

Castlegar/West Kootenay Regional Airport CYCG for FSX  
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This is fictional scenery for CYCG, Castlegar/West Kootenay Regional Airport, B.C. Canada designed for FSX.

I created this scenery to make it a bit more realistic. The default scenery was pretty bare and the buildings just didn't fit.

Castlegar is the second largest city in the West Kootenay region of British Columbia, Canada. It is located within the Selkirk Mountains at the confluence of the Kootenay and Columbia Rivers. It is a regional trade and transportation centre, with a local economy fueled by forestry, mining and tourism.

Here is what to look for in this scenery package:

- Removed all of the default airport buildings and replaced them with more appropriate buildings
- Reconfigured the parking spots and added additional
- Added some taxi signs
- Added night lighting to the ramp area
- Added missing NDB and Localizer approaches
- Added a landclass representation of the the city of Castlegar

Credits:

Scenery Object placement done with Flight 1 software "Easy Scenery2"  
Airport modifications using Airport Design Editor by Scruffy Duck Software  
Terrain / Landclass modifications done with SBuilder X