



1/29/2008

Congo DRC Scenery Project for FS2004 A Century of Flight. Thank you for downloading my latest scenery project for Flight Simulation in the Democratic Republic of Congo. I have come back to complete my work at Kinshasa's N'DJILI International Airport. This is a totally new scenery project that starts at the ground and goes up. This package contains a new AFCAD file for aircraft parking as well as all new buildings to replace the FS2004 default objects. I hope you have as much fun flying into and out of N'DJILI Airport as I did creating it!

First things first:

I would like to thank the following people for their help, feedback, support, and permissions in creating this scenery.

MARCO BALZAROTTI: Marco has been kind enough to be the beta tester on this project. His feedback has helped me with making this as complete a package as possible. Marco has also uploaded several videos to You Tube featuring this scenery.(search for metroliner2)

<http://it.youtube.com/watch?v=EL5CKuOHUqg>

<http://it.youtube.com/watch?v=bTneWI8wTEA>

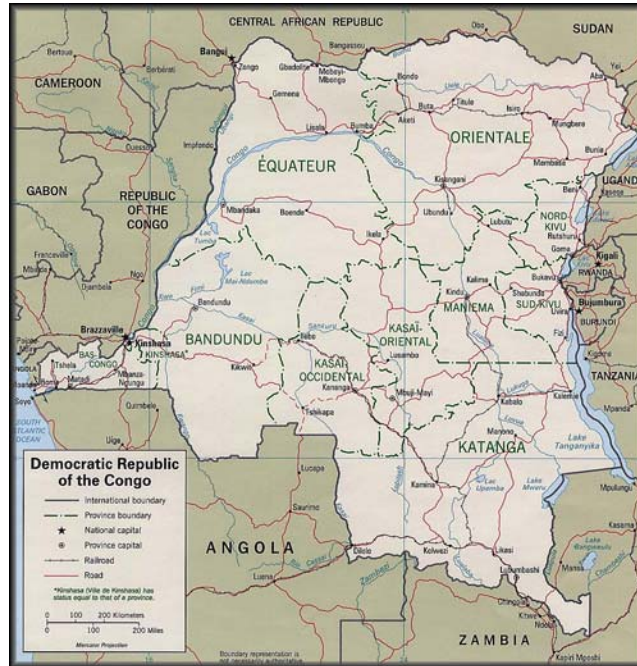
VATDRC ATC TEAM: The entire VATDRC Team of controllers. Tony Kovacs and all the guys who spend many hours a week providing on-line ATC for Central Africa~ THIS ONES FOR YOU! ~ Keep up the great work, its always fun flying in your virtual skies.

FLORIAN KRUEZER: Florian was kind enough to allow me to make modifications to his AFCAD file for FZAA. It is his work that places the aircraft parking in the correct spots as possible and gives the airside layout a more realistic overall view.

KINSHASA N'DJILI INTERNATIONAL AIRPORT

Some information about the real FZAA:

[N'DJILI International Airport](#) is the main airfield for the Democratic Republic of the Congo and is located in the southwest corner of the country the identifier is **FZAA**.



Below is the Airport Information I have been able to gather from the World Aero Data Website.

General Info	
Country	Zaire
ICAO ID	FZAA
Time	UTC+1
Latitude	-4.385750 04° 23' 08.70" S
Longitude	15.444569 015° 26' 40.45" E
Elevation	1027 feet 313 meters
Type	Civil
Magnetic Variation	003° W (01/06)
Beacon	Yes
Operating Agency	CIVIL GOVERNMENT, (LANDING FEES AND DIPLOMATIC CLEARANCE MAY BE REQUIRED)
Near City	Kinshasa
International Clearance Status	Airport of Entry
Communications	
TWR	118.1
GND	121.9
APP	119.7 120.5

A/G		128.1				
O/S UFN.		118.1				
Runways						
ID (Click for details.)	Dimensions		Surface	PCN	ILS	
06/24	15420 x 197 feet 4700 x 60 meters		CONCRETE.	-	YES	
Nav aids						
Type	ID	Name	Channel	Freq	Distance From Navaid	Bearing From Navaid
VOR-DME	KSA	NDJIL	097X	115	1.8 NM	060.6
NDB	OK	NDJIL	-	340	5.1 NM	241.1

Unfortunately, information on the airfield and airspace in the DRC is hard to find. I have not had the luxury of photos of the airfield other than overhead photography. I have built the field based on overhead views and artistic license as to how the actual field looks.

Below are some views of what you will find when you make Kinshasa a stop in Central Africa.



Main Terminal Ramp



East Ramp Area



West Cargo Area

In addition to the extensive airside presentation, you will find additional buildings on the landside of the field. I hope you can have many pleasurable flights exploring N'DJILI International Airport and the virtual skies of the DRC Congo.

Please Note: This scenery is created using EZ Scenery, AFX and many Freeware objects. I wish to thank all authors of freeware scenery objects, without them our FS world would not be the same. They have truly given us many enjoyable hours at this hobby!

KINSHASA N'DJILI INTERNATIONAL AIRPORT

Scenery Packing List:

- 1) This Document
- 2) Plain Text File of this Description
- 3) New AFCAD File for Kinshasa: AF2_FZAA.bgl
- 4) Scenery Folder for Kinshasa: kinshasa v2

Scenery Installation:

Unzip the compressed file kinshasa v2 to a temporary directory on your computer. In that folder you will find the above items on the scenery packing list. Install the items as follows:

If you have installed my previous version of N'DJILI International Airport in FS2004 you will need to deactivate it and remove it from your Addon Scenery Folder prior to installing v2.

1. Copy or move the folder kinshasa v2 into the Addon Scenery folder in FS 2004.
2. Copy or move the AF2_FZAA.bgl file into your FS 2004 Addon Scenery/Scenery Folder. If you are asked to overwrite the old AFCAD, click yes.

Texture and Object Installation:

Textures and objects utilized in this scenery include the following items and for everything to show on the field you will need them.

These files are available from both Avsim and Flightsim.com:

mattsT9.zip
ezplanes.zip
ez-fuelt.zip
ez-large_hangers_ss.zip
ez-ga_hangers_ss_v2.zip
ezexob1t.zip
ezexob1.zip

And the Object Libraries from Abacus for the EZ Scenery Program available from the following link:

<http://www.abacuspublisher.com/pub/AbacusEZLibraries.exe>

After adding files and objects and textures, start FS 2004 and add the scenery through the Scenery Library as any normal scenery. You will be good to go. If you are not familiar with scenery installation, you can find several primers at Avsim.com or Flightsim.com

Disclaimer:

This scenery file should not harm your system. If you think it does for some reason, I cannot take any responsibility for that. As with all files that you download and add to your computer, you assume full responsibility for their use and content.

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Next Stop.....Gundy's, O38