

Minneapolis-St Paul Int'l Airport (KMSP) - for FS2004
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This is fictional scenery for KMSP, Minneapolis-St Paul Int'l Airport, Minnesota designed for FS9.

I brought this airport up to date because it had been added on to and approaches changed since FS9 was developed.

Minneapolis–Saint Paul International Airport (IATA: MSP, ICAO: KMSP, FAA LID: MSP) is a joint civil-military public use international airport. Located in a portion of Hennepin County, Minnesota, United States, outside of any city or school district,[3] within ten miles (16 km) of both downtown Minneapolis and downtown Saint Paul, it is the largest and busiest airport in the six-state upper Midwest region of Minnesota, Iowa, Nebraska, North Dakota, South Dakota and Wisconsin

In terms of passengers, Minneapolis–Saint Paul International Airport is the 16th busiest airport in the United States and the 46th busiest airport in the world in 2014. A joint civil-military airport, MSP is also home to the Minneapolis–Saint Paul International Airport Joint Air Reserve Station, supporting both Air Force Reserve Command and Air National Guard flight operations. Airlines out of Minneapolis–Saint Paul International Airport serve 155 nonstop markets from MSP, including 126 domestic and 29 international markets.

These are the changes/improvements:

- Added airport property to accommodate the newest runway.
- Added runway 17-35 per current airport diagram.
- Added / edited taxi signs.
- Added new taxiways connecting to the new runway.
- Updated numerous other taxiways
- Added missing approaches and necessary waypoints.
- Added additional terminal parking
- Added ramp lights at terminal buildings