

# Hawaii freeware sceneries for FS2004

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The following is my suggested **Hawaii almost-freeware policy**:

**1. The payware.** This is the only thing you cannot avoid paying for. Whether you have or not an improved global mesh such as FS Global 2005 (LOD9-76m), do purchase and install the FS Genesis Hawaii Mesh and Landclass for FS2004 (N/A). Not only it is significantly more detailed (LOD12-9.5m) but it also carries a general improvement to coastlines.

**2. The freeware airports.** To improve the most important default airports and features, there are literally scores of freeware add-ons, overlapping, contradicting etc. My policy - for consistency in the style and boundaries of the scenery - is to try and stay with sceneries by one author. The more complete coverage is the marvellous work by Bill Melichar. His freeware downloads - compatible with FS2002 - are available from both [www.avsim.com](http://www.avsim.com) and [www.flightsim.com](http://www.flightsim.com) and are at present the following [find below my comments between brackets]:

- **Honolulu International, Oahu**

Name: honov5.zip Size: 5,185,393 Date: 12-10-2003 Downloads: 8394

This scenery completely redoes the Honolulu Airport, which is the main stop over between the east and west, and the largest airport in the central Pacific. Included here you will find the main terminal, the Inter-Island terminal, fuel storage tanks, 39 gates with jetways, plus numerous other parking spaces, three different hangar / cargo areas, parking structures and the park like landscaping on the front side of the airport, realistic ramp lights, ramp light parking textures, airport vehicles, the Aloha Tower and the numerous coconut palms that welcome you at every turn at this airport. Due to its large size two scenery density settings are provided, so you can eliminate all objects in front of the airport which are not seen from airside, and balance it between traffic and scenery density to get the best frame rates on your particular computer.

- **Lihue Airport, Kauai**

Name: lihue2.zip Size: 5,368,190 Date: 09-18-2003 Downloads: 4235

This scenery completely redoes the original right down to the last palm tree. It includes an all new terminal which is highly detailed, and now includes the entire airport. With a cargo area, hangar area, and airport office buildings. The default FS tower has been left in due to its nice rotating beacon on top which is something new in FS2004, but it has been incorporated into the scenery with the office buildings at its base. The front of the airport has an all new parking lot complete with parked cars and landscaping.

- **Lihue Fix**

Name: lihfx.zip Size: 18,968 Date: 10-05-2003 Downloads: 2854

This fix will take care of the problem in FS2004 where the ocean is running up hill at the end of runway 21 at Lihue, Hawaii. You must have the Lihue Scenery for FS2004 (LLIHUE2.ZIP) by Bill Melichar installed in order for this fix to work. Fix by Tom Stovall. [This fix is unnecessary if you have installed FS Genesis's Hawaii Mesh and Landclass].

- **Kahului Int'l Airport, Maui**

Name: kahu2.zip Size: 5,992,314 Date: 10-30-2003 Downloads: 4718

A complete remake of the Kahului airport on the Island of Maui in Hawaii. It includes a completely new terminal, with newly designed jetways, and now includes the entire airport, with cargo and hangar areas. The parking area is also included as is the road coming into the airport, and if you drive very carefully you can even follow the outgoing road into the town and down to the beach. The jetways at the center buildings have been rotated inward to make way for the heavy jets which park in this area, or for regional jet parking. This airport is a very nice short hop out of Honolulu.

- **Lanai Airport, Lanai**

Name: lanfs9.zip Size: 2,336,248 Date: 08-29-2003 Downloads: 2690

This scenery is a remake of Lanai scenery for FS2002, which was way too overdone for this sleepy little airport. It now contains a very quaint, rustic Hawaiian styled airport which has been made and updated to work in FS2004. There are a few changes in the landscaping and updated car parks have been used. Since there are no turnouts at the ends of the runway in FS these have been added.

- **Kona Int'l Airport, Hawaii**

Name: konav3.zip Size: 9,711,951 Date: 06-12-2005 Downloads: 2024

Comment to previous version 2: A completely new Kona, which is now more correctly laid out and very detailed. This is one of the most unique and beautiful airports in the world. It resembles a Hawaiian village and botanic garden combined, and is completely open air. The airport is built on old lava flows and the terminal area is full of lava rock walls, which was probably mined while constructing the taxiways, tarmacs and terminal itself. This scenery redoes the entire airport and includes details like baggage carousels, benches at the gate areas, check-in counters, parking lot shelters and some purple baggage carts to go with the island atmosphere. Since this airport has no jetways, some lower impact air stairs have been created and are positioned around the two main gate areas. There is also a large air stair at each gate area to accommodate heavy jetliners. The unique ramp lights found at this airport are also included as well as some interesting night lit ramp textures.

New comments in version 3: ... more realistic .... It includes new roof textures, trees, vegetation, a virtual airline hangar, base, offices, new ramp lighting and an AFCAD2 file which smoothly overlays the errors of the default FS2004 program and relates to this scenery... . Kona is the second largest airport besides Honolulu in the Hawaiian Islands and can accommodate the largest jet airliners. It would be best to delete any previous versions of this area before installing this scenery.

- **Hilo Int'l Airport, Hawaii**

Name: hilov3.zip Size: 4,845,846 Date: 10-09-2003 Downloads: 4796

An all new Hilo airport right down to the last tree. The terminal has been completely re-worked, and is much more detailed, as is the hangar area. You can drive into the terminal and find check-in desks, along with building support beams. This airport is all open air, so there are no windows or doors. The scenery includes the rental car area just outside of the main airport entrance, the inter-Island terminal, parking lot, heliport for sightseeing tours of the volcanoes, new hangars and cargo buildings, landscaping, and a new animated bus macro from John de Langrinstin.

**3. Additional sceneries.** You should feel free to add additional detail sceneries, as long as you are reasonably sure that they will not interfere with Melichar's airports. I recommend the following:

- **Mona Kea Observatory, Hawaii**

Name: mona\_kea.zip Size: 341,934 Date: 09-26-2004 Downloads: 1847

This scenery add-on places the telescope array on the summit of Mona Kea on the big island of Hawaii. The observatories came default with FS2002 and were taken away for FS2004. The summit of the dormant volcano is at an altitude of 13,900 feet which is the highest point on the Hawaiian island chain. This makes for a perfect location for the observatories due to less atmosphere for light to pass through from the stars to the telescope lenses. The sizes and locations of the observatories were based on actual coordinates and aerial photographs. By Dan Fleming.

- **Hawaii Aircraft Carriers 1.0**

Name: cvn01.zip Size: 252,976 Date: 05-09-2004 Downloads: 2843

This adds the carriers back into Hawaiian waters as seen in FS2002 and FS2000. For all those who miss seeing the carriers in Hawaii. Public Domain. [The author not mentioned anywhere. To land your Cessna 172SP in the carriers requires skill and the full length of the carrier is barely enough: parking brakes will help. To take off is easier: just use 20° of flaps.]

- **Midway Atoll/NW Hawaiian Is.**

Name: dbwmid05.zip Size: 3,119,471 Date: 08-05-2005 Downloads: 776

DBWsim presents a scenery pack for Midway Atoll on the northern tip of the Hawaiian Islands. This pack also includes scenery for French Frigate Shoals (Tern Island) and Kure Atoll. All airports and facilities have been redeveloped along with significant coastline modification and where possible land-class enhancement. By Derek and Brendan Webb. [This scenery actually covers most of the Northwestern Hawaii Islands. Those shown with an asterisk below include a full scenery with airport/airstrip, buildings, trees and shrubs: Kure\*, Midway\*, Kittery, Lisianski, Laysan (lagoon is rwy 17-35 for seaplanes), Tern\*, French Frigate Shoals, Necker and Nihoa.

Expect frame rates as low as 8 in some views of the very complete scenery for Midway Is. There is an alternative scenery by Kawamura, but is limited to Midway only, without the other islands.]

**4. Texture file cleansing.** If you, like many others, have downloaded the full set of Nova textures and installed them in the main FS2004 \Texture folder, you should search through all of the above downloaded zip files and delete all the Nova\*.\* files. [I have performed a full check: there are no Nova files there which are not included in the [standard Nova downloads](#).]

**5. Scenery Installation.** Some people follow the installers advice and install every single add-on into a separate FS2004 scenery. That improves VERY SLIGHTLY IF AT ALL the frame rates, but if you follow such a policy throughout, your installed sceneries will easily run into the thousands and their maintenance will be a nightmare: when something does not work OK you will be unable to identify and fix the problems. For the above Hawaii sceneries, actually only three FS2004 scenery folders are needed:

- a. All the add-ons listed above. Yes, copy all the .BGL to the same \scenery folder and all the textures to the same \texture folder! It works! You will find that many texture files are common to the different airports: just install the most recent version of each and you will be fine, also saving considerable disk space in the process. This "Hawaii airports" scenery should be set with higher priority than all the default continents and add-on meshes.
- b. The FS Genesis Landclass. It needs a separate folder with no \texture subfolder.
- c. The FS Genesis Mesh and/or any other meshes affecting Hawaii, such as FS Global 2005. [For a complete account on the selection and installation of Mesh sceneries see my [Mesh tips](#).]

**6. Backup.** Finally, you should produce a zip file of your final scenery installation and record a backup in some other hard disk or DVD (I back up periodically my whole FS2004 installation).

