Annoucement: New Olbia Costa Smeralda Airport/scenery

Hi All, after a lot of work and a lot of fun, I’m proud to present you the new Olbia Costa Smeralda Airport/Scenery.

Olbia Costa Smeralda is a nice airport in northern Sardinia. Its position, at the center of the western Mediterranean sea, near the wonderful Costa Smeralda, makes the airport one of the most crowded airport in Sardinia (more than 2,5 million pax/year, growing 10%/year). It is connected with a great number of airports in Europe and a lot of companies flight there. Moreover it hosts a very nice terminal for general aviation and, expecially during Summer, the dedicated Apron 2 is crowded with executive-jets and BBJ.

Just to see if it’s worth downloading, please have a look to this short youtube movie: LINK

If you want to try it, please download the package at the following link ……………….. and follow the installation instruction.

What you get:

* Scenery: tile xxxx completely updated using CORINE 5 data (publicly available by Regione Sardegna).
* Airport: completely updated using Bezier curves, taxyline, signs, new apron layout. Buildings include Terminal 1, Terminal 2 for General Aviation, Meridiana manteinance facility. Updated groundnet for AI flights. Ferries entering and docking in the Olbia harbor.

Known issues:

* No animated jetways (help from animated jetways gurus needed)
* Some slizers in the ground, some continuity problem along boundaries with next tiles (hopefully should disappear when inserted in general scenario – help from terragear gurus needed)

Comments and suggestions welcome in the forum and to the following address …………………………………..

Thankyou for downloading and trying, have fun!

Credits:

Thanks to Adrià Gomez Andreu, Bertrand Augras, Emmanuel Baranger, Andre Burkert, David Glowsky, Roberto Inzerillo, Christian Thiriot for their nice static and dynamic aircrafts and static veicles, ferry and airport lights and generally thanks to all fantastic FG people that help to develop, maintain and improve this wonderful flight simulator.

Maxkant1