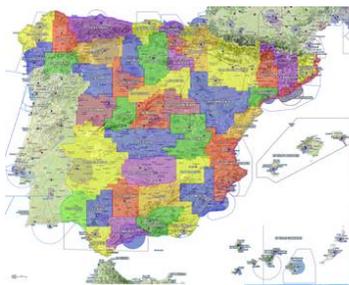


# GUIDE FOR INSTALLATION OF FREE PHOTOGRAPHIC SCENERY OF SPAIN

FOR FSX, FSX STEAM AND PREPAR3D

Version 5 – June-15<sup>th</sup>-2016



## COPYRIGHT POLICY

This scenery is completely free, subject to the details below.

This document is a comprehensive installation manual for the scenery. The scenery, and this manual, are stored at the MEGA website at:

<https://mega.nz/#F!LZcEyT5!rvTfq8oluW5HNZiwQ78o-Q>

This document remains the copyright of its author. You can download it for your personal use, you can print it or just read it on your screen, you can share the link above with anyone you wish, but **YOU MUST NOT UPLOAD THIS DOCUMENT** to any other website.

*The reason for this restriction is that after I had published the first version of this document, in 2012, there have been 4 updated versions including this one. Some people uploaded this document to their websites at different times, but they didn't check for new versions. The result is that older versions are now spread across the internet, with obsolete instructions and links that don't work. Users try to install the scenery by following those obsolete instructions, and email me to complain about a manual which is wrong.*

*If you include the link on your website, not the document, then people will always find the latest version of the manual on the MEGA site.*

*- Many Thanks.*

Remember also that any changes you make to the configuration of your computer are exclusively your responsibility.

### NOTE ABOUT FSX Steam and PREPAR3D:

The first version of this document was written for Microsoft's Flight Simulator X. Since then, **FSX Steam** and **Prepar3D** have been released, both of which are, at the moment, essentially still very similar to the original "boxed" edition of FSX.

The procedure for installing this scenery is the same for each of them. Therefore. The term "FSX" throughout this document includes FSX boxed (the original) version, FSX Steam and Prepar3D.

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## GUIDE FOR INSTALLATION OF FREE PHOTOGRAPHIC SCENERY OF SPAIN

### 01. INTRODUCTION

Over the last four years, a group of Spanish flight simulation fans, working independently, developed free photographic scenery for FSX covering the whole country, at a resolution of 1pixel/meter, using free imagery from the Spanish National Geographic Institute (PNOA).

This scenery doesn't have a "commercial" name. In Spain many people call it "The AirHispania Scenery". AirHispania is a Spanish Virtual Airline (VA). Although the forum of this VA was used by the developers to communicate with each other, the scenery isn't officially developed by AirHispania.

Although the work is brilliant and all of them made a great effort, I think that until now it was very complicated trying to download and install all the areas of the scenery, and you needed to know some Spanish geography to put all the files in the correct place.

When I decided to download and install this scenery, I started preparing tables and maps for myself, with the links to all the files in appropriate order and the areas drawn over a map of Spain. When finished, I thought that it would be a good idea to give it a polish and publish it. The result was this manual.

However, I must emphasise that I am not the author of any of the scenery itself. I just love it and I'd like the rest of the world to enjoy it as much as I do!

Spain is a very mountainous country, with very varied and diverse terrain, so that flying here (both in the real world and in flight simulator) is great fun and challenging, ideal for VFR pilots.

### 02. FEATURES AND CLARIFICATIONS

- For Microsoft Flight Simulator X (Boxed and Steam versions) and Prepar3D.
  - Resolution of 1pixel/meter.
  - Includes improved mesh with a resolution of up to 1 elevation point every 5 meters (LOD13).
  - Created using free photographic imagery from the Spanish National Geographic Institute (PNOA).
  - There isn't an automatic installation program. You have to manually decompress and place all the files in the right places. This is why this guide exists.
  - The total size of the files is (don't panic) 130GB - please note Gigabytes and not Megabytes.
- However, you don't need to download and install all the scenery areas at once. You can start from one or two areas, start flying, enjoy them and continue downloading the rest, little by little.

This scenery was made by FS fans, not professionals, so you will discover some minor issues that you probably wouldn't find in a commercial product, such as:



- Small areas overlapped or void.
- Areas with pale or dark colours.
- Abrupt changes of hue or brightness in adjacent areas that probably were made by different authors with imagery from different sources.



These abrupt changes in colour are normal in this scenery.

But even so, the work is excellent, it's free and I think it's worthy of applause from all flight simulation fans.

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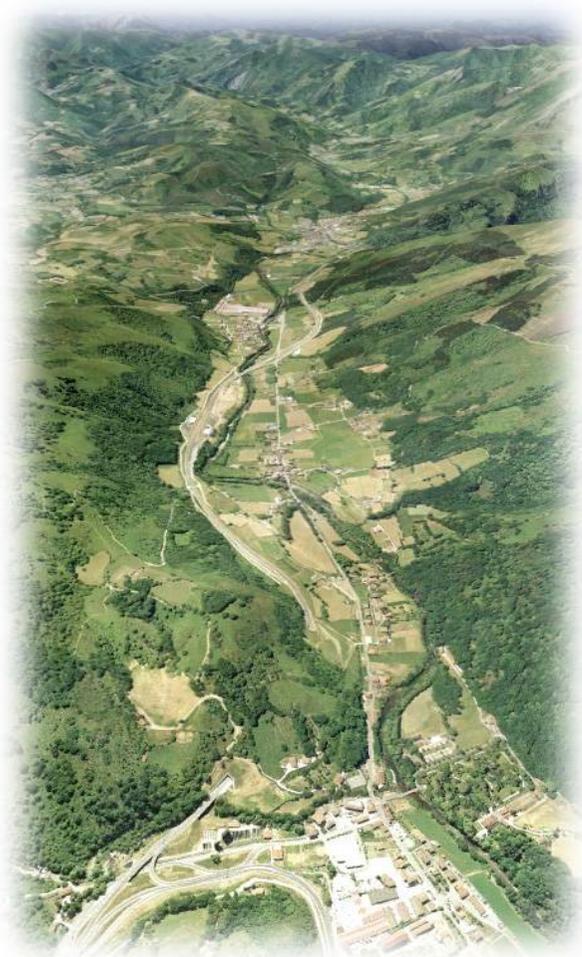
### 03. SCENERY AND PERFORMANCE IN FSX

Using photographic scenery will not slow down FSX, because you are just replacing generic FSX textures by others.

Performance in FSX (frames per second) is independent of the number of areas of the scenery that you have activated.

If you have many areas (or the whole country) activated at the same time, you may experience long load times when loading a flight. If this happens, just deactivate the areas where you aren't going to fly. This applies globally, so if you have photographic scenery of other countries where you are not flying, you can deactivate those too.

You can configure settings in FSX to optimize performance and display quality in photographic scenery. As the settings are the same for all such scenery (commercial and free), I recommend you to do a quick search on the Internet, as optimising guidelines can be found in many forums and web sites.



#### 04. SPANISH GEOGRAPHY AND SCENERY AREAS

First it will be useful to have a quick lesson about Spanish geography. In 1978, with the establishment of democracy in Spain, a system of “Autonomous Communities” was established. They are groups of provinces with common cultural, political, historical and other local characteristics. These Autonomous Communities can include as many as 9 provinces, as in the case of Castilla-León, or as few as only one, for example, Madrid and Murcia.



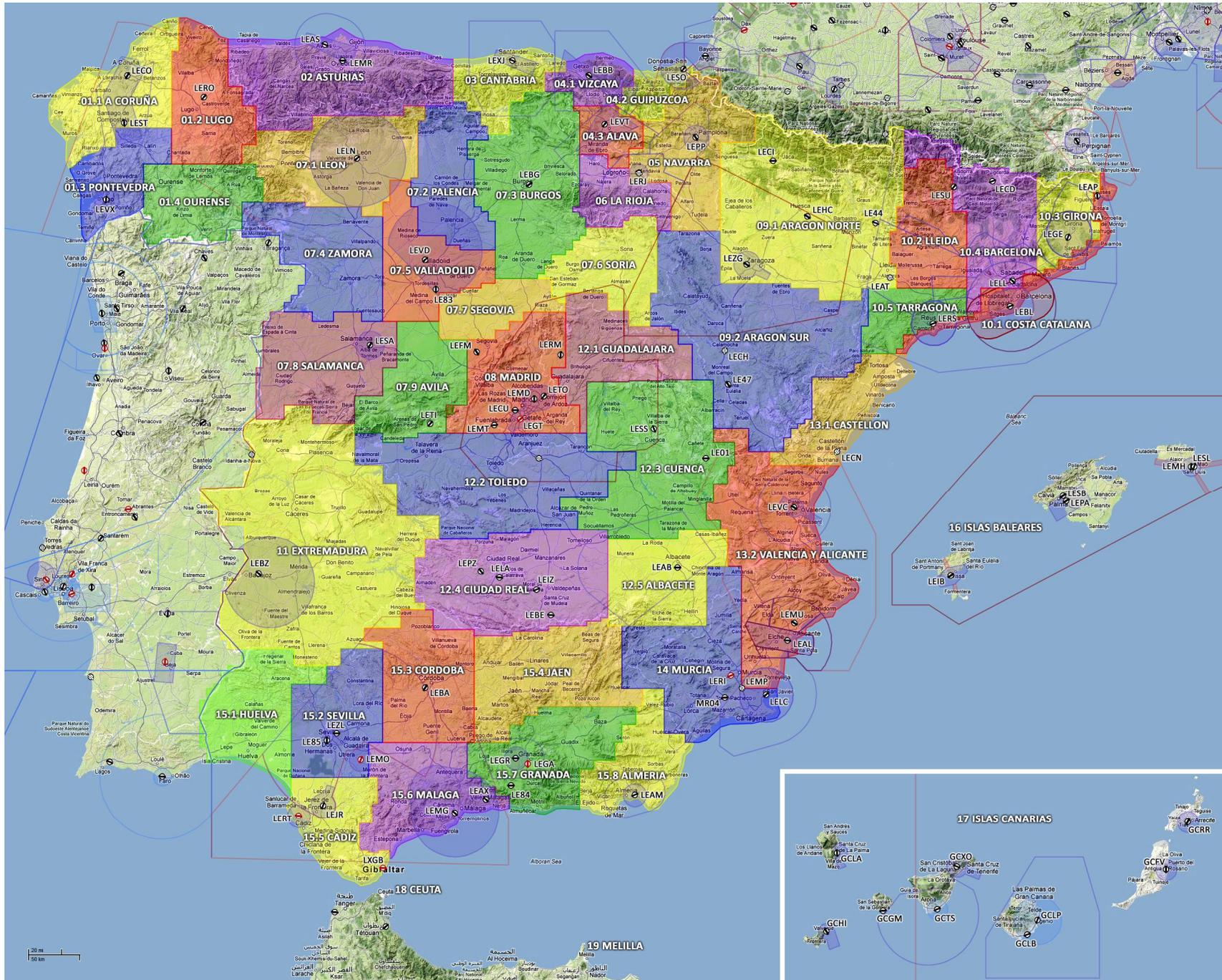
The 17 Spanish Autonomous Communities coloured with the outlines of the provinces within each one

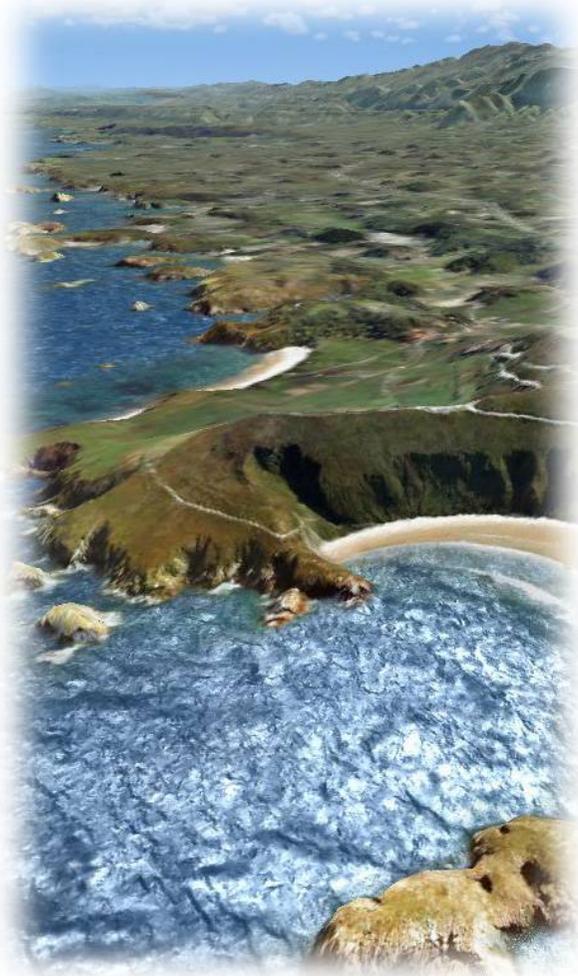
The scenery authors grouped the scenery by autonomous community, and gave each a number. That is why there are some folders which cover extensive areas of the country, (several provinces) and others covering much smaller areas (just one province in fact).

#### 05. A MAP OF SPAIN

On the next page you will find a map of Spain with all the areas and their names. This map, unlike the one above, shows the provinces, not the autonomous communities. The authors of a particular autonomous community usually developed the scenery by the provinces in that autonomous community. Each autonomous community number is given a number which is included at the beginning of the autonomous community group folder name. All the folder names for the provinces in that autonomous community also have that same prefix number. For example, all provinces of the autonomous community ANDALUCIA, start with 15.

This map is also included as a separate JPG file in the “AUXILIARY AND UPDATE FILES” folder of the MEGA page, in case you want to explore it in more detail (Map of Spain.jpg)





## 06. FIRST STEP: CREATING THE STRUCTURE OF FOLDERS IN YOUR HARD DISK

The first step consists of creating the structure of folders on your hard disk that will hold all the files of this scenery. As I mentioned before, this scenery was developed by several Spanish flight simulation fans, working independently. The only way to achieve such a huge task was to split it in small pieces: i.e. by provinces.

I recommend creating this structure of folders at the beginning, even before downloading the first file. It may seem rather complex, but it will help greatly in keeping everything organised and you will know where to place every file. The process consists of just copying files into specific places. You must do this while FSX not running.

First of all, you must decide where you will store the whole scenery. Remember that it is 130GB in size. You can store it wherever you wish, although I recommend storing it on a separate hard disk. (Nowadays hard disks are very cheap).

*NOTE: If you store the scenery on one of the newer Solid State Disks (SSD), you will not gain any improvement in the performance of FSX. You will get the same f.p.s. (frames per second), so that I recommend a normal hard disk, which are considerably cheaper – unless that is you already have a SSD disk, with plenty of room on it, and not required for more important tasks.*

Rather than creating the folders one by one, you can save a lot of time if you just copy onto your hard disk a special folder that I have created for you. It's an "empty" folder that contains nothing except other empty folders inside - an empty structure in fact, where you can store your files step by step in the correct locations.

Go to the MEGA page, go to the AUXILIARY AND UPDATE FILES folder, and download the file: SPAIN\_PHOTOSCENERY.zip

Note the small size (because it's "empty"). Put this folder in the device where you intend to install the scenery and then decompress it. After decompressing it, you will find:

C: \SPAI N\_PHOTOSCENERY

Where the first letter is the drive letter of the storage device where you are going to install the scenery (it could be C, D, E, etc.)

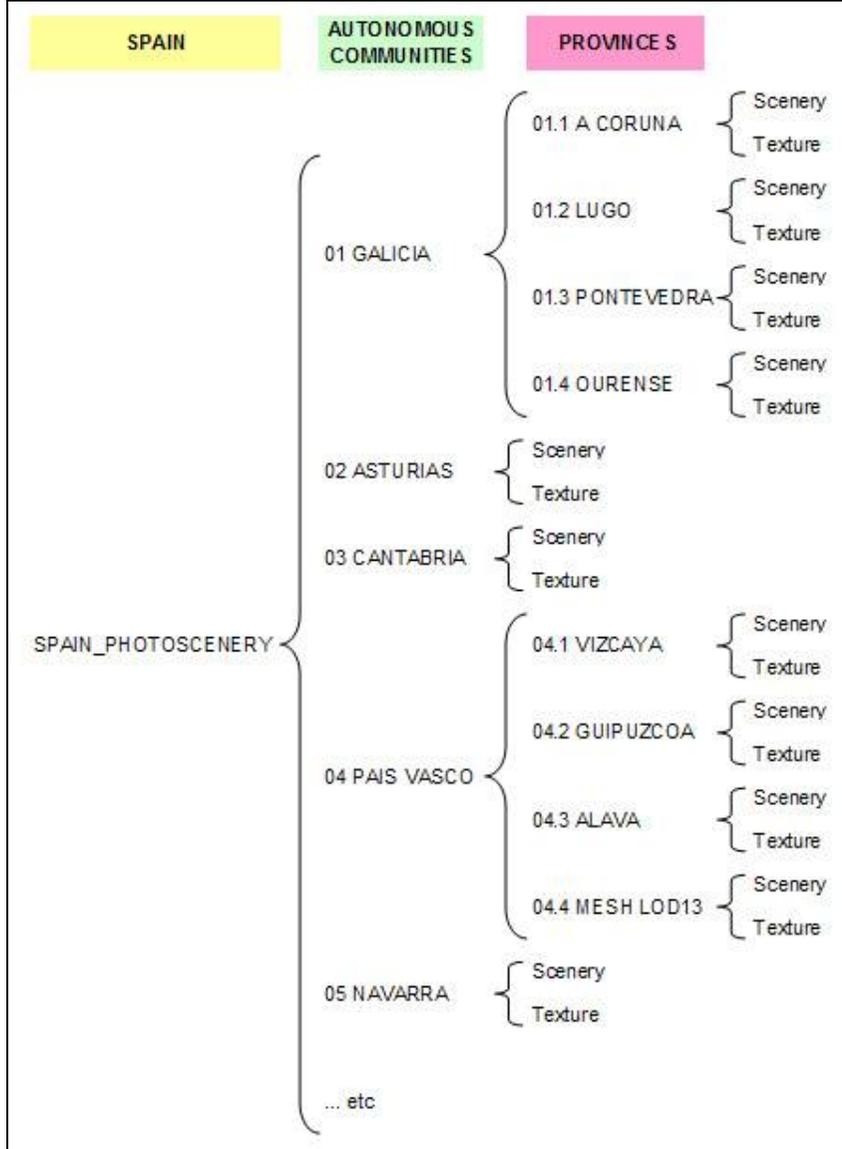
The diagram on the next page shows how the structure is organised (N.B. not all the folders are shown).

Inside the main folder, you have the folders for each of the Spanish Autonomous Communities (GALICIA, ASTURIAS, etc.) As mentioned above, some of the Spanish Autonomous Communities have only one province, and in these cases, you will find the Scenery and Texture folders which FSX requires, directly inside the Autonomous Community folder.



In other cases, the Autonomous Communities include more than one province, and in these cases, you will find the folders of the different provinces inside the folder of the Autonomous Community.

Once we have the structure of folders ready on our hard disk, we can start downloading and installing all the files.



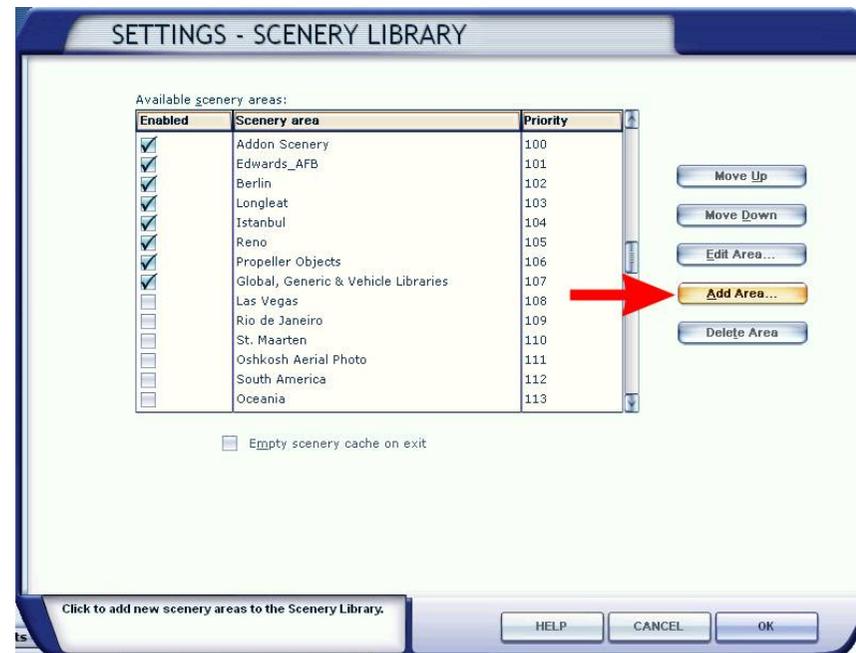


## 07. ADDING SCENERY AREAS FROM WITHIN FSX

We still have neither downloaded nor installed any area of the scenery, but we have the structure of folders ready and we can tell FSX where it can find them by including the empty structure in the scenery.cfg file. It's like saying to the program: "Hey, each time you start, look at these folders and look for new areas of scenery. If you find something new, load it".

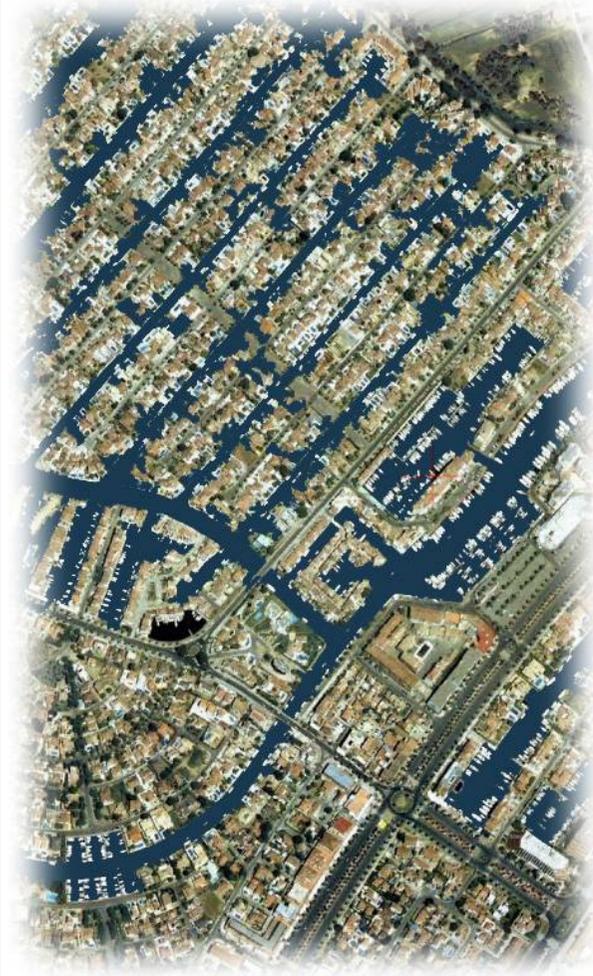
You can do this in two different ways. The first one and more intuitive, is from within FSX:

- Open FSX.
- Go to: SETTINGS → Other Settings → Scenery Library → Add Area



- Click on the folder C:\SPAIN\_PHOTOSCENERY → 01\_GALICIA → 01.1 A CORUNA → OK (Drive letter may be different on your PC). Alternatively, if you are in a flight (you loaded a flight and you can see the airplane), go to World → Scenery Library, and continue as above.

This method is simple. The only disadvantage is that you have to do it 47 times (once for every province in Spain), and this can be a little tedious, although you have to do it only once.



## 08. ADDING SCENERY AREAS MANUALLY (OUTSIDE FSX)

The other method (and my favourite) is by editing the Scenery.cfg file directly:

- Close FSX, if open.

- Go to the MEGA site Spanish Photoscenery page (click the link on page 2 above), then go to the "AUXILIARY AND UPDATE FILES" folder, and download the file: "Add this to your Scenery.CFG" It's a simple TXT file, although it has a .cfg extension, similar to scenery.cfg itself.

Now you must find the scenery.cfg file on your hard disk. In FSX and FSX STEAM, it's at:

C:\ProgramData\Microsoft\FSX

In Prepar3D, it's at:

C:\ProgramData\Lockheed Martin\Prepar3D v2

- Make a backup copy of the file (in case something fails). I also create a shortcut to this folder so I can easily find it again, and I store it in a folder called "FSX Links" but that is a personal choice, not essential.

- Edit Scenery.cfg with Notepad, or your favourite text editor.

- Go to the end of the document. Look at the last area number. If you haven't installed any scenery other than the default, this number will probably be 120.

- Now open the file "Add this to your Scenery.CFG".

- If you installed the folders structure on a different drive (not C:) or the name of the main folder is different (not SPAIN\_PHOTOSCENERY), then you will have to edit the file, for example, by replacing C: with D: if the drive the scenery is on is D:. You can use the "copy and replace function" to do this quickly (In Notepad it is Ctrl-H).

- Now select the whole text in the document, copy it (Ctrl-C) and paste it at the end of your existing Scenery.cfg file (Ctrl-V).

- Change the numbers of the areas, if necessary, so that the first area in the new scenery (17 ISLAS CANARIAS) has a number that is one larger than the existing last area. Please note that in each area the number must be adjusted twice, first as [Area.XXX] and then as Layer=XXX.

- Save the file and close Notepad.



That's all. This process is also required only once. Note that the order of the areas in the Scenery.cfg file is the reverse of the order in FSX - the higher layers (more detailed scenery) in FSX appear at the end of the document (bigger Area numbers).

```
Active=TRUE
Required=TRUE

[Area.119]
Title=Edwards_AFB
Local=Scenery\Cities\Edwards_AFB
Layer=119
Active=TRUE
Required=TRUE

[Area.120]
Title=Addon Scenery
Local=Addon Scenery
Layer=120
Active=TRUE
Required=FALSE

[Area.121]
Title=17 ISLAS CANARIAS
Local=C:\SPAIN_PHOTOSCENERY\17 ISLAS CANARIAS
Active=FALSE
Required=FALSE
Layer=121

[Area.122]
Title=16 ISLAS BALEARES
Local=C:\SPAIN_PHOTOSCENERY\16 ISLAS BALEARES
Active=FALSE
Required=FALSE
```

IF YOUR LAST EXISTING AREA IS 120,  
THEN, THE NEXT ONE MUST BE 121

## 09. DOWNLOADING AND INSTALLING THE FILES

The process is very easy, although there are many files. We will work through the process with the first area (GALICIA) and then you should be able repeat the procedure with all the other areas.

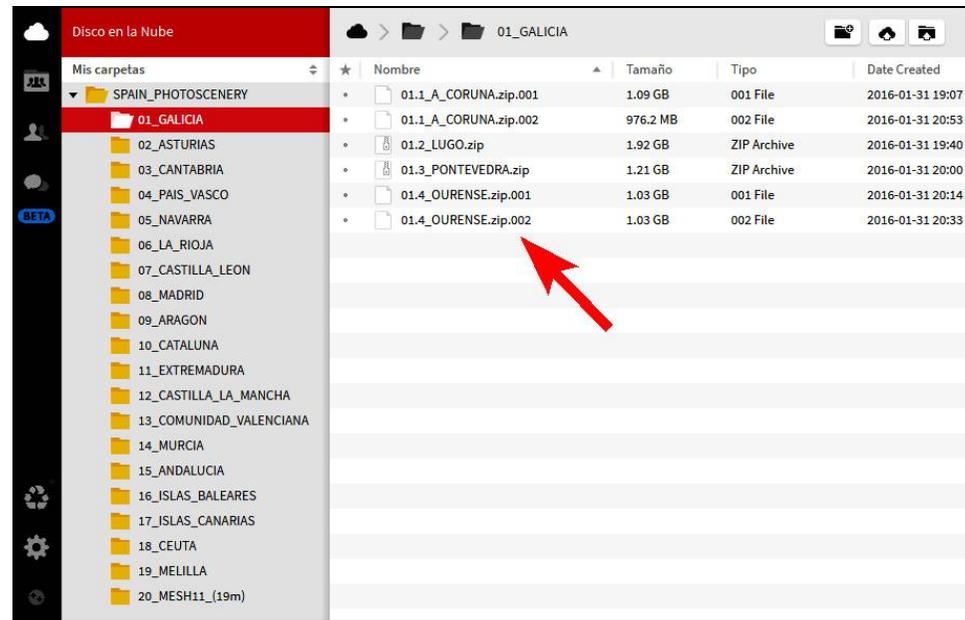
Go to the MEGA page where all the ZIP files are stored:

<https://mega.nz/#F!LZcEyT5I!rvTfq8oluW5HNZiwQ78o-Q>

Click on GALICIA in the left hand column, and download all the six files now displayed in the right hand column, either by clicking each one in turn and selecting one of the two download option buttons, or by highlighting all six; right-clicking and selecting download as zip. Put them in a temporary folder in your hard disk. NOTE: FILES LARGER THAN about 900Mb WILL NOT DOWNLOAD IN INTERNET EXPLORER 11. Use the Google Chrome or Opera browsers.

*NOTE: You can, if you wish, install only some provinces inside an Autonomous Community. For example, because Andalucia is very big and you are going to fly only in the western area, you can install: 15.1*

HUELVA, 15.2 SEVILLA and 15.5 CADIZ (see the map on page 7).



Decompress the files in the temporary folder you have created for the download.

*NOTE: Usually, files with an extension .ZIP, can be decompressed with any zip program, such as Winzip, 7zip, or directly with OS such as Vista, Windows 7 and above. But files with extensions ending in figures such as .zip.001, .zip.002... must be decompressed with the freeware program **7zip** (<http://www.7-zip.org/download.html>).*

*You must have all the zip files together in one folder. Double-click on the first one, and 7zip will decompress all of them as if they were just one big file.*

After decompressing the zip you will have four folders called:

- 01. 1 A CORUNA
- 01. 2 LUGO
- 01. 3 PONTEVEDRA
- 01. 4 OURENSE

These are the four provinces of the Autonomous Community GALICIA. Inside each of these folders, you will find two new folders called "Scenery" and "Texture", which should be familiar as the required folders for an FSX scenery module.



Now, taking each province folder in turn in your temporary folder, copy or move all the files in the Scenery folder of that province, into the Scenery folder of the corresponding province inside the 01 GALICIA folder in your final scenery folder. (it is best to "move" to save disk space and time). Repeat for each province.

In the same way, copy or move all the files inside the Texture folder of each province in your temporary folder, into the Texture folder of the corresponding province inside 01 GALICIA of your final scenery folder. Repeat for each province.

When finished, you can delete all the ZIP files, or keep them as a backup copy.

You will find that in some cases, an additional folder is decompressed, together with Scenery and Texture, called "Other files".

Remember that this scenery was developed by several authors, working independently, and in some cases, the author wrote instructions (usually only in Spanish) for installing the scenery, notes with his name, maps, screenshots and so on. These can be found in the "Other Files" folder.

These instructions are now obsolete and wrong, as the installation process has changed, You may wish to keep these files out of interest and respect to the author. As this folder is outside the folders Scenery and Texture, FSX won't "notice" it and it will not affect to the scenery. However, you can delete them as they are not used.

---

## 10. CONFIGURING FSX FOR THE LOD13 MESH

What is a MESH in FSX scenery?

Briefly, a mesh is a structure of elevation points that creates the terrain in FSX. It creates the mountains, valleys, slopes, canyons and so on. The photographic scenery can be thought of as a "flexible carpet" that you lay over the terrain, (the fields, the forests, the lakes the towns and villages etc.), created using real aerial photographs placed on the terrain.

The default scenery in FSX in Spain includes a mesh with one point every 76 metres of height (this level of detail is called LOD9 by FS developers). It means that you will probably see the mountain peaks unrealistically rounded, and some small hills could be lost. The mesh supplied with the Photographic Scenery has one elevation point every 4.75 metres of height. This level of detail is called LOD13 and gives us 256 times more detail than the default FSX LOD9 mesh.

*NOTE: In some places the LOD 13 mesh is called "5m" and in others it's called "4.75m". Both mesh resolutions are the same.*



You must configure FSX to display the improved LOD 13 MESH supplied with the Photographic Scenery. To do this within FSX, go to:

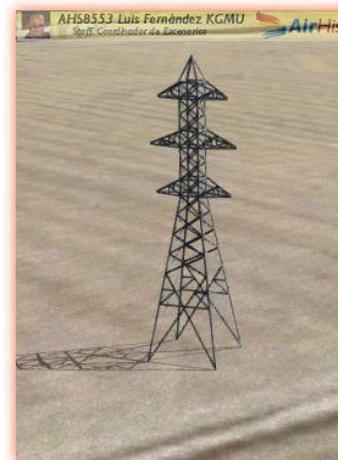
Options → Configuration → Display → Scenery → Mesh resolution → 5m

## 11. PYLONS TEXTURES IN AUTOGEN SCENERY

You must install an additional library in FSX in order to see the pylons in the Autogen scenery. These pylons are not included in the main Autogen files, but they are a valuable enhancement to the visual experience. To install this library, look for the file:

Pylons\_Textures.zip

in the "AUXILIARY AND UPDATE FILES" folder of MEGA. Download it, decompress it in a temporary folder and move it into the "Addon Scenery" folder of your FSX. Then add it in the Scenery Library of FSX, in the same way as described on page 10 with the areas of the scenery.



The default location for the Addon Scenery folder for the boxed version of FSX is:

C: → Program Files (x86) → Microsoft Games → Microsoft Flight Simulator X → Addon Scenery,

In FSX STEAM, the default location is:

C: → Program Files (x86) → Steam → steamapps → common → FSX → Addon Scenery



Some people install FSX directly off a root drive, in a custom folder, e.g. C:\ FSX, in which case the Addon Scenery folder is at C:\FSX\Addon Scenery.

Prepar3D:

Some versions of Prepar3D don't include an "Addon Scenery" folder, in which case, you can create this folder wherever you want on your hard disk, although it is probably best to create it inside the main folder of Prepar3D, similar to FSX and FSX STEAM. Then the only thing you must do is tell Prepar3D where this folder is located, and activate the scenery from the program as another area, in exactly the same way that we did with the rest of Photographic Scenery.

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## 12. UNDERSTANDING THE STRUCTURE OF FILES INSIDE THE SCENERY FOLDERS

It is important to understand how the files are organised, so you can make your own personal adjustments, if you wish. In the illustration on the next page, you can see how the files are organised inside the Scenery and Texture folders.

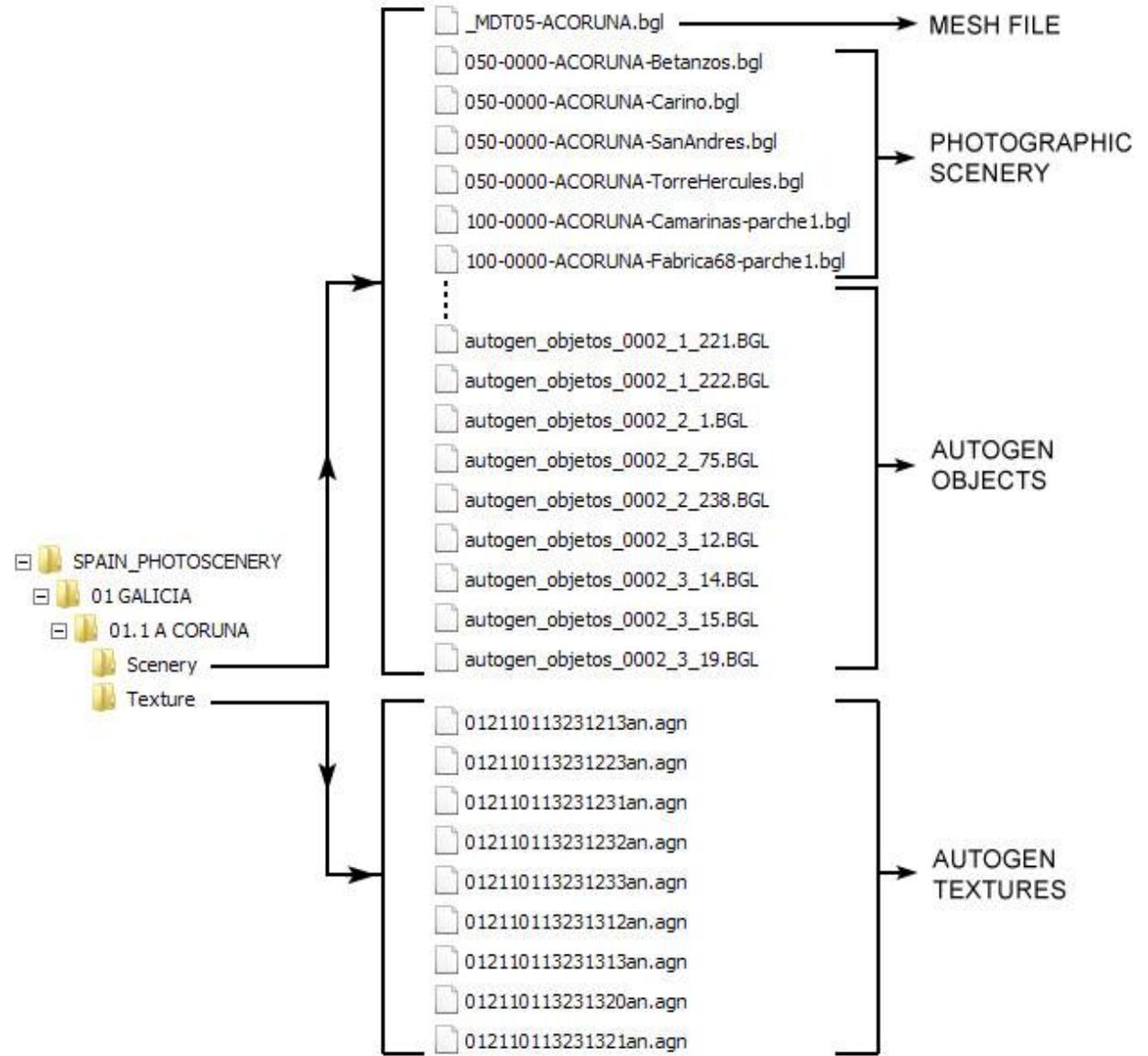
### SCENERY FOLDER:

- The **MESH** files start always with an underscore "\_" (which ensures that they always appear at the top of the alphabetically ordered list of files), then "MDT05", followed by the name of the province that they belong to.
- The **AUTOGEN OBJECTS** (sometimes, thousands of small files), start with "autogen\_objetos".
- All the other files that are inside the Scenery folder, which are neither mesh, nor autogen files, are the files of the **PHOTOGRAPHIC SCENERY**. They have a .BGL extension, and the file naming conventions vary, depending on the author of that area. These BGL files can be very small or very big, and each contains a piece the aerial photograph "jigsaw" of that area that you see in FSX, saved in a format which FSX can interpret.

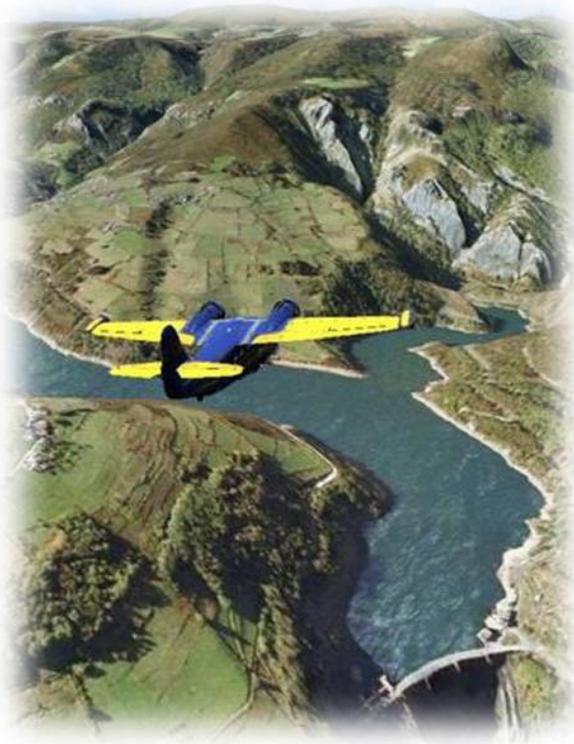
### TEXTURE FOLDER:

- All the files inside the Texture folder, are related to the autogen objects, not the photographic scenery.

*At this point, we've finished installing the scenery. Now you have your files in the correct place, FSX knows where to find them, and you can start using this scenery immediately. When your airplane is in Spain, you will see it in all its glory!*



The structure of files in the folders "Scenery" and "Texture"



### 13. ADJUSTING FSX AND THE SCENERY TO IMPROVE PERFORMANCE

FSX is a very resource-hungry application, and the photographic scenery adds an extra load to its already busy processor. If you have a fairly new computer (perhaps with an i5 or i7 processor) then you get a very acceptable performance (in terms of framerate: frames per second or f.p.s.) with the scenery and you probably won't need to change the configuration of FSX.

However, older computers may have performance issues with the new scenery (with poor frame rates, stuttering, etc...)

If you have a reduction of performance in FSX when you run this scenery, you can make slight modifications to the scenery configuration that will let you enjoy it with very little difference in the general appearance to the default FSX scenery.

Let's start with:

#### → AUTOGEN OBJECTS

The scenery includes a lot of 3D objects (literally, thousands of them) that populate the area with:

- Houses
- Trees, woods
- Parks and gardens in cities
- Street lights
- Churches
- Industrial parks, factories
- Antennas
- Pylons
- Gas Stations

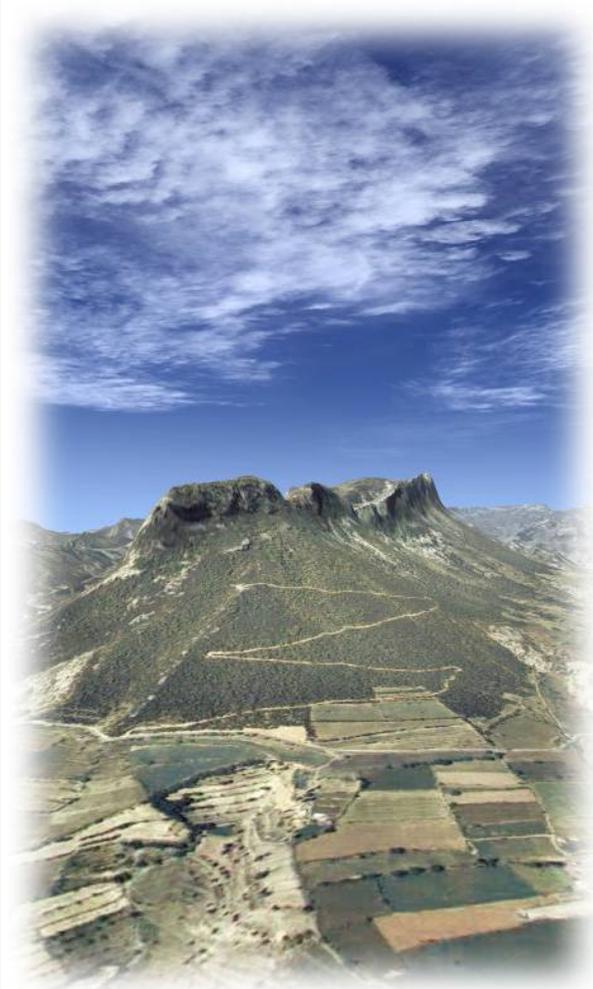
These objects are not randomly placed, as happens in default FSX scenery. They are accurately placed by using geographic information.

So if you notice that FSX is not performing as well as before (low frame rates), then you can make one of these two adjustments:

- a) First, configure FSX to not load the 3D Autogen objects. Go to:  
Options → Configuration → Display → Scenery → Autogen Density → None

although this means you will not see Autogen objects in any other scenery anywhere in FSX.

- b) You can stop FSX loading the Autogen objects in the Spanish Photographic scenery. To do this, you can simply delete all the files starting with "autogen\_objetos" in the Scenery folder, and all the files in the



Texture folder (in every Autonomous Community). Easy!

→ PHOTOGRAPHIC SCENERY

As I said above, using the photographic scenery will not slow down FSX, because you are just replacing the generic FSX textures with others. If you still notice that your computer is not running FSX as well as previously, in spite of disabling the Autogen objects, then continue with the next section.

→ MESH DETAIL LEVEL

So if you have disabled the Autogen and still notice a deterioration of performance, you can replace the installed LOD13 MESH with one with an intermediate resolution (LOD11 = 19m). This MESH is also very good, and you still have 16 times more detail default FSX scenery.

MESH LOD13 = one elevation point every 4.75 metres → Installed with SPAIN\_PHOTOGRAPHIC\_SCENERY

MESH LOD11 = one elevation point every 19 metres → You can install this MESH, instead of the previous

MESH LOD9 = one elevation point every 76 metres → Default FSX (very poor)

To install LOD11 mesh, first we must uninstall the new LOD13 mesh. You must look in all the scenery areas, inside the Scenery folder, and move out the MESH file, like this:



What we are doing is “hiding” the MESH file from sight of FSX. Of course If you are really sure that you are never going to use this file in the future, you can just delete it, but if you simply put it outside the Scenery folder, then FSX won’t “notice” it and you can restore it in future.

You can also place it inside the “Other files” folder, or move it anywhere you wish.

The next step is installing the MESH with a resolution of one elevation point every 19 metres (LOD11). Look in the “AUXILIARY AND UPDATE FILES” folder of MEGA. Look for the file “MESH\_SPAIN\_LOD11(19m).zip”. Download and decompress it in the folder “20 MESH SPAIN LOD11 (19m)” that we created at the beginning, inside the main



"SPAIN\_PHOTOSCENERY" folder.

Now you can activate the area in FSX. Just as we did will all the other areas of the scenery. Easy!

*NOTE: There are no files in the Texture folder of Mesh scenery.*

These files cover the whole country. It's important to note that you can have the LOD11 mesh of the whole country activated and, at the same time, some areas with an improved LOD13 mesh. You only have to put the mesh LOD11 in the Scenery Library table in FSX at the bottom of your list of Spanish areas below all the others. This way, in those areas where both meshes are activated, FSX will use the LOD13 mesh, because it is positioned above the LOD11 mesh in the scenery.cfg file.

#### 14. SPANISH AIRPORTS OF AIRHISPANIA VIRTUAL AIRLINE

After publishing previous versions of this document, many people asked me about -free- 3D scenery for FSX. Although I think that at this moment there must be a lot of airports developed by FSX enthusiasts spread around the Internet, I recommend excellent scenery of the whole country developed by members of Spanish Virtual airline AirHispania ([www.airhispania.com](http://www.airhispania.com)). The name of this scenery is "AirHispania SCX".

It features:

- Default FSX airports are improved with more 3D objects realistically placed, runways and nav aids updated to match real world and so on.
- Includes many small aerodromes, which don't exist in default FSX scenery.
- Adds, optionally, 3D objects (balloons) placed at Spanish official visual reference points, (VRPs) that you can easily spot from the air.
- You can also have lighthouses, navigation obstacles, other objects and even the famous Osborne Bulls.

All this with a configuration program that lets you choose what items you wish to include and leave out.

Because there is an installation program for this 3D scenery, my explanation about the scenery can be brief. i.e - to get the scenery, go to the webpage of AirHispania:

[www.airhispania.com](http://www.airhispania.com)

(You can choose your language at the top of the page) Click on "Escenarios" (left column) and "AirHispania SCX (FSX)". First of all download and install the Configuration program, and then the features that you are interested in. Please bear in mind that you must install the file "Libraries", whatever other options you choose, otherwise you will not see some of the objects.



Seleccionar idioma Con la tecnología de Google Traductor de Google



**nº 1 en Español**  
Escuela de Vuelo y ATC

Lo Mejor de AirHispania ... ¡ Su gente ! 21:31:26 UTC

Opciones

- Inicio
- AirHispania
- Escuela de Vuelo
- Escuela Helicópteros
- Escuela ATC
- Hangar Histórico
- AhsControl
- Eventos
- Agencia ATC
- Cía Aerotaxis
- Cía Regional
- Cía Low-cost
- Publicaciones
- Escenarios
- IVAO VA System
- Foro

### Bienvenido a AirHispania

Bienvenido a AirHispania Aerolínea Virtual, la Escuela de Vuelo y ATC nº1 del mundo de habla hispana para Flight Simulator.

En AirHispania priman, las ganas de aprender, el buen hacer y el compañerismo, dejando el simulador de ser un juego para acercarse el máximo posible a la realidad. Usándolo para aprender y practicar en un entorno lo más realista posible.

Si quieres dejar de jugar y aprender a volar ... ¡este es tu sitio!!

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Últimos NOTAMS Publicados

- NOTAM: 12/04/16 Nueva aeronave para escuela **PA28 180 Cherokee**. Disponibles texturas A2A y Checklist.
- NOTAM: 07/04/16 AirHispania SCX: Problema paquete de Varios
- NOTAM: 06/04/16 Nueva aeronave **B 777-200** en la flota de AirHispania.
- AirHispania SCX (FSX) nuevo **AhsBender** v6.01d
- AirHispania SCX (FSX) oles, de 1900z a 2200z, cierre espacio aéreo LEVC APP + LEPA APP
- AirHispania SCXP (X-Plane) a SCX: **Nuevo paquete de Varios 2.7**
- Otros escenarios

---

Próximo Evento

Curso	Instructor	Tutoría	Hora UTC
HEL-1	AHS477D	Sesion 3 Practicas	20.15 UTC

---

Control de tráfico aéreo previsto para hoy

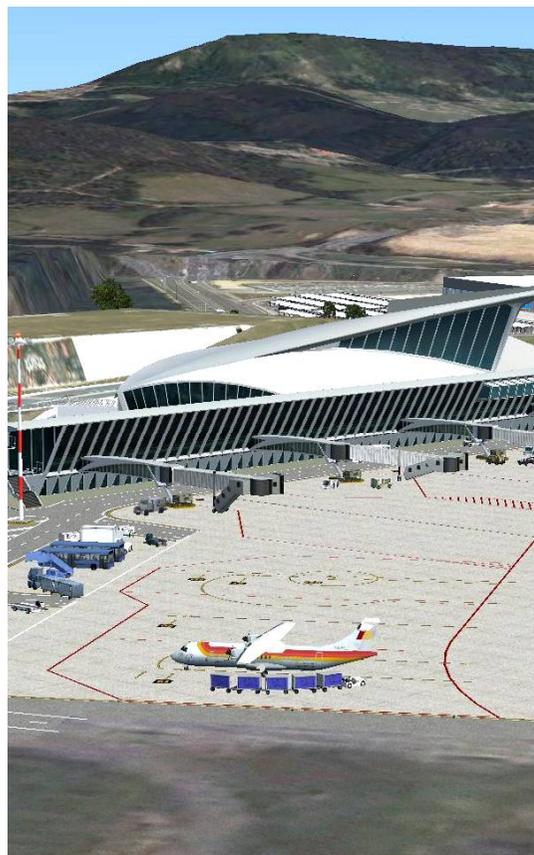
Atc	Dependencia	Frecuencia	Hora Ini (UTC)	Hora Fin (UTC)	Categoría
AHS851B	LESL_TWR	123.50	08:00 UTC	10:00 UTC	Alumno ATC
AHS654D	LETP_TWR	123.50	16:00 UTC	17:00 UTC	Controlador ATC-I
AHS654D	LEPA_TWR	118.30	20:00 UTC	22:00 UTC	Controlador ATC-I

---

Últimas 15 llegadas, vuelos cerrados

Piloto	Reglas	Salida	Destino	Matrícula	Tiempo	Control ATC	Fecha
--------	--------	--------	---------	-----------	--------	-------------	-------

*NOTE: I strongly recommend installing these AirHispania airports. It includes many small airfields that don't exist in the default FSX scenery. They are useful when you plan a VFR flight, as Spain is a big country and we don't have as many aerodromes as in other countries such as the United Kingdom, for example.*



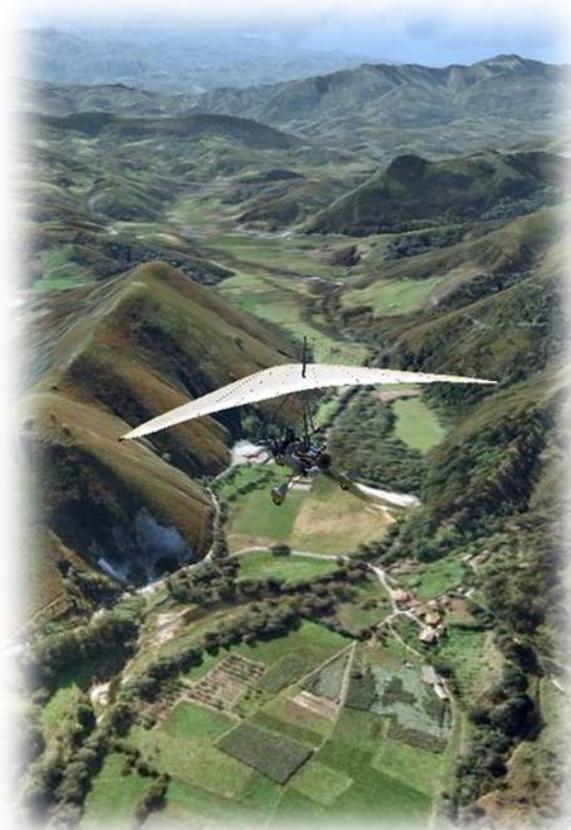
Here you can appreciate the difference between default FSX scenery (right) and the AirHispania SCX scenery (left). This is Bilbao-LEBB airport.

## 15. UPDATING YOUR SCENERY FROM PREVIOUS VERSIONS

Many people already have previous versions of this free photographic scenery of Spain. The first release was in 2012.

If this is true in your case, you can update your existing version by replacing those parts that have been updated. Bear in mind that, in the same way that this scenery doesn't have a "commercial" name, it doesn't have "official" versions either. The authors create new improvements from time to time, so the scenery is always being improved. For simplicity, just consider that the version number of this guide is the version number of the scenery.

You only have to look at the date when you downloaded the scenery, or last updated it, plus check the manual version and date, then follow the instructions below to update the scenery.



## 16. UPDATING FROM VERSION 4 (DOWNLOADED AFTER 11-JANUARY-2014)

If you are updating from version 4, you only have to download and install the Autogen scenery. To do so, go to the MEGA page:

<https://mega.nz/#F!LZcEyT5I!rvTfq8oluW5HNZiwQ78o-Q>

Click on the "AUXILIARY AND UPDATE FILES" folder, download and decompress the file AUTOGEN\_SPAIN.zip in a temporary folder on your hard disk. (Note: It is 504Mb, so download may take a while). You will find 13 ZIP files (Autogen01.zip etc.) that you must decompress again. (Keep in mind that each file contains thousands of small files, so you must be patient during the decompression process).

*NOTE: Remember that the Autogen objects are already included in the scenery if you installed it from scratch. This Autogen package is just for those of you that already have the previous version of the scenery and only want to update it with the Autogen objects.*

You will get 47 folders (01.1 A CORUNA ... 17 ISLAS CANARIAS). These are the provinces that are inside each Autonomous Community of Spain (they are split this way, in order to facilitate the download and install process). **The only thing you have to do** is move all the files in the Scenery folder for each province into the Scenery folder of that province in your installed SPAIN\_PHOTOSCENERY folder structure, and then do the same with the Texture folder.

*Note: Some people have amalgamated the scenery for all the provinces in an Autonomous Community into one folder for that Community, rather than keeping each province separate (e.g. inside GALICIA, instead of folders for each of the four provinces, each containing Scenery and Texture folders, the Scenery and Texture folders are included within the Autonomous Community folder itself.). In this case, you will have to put all the Autogen files of the different provinces directly inside the Scenery folder of the Autonomous Community.*

*When doing this, Windows will tell you that some files are duplicated, so that you will have to decide whether to replace the existing file with the new one; ignore the new file and leave the existing (both files will have the same name, but they will have different sizes and dates), or keep both files.*

*Because in some cases the different provinces were made by different authors, when they created the Autogen tiles, sometimes their tiles overlapped a little with the adjacent provinces. This resulted in different files by different authors but with the same filename.*

*Although the warning messages are a little annoying, it doesn't matter which file you select. Your Autogen scenery will work perfectly with either one. However, don't select to keep both, because one of them will be renamed by Windows and therefore ignored by FSX, filling up your hard disk for no benefit.*



When finished, to complete the visual experience, I strongly recommend that you install the Pylons Texture, as explained in Section 11 above.

---

### 17. UPDATING FROM VERSION 3 (DOWNLOADED BETWEEN 21-SEPTEMBER-2013 AND 11-JANUARY-2014)

- You must install the Autogen objects, as explained in Section 16 above.
- Replace the Mesh files in the Canary Islands.
- Replace the Mesh files in the Comunidad Valenciana.

To install the new MESH files, go to the MEGA page:

<https://mega.nz/#F!LZcEyT5I!rvTfq8oluW5HNZiwQ78o-Q>

Click on the "AUXILIARY AND UPDATE FILES" folder, download and decompress the file "MESH\_SPAIN\_LOD13(5m).zip" in any temporary folder of your hard disk.

You will get 47 files (01.1\_MDT05-A\_CORUNA.bgl ... 17\_MDT05-ISLAS\_CANARIAS.bgl). These are the provinces that are inside each Autonomous Community of Spain (they are split this way, in order to facilitate the download and install process). The only thing you have to do is move (and replace) the MESH .BGL files inside the Scenery folder of the corresponding Autonomous Community of your scenery. In this case, there are no files inside the Texture folder.

*NOTE: Remember that the Mesh files are already included in the scenery if you installed it from scratch. This Mesh package is just for those of you that already have the previous version of the scenery and only want to update it with the new Mesh.*

---

### 18. UPDATING FROM VERSION 2 (DOWNLOADED BETWEEN 26-NOVEMBER-2012 AND 21-SEPTEMBER-2013)

- Replace your existing Balearic islands scenery with the one in this version.
- You must install the Autogen objects, as explained in Section 16 above.
- Replace all the Mesh files of the whole country with the Mesh files in this version, as explained in Section 10 above.

---

### 19. UPDATING FROM VERSION 1 (DOWNLOADED BETWEEN 9-JULY-2012 AND 26-NOVEMBER-2012)

- Replace your existing Balearic islands scenery with the one in this version.
- Replace your existing Andalucia scenery with the one in this version.
- You must install the Autogen objects, as explained in Section 16 above.
- Replace all the Mesh files of the whole country with the Mesh files in this version, as explained in Section 10 above.

## **20. FREE PHOTOGRAPHIC SCENERY AND MEGASCENERY SPAIN - COMPARATIVE**

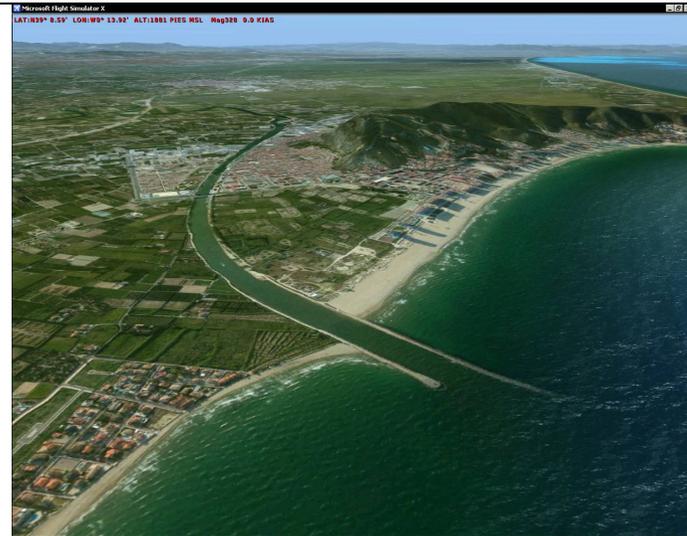
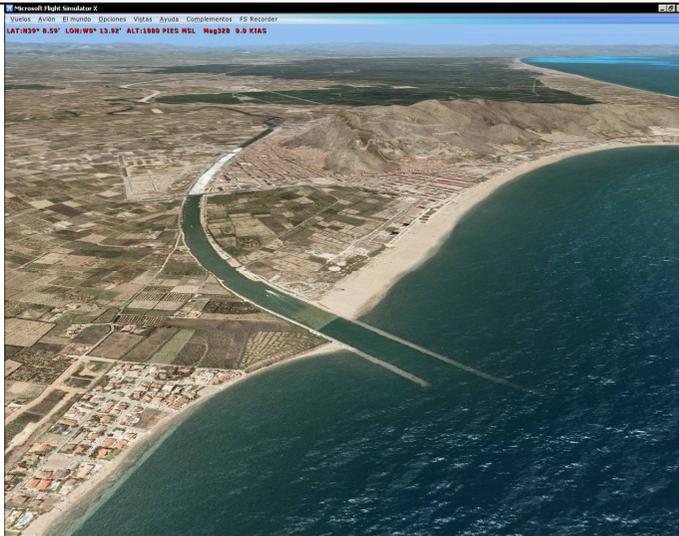
The FSX Addons company PC Aviator Inc. is currently selling photographic scenery of Spain, included in its successful series "MegaSceneryEarth", which has a resolution of 1pixel/meter. So which scenery is better?

It's hard to say. Both of them, the free and the commercial scenery, have advantages and disadvantages. In the next section, I have run some comparisons, so that you can draw your own conclusions. First, let's take a look at some screenshots of both scenery in different locations of Spain:

## FREE PHOTOGRAPHIC SCENERY

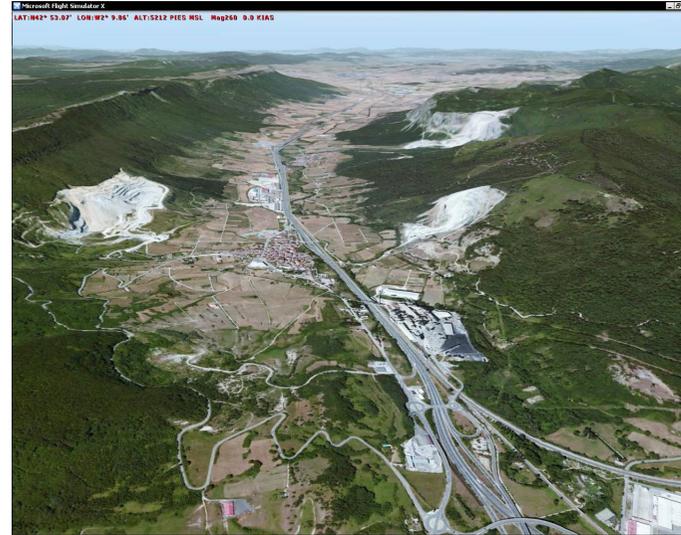
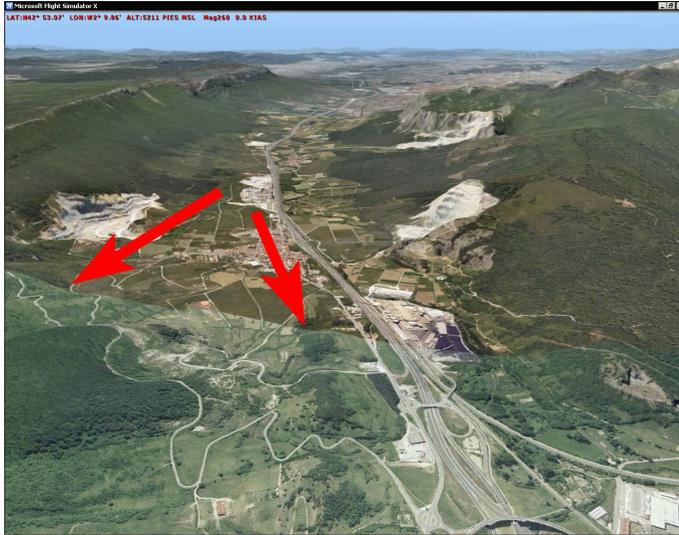


The port of Valencia. In the Free Photographic Scenery, you can see that the coast and docks are better defined.

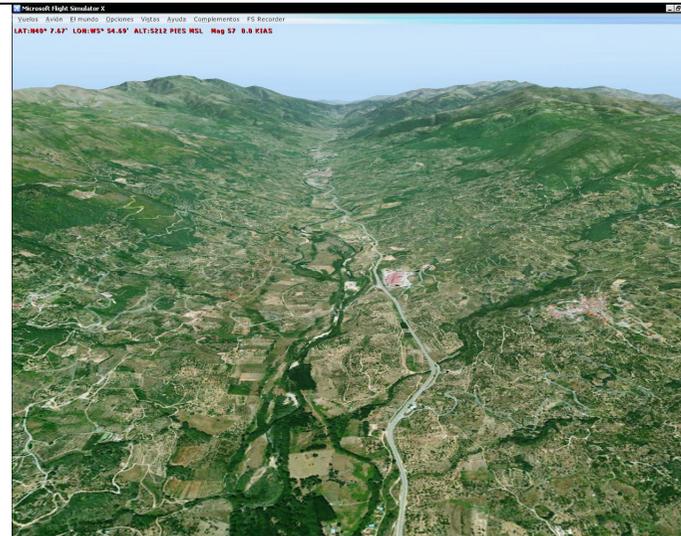
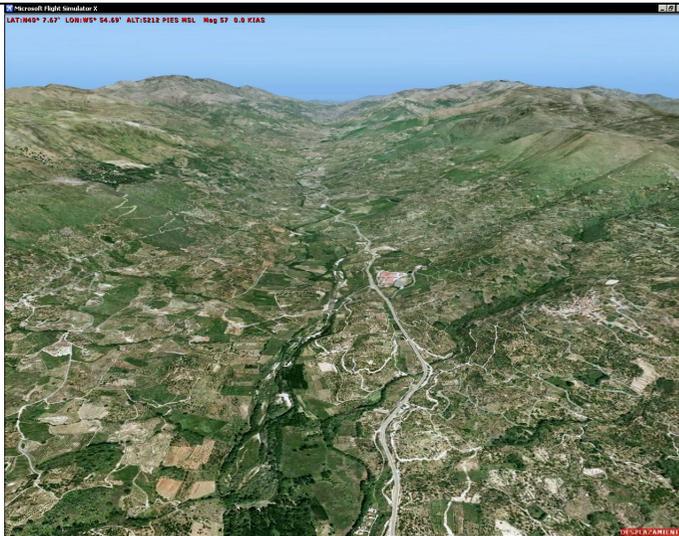


Cullera, on the Mediterranean coast. In this case, there are no mistakes in Megascenery, and the terrain looks a little more pleasant to the eye.

# FREE PHOTOGRAPHIC SCENERY

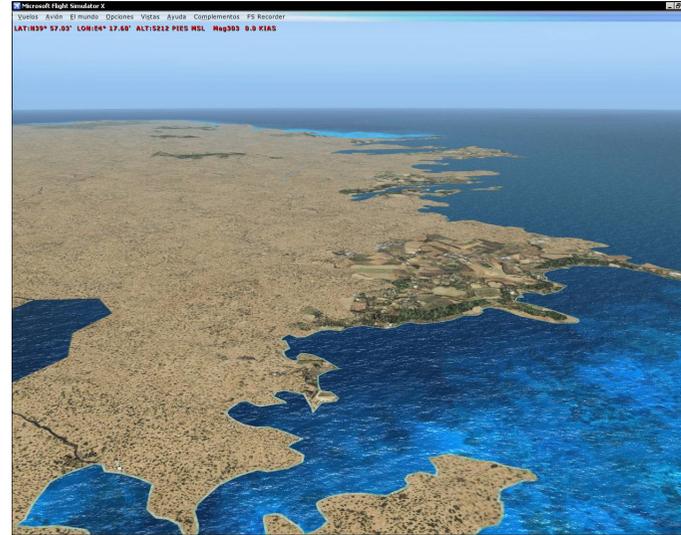
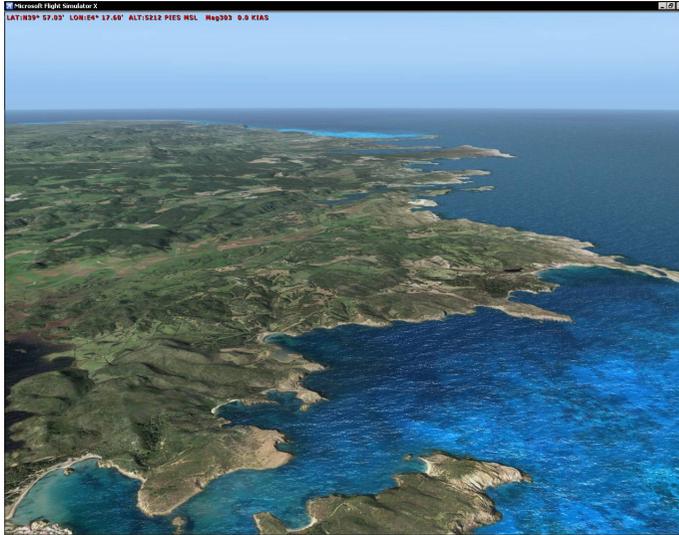


The Basque Country. The Free Photographic Scenery shows an issue with an abrupt change in the colour of the photos. In this example, Megascenery is much better.

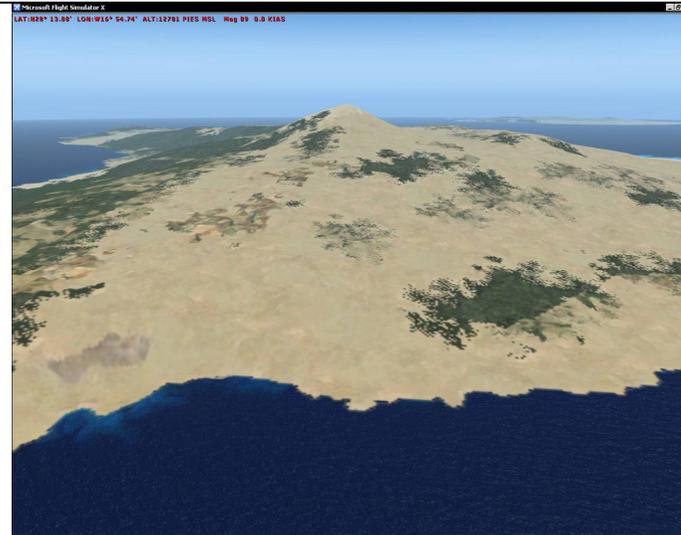
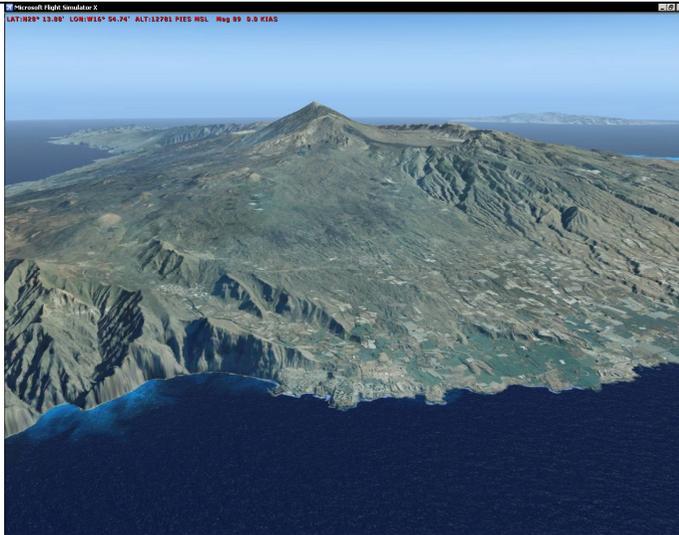


Central Spain. Here it seems that we have a draw between both sceneries.

## FREE PHOTOGRAPHIC SCENERY

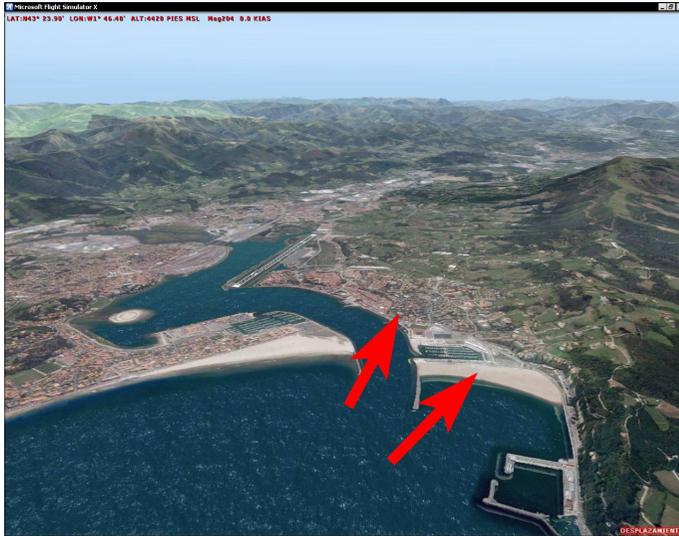


The Balearic Islands. Megascenery doesn't include these islands, so that you can see to the right the awful default FSX scenery. Here, obviously, the preference is for Free Photographic Scenery.

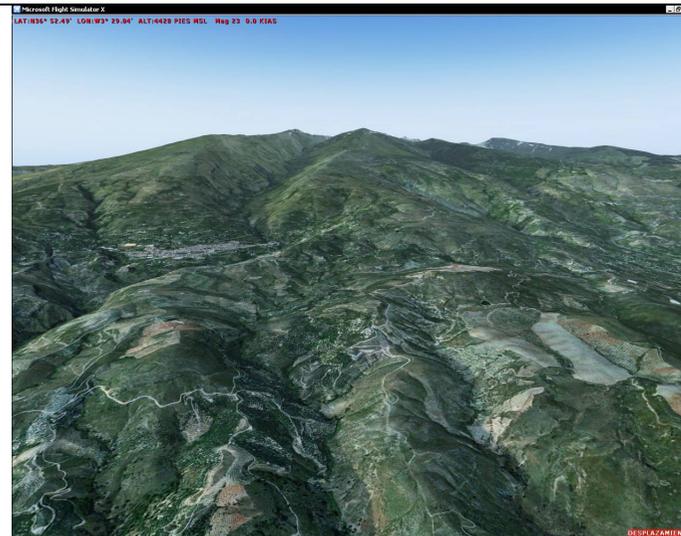
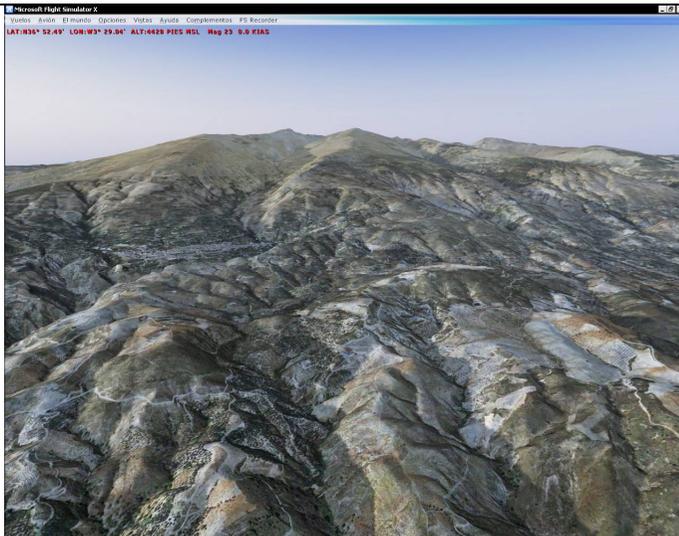


...The same issue exists for the Canary Islands. It's a shame that both archipelagos are not included in Megascenery, as this is a very popular destination for tourists and an important part of Spain economically.

# FREE PHOTOGRAPHIC SCENERY



San Sebastián airport (LESO). Here, again, Megascenery fails in the coast definition.

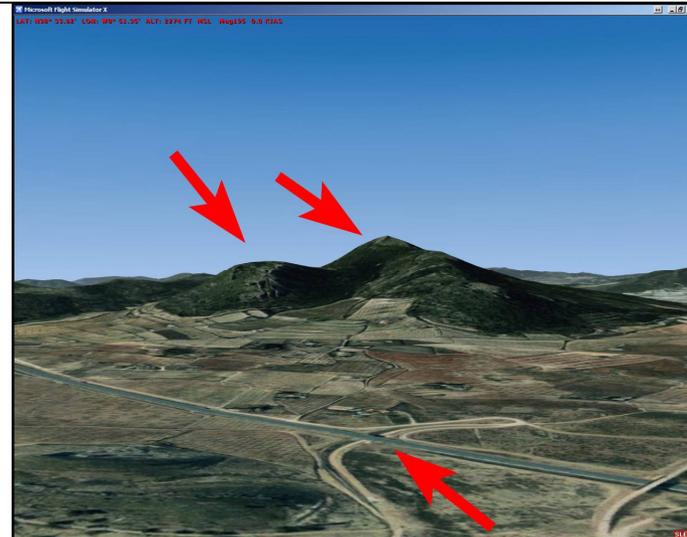
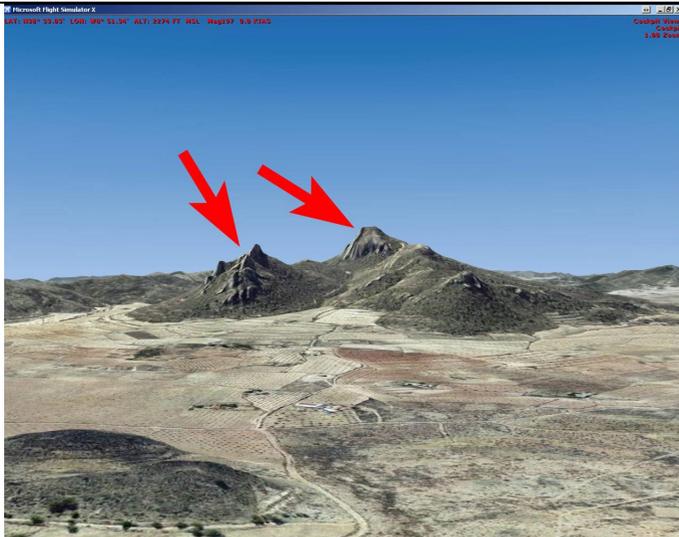


Sierra Nevada. Which is better? It is difficult to say. The free scenery looks a bit pale and grey, while Megascenery looks a bit more pleasant to the eye (although Spain is not as green as that!).

# FREE PHOTOGRAPHIC SCENERY



Benidorm. In this image, we can appreciate that the improved Mesh included in Free Scenery is much better than default FSX Mesh, in Megascenery.



Villena. You can again appreciate the quality of the Free Scenery Mesh. But, at the same time, the photo from Megascenery seems to be more updated (see the railway highlighted by the lower arrow).



## 21. CONCLUSIONS

As you can see, both sceneries have their own advantages and disadvantages, but the main advantage (obviously) of the free scenery is that IT'S FREE!

Looking at the technicalities, on the one hand, you will have to dedicate some time installing the free scenery, by creating folders on your hard disk, downloading files, decompressing them, moving them to the correct location. On the other hand, the installation of Megascenery is straightforward, whether you purchase it by download, or with physical DVDs.

Let's see in a table the differences between both scenery.

FREE PHOTOGRAPHIC SCENERY ADVANTAGES	 DISADVANTAGES
- It's free.	- It's not free.
- The coasts, harbours and docks are well represented.	- Fails in some parts of the coast, although it's a tiny part of the surface of the country.
- Includes the Balearic Islands and the Canary Islands.	- Doesn't include the Balearic Islands and the Canary Islands.
- Includes improved Mesh with a resolution of 1 point every 5 metres.	- Doesn't include Mesh. You must use FSX default Mesh, with a resolution of 1 point every 76 metres.
- Includes Autogen, with objects accurately placed.	- Doesn't include Autogen. You can use default FSX Autogen, but the objects are randomly placed.
- You have this manual for installation.	- Doesn't include any kind of manual.
DISADVANTAGES	ADVANTAGES
- You have to install it manually. It means downloading a lot of files, decompressing them, creating folders and putting the files in the right place.	- Automatic installation program.
- Abrupt changes in the colour of the photographs of the terrain.	- The photographs are seamless.
- Some parts of the terrain look too pale and gray.	- The terrain looks more pleasant to the eye, although it seems that the green colour was emphasized.
- Only by download, and the size is 127GB.	- You can choose download (less size: 82GB) or DVDs (21) delivered by mail.



*NOTE: Both sceneries have the same resolution of 1pixel/meter. Both of them are very good, but the overall size of the Megascenery scenery is almost half the size of the free scenery. It isn't obvious why this happens. Maybe the people at Megascenery managed to compress the files in a more efficient way...*

So as you can see, it's difficult to say which scenery is better. In summary, it is probable that:

- If you are a meticulous and organized person, you can spend some time and you like challenges, then you can try the free scenery.
- If you don't want to get complicated, and you can spend the money, then you can purchase Megascenery.

... But there is another possibility:

**You can improve Megascenery by installing specific parts of the free scenery into the Megascenery!**

Yes, you can correct most of the issues of this scenery. To be exact:

- You can install **Autogen** from the free scenery into Megascenery.
- You can install the improved **Mesh** from the free scenery into Megascenery.
- You can install **Balearic** and **Canary islands** from the free scenery into Megascenery.

This way, you have the best of both worlds!

*NOTE: You cannot solve the problem with the coastal areas in Megascenery by using files of the free scenery. In the same way, you cannot solve the problem with the abrupt changes of colour in the free scenery by using files from the Megascenery.*

Let's see step by step how to do this:

---

## **22. INSTALLING BALEARIC AND CANARY ISLANDS**

You only have to follow the instructions in section 6, on page 8. Rather than installing the whole country, install only those two areas, as this scenery is independent of Megascenery.

- 16\_ISLAS\_BALEARES
- 17\_ISLAS\_CANARIAS

In this way, when you fly across the Spanish mainland, you will see Megascenery, and when you fly over the islands,

you see the Free Photographic Scenery.

Don't forget to follow all the steps in Sections 8 and 9, configure FSX properly (see Section 10) and install the "Pylons Textures" library (see Section 11).

### 23. INSTALLING AUTOGEN INTO MEGASCENERY

First of all, download and decompress the Autogen files, as explained in section 16, page 23.

Now, you must copy the files inside the Scenery folder of each province in your temporary folder, into the Scenery folder of the three areas of Megascenery, following this table:



MEGASCENERY SPAIN NORTH	MEGASCENERY SPAIN CENTRAL	MEGASCENERY SPAIN SOUTH
01.1 A CORUÑA	07.3 BURGOS	11.EXTREMADURA
01.2 LUGO	07.4 ZAMORA	12.2 TOLEDO
01.3 PONTEVEDRA	07.5 VALLADOLID	12.3 CUENCA
01.4 OURENSE	07.6 SORIA	12.4 CIUDAD REAL
02 ASTURIAS	07.7 SEGOVIA	12.5 ALBACETE
03 CANTABRIA	07.8 SALAMANCA	13.2 VALENCIA Y ALICANTE
04.1 VIZCAYA	07.9 AVILA	14 MURCIA
04.2 GUIPUZCOA	08 MADRID	15.1 HUELVA
04.3 ALAVA	09.1 ARAGON NORTE	15.2 SEVILLA
05 NAVARRA	09.2 ARAGON SUR	15.3 CORDOBA
06 LA RIOJA	10.1 COSTA CATALANA	15.4 JAEN
07.1 LEON	10.2 LLEIDA	15.5 CADIZ
07.2 PALENCIA	10.3 GIRONA	15.6 MALAGA
07.3 BURGOS	10.4 BARCELONA	15.7 GRANADA
07.4 ZAMORA	10.5 TARRAGONA	15.8 ALMERIA
07.5 VALLADOLID	11.EXTREMADURA	
07.6 SORIA	12.1 GUADALAJARA	
09.1 ARAGON NORTE	12.2 TOLEDO	
10.1 COSTA CATALANA	12.3 CUENCA	
10.2 LLEIDA	13.1 CASTELLON	
10.3 GIRONA	13.2 VALENCIA Y ALICANTE	
10.4 BARCELONA		

*NOTE: Some provinces must be copied into two of the folders of Megascenery because of overlaps.*

If you have installed the Balearic Islands and Canary Islands free photographic scenery following the instructions in Section 22, you don't have to install the Autogen files for the these islands, because they are already included.



*Note: When decompressing and copying the files, Windows will tell you that some files are duplicated, so that you will have to decide whether to replace the existing file with the new one; ignore the new file and leave the existing (both files will have the same name, but they will have different sizes and dates, or keep both files.*

*Because in some cases the different provinces were made by different authors, when they created the Autogen tiles, sometimes their tiles overlapped a little with the adjacent provinces. This resulted in different files by different authors but with the same filename.*

*Although the warning messages are a little annoying, it doesn't matter which file you select. Your Autogen scenery will work perfectly with either one. However, don't select to keep both, because one of them will be renamed by Windows and therefore ignored by FSX, filling up your hard disk for no benefit.*

#### 24. INSTALLING MESH INTO MEGASCENERY

First of all, download and decompress the Mesh files, as explained in section 18, page 24.

Now, you must copy these Mesh files inside the Scenery folder of the three areas of Megascenery, following this table:

MEGASCENERY SPAIN NORTH	MEGASCENERY SPAIN CENTRAL	MEGASCENERY SPAIN SOUTH
01.1_MDT05-A_CORUNA.bgl	07.4_MDT05-ZAMORA.bgl	11_MDT05-BADAJOS.bgl
01.2_MDT05-LUGO.bgl	07.5_MDT05-VALLADOLID.bgl	12.4_MDT05-CIUDAD_REAL.bgl
01.3_MDT05-PONTEVEDRA.bgl	07.6_MDT05-SORIA.bgl	12.5_MDT05-ALBACETE.bgl
01.4_MDT05-OURENSE.bgl	07.7_MDT05-SEGOVIA.bgl	13.2_MDT05-ALICANTE.bgl
02_MDT05-ASTURIAS.bgl	07.8_MDT05-SALAMANCA.bgl	13.2_MDT05-VALENCIA.bgl
03_MDT05-CANTABRIA.bgl	07.9_MDT05-AVILA.bgl	14_MDT05-MURCIA.bgl
04_MDT05-PAIS_VASCO.bgl	08_MDT05-MADRID.bgl	15.1_MDT10-HUELVA.bgl
05_MDT05-NAVARRA.bgl	09.2_MDT05-TERUEL.bgl	15.2_MDT10-SEVILLA.bgl
06_MDT05-LA_RIOJA.bgl	10.5_MDT05-TARRAGONA.bgl	15.3_MDT10-CORDOBA.bgl
07.1_MDT05-LEON.bgl	11_MDT05-CACERES.bgl	15.4_MDT10-JAEN.bgl
07.2_MDT05-PALENCIA.bgl	12.1_MDT05-GUADALAJARA.bgl	15.5_MDT10-CADIZ.bgl
07.3_MDT05-BURGOS.bgl	12.2_MDT05-TOLEDO.bgl	15.6_MDT10-MALAGA.bgl
09.1_MDT05-HUESCA.bgl	12.3_MDT05-CUENCA.bgl	15.7_MDT10-GRANADA.bgl
09.1_MDT05-ZARAGOZA.bgl	13.1_MDT05-CASTELLON.bgl	15.8_MDT10-ALMERIA.bgl
10.2_MDT05-LLEIDA.bgl		
10.3_MDT05-GIRONA.bgl		
10.4_MDT05-BARCELONA.bgl		



*NOTE: None of these Mesh files have to be copied twice inside the folders of Megascenery.*

if you have installed the Balearic Islands and Canary Islands free photographic scenery following the instructions in Section 22, you don't have to install the Mesh files for these islands, because they are already included.

You may find that some names of the files are a little confusing, because the authors in some cases used a different naming convention from that used in the Photographic Scenery. For example, the files:

11\_MDT05-BADAJOS.bgl  
11\_MDT05-CACERES.bgl

must go inside the 11\_EXTREMADURA folder. And the files:

09.1\_MDT05-HUESCA.bgl  
09.1\_MDT05-ZARAGOZA.bgl  
09.2\_MDT05-TERUEL.bgl

must go inside the 09\_ARAGON folder. If you feel you are confused, just look at the number of the area at the beginning of the filename. This is the key to knowing where you must put that file.

**That's all. Now you have your Megascenery improved  
with many of the advantages of the free scenery. Enjoy it!**

---

## 25. GETTING CHARTS FOR FLYING IN SPAIN

You can get the official charts for flying in Spain from the webpage of AENA (the official air authority in Spain) and no registration is required.

If you are reading this document on your computer, click on:

<http://www.enaire.es/csee/Satellite/navegacion-aerea/es/Page/1078418725163/?other=1083158950596#ancla3>

If you are reading this document on paper, go to:

<http://www.enaire.es/> → Información aeronáutica → AD – Aeródromos → AD2 – Aeródromos

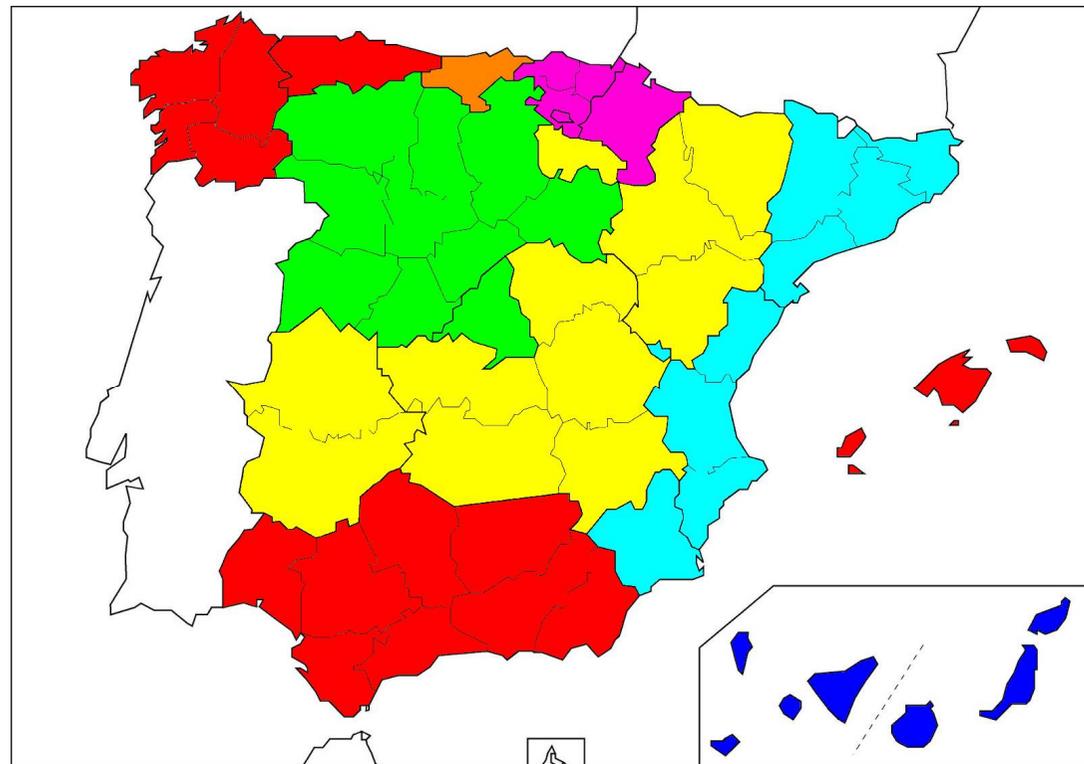


## 26. FLYING ONLINE IN SPAIN

You can fly online in both of the most popular networks at the moment: VATSIM and IVAO. Although in both cases you will find excellent ATC coverage, with Spanish controllers talking in English and Spanish, you will find many more pilots and controllers on IVAO than on VATSIM. You can try both of them of course, but in the end, it's a question of your preference.

We invite pilots from all over the world to enjoy the magic and excitement of flying in our country.

## 27. LIST OF AUTHORS – PHOTOGRAPHIC SCENERY



 Valentín Casares – Ala78

 Ángel Fernández





- |           |                     |           |                 |
|-----------|---------------------|-----------|-----------------|
| <b>01</b> | Alex Baldero        | <b>10</b> | José Dalmau     |
| <b>02</b> | Alfredo Ferrer      | <b>11</b> | Luis Fernández  |
| <b>03</b> | Alvaro Escorcía     | <b>12</b> | Pablo Quesada   |
| <b>04</b> | Angel Mesa          | <b>13</b> | Pedro Cancho    |
| <b>05</b> | Carlos Hernández    | <b>14</b> | Pelayo González |
| <b>06</b> | David Ruiz          | <b>15</b> | Pere Moreno     |
| <b>07</b> | Javier Del Pino     | <b>16</b> | Ramón Martínez  |
| <b>08</b> | Jorge Sáiz          | <b>17</b> | Raúl Jiménez    |
| <b>09</b> | José Augusto Aragón | <b>18</b> | Victor Pluchino |

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### 29. LIST OF AUTHORS – MESH

MESH LOD13 = one elevation point every 4.75 metres → Valentín Casares – Ala78  
MESH LOD11 = one elevation point every 19 metres → Miguel Regalado

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### 30. ACKNOWLEDGMENTS

I'm sure everyone who installs the Free Photographic Scenery of Spain will join me in thanking all the authors who spent a very great deal of time creating this scenery. Their contribution to the world of FSX is significant and may not always be fully appreciated.

I'd like to thank specially the author Valentín Casares. He alone developed more than 1/4<sup>th</sup> of the surface of Spain (equivalent to the whole surface of England, for example), and the mesh for the whole country.

I also thank Peter Dodds, from CIX VFR Club (<http://www.cixvfrclub.org.uk/>), for his help in revising the English translation of this document.

Thanks to AirHispania Virtual Airline (<http://www.airhispania.com/>), whose forum has been the link between the authors.

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### 31. LIST OF FILES

01 GALICIA		SIZE	
01.1 A CORUNA	01.1_A_CORUNA.zip.001	1.08GB	
	01.1_A_CORUNA.zip.002	976MB	
01.2 LUGO	01.2_LUGO.zip	1.91GB	
01.3 PONTEVEDRA	01.3_PONTEVEDRA.zip	1.20GB	
01.4 OURENSE	01.4_OURENSE.zip.001	1.03GB	
	01.4_OURENSE.zip.002	1.02GB	

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	02_ASTURIAS.zip.001	1.81GB	
	02_ASTURIAS.zip.002	1.79GB	

03 CANTABRIA		SIZE	
	03_CANTABRIA.zip	1.38GB	

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04.1 VIZCAYA	04.1_VIZCAYA.zip	1.80GB	
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	05_NAVARRA.zip.003	1.38GB	

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	06_LA_RIOJA.zip	1.38GB	

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	07.1_LEON.zip.002	1.64GB	
	07.1_LEON.zip.003	1.57GB	
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07.4 ZAMORA	07.4_ZAMORA.zip.001	1.48GB	
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	07.8_SALAMANCA.zip.002	1.10GB	
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	08_MADRID.zip.002	1.04GB	

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	09.1_ARAGON_NORTE.zip.003	1.73GB	
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10.5 TARRAGONA	10.5_TARRAGONA.zip	1.37GB	

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12.2 TOLEDO	12.2_TOLEDO.zip.001	1.69GB	
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12.3 CUENCA	12.3_CUENCA.zip.001	1.89GB	
	12.3_CUENCA.zip.002	1.79GB	
12.4 CIUDAD REAL	12.4_CIUDAD_REAL.zip.001	1.56GB	
	12.4_CIUDAD_REAL.zip.002	1.46GB	
12.5 ALBACETE	12.5_ALBACETE.zip.001	1.80GB	
	12.5_ALBACETE.zip.002	1.72GB	

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13.1 CASTELLON	13.1_CASTELLON.zip.001	1.06GB	
	13.1_CASTELLON.zip.002	1.01GB	
13.2 VALENCIA Y ALICANTE	13.2_VALENCIA_Y_ALICANTE.zip.001	1.56GB	
	13.2_VALENCIA_Y_ALICANTE.zip.002	1.56GB	
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	13.2_VALENCIA_Y_ALICANTE.zip.004	1.47GB	

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	15.2_SEVILLA.zip.002	1.36GB	
15.3 CORDOBA	15.3_CORDOBA.zip.001	1.55GB	
	15.3_CORDOBA.zip.002	1.48GB	
15.4 JAEN	15.4_JAEN.zip.001	1.50GB	
	15.4_JAEN.zip.002	1.44GB	
15.5 CADIZ	15.5_CADIZ.zip	1.47GB	
15.6 MALAGA	15.6_MALAGA.zip	1.71GB	
15.7 GRANADA	15.7_GRANADA.zip.001	1.65GB	
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15.8 ALMERIA	15.8_ALMERIA.zip.001	1.07GB	
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	17_ISLAS_CANARIAS.zip	1.85GB	

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