

Ft Lauderdale Int'l Airport, Florida- for FSX
by: Scenery4Flightsims.com

This is a complete rework of KFLI based on current airport diagram. The stock airport is outdated.

Fort Lauderdale–Hollywood International Airport (IATA: FLL, ICAO: KFLL, FAA LID: FLL) is in Broward County, Florida, United States, The airport is off Interstate 595, U.S. Route 1, Florida State Road A1A, and Florida State Road 5 bounded by the cities Fort Lauderdale, Hollywood and Dania Beach, three miles (5 km) southwest of downtown Fort Lauderdale and 21 miles (34 km) north of Miami. The airport is near cruise line terminals at Port Everglades and is popular among tourists bound for the Caribbean. Since the late 1990s, FLL has become an intercontinental gateway, although Miami International Airport still handles most long-haul flights.

Here is what to look for in this updated file:

- Remove Runway 13-31
- Changed Runways 9L-27R & 9R-27L to new designations of 10L-28R & 10R-28L
- Lengthen Runway 10R-28L from 5272 ft. to 8000 ft .
- Nearly all taxiways have been redone with new designations.
- Expanded parking.
- Added ILS approach to Runway 28L.
- Updated all approaches and waypoints.
- Added night lighting to parking ramps and gates.
- Added airport property terrain to accomodate expansion.

Credits:

Scenery Object placement done with Flight 1 software "Easy Scenery2"
Airport modifications using Airport Design Editor by Scruffy Duck Software
Airport description from Wikipedia.