

CYQR 2015



Regina International Airport (Roland Groome Field) Scenery for FS2004/FS9

RELEASE NOTES

BACKGROUND TO CYQR 2015

CYQR is a regional airport located in the city of Regina, which is the capital city of the Province of Saskatchewan, in the western part of Canada. This scenery provides an accurate rendering of CYQR for Flight Simulator FS2004/FS9.

More than a decade on, Flight Simulator2004 is still a platform that continues to have a significant community of users. Like its successors, it does have shortcomings and one of those is that the virtual world of FS2004/FS9 does not do justice to the many hundreds of smaller airports around the world. This is completely understandable. I live in Regina, Saskatchewan, so it was immediately apparent that CYQR of the flightsim world has no resemblance to the real world Regina International Airport. That was a disappointment that I unfortunately had to live with unless somebody out there decided to do an add-on rendering of the airport. It became apparent that wasn't going to happen so unless I did the airport myself, I might never see a more realistic CYQR. So, I decided to take on the job and CYQR 2015 is actually the third iteration of my efforts. I released my first CYQR project nearly a decade ago in 2006, and then updated it a few years later. This most recent effort is the result of about two years of work (off and on) and the experience I gained over the last decade with a number of my other smaller scenery projects. It is not an update of the earlier versions of CYQR but a completely new scenery built from scratch. CYQR 2015 presents a detailed and high resolution rendering of the airport and its surroundings, more or less, as it existed in the spring of

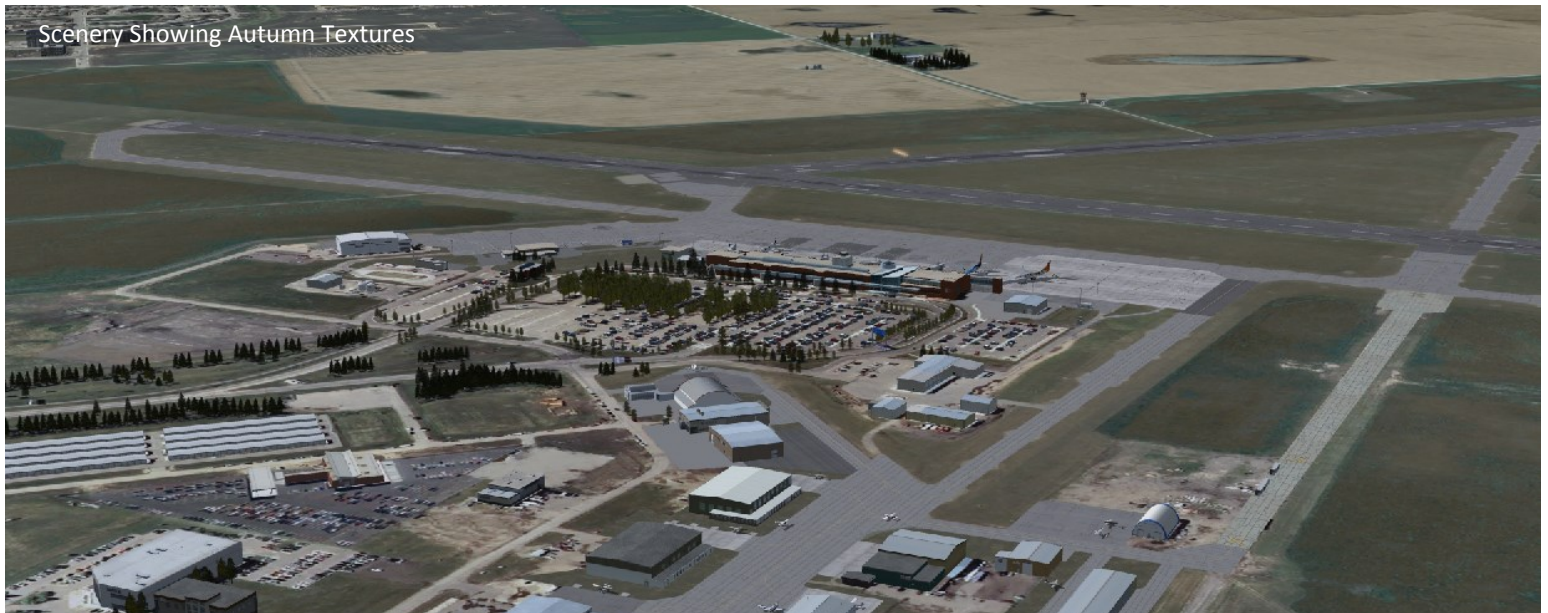
Scenery showing Mall and other Buildings on Approach to Runway 31



2015. Since then a considerable amount of construction work has begun to improve the infrastructure of the real world CYQR (new ramps, taxiways, facilities). I decided not to wait for the completion of these so these additions will be added perhaps as updates. I hope you enjoy flying the scenery.

The airport was built using Discreet GMax 1.2. It is placed on a photoreal aerial photography terrain base purchased from Information Services Corporation of Saskatchewan. The aerial photograph are from 2012, so it is a bit dated in terms of the new "Harbour Landing" city subdivision south of the airport (name is derived from designation of the airport as an "air harbour" in the 1920s and 1930.) That area has grown considerably in recent years but is depicted in its early development based on the imagery I had. The scenery also includes a representation of the approaches over the city to with many models of real world buildings.

The scenery includes seasonal variations for the terrain base and arrangements for ramp equipment (for instance, presence of de-icing trucks in winter).



CYQR BRIEF HISTORY

CYQR can trace its history back to 1919, when Regina airport became the first registered "air harbour" in Canada. The airport was operated by Aerial Services Company Ltd, which was led by Roland Groome, who was Canada's first registered pilot. Regina airport was moved to the present location beginning in 1927, mainly because the Regina Flying Club required a larger field for its operations and the City of Regina wanted to secure a stop on the national air mail route. The airfield was officially opened in 1930. The hangar presently used by the Government of Saskatchewan was constructed in 1929, and is designated today as a heritage structure. In 1932 two runways were paved and lighting added, making Regina airport one of the most modern airfields in Canada. In 1938 an additional runway was constructed, and the following year a tower and administration building.



During the Second World War the airport was taken over from the City of Regina by the Government of Canada. The airfield was operated by the Department of Transport as a civilian airport but apart from Trans Canada Air Lines service, the airfield was mainly a military flying station. Two RCAF flying schools were situated at the airport: 15 Elementary Flying Training School (Tiger Moths and Cornells), which was managed by the Regina Flying Club; and 3 Air Observer School (Ansons). Two of the wartime hangars still exist and are used by the Regina Flying Club and Prairie Flying Services (a Cessna dealer) respectively.



Government of Saskatchewan Executive Air Hangar built in 1929.



Regina Flying Club Wartime Hangar



Royal Canadian Mounted Police Air Division Hangar

After the war all of the wartime RCAF facilities were transferred to the Department of Transportation, which operated the field until 1955. Between 1955 and 1972 the City of Regina owned and managed the airport but had difficulty keeping the airport in the black. The federal department of transport took control of the airport and in 1986 greatly enlarged the terminal. On May 1, 1999, the airport was transferred to the Regina Airport Authority, which is a community based entity. Soon after the Regina Airport authority took over operation of the airport, the apron was improved and expanded and plans were drawn up to expand the terminal building.

The 1986 terminal forms the basis of the present terminal building. In January 2004 construction began on a major expansion to the terminal building, which was completed in the spring of 2005. Passenger traffic through CYQR in 2005 was 826,500 passengers. In 2005, CYQR was given the official name of Regina International Airport while the airfield itself was named Roland Groome Field.

The airport services a small general aviation community. Esso and Shell are fuel providers while the latter also provides a FBO owned and operated by West Wind Aviation. West Wind



Apron II showing Fire Station and Shell and Esso FBOs

provides scheduled passenger service to other cities in the province of Saskatchewan under the Express Air banner. The FBO serves as the terminal for Express Air.

The Royal Canadian Mounted Police "Air Division" maintains a hangar and two aircraft at CYQR.

In the last decade the province of Saskatchewan has gone through a tremendous boom. The airport has gradually expanded and in 2014 it serviced about 1.2 million passengers. This has led to the recent construction to improve and expand the airport. Another terminal expansion is imminent.

INSTALLATION

Please note that this scenery was designed to fit the Ultimate Terrain Canada/Alaska commercial software. However, it should work just fine if you don't have UT Canada/Alaska although the photoreal terrain will look a bit odd and some of the city buildings will be in the default misplaced city-centre lake and park.

Remove previous versions of my "Virtual YQR" and "Regina City" if you have those installed.

This scenery does not have an automatic installation file so you will have to get it into FS9 using the following manual process.

1. Unzip the CYQR 2015 folder (scenery and texture sub-folders) into the Flight Simulator9/Addon Scenery folder.
2. Start Flight Simulator 2004 and go to Settings and then click on Scenery Library. Click on the Add Area button, which will open FS 9 Directory. Click on the Addon Scenery folder and then browse until you find where you placed CYQR 2015. Click on the CYQR 2015 folder and then click OK. Make sure the "enabled" box next to the airport name is checked off. Finally, make sure the CYQR 2015 folder is situated above Ultimate Terrain Canada/Alaska in the list of add-on sceneries. If it is not click on the CYQR 2015 line and use the move button to move the airport up or down, as required.
3. Close and then Restart FS. Go to airport CYQR. Enjoy!

RUNNING CYQR 2015 in FS9

Turn collisions off (ignore collisions) in the Realism settings. Otherwise some objects in this scenery will cause collisions. My apology to those of you who like to crash into things! I also recommend that you turn-off ground object shadows in the settings display.

Performance

CYQR 2015 is a detailed and dense scenery that includes not only the airport but also the city of Regina principal buildings and approaches. My goal was to achieve at least 24 or 25 fps from the virtual cockpit of a sophisticated addon aircraft such as the Ifly 737 and QualityWings RJ series on my computer, with weather software, fairly dense AI, UT Canada and a terrain mesh. I am satisfied I achieved this goal on my grossly bloated FS9 set up on my Intel Core 2 Duo CPU E7600 @ 3.81 GHz (overclocked), 4 GB Ram, GeForce GTS 250 on a Windows 7 Pro 32-bit Operating System. With AI turned off, much better performance was achieved. I also achieved at much better results on my other computer, an Intel Core i7-4930K CPU @ 3.40 GHz, 16 GB Ram, GeForce GTX 770, running on a Windows 7 Home Premium 64-bit Operating System, with very few addons. Of course, much better results were achieved with less sophisticated general aviation aircraft types, which is my main interest. By beta tester (thanks Basil, over in Switzerland) reported he achieved 60 fps with a relatively light FS9 setup using more sophisticated addon aircraft in heavy weather on an Intel Quad Core i7-2670QM CPU @ 2.80 GHz.

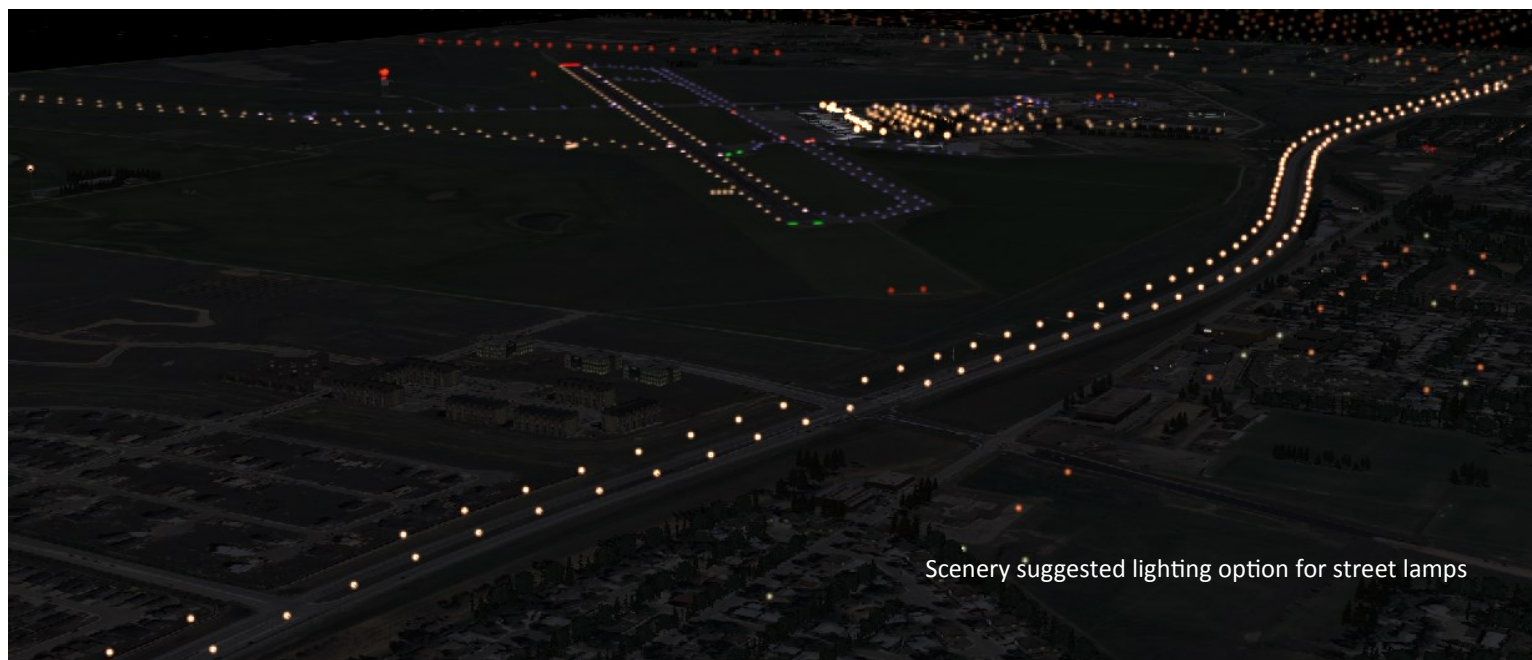
All this is to give you a benchmark and to say I really hope this scenery will run well on any relatively current computer running with a reasonable amount of AI traffic. Remember that heavy AI traffic and weather (cloud density, etc.) has a negative effect on frame rates.

Options

I have included a few less dense options for items such as ramp equipment, parked cars, trees, signs, etc. Look for the option folder which include these choices, which will help to nominally improve performance. Also, anything that says “fill-in” and “extras” in the name of files in the scenery folder can be removed or disabled in an effort to improve performance.

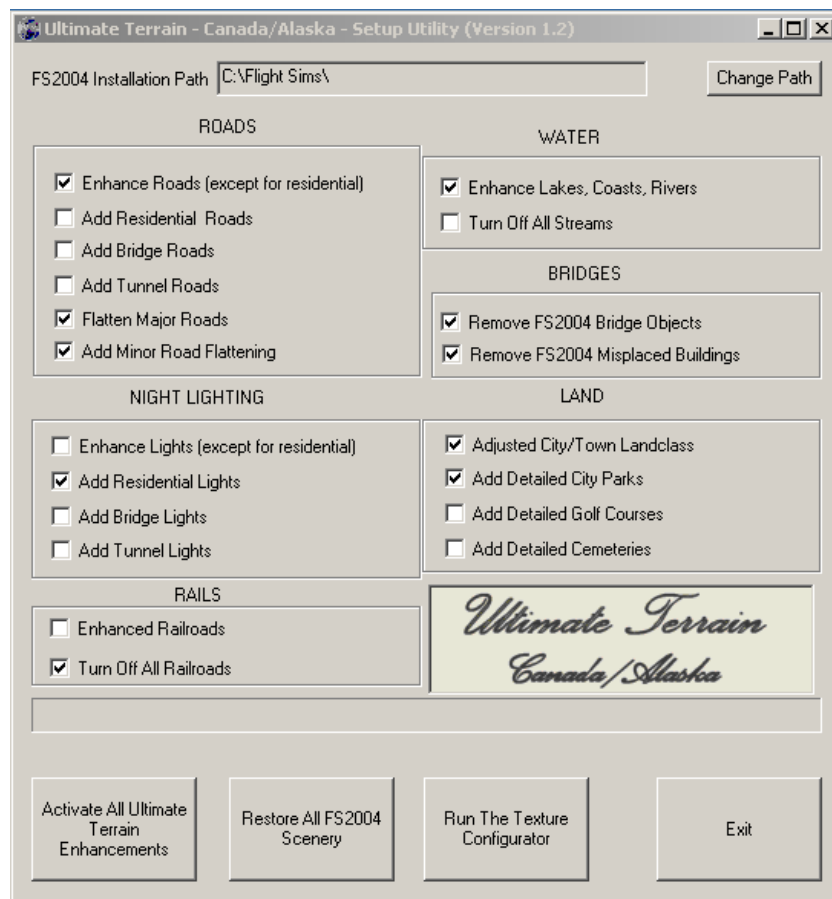
Suggested Addons

This is a complete self-contained scenery but I have included an option to use a freeware autogen lighting addon to improve the night street lighting on the main motor way that skirts the east end of the airport. It can be downloaded from www.avsimrus.com using this link: [animated-evening-and-night-highway](http://www.avsimrus.com/animated-evening-and-night-highway). If you prefer to use the default street lamps remove the file named “REGINA_Lewan-Lights-2.BGL” from the scenery folder and replace it with “REGINA_Lewan-Lights.BGL” from the options folder.



Ultimate Terrain (UT) Canada-Alaska settings

I highly recommend UT Canada-Alaska for FS9 virtual flying in Canada. You won't regret this addon and if you have it already you know what I am talking about. However, it is fairly dated now and I've added a few terrain files using the Groud24K utility to represent the growth of the city of Regina more accurately. I've also done my best to align the photoreal terrain streets with UT. However, the UT rendering of night lights doesn't always align properly so I recommend unchecking the “enhanced light (except for residential)” box and checking on the “Add residential lights”. This will avoid conflicts with the city street lighting I added (see above).



Know Issues

Regina Area FS9 Bug

During development of my earlier versions of CYQR, a bug in FS9 came to my attention. What happens is when flying about 15 or so miles immediately west of Regina, FS9 stops to synchronize its time clock, which causes AI traffic and scenery to re-load. If you have a lot of AI traffic, and a lot of scenery to load, this can put a very heavy strain on your system all at once, particularly if you are flying from the west into the Regina area. This bug has been noted elsewhere in the FS9 world. Apparently it presents itself at critical longitudes, particularly near prime meridians and time zone changes. If you have this problem (my beta tester did not experience this issue nor did it present on my second computer with a light FS9 setup), I found that loading Dennis Thompson's World Time Zone 3.0 helps to mitigate the problem. World Time Zone can be [downloaded from AVSIM](#) (and probably other places) on its own, or packaged with Josha Robertson's FS RealTime.

PAPI Lighting

I modelled the PAPI lighting in the scenery using default "bgl type lights." During day time these lights are not as intense and cannot be seen beyond a few kilometers. I don't think there is a fix for this but if someone has an idea on a remedy drop me a line.

Photoreal Terrain at Night

A couple know issues here. I did not do night textures for the photoreal terrain tiles. This is not really an issue except on full moon nights when the tiles have a subtle glow. I suggest the whole FS9 world should have a moon glow but it doesn't. It wasn't worth the effort to do the night textures after the fact when I first noticed this. Perhaps in a future update. The photoreal textures also blink out when looking a certain angles when the scenery is started at night. I cannot find a reason or solu-

tion to this. If you intend to fly from CYQR at night, I suggest you start the sim at the airport during day and then change to night. When you do this there is no issue. If someone has a suggestion to fix this I'd appreciate hearing from you.

ACKNOWLEDGEMENTS

Special Thanks to everyone on FSDeveloper who gave me assistance and encouragement over the years. I hope this scenery won't be a disappointment to anyone who followed along with its development. My original intention was to include "3-D grass" and animations but I've decided to dispense with those in the interest of finally getting the scenery to everyone who has showed interest. I mention this given some of the expectations I might have raised in the FSDeveloper showroom! A special thanks to "AirBasil" for testing the scenery on his FS9 setup.

I also want to thank George Keogh who permitted me to adapt a couple of his FSX ground support equipment models to FS9. These are the Clark baggage tractor and one of the fuel bowzers seen in the scenery.

SUPPORT

Please note that if you decide to use this scenery, it is free so don't expect it to be up to the latest commercial standards! The results are the best of my ability but obviously not up to FlyTampa or UK2000 quality. This is my hobby and I'm not a professional developer so I also won't have all the answers to technical questions. I will try to help if I can. I appreciate feedback and I also like hearing from you if you enjoy the scenery. So, comments are welcome.

No part of this scenery, whole or in part, may be redistributed without my prior permission and acknowledgement .

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