

BLUE RIDGE GENERAL AVIATION SERIES

AIRPORT #1 / 9

TWIN COUNTY AIRPORT
HLX

Proudly produced by:

THE AIRPORT GUYS



FOREWORD

Thank you for choosing to support us by purchasing the Twin County Airport!

If this is your first scenery produced by us, we hope that you will quickly recognize the passion that we have for bringing these usually-overlooked airports to life in flight simulation by means of a high quality, even higher value product. We hope that we have earned your future support!

If this is not your first "TAG" scenery, we cannot thank you enough for giving us another opportunity to showcase our ever-improving skill set combined with our never-fading desire to embrace the old F.S. motto of "as real as it gets."

Thank you for sticking with us when we went three years without releasing a new airport. Real-world priorities had taken the front seat for both of us over scenery development. Combine that with a rapid change in the development standards and techniques across the industry, and we simply weren't able to stay ahead of the curve.

That being said, with this first installment in the Blue Ridge General Aviation Series, we are motivated and ready to make The Airport Guys everything we hoped it could be! Won't you join us?

- Michael & Jon

"The Airport Guys"

ACKNOWLEDGEMENTS

- **Hangarcerouno** – *for providing excellent vehicles and static aircraft to be used in this and future projects*
- **The [FSDeveloper](#) Community**– *for providing unending assistance, troubleshooting help, tools, and development techniques*
- **Mir, [FlightBeam](#)** – *for providing assistance with development techniques*
- **Bill Womack, [iBlueYonder](#)** – *for beta-testing, providing assistance with troubleshooting, the scenery activator program, and discussing development techniques*
- **Manager John Lael, Twin County Airport** – *for providing photography access and information regarding the airport*
- **Brandon Filer, [TFDi Design](#)** – *for beta-testing and providing development technique assistance*
- **Matt Zollinger** – *for beta testing.*
- **Jeffrey Stahl** – *for the awesome SimObject Display Engine module that, in this scenery, allows for the windsocks to react to wind conditions.*
- **[Textures.com](#)** – *for providing texture bases ,without which this project would not be possible*

TERMS OF USE

Let's be honest: we could fill out pages and pages of legal jargon that nobody is ever going to read – much less, understand or abide by. So, here is our earnest plea to anyone who downloads our software.

Please respect us and our work. Don't be dumb.

If you purchased this scenery, please do not share it with someone who did not purchase it. If you did not purchase this scenery, yet it is on your computer, please do the right thing and go purchase it. It's only \$5. Seriously, it's just \$5.

If you honestly cannot afford to part with \$5 for this scenery (or if your parents refuse to purchase it for you – been there, done that!), please contact us. We will get you a legal copy *free of charge* in exchange for a little bit of social media marketing help.

If you're using this scenery without paying for it or getting in contact with us, you are ***stealing*** this from us and showing no respect to the hundreds of hours of work we put towards this project. Will we ever know if you are using this illegally? Probably not, but you will. ***You know what you should do (see above).***

Installation Notes

- ***IMPORTANT*** If using FTX Global Vector, you **WILL** need to disable the Airport Elevation Correction for this airport. You'll certainly see why if you don't.
- This airport makes use of some very clever tricks to re-create the somewhat interesting terrain in the immediate vicinity of the airport. You will need to keep your terrain mesh settings on the highest level. Modern PCs should have little issues with performance in this regard.
- To take full advantage of all features, we recommend installing the SimObject Display Engine (SODE), found at [this](#) link. It is free to use for both simulation programs.
- For best results in Prepar3D, we recommend utilizing the following settings:
 - External Vehicles – Cast & Receive Shadows
 - Simulation Objects – Cast & Receive Shadows
 - Buildings – Cast & Receive Shadows
- Prepar3D was shipped with a very low detail ground detail texture. This is the somewhat transparent texture that makes individual blades of grass show up on the ground in FSX. We have made an updated, high resolution version that we recommend using to increase the quality of the ground satellite imagery.
 - + This file ("detail1.bmp") is located in the following location:
"Prepar3Dv4/The Airport Guys/Misc".

- + To install, drop that file into the following location:
"Prepar3Dv4/Scenery/World/Texture". Ensure to save a back-up copy of the original texture before overwriting.

JON'S AIRPORT TOUR

Welcome to Virginia! The Twin County Airport is a small general aviation facility that serves the City of Galax, Town of Hillsville, and the counties of Carroll and Grayson. Whether it be your base, your destination, or just a stopover; this little airport has a lot to offer for general aviation services. Let's take a look around!

The Terminal

Constructed in 2014 to replace a small and aged pilot lounge hut, this new structure serves as a beautiful gateway for travelers to Galax, Hillsville and the Twin County area that leaves an excellent first impression of the region. The building features a spacious central lounge area, an additional pilot lounge, a conference room, and flight planning area.



Corporate/Community Hangar

Also a more recent construction, this is just a typical hangar. A good place to house that sleek business jet of yours!



Twin County Aviation

Diverted here because of engine trouble? Diverted here because you were bitten by the bug and decided it was finally time to achieve your dream of learning to fly? Diverted here because your wife finally OK'd you buying that plane? You did tell her.... right?

Either way; Twin County Aviation should have you covered with aircraft maintenance, sales, and flight training!

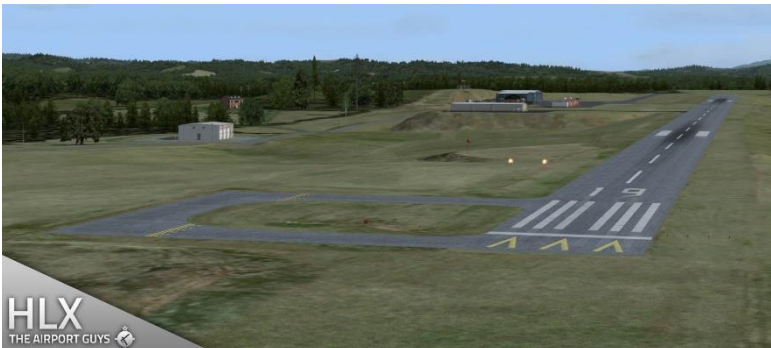


Self-Serve Fuel Pumps

Twin County boasts 24/7 availability of 100LL and Jet-A fuel with a credit card, with some of the lowest prices in the area.



The airport has one runway, 1-19 which faces directly north-south. This is in contrast to other local airports in the area that have a generally east-west orientation, and can at times provide for some interesting crosswind action. Runway dimensions are 4204 x 75, so the fastest hot rod I would recommend would be something akin to a Citation. There is only a partial parallel taxiway due to the terrain constraints, so you'll likely find yourself back-taxiing. Air traffic control services in and out are non-radar and provided by Roanoke Approach on 126.0.



CONTACT US

We would love to get feedback from you regarding this product! In addition, we are more than happy to provide any technical support needed.

The **best** way to contact us is with a Facebook message. Visit our Facebook Page [here](#) and click the big blue “Send Message” box below the banner photo. We will respond as quickly as possible.

Don't use Facebook? No problem! Send us an email at info@theairportguys.