

"Living Airport"

A proposal for a Flightsimulator X mission



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An introduction.

Hello my name is Bert Daanje. I live in the city of Emmen which lies in the Netherlands.

I am 46 year old and an aviation enthusiast ever since I was borne. Since my personal career went his own way it lasted till the end of the 20e century before my interest became in aviation came alive. This was mainly because of the interesting developments of Personal Computers and the flight simulation software.

I could be the pilot I wanted to be and fly all over the world for as little as no money.

I do not have any programming or mission build experience. So this proposal is not limited by any pre-knowledge.

The idea

I think in the first glance it may be not a very spectacular or challenging mission. But I think in many ways it could be a surprisingly well accepted product.

My personal love is General Aviation. This goes with small local airports, a variety of smaller planes from vintage to maybe Cirrus SR-22 and of course pilots. At this point I like to refer to the movie "One Six Right". The Flight simulator community has already a few of these romantic airfields ie. Bill Womack's Emma Field, Plum Island or Dillingham Airport. Here is my point. These little airports need to come alive for you as a pilot.

The plot

Now I am arriving to my home airport. Which of course could be any similar airport to the above mentioned ones. This is how the mission starts off.

Next I should be get some kind of dialog box in which I been given options.

What do I want to do this afternoon? Maybe it could give me these option:

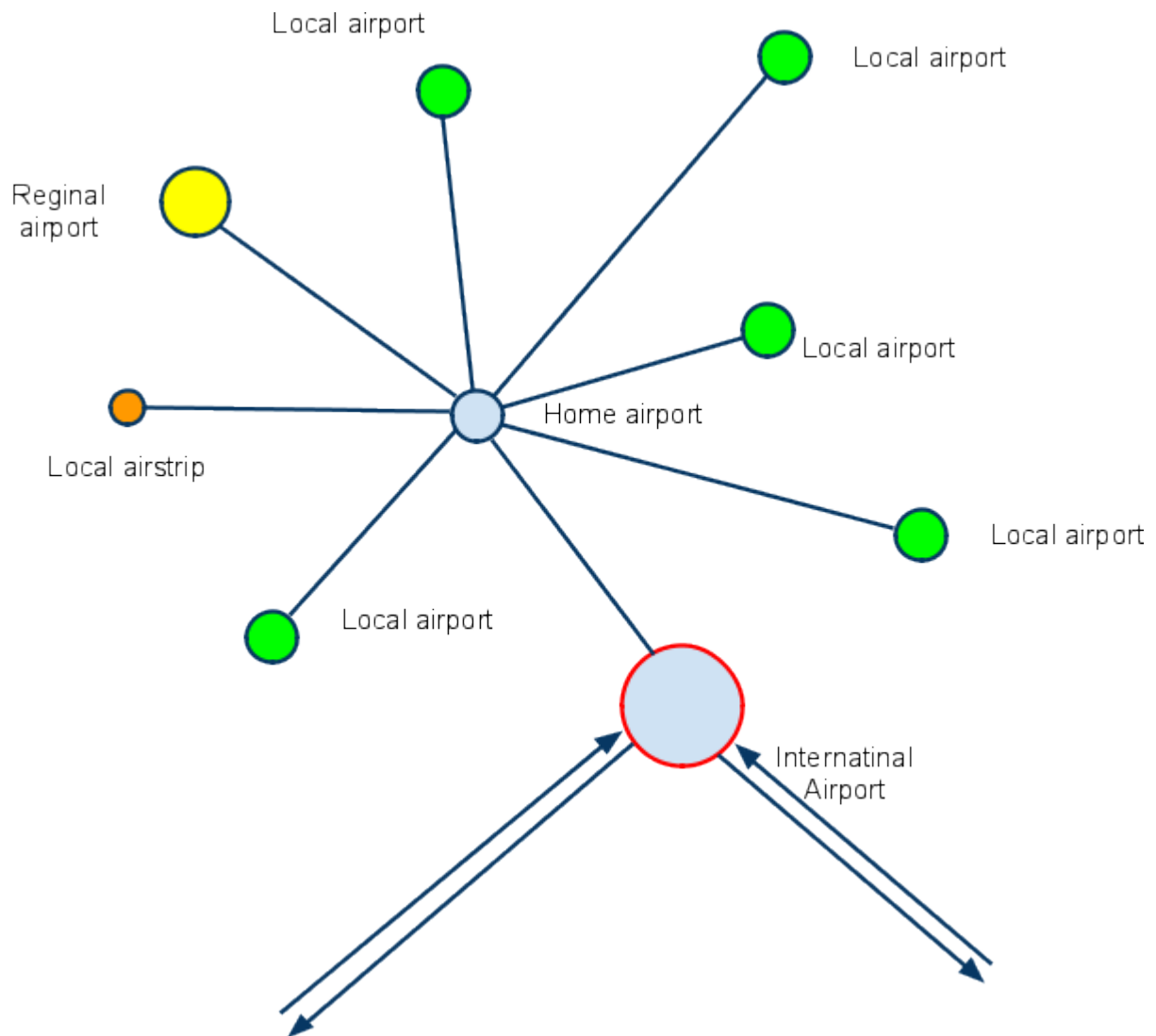
1	Watch airport activity
2	Fly practice patterns
3	Visit nearby airport
4	Fly sightseeing
5	Fly sightseeing a passenger
6	Visit a nearby Fly-inn
7	Attend an local airshow

Let me explain the options

1. This option will give you the opportunity to watch airport activity in general. In-coming and out- going planes based on smart AI traffic. The majority of these planes should be arriving or departing from airports in the region. You can familiarize with the registration numbers and paint schemes so you recognize the planes on one of your next flights.
The idea is that you get to know what going on the field. Which AI planes are based here and get a general of the traffic flow is. Some background ATC chatter would be nice.
2. Here you will be able to take some practice starts and landing. Here also you have to find your way to the local traffic. ATC could provide some random surprises here. Such as diversion because of an incoming plane.
3. This is meant as a \$100 Hamburger flight of some kind. Maybe you can hook up to an AI pane to fly the same destination in formation flight? Randomly all kind of things could happen on-route.
After selecting this option you typically ask to pick your destination from a list.
4. This choice will allow you to fly sightseeing without a particular goal. An option could be given to point out a global course. Points of interest should trigger the voice of a narrator.
5. Your Flying Club ask you take some paying passengers up for a sightseeing tour. The passengers want see their house from the air. You should be familiar with the area because the passengers will point out their places of interest.

6. Triggered by a specific date (or randomly so once and a while) you'll be given the opportunity to attend a nearby Fly-Inn. Ask for a slot-time to arrive and read special the NOTAM's. Team-up with some other fellow pilots to depart and arrive in formation. At the airport you will find a variety of vintage planes parked, marquees and stall everywhere. Visitors flashing their camera's and a narrator is announcing your arrival. Stay a while at the airport and then line-up with the other planes to depart home.
7. The annual airshow at the nearest major airport is coming up. You want to fly-inn or maybe participate? You'll be given a slot to arrive. Plan the flight and take your instruction on-route by ATC. You'll be put into a holding pattern before entering the 'box'. Depending on the aircraft you fly you can do a aerobatics performance or perhaps some other nice elegant flying. In your headset you can hear the narrator announcing your next maneuvers! The crowd watching your performance flashing their camera's again.
After your performance you can be given the choice to land in front of the crowd or wave the crowd goodbye and fly home.

Of course I am aware that the above is just a rough plot. I think you can put as many detail in it as desired. The essence is however that you are a pilot in a living aviation environment. You operate from your home airport although its maybe also possible to move over to others.



Award system

I've been thinking of an award system that lets you evaluate as a pilot. Ie. log the flying hours and taking in account mistakes, misjudges etc.. Maybe every individual flight should have some envelope in time and space where the pilot must stay in to make sure he or she get it all right. It would also be an good idea to take check-rides at given times.

Other possibilities

The concept can be expanded by all kinds of career option. May you want be a professional pilot at some point. The mission maybe let you become a cargo pilot, a bush pilot or even a commercial pilot operation from the

closed International airport. Between scheduled flight you return to your home airfield for some GA flying. It would be nice that dedicated flights will pop-up randomly or triggers by date, time, and/or day of week.

Overall

What I would really want to is the wright feel. I don't now if that's really possible? The whole mission would be some sort off an aviation SIMS. I read about the African Airstrip Adventure mission pack and assume that this is sort of similar.

It is obvious that this mission requires a dedicated scenery packages. I would like to refer to the Emmafield add-on. This add-on brings the dynamics of an small airport alive. Of course in this mission we would need a few of these detailed airports.

Also crucial is the AI traffic between the individual fields. If we could familiarize ourself with the AI pattern we are able to plan our flight together with a AI plane. Ie. after a amount of time you'll become aware that there's a Dakota flying a specific schedule. You could set up your own flights to meetup with the Dakota so once and while.

Footnote

I have to thank you guys from the FSBreak podcast to provide this contest. It gave me the opportunity to write down my ultimate flight simulation experience. I personally believe that the Mission engine can give FSX a long live span.

So many thanks and I am looking forward to the revealing of the best Mission idea.