Charlotte/Douglas International Airport - for F9
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This is a redesigned Airport (AFCAD) layout for Charlotte Int'l Airport (KCLT), Charlotte North Carolina designed for FS9. I brought this airport up to date because the layout had been modified and approaches changed since FS9 was developed.

Charlotte Douglas International Airport (IATA: CLT, ICAO: KCLT, FAA LID: CLT) is a joint civil-military public international airport located in Charlotte, North Carolina, United States. Established in 1935 as Charlotte Municipal Airport, in 1954 the airport was renamed Douglas Municipal Airport after former Charlotte mayor Ben Elbert Douglas Sr., who had overseen the airport's construction. The airport gained its current name in 1982 and, as of September 2017, it is the second largest hub for American Airlines after Dallas/Fort Worth International Airport, with service to 161 domestic and international destinations. As of 2016 it was the 11th busiest airport in the United States, ranked by passenger traffic and 6th by aircraft movements. It was also the 7th busiest airport in the world ranked by aircraft movements However, Charlotte is the largest airport in the United States without any nonstop service to Asia, and it only ranks 19th by international passenger traffic. The airport serves as a major gateway to the Caribbean Islands. CLT covers 5,558 acres (2,249 ha) of land.

Construction of the airport's fourth runway began in the spring of 2007. At 9,000 feet (2,700 m) long, the new "third parallel" allows three independent approaches for arrivals even from the south, potentially increasing capacity by 33 percent. The new runway lies west of the three existing runways.

Here is what to look for in this scenery package:

- Added airport property.
- Added third runway 18R-36L and changed the runway designators for the original 2 parallel runways.
- Added taxi signs where needed.
- Added new taxiways and rerouted taxiways per current Airport Diagram.
- Added ramp lighting.
- Added static military aircraft to the ANG ramp.
 - Added some extra "eye candy"
- Added Jetways to the terminal building.
- Modified all approaches to match current approach charts.
- Added missing waypoints.
- Corrected misplaced default waypoints