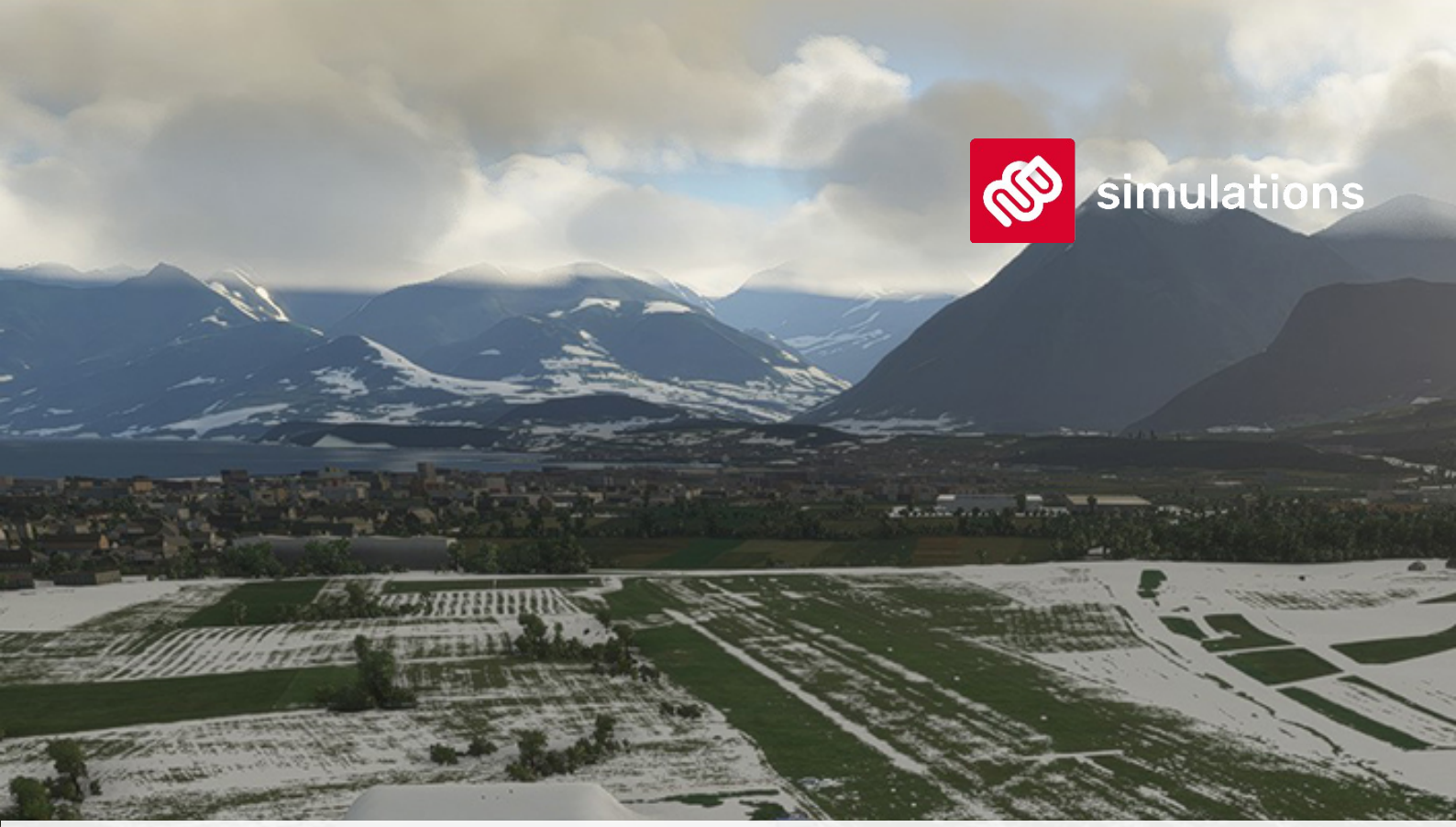
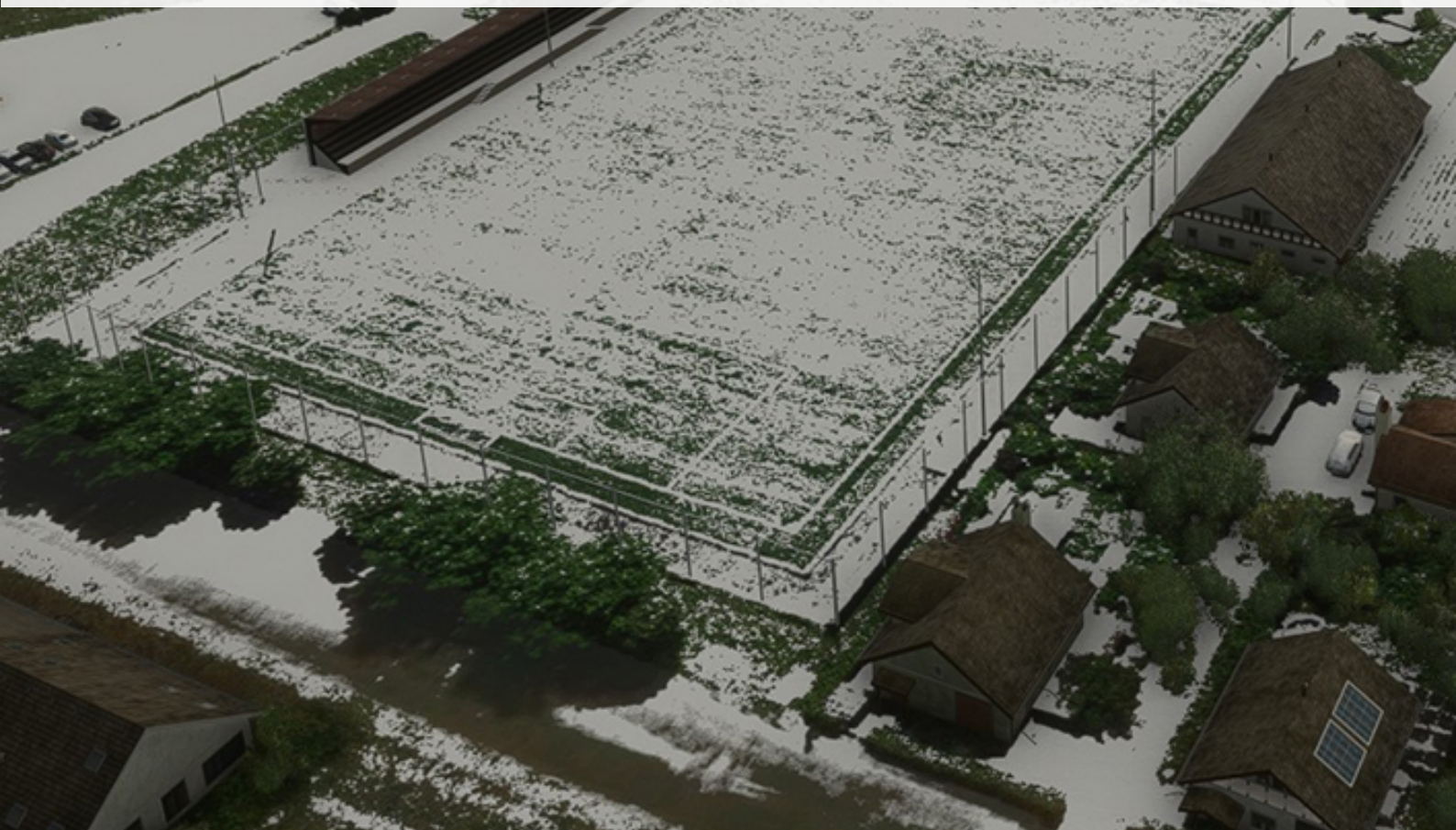


simulations

LSZW (Switzerland)

Thun Airfield v1.2

User Guide



simulations

Contents

Changelog

Version 1.0 | 15.01.2021

- Initial Release

Version 1.1 | 11.07.2021

- Renamed ModelLib to mbsim-lszw-ModelLib to prevent a bug which could lead to CTD in some situations
- Changed billboard on office container
- Changed billboard on main hangar
- Changed “Thun-Airfield” logo on main hangar
- Added new custom ground markings on the apron
- Removed static C152
- Replaced bush in front of the restaurant to make it look more natural
- Replaced a wrong PBR texture map on the restaurant roof (Shiny dark metal instead of matt)

Version 1.1.1 | 11.07.2021

- Hotfix, removed windsock which is not yet ready for release and might be displayed incorrectly

Version 1.2 | 09.08.2022

- Removed hill on construction site next to the grass parking
- Removed construction equipment
- Animated runway indicator (Lande “T”)
- Added glider trailers near runway 32
- Excluded some floating street lights
- Added animated custom windsock

Thank you!

We would like to thank you for downloading **our debut scenery project** LSZW Thun Airfield for Microsoft Flight Simulator.

Thun Airfield in the Bernese Oberland is considered to be one of the most beautiful airfields in Switzerland with its magnificent panorama of the Alps. It is located about 15 miles southeast of Bern, the capital of Switzerland, not far from Lake Thun on the northern edge of the Alps.

The site originally served as a military airfield but was decommissioned in 1955 and has since been used as a civilian airfield for light aircraft and gliders. The original military affiliation of the airfield is still visible today due to its direct location in the middle of the military area and has been faithfully recreated in the scenery by several details. The first aeronautical activities in Thun were mentioned in 1910.

Thun Airfield has two 800 by 30 meter (2600 by 100 feet) grass-runways in parallel with a 14-32 orientation. One is meant to be use for gliders, the other for piston aircraft.

This is a highly detailed airfield with all buildings and ground textures created as accurately as possible. The airfield contains many small details to give life to the scenery. All the main buildings on and near the airfield have been modeled as accurately as possible. The scenery contains photorealistic ground textures for the airfield and surrounding area with a resolution of 10cm/per pixel.

We are sure you will be enchanted by the ambience and atmosphere of landing at this airfield.

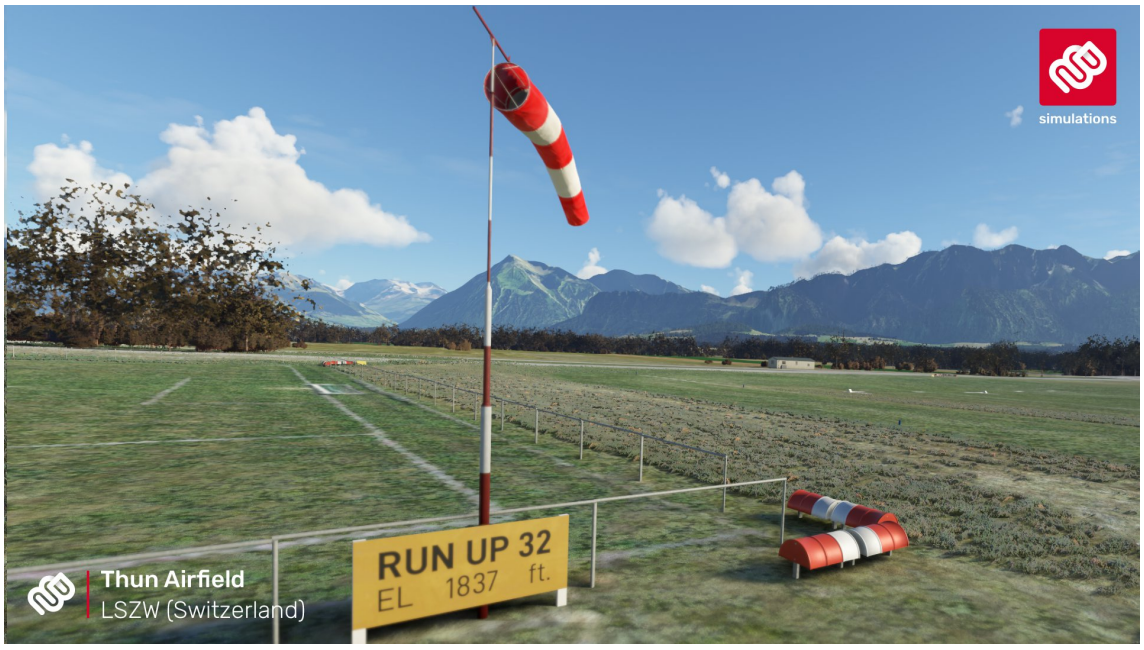
Marco & Pascal

Product requirements

This scenery airport addon is designed to work in the following simulators:

- Microsoft Flight Simulator 2020

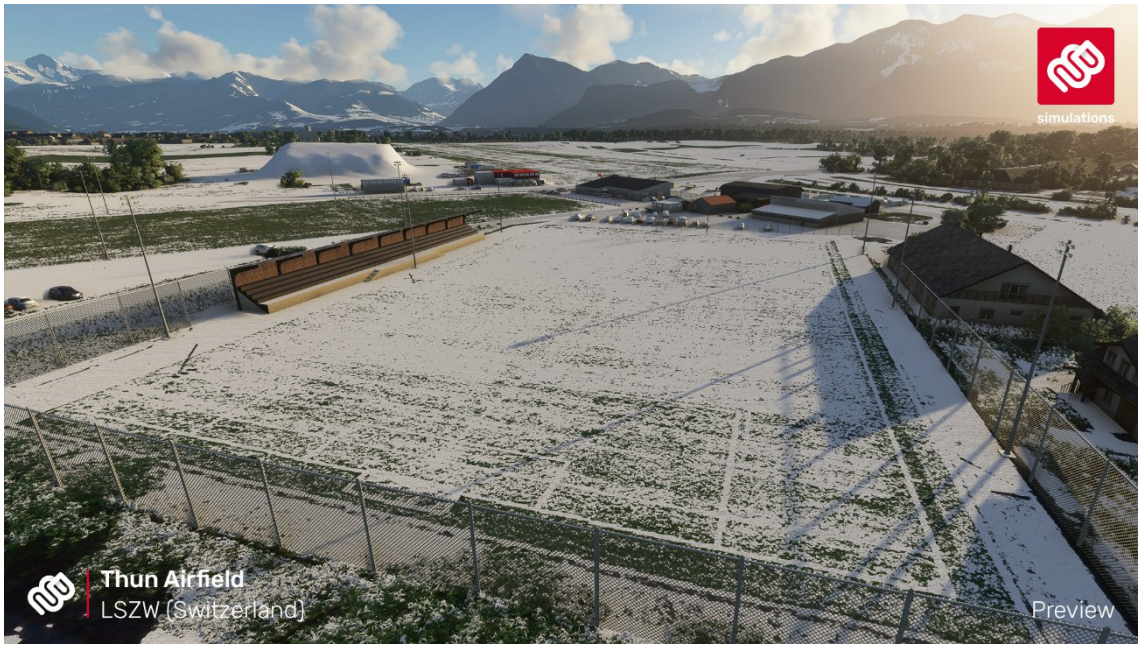
You do not need any other additional products to use this scenery.



Installation Guide

The installation of LSZW Thun Airfield needs to be done manually, as follows:

1. Unzip the file *mbsim_lszw_v1.2.zip*
2. Copy the folder *mbsim-airport-lszw-thun* to your Microsoft Flight Simulator community folder



Scenery Coverage Area

LSZW Thun Airfield includes photoreal imagery in 10cm per pixel resolution covering the immediate airfield surrounds. In the apron area, the textures have been digitally reworked to achieve an even higher immersion. This provides for the best fidelity experience as you approach, land and taxi.

Airport Information and Charts

Approach

The approach to the airfield must always be made over one of the two sectors published on the map (north or south), followed by flying over the animated signal area next to the fuel station to check for the active runway.

Circuit

Please fly as best you can on the published course. Pay attention to your base turn in the circuit for runway 32, which must be very close to the lake. Turning in over the stadium is prohibited.

Parking

Please park the aircraft with the nose pointing towards the mountains of the “Stockhornkette” (SW) at the height of the white markings laid in the ground. This ensures that it is possible to taxi behind the parked aircraft.

Charts

Please note

The following **charts** are intended **for flight simulation only** –
not for navigational use

Get charts: thun-airfield.ch/piloten/briefing/

Product Support

mb simulations has a simple support policy: no question unanswered. That means, should you have any questions about LSZW or its use, please feel free to use our support ticket system at support.mbsim.ch.

Our team will be available to review your support questions and you will usually get a reply within 48 hours, often much sooner than that.

Please do NOT email support requests.

Notes

Developers

- Marco Bähler: development lead, 3D modeling, texturing, animations, import and object placement
- Pascal Kuptz: 3D modeling, texturing, creation of the website, creation of the manual and editing of photoreal imagery

Special thanks

Many thanks to the “Motorfluggruppe Thun” and “Segelfluggruppe Thun”, without their support the realization of this scenery would not have been possible.

Beta Testing Team

Kaspar Schindler, Marcel Spring, Patrick Meier, Philippe Seiler, Ramon Balimann, Romano Burri, Tim Peter, Tobias Reicke, Pascal Doppmann