



Welcome to Copenhagen Airport Freeware Scenery for X-Plane 11. It currently includes Copenhagen Airport, Copenhagen City and high- res Ortho4Xp Google imagery for Copenhagen and eastern Denmark including Malmo and parts of southern Sweden for optimal realism on app/dep.

The airport is built upon the Base work of freeware developer “PH” who has been a huge support and help throughout this project. Thank you, Peter.

The Airport and city is created using custom-made 3D objects and features PBR ground textures, modelled terminal interior, moving people and a new Google Earth to X-Plane 11 technique that generates 3D models for X-Plane from Google earth.

7 Months+ and 100s of hours have gone into modelling this airport and the surrounding area, hand placing trees, streetlights, cars, people, making LIT textures to Google Earth models, adding exclusion zones, learning Blender, SketchUp, WED, GIMP etc. This is my first airport ever and it has been a steep learning curve, and I still much to learn about scenery development.

For the BEST experience I urge you to install ALL folders and make sure they are placed in the correct order in your scenery packs .ini file.

You will also need the following freeware libraries for the scenery to work as intended.

MrX Library: <https://forums.x-plane.org/index.php?/files/file/28167-misterx-library-and-static-aircraft-extension/>

CDB Library: <https://forums.x-plane.org/index.php?/files/file/27907-cdb-library/>

OpensceneryX: <https://forums.x-plane.org/index.php?/files/file/2226-opensceneryx/>

3D People Library: <https://forums.x-plane.org/index.php?/files/file/26611-3d-people-library/>

RA Library: <https://forums.x-plane.org/index.php?/files/file/45410-ra-library/>

Flags of the world: <https://forums.x-plane.org/index.php?/files/file/17090-flags-of-the-world-real-flag-ii/>

BS2001: <https://forums.x-plane.org/index.php?/files/file/28045-bs2001-object-library/>

The Fruitstand: <https://forums.x-plane.org/index.php?/files/file/27545-the-fruit-stand-aircraft-library/>

Handy Objects: <https://forums.x-plane.org/index.php?/files/file/24261-the-handy-objects-library/>

ALES Airport environment Library (freeware one): <https://forums.x-plane.org/index.php?/files/file/53427-ales-developer-library/>

SAM Autogate PLUGIN.
<https://forums.x-plane.org/index.php?/files/file/59782-scenery-animation-manager-suite/>

The Oresund Bridge.

Get the freeware bridge here to complete your approach/departure experience in Copenhagen:

<https://forums.x-plane.org/index.php?/files/file/48640-oresund-bridge-ekdk/>

Download and installation.

Download the 3 files and unzip them into your custom scenery folder.

Download and install the libraries listed above.

Make sure that the “zOrtho4XP +55+012” folder is located at the bottom of your scenery packs .ini file.

Make sure that the folder “a – EKCH CPH Kastrup” is located above the Global airports in the Scenery packs .ini file and that the folder “CPH City” is located below it.

Enjoy your flying.!

Features.:

- Custom made 3D models (Pier A and B + Wing and Terminal 3/2)
- PBR materials
- Custom Ground textures
- 1000s of hand placed trees, people, airport clutter and street lights.
- Google Earth 3D models of buildings and landscapes. i.e. Tivoli gardens. Twisting Torso in Malmo, Industrial and Port complex in Copenhagen. National stadium, the National opera, 30+ airport buildings and warehouses and much much more.
- SAM Autogate.
- Modelled terminal interior.
- Moving people inside terminals.
- Custom apron floodlights
- All buildings in the airport is present and matching to its real-world counterpart.

To be added...

The following things remain in the pipeline and will be added in future updates.

- Adding new custom models made in blender, of terminals along with working SAM gates.
- Adding custom airport vehicles CPH Airport follow me cars, Bird patrols and various clutter etc.
- Adding custom models of the fueling facility as the Google model is not up-to-par imo.
- Adding two new hotels to the airport (need to get more info on looks and sizes).
- Adding more of Copenhagen city "general buildings" Capital hospital (Rigshospitalet) from Google earth.
- Fine tuning Google Earth night textures.

Finally I hope you enjoy your flying into or from Copenhagen, if you experience any bugs or issues then feel free to PM me or post your findings in the comment field below so I can have a look at them as long as you're critique is constructive.

A few words on Google Earth into X-Plane 11.

First and foremost. This scenery is 100% free and will remain so. It is for private use only and can for obvious reasons not be subject of any form of monetization. It is shared under the act of "Fair use".

By making use of several plugins and other software, it is possible to make a 3D rendering of views inside Google Earth. This rendering can then be imported into Blender and via further addons it can be cleaned up and a texture can be made for the object which is then exported into X-Plane 11 for placement via the WED tools. This is a very effective and powerful tool to generate realistic and accurate 3D models of certain areas and landmarks which can enhance the VFR potential of the simulator.

It does however come with a drawback. The objects are created by the software and contains a large

and chaotic number of vertices which makes the model look less appealing when you are up close.
Second. The LIT texture will have to be put together manually in GIMP and Photoshop and will be the most time demanding part of the process.

I hope you enjoy this freeware scenery and dedicate it to all of the other freeware creators out there why help make this Sim so damn amazing.

Happy flying.

Henrik J.

