

SEYCHELLES

Seychelles scenery for
Microsoft Flight Simulator X : Steam Edition

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CONTENTS

Contents....1

Introduction....2

Copyright....3

Credits....3

System Requirements....3

Overview....4

Islands and Airports....5

Mahé Intl Airport....6

Praslin Airport....6

AI Aircraft and Ships....7

Seychelles Climate....7

Real Weather Flights....7

Geocache mission (FSX only)....8

Geocaches List....9

FSX:Steam Edition settings....10

Texture Resolution....11

F.A.Q.....12

Appendix....13

INTRODUCTION

The Seychelles (named after Jean Moreau de Séchelles, minister of finances of king Louis XV of France) are a group of islands in the Indian Ocean, north of Madagascar and approximately 600 nautical miles away from the African continent – but to most of us the name is a synonym for a tropical paradise, for luxury vacations, for superb dive sites or just breathtakingly beautiful nature. Much like the Maldives, the Seychelles consist of coral islands mostly, though most of us are much more aware of the rough mountainous characters of the main islands Mahé and Praslin. This combination of big islands with cities and rather high mountains on one hand and the many small coral islands on the other, makes the Seychelles such a special and diversified place. Mahé houses the only big city of the Seychelles, Victoria, the only commercial harbor and of course the only international airport of the country, with almost 5.000 aircraft movements per year. It links the small archipelago with many countries in the world, as it can handle commercial aircraft up to the Boeing 767 or the Airbus 330, while it's also the home of Air Seychelles, which provides air links to several of the small airports like Praslin, Bird, Denis, Remire or Desroches. Most of these islands are served with charter flights, while some are served with fixed schedules by one of the three Twin Otter aircraft owned by Air Seychelles. Even the most remote islands down in the south like Astove or Assumption have airfields that can be used to transport cargo, passengers, scuba divers or scientists, who research rare animals or plants that can be found on the Seychelles.
Despite the beauty of these islands and the adventurous character of the small airstrips, nobody has ever created a flight simulator addon for the Seychelles, worthy of its beauty. This might be related to the difficulty of acquiring good photos, videos and other material necessary to create a realistic scenery, or to the fact that only few good aerial images are available for the area (and most of them feature lots of clouds). We ran into a lot of trouble when we researched for this addon. Nonetheless, the fascination of this water-surrounded country was big enough for us to overcome those obstacles and create a realistic and authentic scenery for all those who always wanted to visit the Seychelles (but never had enough money to do so...).

This addon includes all islands, all airports, the international airport at Mahé as well as the dirt strips on the remote islands, it offers lots of custom buildings and autogen, animated animals, stunning night effects, high-density vegetation and a lot more to bring the atmosphere of this Indian Ocean paradise onto your PC.
Now fasten your seatbelt, take the yoke of your favourite aircraft – be it a commercial airliner on approach to Mahé International Airport or a small GA aircraft to explore the beautiful atolls – and explore one of the most extraordinary places in the world, the Seychelles!

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For more information visit:

http://fsdg-online.com

CREDITS

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SYSTEM REQUIREMENTS

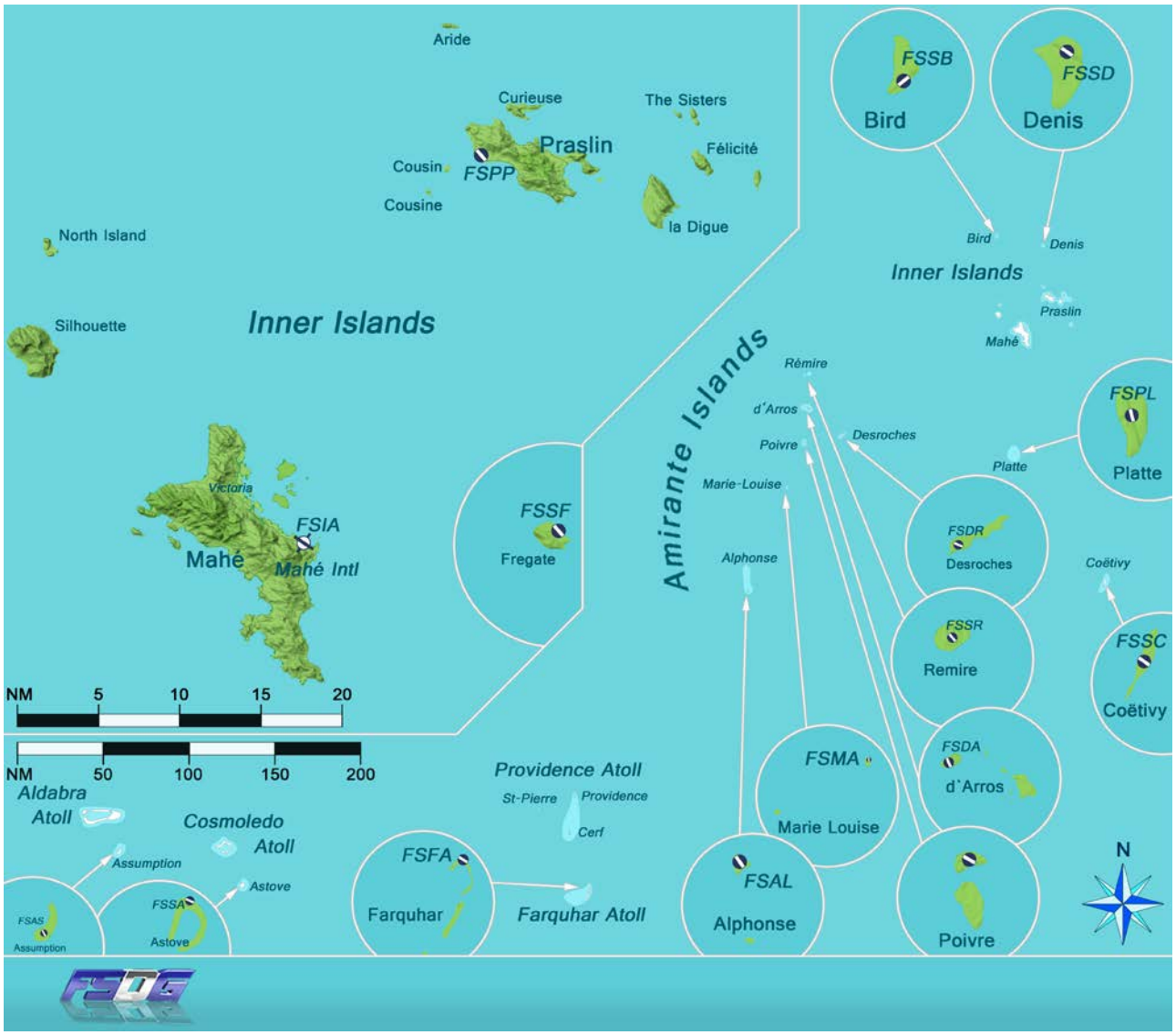
- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with 512 MB or higher
- Flight Simulator X : Steam Edition
- Windows XP, Windows VISTA, Windows 7, Windows 8, Windows 10

OVERVIEW

This scenery addon contains the whole Seychelles, all islands, airports and other important features, as well as AI aircraft (with custom models and schedules), AI ship traffic, animals, special objects like ship wrecks or holiday resorts, but also free flight scenarios and a geocache mission. Read the following to learn more about those features.

At the end of this manual, you will find notes for all islands that host airports. Those notes were provided by one of our (virtual) native pilots to familiarize you with those places and the characteristics of the airstrips and islands.

To navigate between the islands, use the following map. A big version of this map can be found in the FSDG-Seychelles folder that can be accessed via the Windows start menu.



ISLANDS AND AIRPORTS

The scenery includes all islands of the Seychelles, several of which host small airfields. You can find all important information about those airfields from the map and the characteristics at the end of this manual. Don't expect too much from them, though. Few offer solid runways, and even those can have bumps and dents here and there. Fuel and maintenance is rare on those islands, some feature not much more than a windsock and a small shack to shelter waiting passengers. Takeoff and landing is difficult due to cross-winds, short runways and lots of animals on the ground as well as in the air.
Additionally to the airfields, there are a few more landing places like helipads or ships in the area – though we would not advise you to land on one of the US aircraft carriers that can sometimes be seen around...



MAHÉ INTL AIRPORT

IATA:	SEZ
ICAO:	FSIA
Lat/Long:	S 4° 40′ 27″, E 55° 31′ 18″
Magnetic Variation:	5° West
Airport Light Intensity:	High
Fuel Available:	AVGAS JET
Elevation (ft):	12
Runway (m):	9800 x 150
Approaches:	ILS/DME VOR
Tower:	118.30
Ground:	121.90
Approach:	119.70
ILS Rwy 31:	110.30 (SIA)
VOR:	113.10 (SEY)
NDB:	373 (SEY)
Rwy:	13/31

PRASLIN AIRPORT

IATA:	PRI
ICAO:	FSPP
Lat/Long:	S 4° 19′ 9″, E 55° 41′ 30″
Magnetic Variation:	5° West
Airport Light Intensity:	Low
Fuel Available:	No Fuel
Elevation (ft):	10
Runway (m):	4610 x 98
Approaches:	VOR/DME

Tower:	122.30
Ground:	121.80
VOR:	115.70 (PRA)
Rwy:	15/33

AI AIRCRAFT AND SHIPS

Mahé International Airport is frequented by commercial airlines from around the globe. If you use an AI traffic addon like MyTraffic or Ultimate Traffic, you will see commercial air traffic there. For realistic aircraft traffic between the islands, we created AI models of the Twin Otter 300 in two different Air Seychelles liveries and programmed flight plans that follow their real schedules. One of the Twin Otters commutes between Mahé and Praslin several times every day, while the other aircraft connects Mahé with Bird and Denis island on a daily basis, plus non-regular charter connections to some of the southern islands.
AI ship traffic features cargo ships between Victoria/Mahé and other countries, but also transit cargo traffic as well as military patrols, fishing boats, yachts, scuba boats and passenger ferries between the Inner Islands. To see the AI ship traffic, your “Ships and ferries” traffic settings have to be set to 10% or higher.

SEYCHELLES CLIMATE

The Seychelles are under the influence of the Monsoon. You will find that winds mostly blow from the southeast in summer, while they change directions during the winter months and blow from the northwest. For technical reasons, the animated Windsocks placed at most airfields do not indicate the current winds but face the northwest, indicating the southeast Monsoon (summer season).
We advise to use online weather or the pre-saved Real Weather Flights to have the most realistic weather experience on your flights.

REAL WEATHER FLIGHTS

To make you more familiar with the variety of this scenery as well as to provide interesting flight situations, we saved several flights for you, using default FSX aircraft and real weather. We downloaded the weather in the timeframe the flight is set in, and saved the weather data to a file, so you won't have to download any weather data when starting the flight. You will find nice, sunny days as well as heavy clouds, rain or even thunderstorms – and you will most likely find lots of wind!

Every Free Flight comes with a briefing that contains a small scenario or advises what to do after takeoff. Those briefings can be found in the flight description before you load the flight (from the FSX Free Flight menu) or on the kneeboard within the flight.

GEOCACHE MISSION (FSX ONLY)

Geocaching is a hobby that enjoys a rising popularity within the last decade. It combines adventure and sightseeing, like a 21st century treasure hunt. We placed 50 geocaches all across the scenery of the Seychelles and included a list of all of them within the mission briefing. Of course, we don't want to spoil the fun of finding them by telling you exactly where to find them or letting you use the mission compass to do so. You can use the mission compass as a navaid, but we advise you not to do so. Most geocaches can be found – or at least, their location can be guessed – by the description we provide. If you cannot find some of them, you can also visit our forums to discuss their locations with other geocachers.

The geocache mission starts with you approaching FSIA airport in the Grumman Goose, a perfect aircraft for a treasure hunt. You can immediately go for your first geocache or land at the airport. Slowly taxi to the big green rogation mark to bring up the main menu. Those rogation marks can be found at certain airfields around the scenery and will help you complete the mission. The menu that pops up after you rolled into the green rogation mark, allows you to switch aircraft or mark the mission as finished. The reason for this is that your rewards will not be registered in the reward section of FSX until a mission is considered a success. If you want to see your geocache rewards in the rewards menu (there are plenty of them), mark the mission as finished. You will only have to do this once, afterwards, your new rewards will automatically be registered, even if you save your mission progress and load it later to proceed with the geocache. Talking about loading: You can not only change aircraft via the menu, you can also load different flight situations from the menu if you select “show saved flights” in the missions menu. You will find at least 4 files dating from monday, 23rd September, that's when we created those flights. You can choose scenarios like “at Farquhar” or “Dawn at Praslin”, which can be helpful if you spend a lot of time geocaching and run out of daylight eventually. Those saved mission flights all use the same mission progress file, the one called “Seychelles X – Geocache – AUTOSAVE”. Whenever you save your mission, always save it using this file! You can make additional backup saves using different file names, but you always have to use this file if you want to proceed with your mission progress. So if you spend a few hours on geocaching and save your mission by overwriting the AUTOSAVE file, you can later load any pre-saved mission like “Dawn at Praslin”, and your mission progress will be loaded together with the new flight situation. This enables you to travel to places far away without having to actually fly there yourself.

To collect the geocaches we placed across the scenery, approach the golden markers that are placed at each geocache. You have to fly or taxi through or close to them in order to collect them. You will hear a sound effect and the cache marker turns from gold to silver. After you collected certain numbers of caches, you will get rewards. You will be notified of this by an applause sound effect, and you can find the rewards in the mission end menu.

GEOCACHES LIST

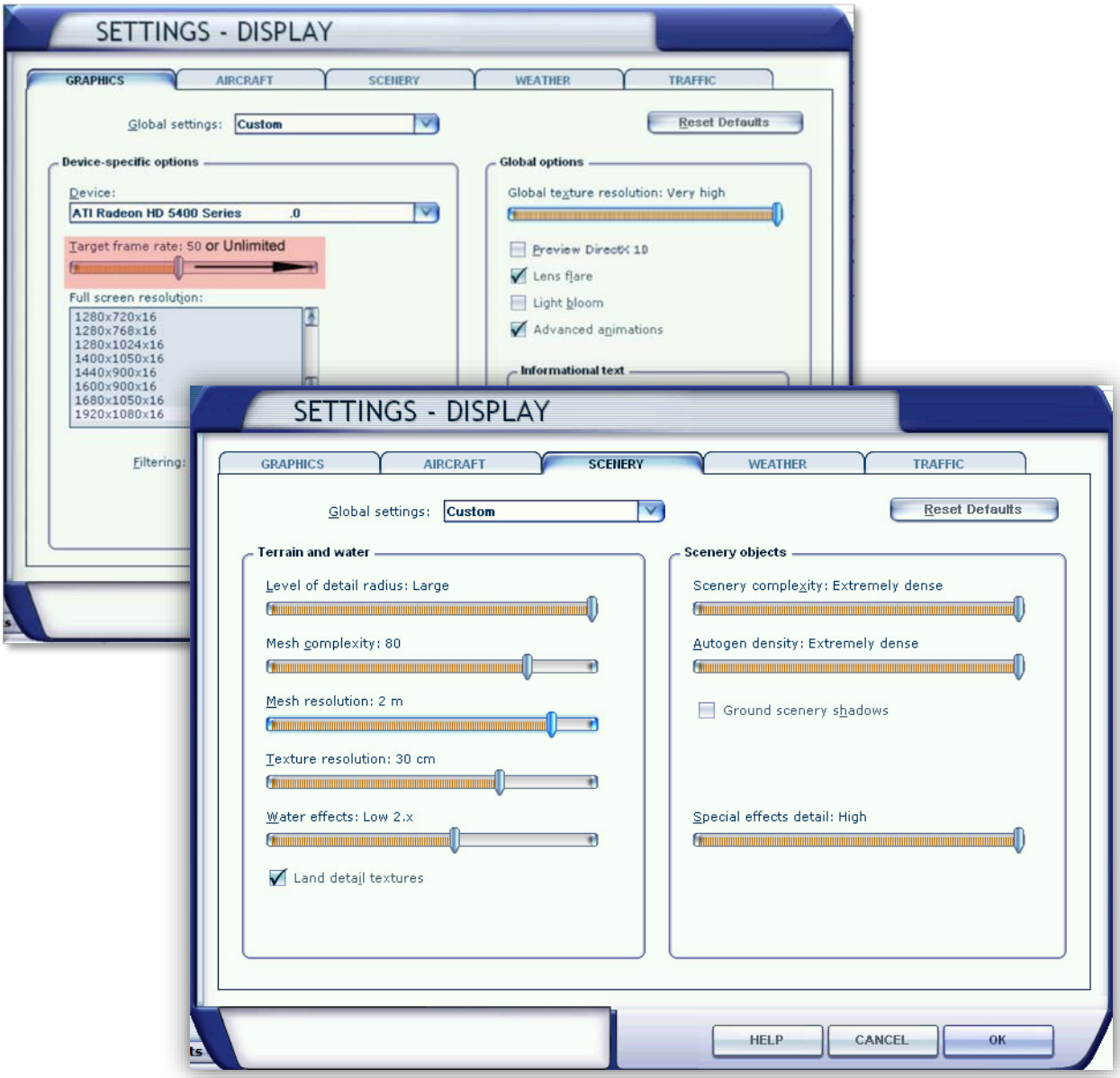
15th - You'll find that the view from the tee of the 15th hole offers a stunning view across the near ocean!
Amphibious - Hard to access, you might want to be amphibious to get there. Quite far away, actually.
Anonymous Island - Anonymous, that what it is.
Beach Resort - 5 star beach resort, just behind the mountains.
Birds View - Up here, you really feel like a bird!
Curious - Curious where to find this? I won't say no more...
Deep Valley - Name says it all.
Dive Spot - One of the most interesting dive spots in the area. I guess that means, some dive boats should be around.
Downtown - If you want to call it a "town", that is.
Edgy Suppostition - I *assume* this won't be too hard to find.
Far Too Far - ...at least for a small and slow aircraft like the JetRanger.
Fifty in a Row - That's a lot of bungalows if you ask me.
French Vessel - Name says it all - n'est-ce pas?
Half Moon - This island really looks like the moon fell into the ocean!
Infrastructure - Did you expect that kind of infrastructure on such a small island?
Mission Pad - A heli pad at the mission seminary? Not bad!
Navaid - Name says it all.
New Energy - Dito!
No Mans Brother - Nobody livin' here, that's why.
Nothin but a stove - ...and a lot of sand, that's what you'll find here.
One Nil - Sports time!
On Final - You'll run into this - eventually.
On the Rocks - Small island. Really small...
Outlook Trail - Hiking there must be awesome!
Palm Beach - Another 5 star resort.
Palm Highway - A highway below palms? Nice!
Palms Down - Yes, those are palms down there - a lot of palms!
Panorama - Up here, you won't believe how stunning view...
Pirates Nest - You might want to have second thoughts about approaching this geocache!
Plain North - Well, not really plain north. At least, it depends on where you come from.
Prawns - They say the prawns from here are delicious. Wanna check?
Quarry - Tough to access, choose your weapon wisely!
Reef Master - That's quite some riff around there.
Remote Control - Everything's under control down here.
Sandy Glade - It's a sandy glade, that's what it is. That doesn't make it any easier to find though...
Second Cousin - ...that would be...?
Seamanship - A bit more of that could've helped captain and nature...
Shipment - That's how they get their flatscreen TVs!
Skyline Peak - Name says it all, pretty much.
Streams Of Blue - If water was golden, you'd have that good old song in mind as you fly across this atoll.
Summit - 905m MSL, that's 900m more than the Maldives!
Sweetwater - A rare gift around here. No wonder they built a dam for it.
The Birds - Hitchcock would've loved that view!
Tiny Passage - Really tiny in fact. And really tough to find. Really tough...
Touchdown - An early touchdown maybe, so don't take it too literally!
Turtles - They have lots of them there at the end of the world.
Utmost Care - That what the explorer mus have thought when he got there first.
Victorious - I think they rank 195th, according to FIFA.
Wrench Bay - Yes, that's how it looks.
Yacht Club - A lot of money lies there.

FSX:SE SETTINGS

In order to change your scenery settings, first run FSX:SE and then go to Settings -> Display

Note that these settings will influence the quality of the scenery. The higher the settings the more details will be visible. But keep in mind that frame-rate and overall performance might decrease depending on your PC system.

We suggest trying these settings to get the best visual results in FSX:SE



TEXTURE RESOLUTION

This add-on makes use of 2048x2048 textures to give the best possible resolution. By default, FSX:SE does not load 2048 textures with their highest resolution. To overcome this, simply navigate to your FSX_SE.CFG and make the necessary changes.

For Windows Vista and 7 the file can be found by the following steps:

1) Press start menu and type in the search box: %appdata%
2) Open the following folders: Microsoft → FSX-SE
3) Find FSX_se.cfg and open it with Notepad
4) Press Ctrl+F to search the text.
5) In the search box, type: **TEXTURE_MAX**
6) Once you find the line: '**TEXTURE_MAX_LOAD=1024'**, change it to '**TEXTURE_MAX_LOAD=2048'** (or 4096 if needed)
7) Save the file
8) Start FSX

BE AWARE

Due to the way FSX:SE handles the FSX_SE.CFG, texture resolution will revert back to default (1024) every time you change any of your FSX display settings. Therefore, you should go back and check that full texture resolution is supported in the FSX.CFG before starting FSX. If you're inexperienced with these things, don't worry. You can just keep the default texture load size (1024) and still use the add-on with detailed ground textures.



***Useful Tip**: If you are happy with your display settings and have made the necessary FSX_SE.cfg editing, you can now save a user configuration of the settings. The TEXTURE_MAX_LOAD=2048 entry will be saved in that configuration file too. In the future, whenever you choose this saved configuration, even when FSX:SE is still running, you will be sure that you are using the highest texture resolution without worrying whether FSX:SE has reverted back to default settings . This way, you don't need to exit FSX:SE, edit the FSX_SE.CFG and reload FSX:SE.*

For questions and support regarding texture resolution or configuration file set-up, please contact us at

http://forum.flightsimdevelopmentgroup.com

F.A.Q.

Q: *Is this add-on compatible with other add-ons like UTX, FTX or FS Global?*

A: There should be no problem with any other add-on.

Q: *The scenery library is not updated automatically on installation of the add-on. How* can I fix this?

A: If you use Windows Vista or Windows 7 you are strongly advised to start the setup as administrator (right-click in Win 7 and “run as administrator”) and disable the User Account Control. Reinstall the add-on to make sure the setup added the scenery areas to the scenery library of FSX: SE

Q: *I have technical problems with installing or running this add-on. Can you help me?*

A: Yes! Please contact us at http://forum.flightsimdevelopmentgroup.com/

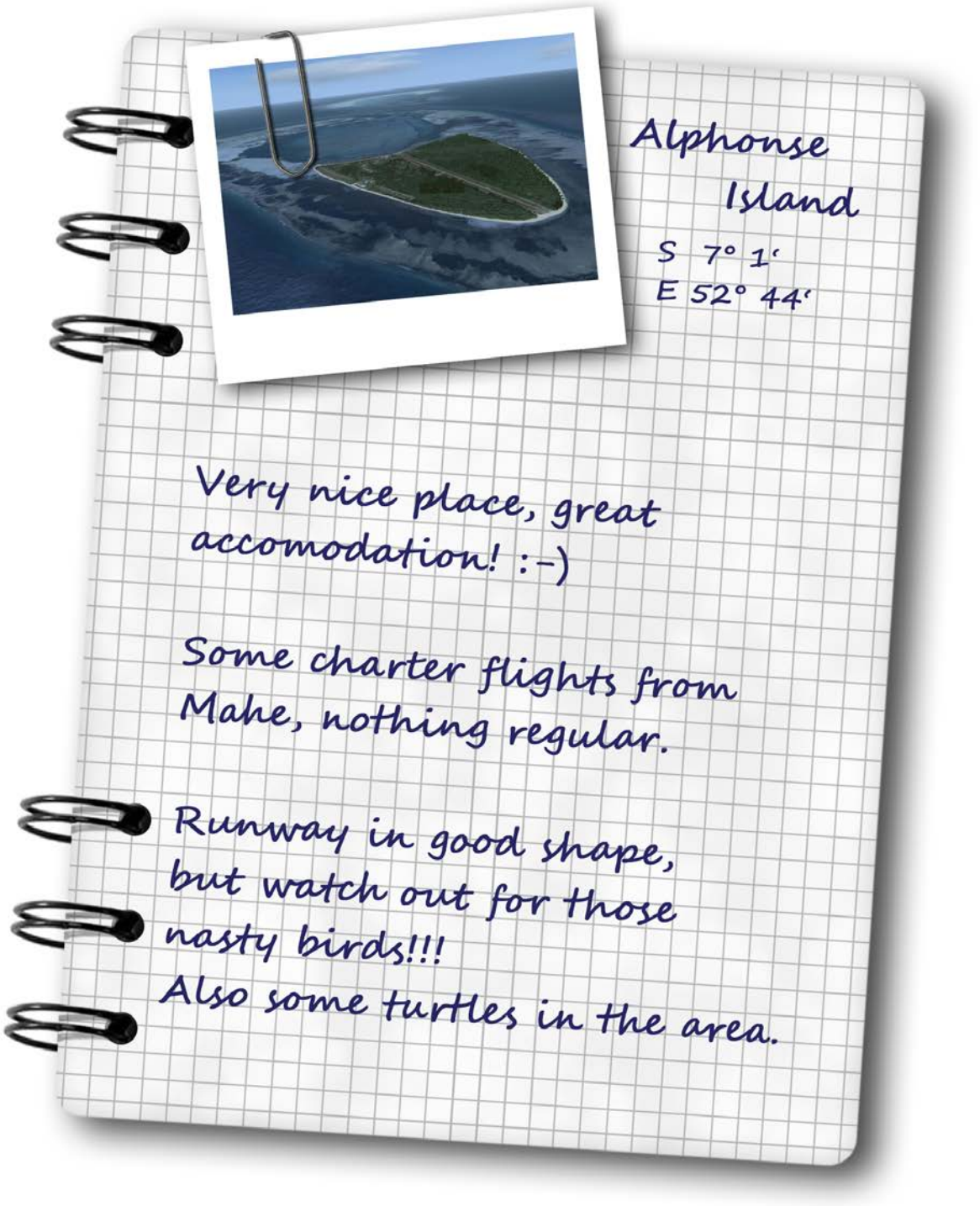
Q: *There seem to be issues with the airport lighting at day/night transitions. Is this normal?*

A: No but it isn't curable. FSX: SE sometimes has its own ways of switching day/night textures. If you face any texture or scenery problems, open the scenery library and click OK (or use the "refresh scenery" shortcut) to reload scenery and textures.



APPENDIX

On the following pages, you will find characteristics for all airfields, provided by our virtual Air Seychelles Twin Otter pilot. Keep in mind that – despite the fact that the characteristics are based on real information – some of the things he wrote might differ from the real-life situation on those islands.





Assumption Island

S 9° 43' 54"
E 46° 30' 52"

Veeery remote place, not worth the fuel if you ask me. Mostly scientists down there, that Aldebra Atoll has some seldom turtles, they're all over the place.

Take enough fuel if you go there!!!



Astove Island

S 10° 5' 12"
E 47° 44' 27"

Nothing down there, really nothing! Not even a real airport. There used to be one, hence the Dakota, lol.
„A stove and a cup of sand, that's what you get" – so they say...

Cosmoledo Atoll close by is a beauty though.
Too bad it's so remote.



Bird Island

S 3° 43' 15"
E 55° 12' 23"

Nice small island to relax. Daily link to Mahe, tourists and fishing guys.

Lots of birds, take care on takeoff!

Usually crosswinds on TO and landing, careful with trees.



Coetivy Island

S 7° 7' 57"
E 56° 16' 44"

Solid runway and hangar, they look after the place! Island is important for shrimp industry, that's why.

There's millions of prawns in those basins...

Charter flights from Mahe mostly.



D'Arros Island

S 5° 24' 56"
E 53° 17' 54"

Short strip, old airfield, not much shelter on rainy days!

Charter flights for tourists mostly, some locals, maybe some scientists sometimes.

Careful with birds and turtles!



Denis Island

S 3° 48' 17"
E 55° 40' 1"

Holiday destination, quiet.
Don't fly over bungalows!!!

Daily link to Mahe, tourists and some scientists mostly.

Tough to turn around, approach from east if possible.



Desroches Island

S 5° 40'
E 53° 39'

Bumpy runway, watch for holes!!!

Twotter goes there often, tourists, locals, scuba divers. Shipwreck in the north must be worth the money, they say.



Farquhar Island

S 10° 10'
E 51° 8'

400 NM away from Mahe, so take your time - or take a jet!
Careful on the bumpy rwy though - and watch for turtles!

If low on fuel, go via Platte!



Fregate
Island

S 4° 35' 16"
E 55° 56' 44"

Private island. Heard some
German guy bought it,
not bad.
Helicopter parked at pad
sometimes, watch out.
His yacht's also in the area.

Great seafood down at
the harbor!

Tough to turn around,
try to land from the west.



Mahé

S 4° 41'
E 55° 29"

Only international airport of the Seychelles. You can tell by the fares, lol!
Watch out for the big birds.
Gates for commercial only, better use northwest apron.

If you can, go to Eden Island!

Heli charter to Palm Resort available, ask at the desk.



Marie Louise Island

S 6° 10' 45"
E 53° 8' 35"

Small island, but good rwy.
Too bad it,s no use. I'd rather
not go there if I were you,
they say, pirates use the
place now and then.
Rumours maybe, maybe not...

No tourists here either,
just locals and - well...



Platte Island

S 5° 52'
E 55° 24'

Grass airstrip, but in good shape. Fuel and nice infra-structure.
Tourists and scuba divers go there, mostly on charter flights.

Good place to refuel on your way south!



Poivre Island

S 5° 45'
E 53° 18'

Old airstrip, very bumpy!!!
No regular flights there, so they don't look after the airstrip. Will probably shut it down soon...

Nice place though, always love to go there - if it's not my aircraft...



Praslin

S 4° 19'
E 55° 44"

Nice and cosy airport.
Beware of mountains in the west!!

Traffic mostly Twotter from Mahe, but also some private aircraft.

Landing fares are ok, at least cheaper than FSIA!

Golfing is fantastic!!!



Remire Island

S 5° 6' 56"
E 53° 18' 40"

Northernmost of the Amirante Islands.
Cosy „terminal", say bon jour to Thérèse from me!

Not much going on, some charter flights from Mahe mostly.

Careful on landing, birds and turtles in the area!