

Bradley Int'l Airport - for FS9
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This is a redesigned Airport (AFCAD) layout for Bradley International (KBDL), Windsor Locks, CT designed for FS9. I brought this airport up to date because the layout had been modified and approaches changed since FS9 was developed.

Bradley International Airport (IATA: BDL, ICAO: KBDL, FAA LID: BDL) is a civil/military airport in Windsor Locks, Connecticut, in Hartford County, Connecticut. Owned and operated by the Connecticut Airport Authority, it is the second-largest airport in New England. It is Connecticut's busiest commercial airport with 350 daily operations and the second-busiest airport in New England after Boston's Logan International Airport.

In 2014, Bradley was the 53rd busiest airport in the United States by number of passengers enplaned. Bradley was originally branded as the "Gateway to New England" and is home to the New England Air Museum, and North America's only Flight Simulation conference, FlightSimCon. In 2016, Bradley International launched its new brand, "Love The Journey."

Here is what to look for in this scenery package:

- Added airport property.
- Shortened Runway 01-19.
- Added taxi signs where needed
- Added new taxiways and rerouted taxiways per current Airport Diagram.
- Added jetways to passenger terminal
- Added ramp lighting.
- Added some extra "eye candy".
- Modified all approaches to match current approach charts.
- Added missing waypoints.
- Corrected misplaced default waypoints