

Aerosoft

Dutch Harbor



aerosoft™

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Introduction

The Aleutian Islands must be one of the most remote places in North America, extending about 1,200 miles from the Alaska Peninsula into the Bering Sea toward the Kamchatka Peninsula. Despite its enormous size, the chain of more than 300 volcanic islands have just a bit over 8,000 inhabitants, most of them living on Unalaska Island. There is a reason why the small town of Unalaska is known further than you would expect for a city located in no man's land, somewhere between the U.S. and Russia: its port facilities "Dutch Harbor".

Named by Russians because they believed that a Dutch vessel was the first European ship to enter the harbor, this port is the largest commercial fishing port of the United States.

This would sound impressive for lovers of ship or fishing simulators, but why did we create a flightsim addon covering Dutch Harbor? The answer is simply: challenge! Very few airports in the world are as much of a challenge for any pilot trying to master it, be it in a Boeing 737 or in a Twin Otter.

With over 250 rainy days a year, constant fogs, heavy crosswinds floating over the mountains from the Bering Sea and average winter temperatures that stay well below freezing it is enough to trouble even the most experienced pilots. And if the weather conditions are not challenging enough, the towering mountains on almost all sides of the airport force the pilot to fly a difficult circling approach with a tight turn to line up with the 3,900ft long runway. Alaska Airlines used to fly this approach with B737-200, a challenge that should be reproduced by any adventure-seeking flightsim enthusiast, but nowadays they use Saab 340 aircraft operated by Pen Air. Commercial flights usually arrive from Anchorage or Cold Bay and always need to carry extra fuel in case of missed approaches in Dutch Harbor. That might sound unspectacular, but it can lead to extending flight time from Cold Bay to Dutch Harbor (usually 1hr) to more than 3 hours if bad weather forces the pilots to evade to Sand Spit - which is almost 100 miles farther away from Dutch Harbor than Cold Bay!

Enough talking now, we're sure you want to experience the challenge and test your skills against nature. Start the introduction mission, one of the presaved free flights with real weather situations or create your own flight out of Dutch Harbor, it's all up to you.

System requirements

- Microsoft Flight Simulator FSX SP2 (or Acceleration)
- Windows XP/Vista/Windows 7 (fully updated)
- 2.0 GHz processor (Intel Core 2 Duo highly recommended)
- 2 GB RAM internal memory
- 256 MB graphic card (512 Mb highly recommended)
- PDF reader for manual

Credits

Concept:	Thorsten Reichert
Programming:	Thorsten Reichert
Project Management:	Thorsten Reichert, Mathijs Kok
Manual, documentation:	Thorsten Reichert, Mathijs Kok
Installer:	Anton Flichtbeil
Testing:	Several good folks who will all be getting a free copy

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Removing the scenery

Never remove the product manually, always used the control panel applet to do so. Failing to do so could create serious problems.

Contact support

Support for this product is offered by Aerosoft. We prefer to have a support forum for the simple reason that it is fast and efficient because customers help customers when we are sleeping:

<http://www.forum.aerosoft.com>

and we advise the **Customer Support > Scenery Discussions & Support** section for any questions on this product. This should be your first stop for any support.

If you prefer support by email do accept that this could take a bit longer as it might be send from persons to person and that email support in the weekends is always slow: support@aerosoft.com. We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

What can be found in this addon?

- Custom terrain, landclass and LOD11 mesh of the Aleutian Islands (see map for coverage)
- Custom landclass textures and seasons
- Dutch Harbor scenery with port, town, landmarks and airport
- Custom night effects
- Runway lights (on request)
- Additional airfields and villages:
 - Nikolski Airfield
 - Akutan Seaplane Base
 - Chernofski Seaplane Base
 - Fort Glenn Air Force Base (abandoned)
 - Driftwood Bay Air Force Station (abandoned)
- Additional landmarks and WWII relicts
- Volcano effects
- Tutorial mission and adjusted default missions
- Presaved free flights with typical weather conditions

Missions

This addon includes a tutorial mission that makes you familiar with everything you need to know as a Dutch Harbor pilot. It is designed as a prequel to the two default Aleutian missions 'Aleutian Cargo' and 'Dutch Harbor Approach'. These default mission have also been adjusted to work properly with our addon. This gives you 3 missions in the area of Dutch Harbor. If you want more, purchase our Bush Hawk XP and you'll get another 4 missions ('Assisted Flights') on the Aleutian Islands.

Volcanos

There are more than 50 active volcanoes on the Aleutian Islands. There were no major eruptions in recent years, but it is not unusual to see high rising cloud eruptions on the Aleutians now and then. We included some volcano effects in this addon (see the FAQ to get specific hints).

To learn more about the Aleutian Islands' volcanoes visit the Alaska Volcano Observatory:

<http://www.avo.alaska.edu/volcanoes/aleutians.php>

Learning more about Dutch Harbor

If you want to learn more about Dutch Harbor, the fascination of the Aleutian Islands or the challenging weather conditions there, we recommend watching some of the "Deadliest Catch" episodes on Discovery Channel: <http://dsc.discovery.com/tv/deadliest-catch>

Certainly watch the episode "Getting to Dutch": <http://www.youtube.com/watch?v=E76VAM2HkGY>

Speaking about videos. Don't miss youtube's testimonials of typical Dutch Harbor flying weather:

http://www.youtube.com/watch?v=wXNzDnzi4_c

<http://www.youtube.com/watch?v=l-amMHceliM>

http://www.youtube.com/watch?v=TOEMx9_N_bU

<http://www.youtube.com/watch?v=zi8wg1edXgo>

<http://www.youtube.com/watch?v=GzY1wLy-TZ0>

Seasons

In order to reproduce the look of the Aleutian Islands as realistic as possible we changed the default seasonal changes in the area to a more realistic change of seasons. Unfortunately it is not possible to change the high resolution airport ground textures to change automatically, so we created a tool called "Season.exe" for this. You can find it in the Aerosoft folder in your FSX root path. Run the tool, select "Dutch Harbor" and the season you want to display, click "Apply current season" and close the tool. Restart FSX and you will see that the airport textures have changed to match the season you specified. For Dutch Harbor we used these settings to calculate the seasons:

January - February	Hard Winter
March	Winter
April - May	Spring
June - August	Summer
September - October	Fall
November	Winter
December	Hard Winter

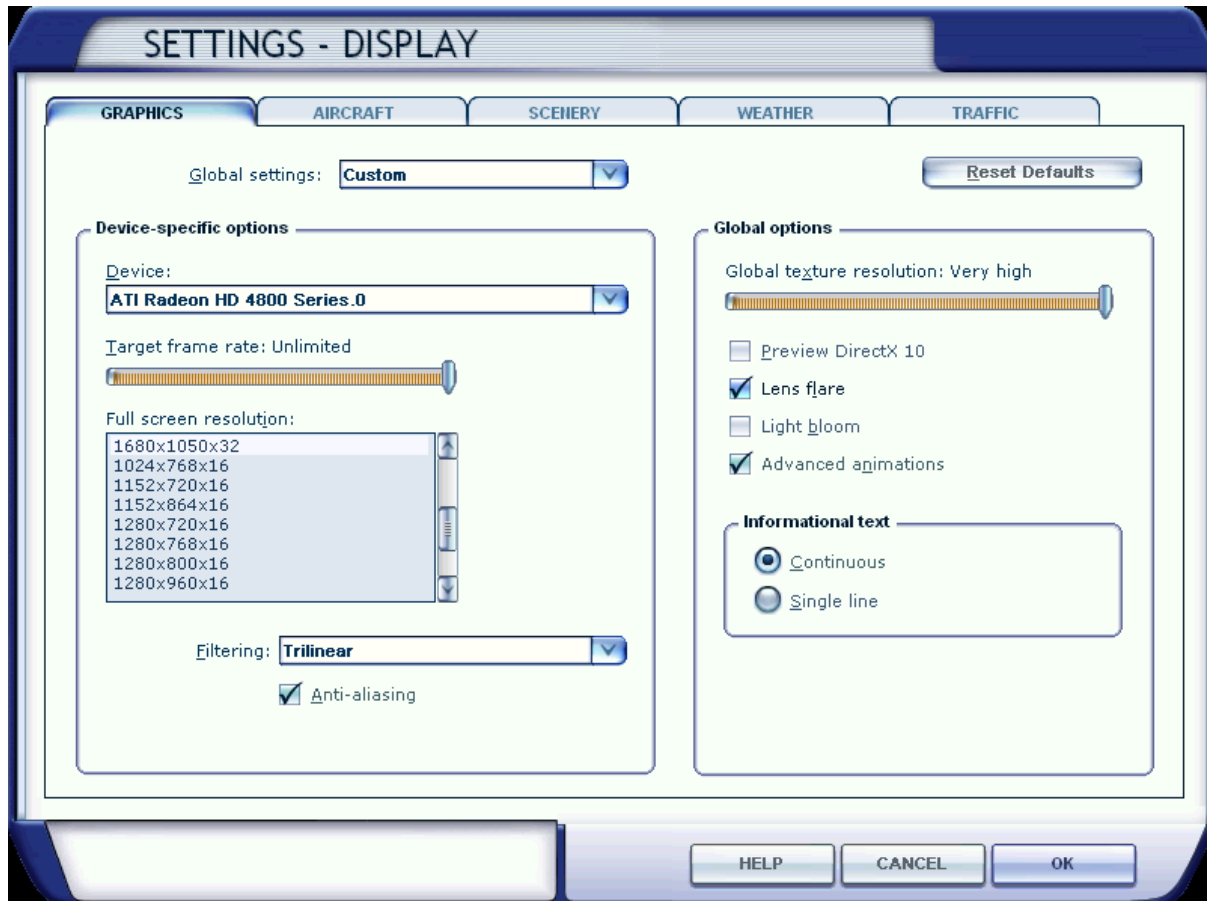
Note that landclass textures turn to "winter" if it's snowing, even if you're in a warmer season. This might lead to improper airport textures in spring or autumn.



Settings & Frame rates

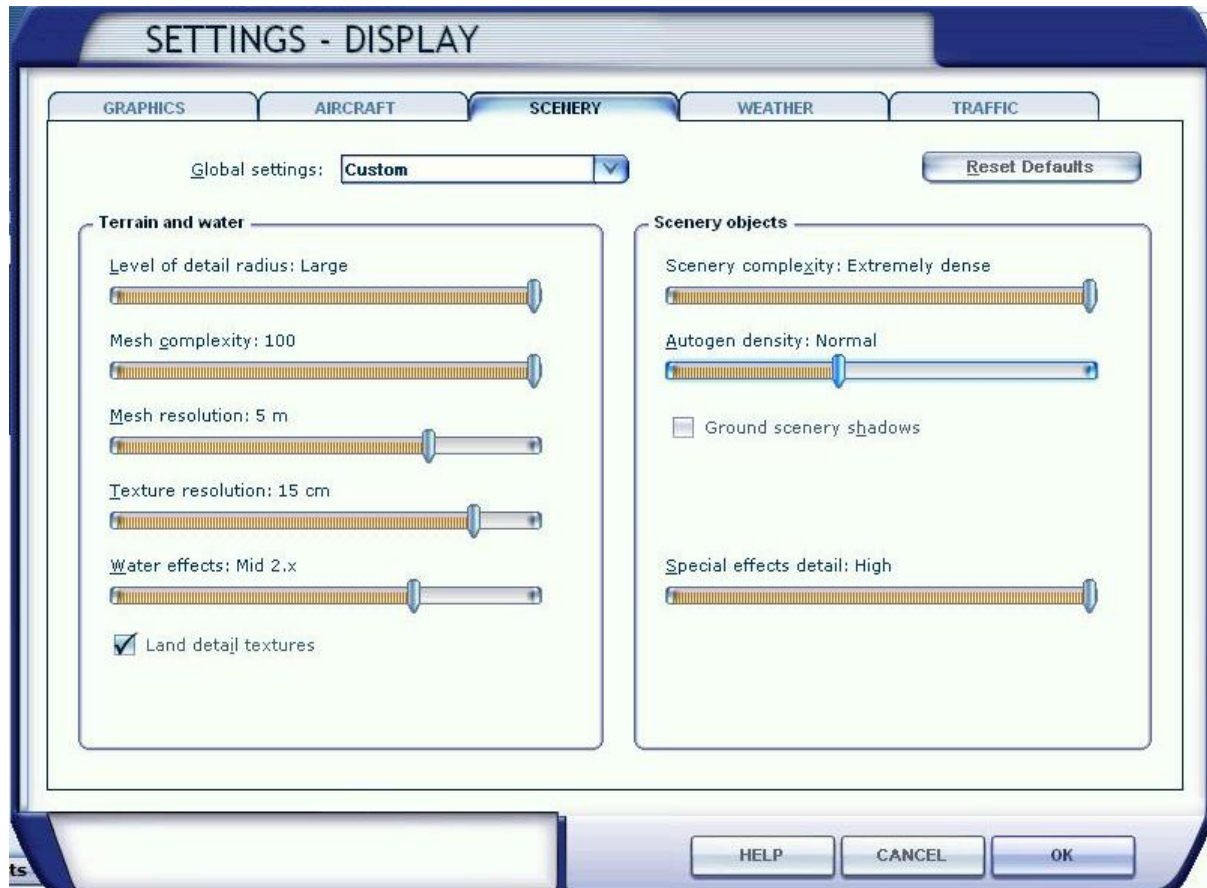
We advice these setting for the best combination of looks and framerates.

Display Settings



The **Global texture** setting needs to be on VERY HIGH, the other settings are not critical. Setting Target frame to Unlimited almost always ensures the best results.

Scenery settings



The settings for Special Effects, Mesh and Textures are critical. If you suffer from very low framerates you could experiment with the Water effects, Autogen density and as a last resort Scenery complexity.

F.A.Q.

Q: Is this addon DX10 compatible?

A: It is (apart from the airport lights flickering at night using DX10).

Q: Is this addon compatible with other addons in the area?

A: We made sure it is compatible with UTX Alaska, FSGlobal and other mesh addons. If you have compatibility troubles with other addons, feel free to contact us.

Q: Why are two of the default missions edited, with new files in their mission folders?

A: We needed to edit those missions in order to properly work with this addon (see mission paragraph above).

Q: I can't see the airport lights. Is there something wrong?

A: You need to switch NAV2 to 113.9 in order to see the lights at day/night time.

Q: Sometimes the volcano clouds vanish in cockpit view. Why?

A: This seems to be an FSX issue with fx, we could not fix this from our side.

Q: I have weird shadows on Dutch Harbor airport. What can I do against it?

A: Switch off "ground scenery shadows" in your FSX display settings.

Q: Everytime I want to taxi up or down the chute at PADU or Akutan my aircraft crashes. How can I prevent this?

A: FSX has a very sensible crash detection when taxiing from water to land or vice versa. Be very careful or disable the crash detection if everything else fails.

Q: The ground images in Unalaska seem a bit blurred. Is this due to my display settings?

A: Unfortunately there are no high resolution images available for remote areas like the Aleutian Islands, so don't expect 20cm/pixel resolution like we have on other airports.

Q: I can't find any volcano effects. Where are they?

A: They will only appear very seldom (to spot eruptions, you might want to take off around the 6th, 12th or 22nd of each month).

Q: How can I change the aerial images to match the current season?

A: Use the Aerosoft season tool (see seasons paragraph above).\

Q: Any runway details for PADU?

A: Sure!

Runway 30: 3,900x100 Asphalt

Runway 12: 3,900x100 Asphalt

Elevation: 22ft MSL

Runway lights in use at dusk/dawn or per request (dial 113.9 on NAV2).

ATC services: Anchorage Center 121.4 Cold Bay Traffic 122.6

Changes to the terrain.cfg

We had to edit your terrain.cfg file in order to prevent flatten issues with the water around Unalaksa. Those issues were relevant for all FSGlobal users and were fixed by the installer of this addon. If you want to know what we did to the file, this is what we changed:

```
// Hydro Polygons - Default – Perennial
[Texture.194]
Name=Hydro_Polygons_Default_Perennial
Color=FF2938FF
guid={CB2D5672-CCBC-429B-BA43-2EA24E37EF4C}
LegacyId=1209
Textures=OCEAN_SEA_LARGE_LAKE
Size=4
FlattenMode=slope
FlattenPriority=41000
ExcludeAutogen=Yes
RenderToTexture=Yes
RenderPriority=81000
Water=Yes

// Hydro Polygons - Generic Bay/Harbor – Perennial
[Texture.195]
Name=Hydro_Polygons_Generic_Bay_Harbor_Perennial
Color=FF2938FF
guid={8F1CD843-CAB1-434A-9E78-A6A1DAD4ED2E}
Textures=OCEAN_SEA_LARGE_LAKE
FlattenMode=slope
FlattenPriority=41000
ExcludeAutogen=Yes
RenderToTexture=Yes
RenderPriority=81000
Water=Yes

// Hydro Polygons - Generic Lake – Perennial
[Texture.196]
Name=Hydro_Polygons_Generic_Lake_Perennial
Color=FF2938FF
guid={BCD5C182-9C8B-4C57-97BD-272CF492CBFF}
Textures=OCEAN_SEA_LARGE_LAKE
FlattenMode=slope
FlattenPriority=41000
ExcludeAutogen=Yes
RenderToTexture=Yes
```

RenderPriority=81000

Water=Yes

// Hydro Polygons - Generic River – Perennial

[Texture.197]

Name=Hydro_Polygons_Generic_River_Perennial

Color=FF2938FF

guid={E5DD8B66-8E86-4E7E-BE58-6E94A91C8FF0}

Textures=OCEAN_SEA_LARGE_LAKE

FlattenMode=slope

FlattenPriority=41000

ExcludeAutogen=Yes

RenderToTexture=Yes

RenderPriority=81000

Water=Yes

// Hydro Polygons - Generic Canal/Channel – Perennial

[Texture.198]

Name=Hydro_Polygons_Generic_Canal_Channel_Perennial

Color=FF2938FF

guid={C4E055AB-0855-4D5C-8FB9-3318E1C8AB8A}

Textures=OCEAN_SEA_LARGE_LAKE

FlattenMode=slope

FlattenPriority=41000

ExcludeAutogen=Yes

RenderToTexture=Yes

RenderPriority=81000

Water=Yes

// Hydro Polygons - Generic Ocean – Perennial

[Texture.199]

Name=Hydro_Polygons_Generic_Ocean_Perennial

Color=FF2938FF

guid={2D103429-89EB-4CB3-A61E-E188E79C77E7}

Textures=OCEAN_SEA_LARGE_LAKE

FlattenMode=slope

FlattenPriority=41000

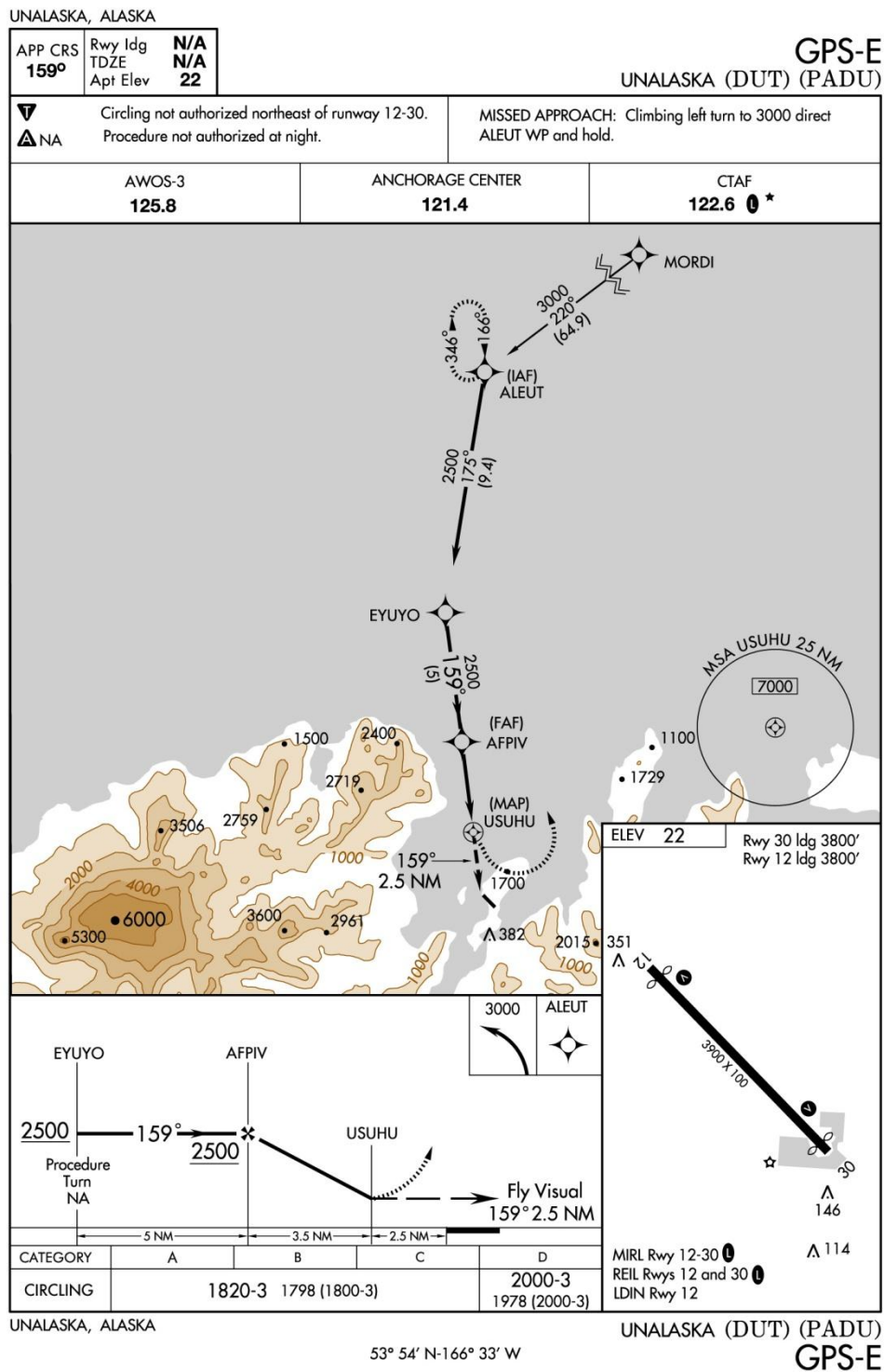
ExcludeAutogen=Yes

RenderToTexture=Yes

RenderPriority=81000

Water=Yes

Charts



UNALASKA, ALASKA

NDB/DME DUT	APP CRS	Rwy Idg	N/A
283	166°	TDZE	N/A
Chan 86 (113.9)		Apt Elev	22

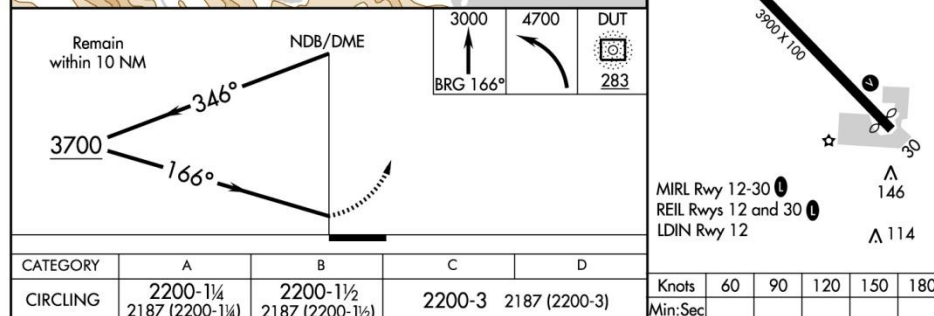
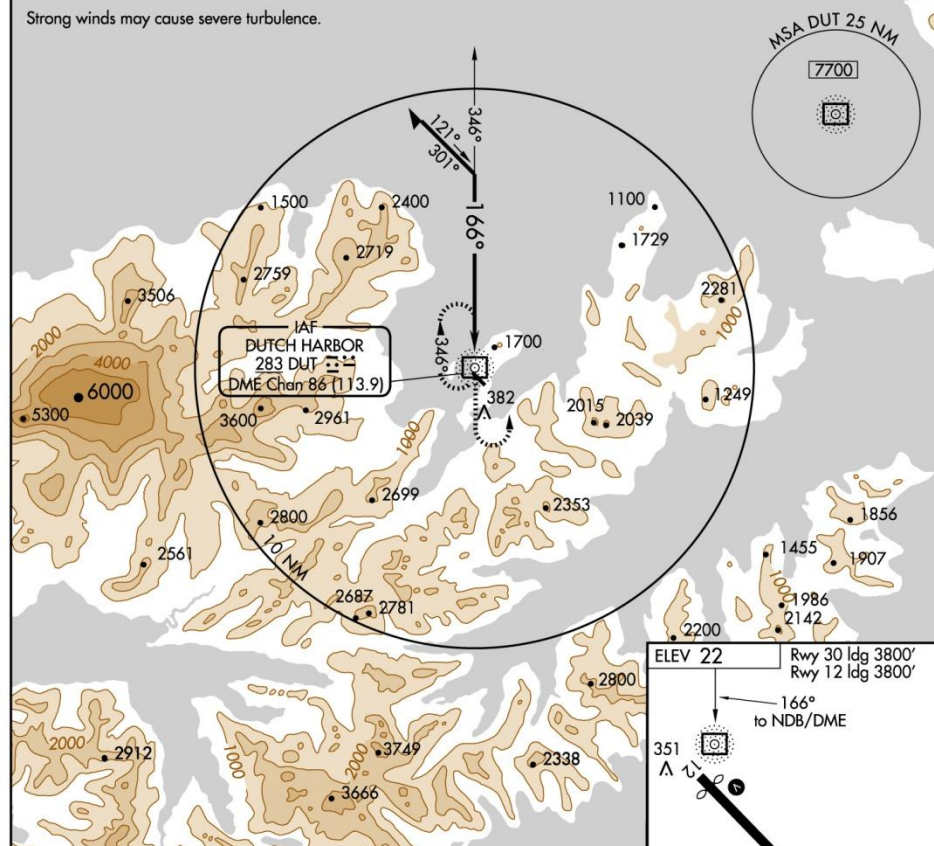
NDB-A
UNALASKA (DUT) (PADU)

When Unalaska altimeter setting not available procedure not authorized.
Circling not authorized Northeast of Rwy 12-30.
Procedure not authorized at night.
Descend to 6000 in holding pattern.

MISSED APPROACH: Climb to 3000 via 166° bearing then climbing left turn to 4700 direct DUT NDB/DME and hold.

AWOS-3	ANCHORAGE CENTER	CTAF
125.8	121.4	122.6 0 *

Strong winds may cause severe turbulence.



UNALASKA, ALASKA

53° 54' N-166° 33' W

UNALASKA (DUT) (PADU)
NDB-A

