France - Mt. St. Michel and St. Malo for FS2004

by Claudio "Cloudy" Di Veroli, Bray, Rep. Ireland, June 2005

1. General France scenery. The excellent freeware FRP2004 is a very good general cover for the whole of France: it adds "the most celeb monuments of French cities more than 100 cities, 400 monuments, more than 1000 landscape element". Having been recently to the Loire valley, I have checked that quite a few of the famous castles there are included, albeit reproduced in a rather schematic way. It is advisable to have this scenery as a background for local sceneries, in order to achieve a better overall coverage of France. Strictly speaking however, that is not a necessity to enjoy local sceneries such as St. Michel and St. Malo.

2. St. Michel/St. Malo ensemble. To combine these sceneries is a very good suggestion found in the recent Tips and Tricks vol. 16 by David "Opa" Marshall, which together with the suggested freeware scenery downloads can be found at www.avsim.com . I quote: "Pascal Dumat has provided us with an incredibly detailed rendition of St. Michel right down to how it appears as the tides (some of the highest in the world at 14 feet) change. If you install this scenery, be sure to fly by it at differing times to observe the tidal action. A nightime fly-by offers yet another spectacular viewing experience."

3. St. Michel scenery. Two separate files by Pascal Dumat, **lfrf2005.zip** for the airport of **Granville** (N/A) and **smichel2.zip** (N/A) for the **Mont St Miche**l. The latter—absent from default FS2004 scenery—is included in the above-mentioned FRP2004, but in a rough FS98-style rendering. Here the results are instead very accurate and really astonishing.

[I was there back in 1970, while touring that part of France for a few unforgettable days with two lovely American girls I had met in Rouen, but that's another story ...]

4. St. Malo scenery. The download **lfrdv1a.zip** (formerly lfrd2004-v1a.zip) covers the whole area around St. Malo: city, coast, rivers, beaches and a very detailed rendition of the local **Dinard** airport. Author Etienne Vauchez has provided some land VFR textures and placed upon them quite a few detailed 3D-buildings and objects, keeping however frame rates reasonable. Well done Etienne!

5. Install tips. Installing the sceneries is a bit of a conundrum. They come with automatic installers. You also have some directions in the already-mentioned Tips & Tricks 16. The final result is however, IMHO, a mess with lots of different scenery folders. My readers know how I hate this, with good reason. Do as follows and you will create only ONE new scenery into your FS9:

- Run in any order the automatic installers in the three downloads. Each install gives you the option to override the default FS9 folder: install everything into an empty "xxx" folder you create for this purpose.
- Move the files in C:\xxx\Scenery\Eurw\Scenery\ into your corresponding FS9 folders.
- Rename C:\xxx\Addon Scenery\LFRD2004 as C:\xxx\Addon Scenery\StMichel—detail.
  (This folder has four sub-folders: Install, Plates, Scenery, Texture.)
- Move the \StMichel-detail folder with its contents into your
      ..FS9\Addon Scenery folder.
- Move the files in C:\xxx\Addon scenery\FPLoire\Scenery into
      ..Fs9\Addon Scenery\StMichel—detail\Scenery .

- Move the files in C:\xxx\Addon scenery\FPLoire\Texture into
  ..Fs9\Addon Scenery\StMichel—detail\Texture .
- Move the files in C:\xxx\Texture also into
  ..Fs9\Addon Scenery\StMichel—detail\Texture .
- You do not need a new folder for less than 20 landclass BGL files. If you have installed FRP2004, you have something called say ..Fs9\Addon Scenery\France\LandMesh\scenery (with no \texture folder) which contains Landclass and/or Mesh files. Just move there all the files in both C:\xxx\Addon Scenery\LFRD2004-LandClass\scenery\ and C:\xxx\Addon scenery\LCLoire\Scenery .
  If instead you did not install FRP2004, use any other scenery folder with no associated \texture folder.
- If you installed FRP2004, there are "clashes" with two files there. The install instructions tell you to rename or delete S:\Fs2004\Addon Scenery\France\France-Detail\scenery\stmalo.bgl . That's fine, but at least in my case I found that S:\Fs2004\Addon Scenery\France\France-Detail\scenery\Stmich.bgl has also to be renamed, otherwise you end up with two Mt. St. Michels interfering with each other.
- Zip your ..Fs9\Addon Scenery\StMichel—detail folder with its contents and store as a backup.
- Now start FS, go to Scenery Library and Add a new scenery based on the ..Fs9\Addon Scenery\StMichel—detail folder.
  Give it priority over any standard France detailed scenery such as FRP2004.

And needless to say, all detailed sceneries should have priority over Landclass and Mesh sceneries.

Restart FS and enjoy!