

Scenery test of

Danish Airfields X – Herning v1.0

Scenery created by Vidan Design

Herning Airport, ICAO code EKHG is located to the north of Herning, and was originally used as a dummy airfield by the Germans during the second world war to confuse the coalition, and hereby diverting the attention from the larger airfield Karup EKKA.

The Scenery is made for FSX with SP2/Acceleration, and the download file contains both scenery for summer and scenery for winter time. I combined it with the use of REX Overdrive, and the result was superb.

I purchased and downloaded through SimMarket, and this was very easy and without any problems. The download speed from SimMarket is very good, so it did not take much time to download.

Installation went well at first, but when I tried out the scenery in FSX, there were no scenery. I am one of those guys who don't read the manual first – in this case I should have. I use the Win7 bit 64, and apparently FSX and Win7 have small issues. This was very well described in the manual + there were also a link to another visual manual describing what to do. – Now it works perfectly.

My first test flight was to get a view of the complete scenery with all modeled and animated details. Here I used the default Bell206 and took off on runway 09. I toured the airfield for more than 20 minutes and I was stunned by the level of details put into this scenery. I have myself flown from this airfield for 11 years, and know it quite well.

All buildings are perfectly modeled, both on the north and south side of the airfield. North side is for gliders and motor gliders, and here are all hangars very nicely modeled and placed. The same goes for the clubhouse and the area for camping. A lot of static vehicles are put in, such as the bus used by the start crew, the two trucks used for pulling the wires out of the winch and many more – even the old Ferguson tractor.

For the south side – I can only say WOW - very detailed buildings, the terminal, Finn Schou's piper service hangar, fuel pump area, signs and many more. Also a lot of static vehicles and planes are put in the scenery here which gives it life and the environment created, is very real – Feels just like you're there in real life.

Included are also animated birds flying over the airfield on different locations.

My second test flight was to try out and use all taxiways, runways and the ATC. Default FSX EKHG scenery only includes an AFIS, so there is only one-way communication – this is also changed, so you now have the tower online.

I used the Ceranado Cessna U206G Station air 6 II, and taxied to runway 27L, made the take-off and then continued to make landings, taxi to and take-offs on all runways. This I did both with weather theme set on Fair and set on Gray & Rainy. What I experienced was just as I remembered it to be – I enjoyed it very much!

My third test flight was to try out the glider strip which is runway 09/27 grass or 09L/27R. I used the default DG808S and started out with an aero tow on runway 09, using Paavo Pihelgas aero tow program, climbed to 1500' and released. I toured over the airfield together with some birds and did a low-pass over the starting area, prepared for landing and went into pattern. Downwind, Cross leg, Base and Final just as in real life,

this was a nice feeling, and at the same time I could track the airfield, and the highway between Herning and Sunds.

I tried aero tow a couple of times from both 09L and 27R with landing at starting location and landing at hangar. (landing at hangar is used when the day is over, and you don't want to tow your glider to the hangar)

My fourth test flight was still to try out the glider strip, but now using the winch lunch. I use the WinchX created by Peter Lürkens, and this was also a perfect solution for this scenery.

My fifth test flight was to get a view and feeling of the scenery at night. Herning airfield is used by pilots from e.g. Billund to train for night VFR, so I wanted to see how that was like in this scenery.

I discovered that there had also been put a lot of work into this part of the scenery. All system lights as runway, taxiway etc is fully modeled. Lights are turned "On" in the terminal building and the clubhouse at the gliders. Also lights in some of the huts and trailers in the camping area are "on" – Very nice. Even lights at fuel pump, parking area for cars at terminal and on Skinderholm Vej (the road that passes the terminal)

My last test flight was with the UL Trike to test the experience of flying from Herning airfield as a UL pilot. This included taxi to and from the UL hangar located on the south side of the runway and as far west as you can get.

I tested this scenery for several hours with many different settings and usage of many different planes and helicopters. The conclusion for this scenery is simply put "WOW" – you get a lot of value for your money.

The scenery is made with high quality textures and much effort in getting all the right details modeled and placed. All buildings and signs are modeled, and the variety of static vehicles and planes makes the scenery and the environment very real. Also the AI is still functional which of cause provides more realism to the scenery. This is the very best EKHG add-on for flight simulator that I have seen.

I have only a few "would like to have" but they are all peanuts. I am missing some static gliders behind or in front of the bus (parking area for gliders before they are ready for flight) and maybe a few gliders at the hangars.

The glider strip can occur a little blurry in the edges when taxiing, which can make it a bit difficult to get the overview of exactly where you are and where the runways edges is.

The Winch is not modeled, but that doesn't matter when you use the WinchX program, because here you already have the winch including the wire and parachute.

I give the scenery a 5/5-Star rating and I thank Vidan Design for creating this specific scenery – YOU have done a really superb job by creating EKHG with this level of quality, detail and realism.

Rays Aviation

