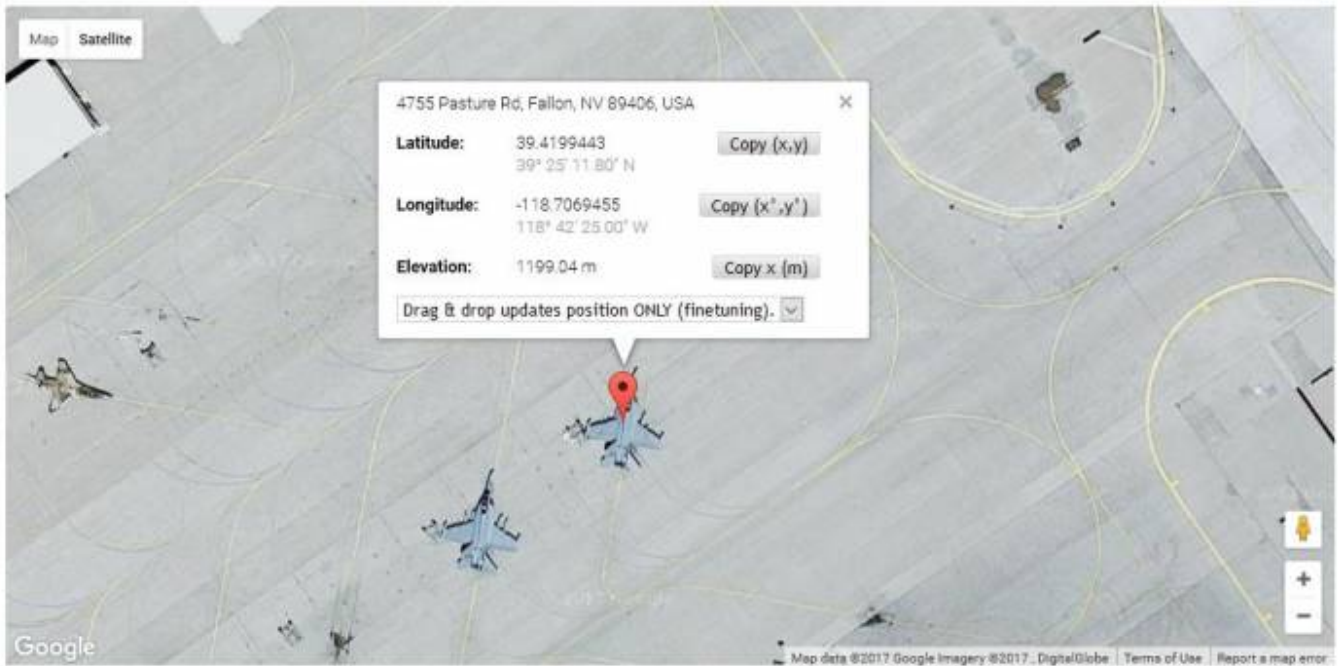
threshold position.

Select the center of the runway width for runway 31L:



- Do the same on the opposite direction, the **beginning of runway 13R**
- Measure the **runway width** with Google Maps or search for airport information about this. We need a metric value for the width. Note the runway markings from Google Maps or airport information.

We can also define a **parking position**



## Creating your TSC File

Next we will create a text file called **nas\_fallon.tsc**. **Note**- It's best to work off of a sample template for this. The TSC file is what tells Aerofly FS2 where to place the runways for your airport.

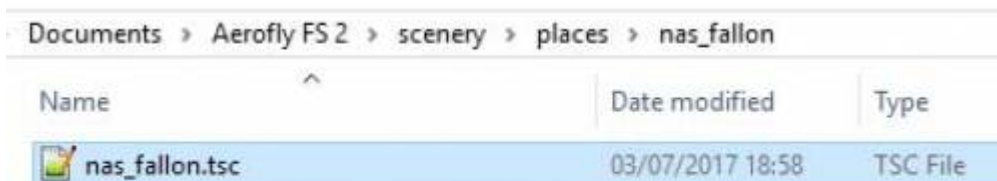
This is enough information to define your airport. Your completed **TSC** file will look like this:

```

1 <[file]{}{}
2   <[tmsimulator_scenery_place]{}{}
3     <[string8][type][airport]>
4     <[string8][ename][NAS Fallon]> Short name of airport
5     <[string8][lname][Naval Air Station Fallon Nevada]> Long name of airport
6     <[string8][icac][KNFL]> ICAO code of airport
7     <[string8][country][USA]> country
8     <[string8][coordinate_system][lonlat]>
9     <[vector2_float64][position][-118.6943686 39.4137403]> main coordinate of airport
10    <[float64][height][1196]> average elevation in meters
11    <[float64][size][5000]>
12    <[vector2_float64][tower_position][-118.7095740 39.4187653]> tower coordinates
13    <[float64][tower_height][30]> tower height in meters
14    <[bool][autoneight][true]>
15    <[string8][lights]{}>
16    <[list_tmsimulator_scenery_object][objects]{}>
17    >
18    <[list_tmsimulator_scenery_object_animated][objects_animated]{}>
19    >
20    <[list_tmsimulator_runway][runways]{}>
21      <[tmsimulator_runway][element][0]>
22        <[vector2_float64][endpoint1][-118.6856622 39.4040271]> start rwy 31L
23        <[vector2_float64][endpoint2][-118.7139702 39.4355831]> start rwy 13R
24        <[vector2_float64][threshold1][-118.6856622 39.4040271]> copy of 1
25        <[vector2_float64][threshold2][-118.7139702 39.4355831]> copy of 2
26        <[float64][width][61]> runway width in meters
27        <[string8][name1][31L]> runway sign 1
28        <[string8][name2][13R]> runway sign 2
29        <[string8][appltsys1][std]>
30        <[string8][appltsys2][std]> all about lighting system,
31        <[string8][papil][left]> see separate tutorial
32        <[string8][papi2][none]>
33        <[string8][reil1][reil_uni]>
34        <[string8][reil2][reil_uni]>
35      >
36    >
37    <[list_tmsimulator_startposition][start_positions]{}>
38    >
39    <[list_tmsimulator_parking_position][parking_positions]{}>
40      <[tmsimulator_parking_position][element][0]>
41        <[tmvector3d][position][-118.7069455 39.4199443]> parking coordinates
42        <[float64][heading][10.00]> heading of aircraft
43        <[string8][name][Start Position #1]>
44      >
45    >
46    <[list_tmsimulator_view_position][view_positions]{}>
47    >
48  >
49 >

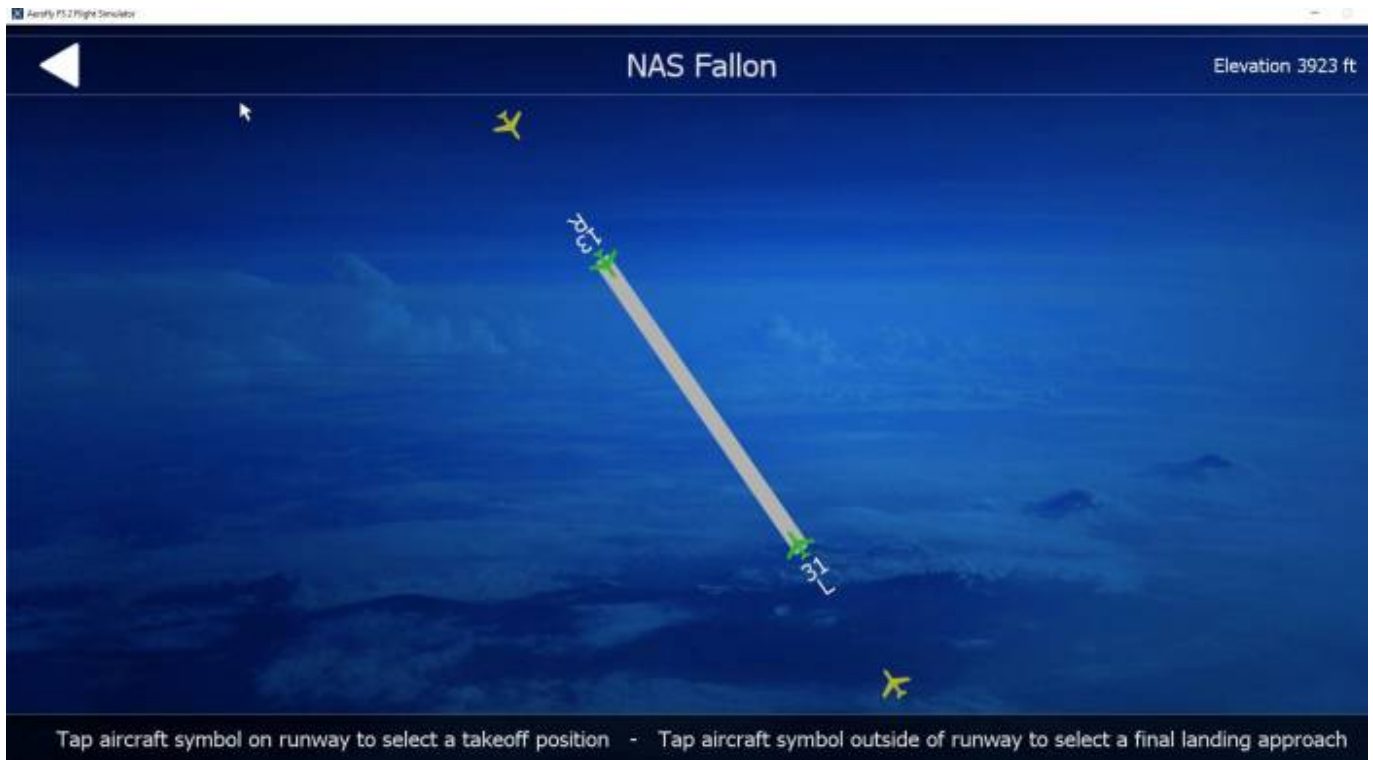
```

- Create a folder and copy the **nas\_fallon.tsc** that you just made into this folder, then place the folder into '**Documents\Aerofly FS 2\scenery\places**'.



## Choose Your Starting Location





**Note-** This is a rough way to do this because the runway elevation mesh is not flattened and it may contain some bumps. Also the runway lighting will only show up with a graphics object runway. This will be in the next tutorial.

For those of you who need a sample TSC file to work off of, you can download it [HERE](#)

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