

Koyuk, Alaska Scenery for FSX

by: Scenery4FlightSims.com

This is fictional scenery for Koyuk, Alaska (PAKK), designed for FSX. I created this scenery to "dress up" the area, which was pretty bare and outdated.

Here is what to look for in this scenery package:

- > Renamed runway to agree with published charts.
- > Additional parking spots.
- > Removed default buildings and added buildings that seems more appropriate for this scenery.
- > Added night lighting to the ramp area.
- > Added landclass town to represent the town of Koyuk which was omitted in default scenery.
- > Added missing GPS approach for runway 01 along with waypoints which were never included in default scenery.
- > Cleared tall trees that were in the glide path for runway 01.