Team SDB - RAF Binbrook
for FSX, FSX-SE and P3D

One of the last batch of pre-war expansion scheme airfields, RAF Binbrook (ICAO ID: EGXB) was built on Ash Hill in the Lincolnshire Wolds. The usual arrangement of the later Type C hangars, five in number, facing the bombing circle was backed by the administration, technical and barracks sites.

RAF Binbrook was opened as a Bomber Command station in June 1940 hosting various bomber units an types during WWII including No. 12 Squadron RAF operating the Vickers Wellington, 142 Squadron with the Fairey Battle. The base closed in 1942 for the installation of three concrete runways, reopening in 1943 as home to No. 460 Squadron of the Royal Australian Air Force. Following WWII Binbrook was home to a number of RAF bomber squadrons for more than a decade. As the home of the Central Fighter Establishment the airfield saw the start of the RAF's transition to jet bombers with the arrival of the first English Electric Canberras.

At the end of 1959 RAF Binbrook was put on care and maintenance status during which time main runway was extended by another 1500 feet. Reopened for flying in June 1962 the first element of Fighter Command to take up station, was No. 64 Squadron with Javelins, which stayed nearly three years. From 1965, Binbrook became the home to the English Electric Lightnings of 5 Squadron, joined by the similarly equipped 11 Squadron in 1972. The Lightning squadrons remained until May 1985 and were the last in RAF service. Both units eventually re-equipped with the Tornado F3.

The Team SDB version of RAF Binbrook represents the base during the last decade of operations with a mix of Lightning F.6's and T.5's of 5 Squadron, 11 Squadron and the Lightning Training Flight populating the apron and QRA sheds.

The scenery consists of:

- ☐ Full complement of hangars and support buildings
- ☐ Technical site and accommodation representative of the period
- ☐ Photo-real ground overlay works with Generation-X Scenery and/or FSX/P3D *
- ☐ Operational night lighting
- ☐ Static English Electric Lightning F.6 and T.5 aircraft
- ☐ Navigation Aids: NDB - 388.5 kHz / ILS Rwy 21: 111.90 MHz

* Note: Ensure that the RAF Binbrook scenery is listed above Generation-X in the Scenery Library.

System Requirements

- ☐ Windows 10 / 8 / 7 / Vista / XP w/SP2 (32-bit or 64-bit)
- ☐ Flight Simulator X (Acceleration, Gold or SP2 required)
- ☐ or Dovetail Games FSX-SE
- ☐ or Lockheed Martin Prepar3D
- ☐ CPU 2.4Ghz or better
- ☐ 2Gb RAM Minimum
- ☐ 512 MB DX9 or DX10 Graphics Card or better
- ☐ 40MB for download, 80MB for installation

Scenery Activation for FSX/FSX-SE in WinXP and Vista

1. Click to the "Settings" link in the Start Page of the simulation.
2. Click on the "Scenery Library" button under "Scenery".
3. Click on the "Add Area…" button. Use the Browser window which comes up to locate the "Addon Scenery*Scenery Name*" folder.
4. Click on "OK" button.
5. Click on "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart the simulation to finish the Scenery Activation process.

Scenery Activation for FSX/FSX-SE in Windows 10 / 8 / 7

For users running Windows 10 / 8 / 7 follow this procedure to activate the scenery.

1. Click to the "Settings" link in the Start Page of the simulation.
2. Click on the "Scenery Library…" button under "Other settings".
3. Click on the "Add Area…" button. Use the Browser window that comes up to locate and highlight the "*Scenery Name*" folder.
4. Click on "OK" button.
   The add-on scenery Directory path that you have selected will not be added; instead the browser window will advance inside the directory. To add the scenery LEFT click on any blank space inside the folder view, and the window should close. You should now see the add-on scenery listed in the scenery library.
5. Click on "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart the simulation to finish the Scenery Activation process.

The following settings are recommended under Settings - Display - Traffic:

☐ To see all the optional AI aircraft in action set Airline Traffic Density to 100%
☐ To avoid General Aviation aircraft landing set General Aviation Traffic Density to 0%

Uninstall / De-Activation Procedure for FSX/FSX-SE:

The Uninstaller program for the Team SDB scenery is located in the root folder of the simulation as well as in Start Menu/All Programs/Team SDB Scenery, and will remove all files added during the initial Install. However, you will need to remove all references from the "Scenery Library" manually. To do so:

1. Click to the "Settings" link in the Start Page of the simulation.
2. Click on the "Scenery Library…" button under "Other settings".
3. In the "Areas" list of sceneries highlight the line "*Scenery Name*" and click the "Delete Area" button.
4. Select "Yes" to the "Are you sure…" prompt.
5. Click on the "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart the simulation to complete the De-Activation process.

Scenery Activation in Prepar3D:
1. Launch Prepar3D.
2. On the top menu bar select "World" and then click on "Scenery Library…".
3. On the "Scenery Library" window click on the "Add Area…" button. Using the "Add Scenery Area" window that comes up browse to the "\Program Files\Lockheed Martin\Prepar3D\Addon Scenery*Scenery Name*" folder.
4. The path will be displayed in the top field. Type the "Scenery Name" in the second field and click on the "OK" button. Later versions of P3D will prefill this field for you.
5. Click on the "OK" button at the bottom of the "Scenery Library" window.

Uninstall / De-Activation Procedure for Prepar3D:
The Uninstaller program for the Team SDB scenery is located in the root folder of Prepar3D as well as in StartMenu/All Programs/Team SDB Scenery, and will remove all files added during the initial installation. However, you will need to remove all references from the "Scenery Library" manually .To do so:
1. Launch Prepar3D.
2. On the top menu bar select "World" and then click on "Scenery Library…".
3. In the "Available scenery areas" list of sceneries highlight the "*Scenery Name*" line, click the "Delete Area" button and select "Yes" when asked "Are you sure…"
4. Click on the "OK" button at the bottom of "Scenery Library" page.
5. Restart Prepar3D to complete the De-Activation process.

Adding AI Traffic to the Scenery

With permission from the author this scenery package includes static versions of Mike Pearson's AI English Electric Lightning F.6 and T.5. To add optional AI traffic doing touch and go landings (*circuits and bumps*) you will need to download the package (mpai_ee_lightning_ai_traffic_2.zip) from here:

   http://library.avsim.net/esearch.php?DLID=167138

Install it into a "Temp" folder on your hard drive. In the resulting "mpai_ee_lightning_ai_traffic_2" folder navigate to the "Add to Main FS9 Folder\Aircraft\" folder. You will find several folders but you only need the "MPAI_EE Lightning F.6" and "MPAI_EE Lightning T.5" folders. Copy these folders to the "SimObjects\Airplanes" folder of FSX (or P3D).

Next, from the "Add to Main FS9 Folder" folder copy the "Effects" and "Texture" folders to the main FSX (or P3D) folder.

Now you will have the AI versions of Mike's English Electric Lightning F.6 and T.5 aircraft in the markings of 5 Squadron and 11 Squadron at RAF Binbrook. The aircraft will be active between 11:15 and 16:47 GMT. The number of AI aircraft are scalable at 10%, 30% and 50%.

If you would like the AI aircraft to be night lit in the same manner as the statics copy the "SimObjects" folder from the "Team SDB" folder and paste it in the root of FSX (or P3D).

Credits
- **Michael Dews**: Scenery Design
- **Frank Safranek**: Aircraft texture edits, AI Traffic, and User Notes
- **Mike Pearson**: Static English Electric F.6 and T.5 Lightnings
- **Reference Sources:** Wikipedia and various Internet sources

Team SDB generously donates a portion of revenues from its products to **UK Help for Heroes**.

Technical Support Forum
A forum area for Technical Support has generously been provided by David Bushell for Team SDB use via the support forum at "http://www.glowingheat.co.uk". Click in the "Forum" link and then scroll down to the "Team SDB - Scenery Design: section. Please search and review any previous questions as your issue may have already been addressed. If so please add your comments to the existing thread.

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