

Copyright Notes

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By all means you may redistribute the .zip file and upload it to any website you may but all files must stay with eachother in that one .zip.

Thanks,

Jack McDonald

Ceo Of Duluxe Sceneries

WEBSITE: <http://deluxe-sceneries.yolasite.com/>

PLEASE DROP BY

Installation

To Install open the “ssdg\_sydney\_beta\_gold.zip” and extract to a temporary folder on your hard drive. Double click on the SSDG YSSY.exe and follow the instructions on screen to install. At the end of installation it will prompt you to activate certain folders in FS2004.

That’s It!

Turning Off Certain Features Of 

Where you downloaded the main .zip containing the files you will find on the same page a .zip called SSDG\_Extras/Off. Download this file and you can replace certain BGLs to turn off certain fatures for reasons such as:

-Frame Rates Lag

-Computer Not Powerful Enough

-Drawing Problems

-ETC

What’s Included in 

New and improved ground textures

Qantas with refurbished jetways

Qantas busses, pushback tugs and jetway signs

CityBank signs on side of qantas jetways

Qantas Skylounge on top of international terminal

New parking for Singapore Airlines A380 and Qantas A380

Loads of trees and bushes

New grass texture (photorealistic)

Re-designd AFCAD with all proper taxiway markings (including the bend at corners that expand to mke it easier for jets to turn)

All realife parking positions

DHL warehouse and parking spaces

Improved heliport with Channel 10 hangars and general hangars

Fire station with access road that connects to tarmac and main roads that surround the airport.

Sand patches at end of runways that head out to water

New taxiway textures

Static traffic all the way around the airport (when your airraft is moving their is so many crs it looks like they are moving!)

Road overpasses

Working traffic lights that change colour.

Newly designed jetways for domestic terminal

Qantas cargo area with aircraft crates and shipping containers

New long term carpark model

New international terminal parking model

surrounding roads of airport including- Qantas Drive, General Homes Drive etc (roads right around)

Sydney CBD reworked roads incuding:

New Harbour Bridge Lighting

AI floatplanes and Rose Bay Sea Port

Added buildings

New dock area with cruise ship and custom boat AI

Randomly moving boats around harbor

Static cars and vehicles scattered around Sydney

Reworked landclass and shorelines

Beaches along Sydney coastline enhanced including Bondi Beach!

Many More items

General Info about Sydney Scenery Deluxe.

Sydney scenery deluxe was originally thought up by me, Jack McDonald and I have worked bits and pieces of Sydney every now and then taking a look at reviews of commercial scenery such as ‘CLS Sydney’ and CLS Sydney Pro X’ and ‘Tyler Newport photoreal Sydney’ and have modeled similar models of objects using Gmax©. The main item that inspired me to create this freeware addon was the realism overall that FS9 could produce and the lack of the default scenery in Sydney (even though they took the time to photoreal it!).

Hardest Parts about Scenery Design

In all the objects I created for Sydney Scenery Deluxe I think the Mcdonalds and BP fuel station were the hardest to model and perfect. Getting the right textures for these objects was extremely difficult. ILS was pretty easy due to me being able to go into night mode in FS2004 and using EZ-Scenery by ABACUS to place the poles. Using AFCAD to design the sand at the end of the runways heading out to the water was very hard until I discovered the FSUIPC model. That made life a lot easier!

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Deluxe Sceneries JMC

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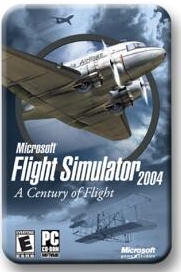
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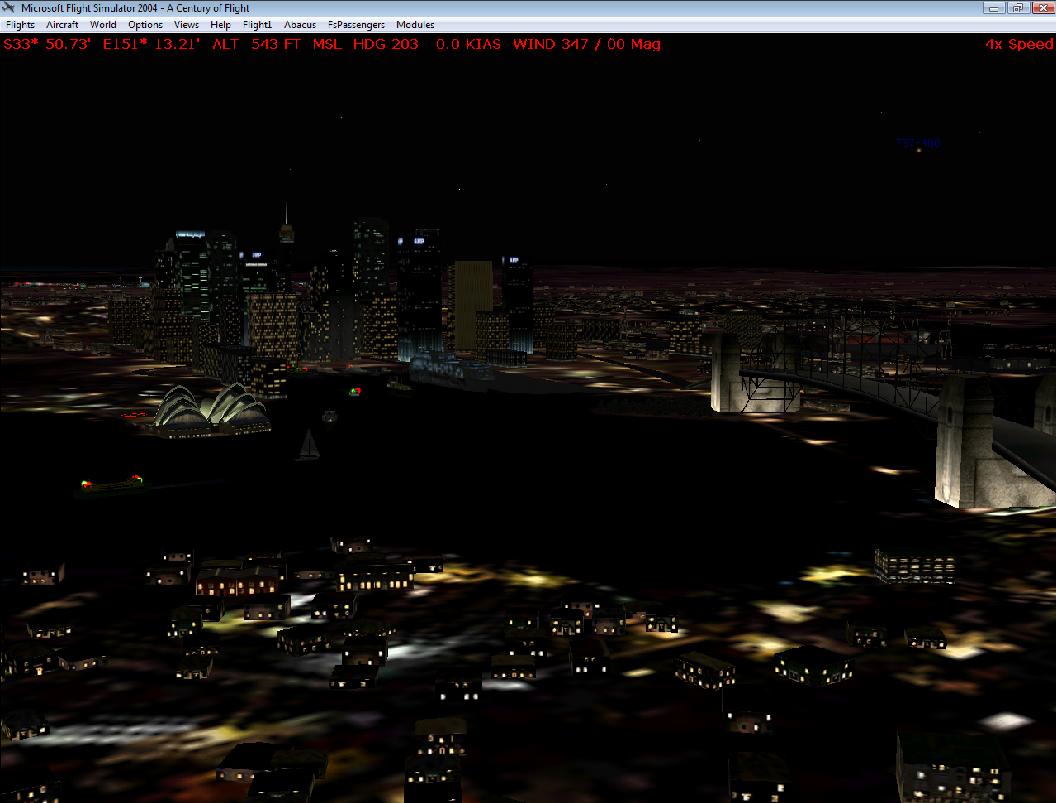
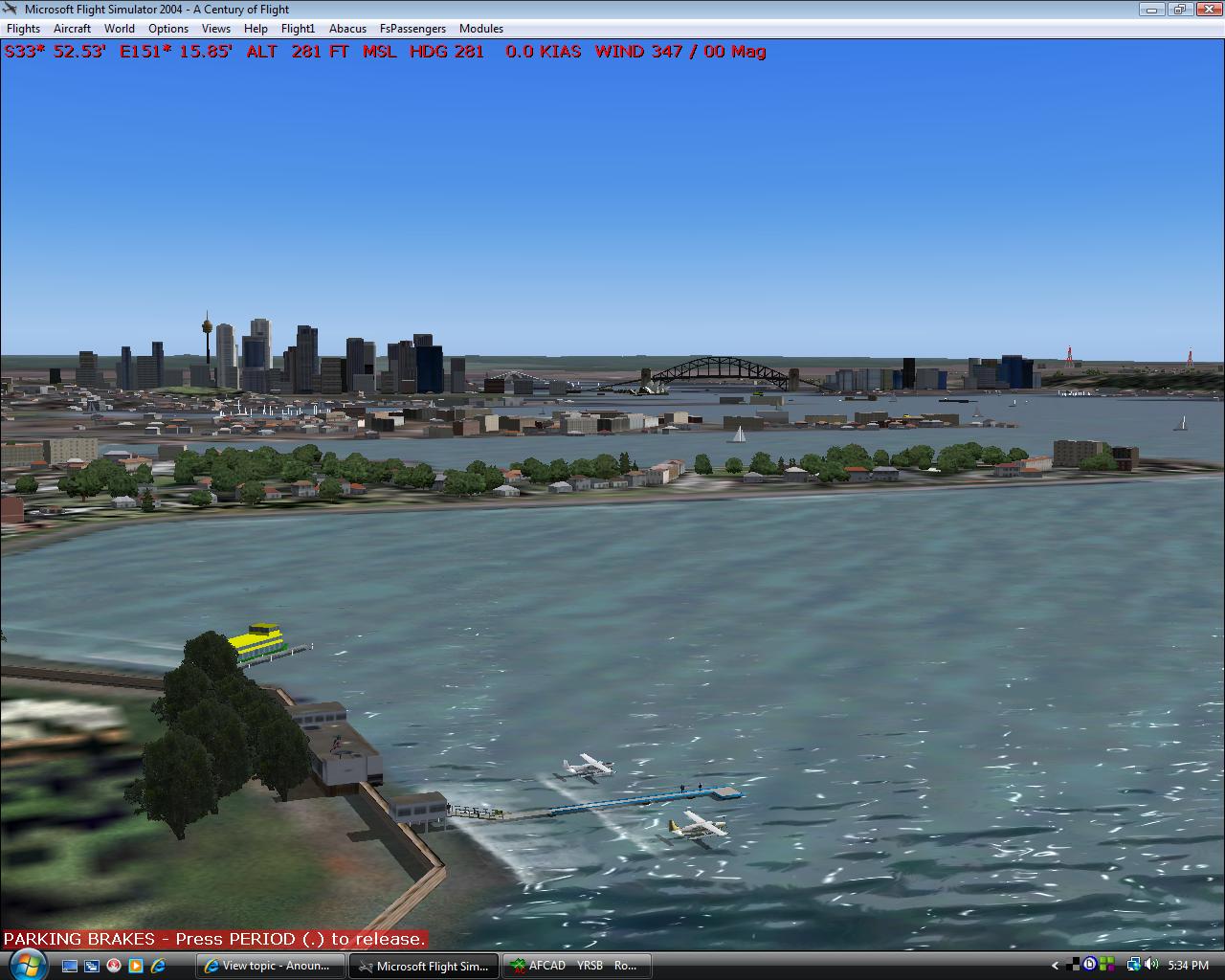
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The End ☺☺

By Jack McDonald

Sydney Scenery Deluxe Gold Beta Users Manual