SBFS920150127 - On Heathrow

Subject : this is a report to instruct users about commercial sceneries available for FS9 and for FSX.

The PC was equipped with a processor Intel i3 @ 1,80 GHZ, 4GO of RAM and Win.7.1 x64 as a system to run FS9.1.

The PC is recent but not at the top configuration available at the time of acquisition. This is intended. The configuration has the objective to run an FS9 environnement and not more. Note that this is under the CPU frequency recommended by the scenery designers as reported later.

In the area of London, only 3 sceneries were installed : London Luton by UK2000, the free London City Demo by UK2000 and the tested scenery EGLL Heatrow.

The flight test was a flight from EGLL to LFLB. Overflying France is actually flying above an area with a strong density of sceneries, including a photorealistic commercial scenery for all the « High Normandy » region, which were not deactivated for the test.

Two sceneries of EGLL were tested. All graphical parameters were maximised in the FS9 menu.

- The first one was **EGLL Mega Airport Heathrow Extended** released by **Aerosoft**.
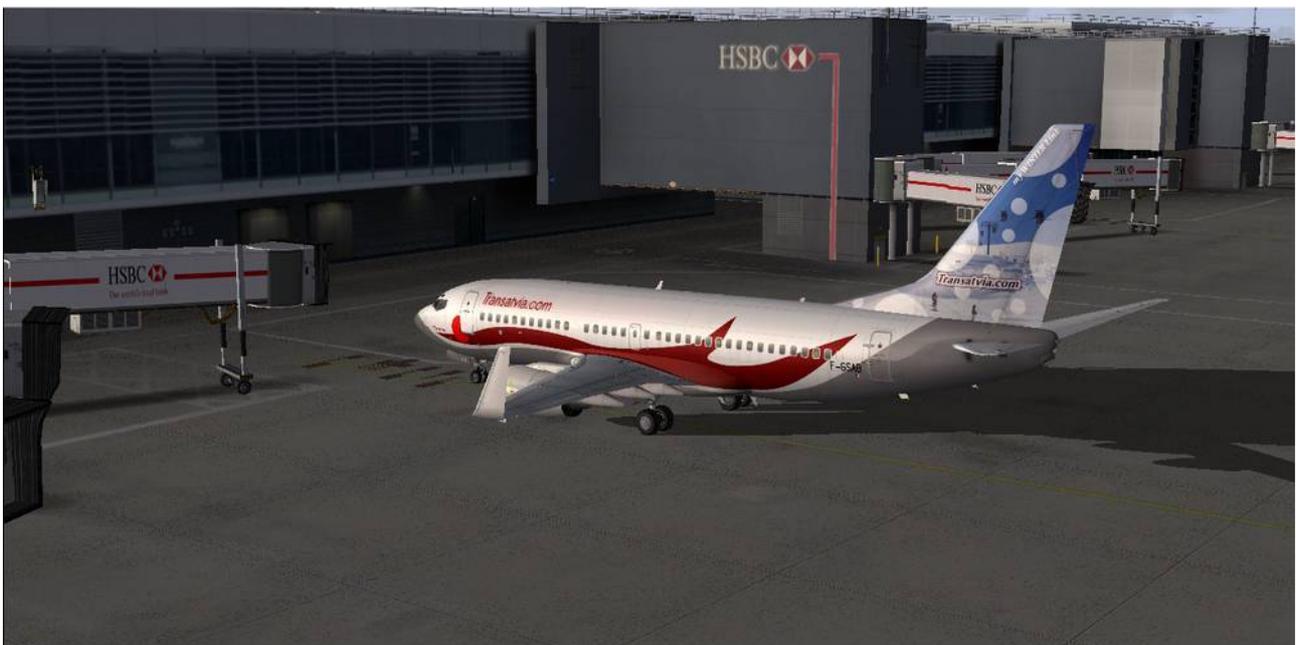
System requirements for FS2004:	Order data:
Microsoft Flight Simulator 2004 (Version 9.1)	Article no.: 11 982
Windows XP (SP2) / Vista / 7 / 8	Publisher: Aerosoft
Dual Core Processor with 2.66 Ghz or faster	EAN code: 4 015 918 119 825
2 GB RAM	Developer: Sim-wings
3D graphics card with 256 MB	Language: English
Download-Size: 890 MB	November 16th, 2014
Installations-Size: 2 GB	

Fully installed, the product for FS9 lies on 2,93 Go on the NTFS hard drive. One of the reason is the extreme resolution of the texture and the great accuracy of the scenery in regard to the airport.

On the one hand, this is a very detailed scenery. On the other hand, the flight from EGLL to LFLB was never completed, FS9 crashing after one hour of flight. The crash of FS9 is something very rare. While a lot of other applications around FS9 (*ie* simulation tools) could bring some instability to the flight simulation, FS9 itself is stable.

- The second one was **EGLL London Heathrow v3** released by **UK2000**.

System requirements:	Order data:
3.0Ghz Duo CPU	Publisher: UK2000
2 GB RAM	Developer: UK2000
500MB Installed	Available since Feb. 2014
XP or above	
512MB Graphic	

Fully installed, the product for FS9 lies on 367 Mo (excluding a common Library of 262 Mo - so 692 Mo *in toto*) on the NTFS hard drive. This bring a beautifull airport at a « reasonnable » hard drive cost.

This is a very detailed scenery. In comparison with the Aerosoft scenery missing objects are

startic ground service trucks and cars around the gates, but some gates do have some, and even active around your aircraft ! Moreover, the airport is alive, due to another animated ground traffic. Night lighthing is more efficient than in the Aerosoft scenery. The center line green lights rendition is better when enlighted per a taxi light. The flight from EGLL to LFLB was completed at the first try, even while the computer was not restarted after the failed test with EGLL from Aerosoft. So the scenery is very-well optimised for the "middle-computer". While the general rendition, textures and volumes seems less accurate than the Aerosoft scenery, it allows flight simming. From a pilot point of view, this scenery is fully immersive and accurate enough. We don't feel the lack of AES (AES is also vailable) because of the active gates and the use of an external pushback software in the context of this test.

Flight Simulator 2004 Push Back Utility

Data to be added in the databank for two active gates #317 and #410 :

EGLL,T3 Pier 7,317,Medium,54000,left,1783 196 271,41000

EGLL,T3 Pier 7,317,Medium,54000,right,-340 464 702,41000

EGLL,T4,410,Medium,67500,left,-1 628 987 674,41000

EGLL,T4,410,Medium,67500,right,518528 728,41000

Conclusion

Different strategies obiousely led the conception of the two sceneries. High-end computers are mandatory for the Mega Airport Scenery. Middle configurations like we had here are fine enough for the UK2000's one. UK2000 seems to have made a better compromise from a pilot point of view. Focussed on the simulation of our aircraft, we don't miss some extra detail at the gates. Those details could make (they did !) the flight unachievable in the Aerosoft scenery or at least reduce the pilot experience.