

Scenery of television transmitter Kojal v1.0 for FS2004



Description:

This add-on I made generally for VFR pilots. Television transmitter Kojal is situated on Drahany highland near village Krásensko on position N49°22'11.34" E16°48'58.33". It's also close to Moravian Karst and gorge Macocha. In the neighborhood of 2km west is small aero club in Kotvrdovice (LKKOTV), but this small airport isn't in MSFS yet (nearest airports are Turany and Vyskov). This scenery also contains orthophoto of surrounding of Kojál, which is made in all seasons. This was made by editing ASM code of model of Kojal. Model is also optimized by three LOD models. Autogen for orthophoto is added to. There are also models of two Ceske Radiokomuniace cars and wind power plant near Drahany on N49°26'29.7" E16°54'14.8". I also included antenna mast of TV transmitter Krasov(N49°59'44.1", E13°4'45.8") near village Bezverov. This antenna mast is almost same as this at Kojal. Parts of scenery are trees from AG Tree Library 1.10.

Installation:

From archive copy directories *Addon Scenery* and *Effects* direct into FS (usually C:\Program Files\MicrosoftGames\Flight Simulator 9)

Basic installation using *Scenery Library*

- Run MSFS
- In menu select *Settings* and then *Scenery Library*
- Add new scenery by pressing *Add Area*
- Navigate to *Addon Scenery* and then open *VFR – Vysilac Kojal* and click Ok
- Now restart flight simulator for save changes

Advance installation with editing scenery.cfg

- Open file scenery.cfg in directory of game
- Add these lines to it:

```
[Area.XXX]
Title=VFR – Vysilac Kojal
Layer=XXX
Active=TRUE
Required=FALSE
Local=Addon Scenery\VFR – Vysilac Kojal
Remote=
```

Where XXX is number, which is greater by one than number of last scenery

- Save file and now you can run MSFS

Content of kojat_1_0.zip:

Addon Scenery	
..VFR – Vysilac Kojal	
....scenery	
.....kojal.bgl	models of houses, cars, trees and antenna mast
.....kojal_flat_fs9.bgl	flatten polygon for FS2004
.....kojal_flat_fsx.bgl	flatten polygon for FSX
.....kojal_orto.bgl	orthophoto texture
....textures	
.....*.agn	autogen files
.....*.bmp	textures
Effects	
..fx_kojal_r.fx	red lights effect
..fx_kojal_s.fx	strobe light effect
*.jpg	screenshots of Kojal
Cti_me.pdf	Czech version of this file
Read_Me.pdf	this file

This scenery was tested with Flight1 Ultimate Terrain Europe and FS Global 2005 Europe

Credits:

Thanks to all who helped me with problems. These are mostly people from Czech discussion forum on www.flightsim.cz server. There I found solutions to many problems.

These persons helped me very much with Kojal testing:

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Frantisek Brabc

Filip Berny

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If you have any problems or questions you can send me a mail.