

Team SDB Scampton Dambusters for Flight Simulator FSX & FSX-SE



Probably the most well known of all Bomber Command stations, RAF Scampton is located partly on the site of a First World War landing ground known as Brattleby or Brattleby Cliff. Located four miles north of Lincoln, the first of several airfields built on the rise known as the Lincoln Cliff running north on the west side of the A15, the original station opened in 1916.

With the expansion of the RAF to meet developments in Germany, during the 1930s the Air Ministry turned first to abandoned First World War landing grounds when looking to build the required new airfields. Compulsorily purchased in 1935, work took the best part of two years and the RAF appeared before completion. The camp area was placed in the south-east corner and accessed from the A15 which formed the eastern border of the station. Substantial flat-roofed, brick buildings predominated and four Type C hangars were erected. The weapons stores were further north on the eastern side of the airfield.

In May 1943 Scampton was a grass airfield with a hard perimeter track and 'banjo' hard standings. Hard runways were not laid down until September 1943 following 617 Squadron's move to Coningsby and thence to Woodhall Spa. The main runway is equipped with a 'flare path' for night landings.

An un-prototypical NDB (527.0 kHz) has been included as an aid to navigation.

Lancaster BIII static models of 57 Squadron are parked on the hard standings around the airfield. An AI 57 Squadron Lancaster BIII does TNGs during the daytime. All the aircraft of 617 Squadron are represented including u/s AJQ *Q-Queenie*. The first wave of 617 Squadron Lancasters leave at 19:00 hrs GMT followed shortly after by the second wave with the third wave leaving at 00:38hrs GMT the following day (17th May 1943 if you set the start date to 16th May 1943). These times equate to Double BST (GMT+2hrs) which was introduced in 1940 for the duration of the war.

All nineteen aircraft leave but as we are very PC now in Britain and we all love Angela Merkel and lederhosen they don't destroy the Ruhr dams, they land at Dortmund Airport and all return loaded with German beer and sausages.

Sources: Dambusters by Max Arthur and Dambusters : The Race to Smash the Dams by James Holland



**The scenery consists of:**

- Seasonally changing ground textures and autogen trees
- Operational night lighting
- Full complement of custom built hangars and support buildings
- Weapons storage area and technical site
- Nav aids: NDB Scampton (SA) at 527.0 kHz
- AI Lancaster B MkIII's of 617 Sqn and Static Lancaster B Mk1's of 57 Sqn
- The static aircraft and AI densities are scaleable to suit most systems.

Note: The AI aircraft are not "flyable" and along with the static models may not be compatible with DX10 preview.

In order to achieve reasonable frame rates with all AI visible a high end computer is required but they are "scaleable":

1st wave is set at 20%
2nd wave is set at 50%
3rd wave is set at 80%
TNG is set at 10%

System Requirements

- Windows XP w/SP2, Windows Vista, Windows 7, or Windows 8
- Microsoft Flight Simulator X with Service Pack 2 and Acceleration
- Suitable also for FSX-SE (Steam)
- CPU 2.4Ghz or better
- 2Gb RAM Minimum
- 512 MB DX9 or DX10 Graphics Card or better
- 30 MB hard disk space for download, 106 MB for installation
- DX9 compatible but NOT guaranteed compatible with DX10 Preview



Lancaster B MkIII's of 617 Sqn



Lancaster B MkI's of 57 Sqn

Scenery Activation for WinXP and Vista

1. Click to the "Settings" link in the Start Page of FSX.
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\Team SDB Scampton Dambusters" folder.
4. Click on "OK" button.
5. Click on "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart FSX to finish the Scenery Activation process.

Scenery Activation for Windows 7 and Windows 8

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

1. Click to the "Settings" link in the Start Page of FSX.
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 "Addon Scenery\Team SDB Scampton Dambusters" 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 FSX to finish the Scenery Activation process.

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

- To see the AI Lancasters in action set Airline Traffic Density to 100%
- To avoid General Aviation aircraft landing at RAF Scampton set General Aviation Traffic Density to 0%
- The AI are "scaled" from 10% to 100%

Uninstall / De-Activation Procedure:

The Uninstaller program for the Team SDB RAF Scampton Dambusters scenery is located in the root folder of FSX 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 FSX.
2. Click on the "Scenery Library..." button under "Other settings".
3. In the "Areas" list of sceneries highlight the line "Team SDB Scampton Dambusters" 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 FSX to complete the De-Activation process.

Credits:

Michael Dews: Scenery Creation, AI Traffic, and Afcads

Frank Safranek: Aircraft textures and User manual

Dave Garwood: Lancaster AI and static scenery objects

Bill Mackay: Additional beta testing

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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