

These modifications to Fife Aerodrome are made for CIX VFR Club (<https://www.cixvfrclub.org.uk/index.php>) by "Flight Sim Flyer" (<https://www.youtube.com/channel/UCBEnMjXTTSdMPMm-SaXDfYw/videos>)

Version 1.3.2 modifications:

Runway designations corrected as of 2021.

Runway lighting removed.

Runway starts moved to the hold positions.

Appreciable dip created in the runway elevation.

Airport workers removed.

The trees to the east on the approach path have been trimmed.

Trees around the roads to the SouthEast which are used for visual reference have been reduced a little.

Fuel point moved to correct location.

Extra helipads added, (parking 96, 97, 98, 99).

Key taxiway signs added, using custom models based on real life.

Substantial aprons added to the south.

CIX hangar and clubhouse added to the south.

Taxiways and parking spots match those created for XPlane uses.

Minor features added to the north, including a control cabin.

Known issues:

WU5 seems to have introduced longer grass which is a bit intrusive at times and I've had to create a very light-coloured texture on the southside to suppress autogenerated grass there.

Automatic fuel trigger has been removed, due to the proximity of the fuel point to a taxiway.

Annoyingly, taxiways don't show nicely in Little NavMap. To the west they do not show labels. You need a chart to hand to identify taxiway designations.

MSFS does not yet support helicopters and there is no corresponding label for the helipads.

From above, taxiways and parking spots appear far too light an barron. They do need to be quite stark or navigation on the ground becomes tricky.