

Palm Beach Int'l Airport (KPBI) - for FSX  
by: Scenery4Flightsims.com

This is fictional scenery for KPBI, Palm Beach Int'l Airport, Florida designed for FSX. I brought this airport up to date because many changes had been made and approaches changed since FSX was developed.

Palm Beach International Airport (IATA: PBI, ICAO: KPBI, FAA LID: PBI) is a public airport in Palm Beach County, Florida, west of the city of West Palm Beach, Florida. It is the primary airport for West Palm Beach, Boca Raton, Palm Beach, and the surrounding area. It is also one of three major airports serving the South Florida metropolitan area. The airport is operated by Palm Beach County's Department of Airports.

Palm Beach International Airport covers 2,120 acres (858 ha) and has three runways:

10L-28R: 10,001 x 150 ft. (3,048 x 46 m) Asphalt

10R-28L: 3,214 x 75 ft. (980 x 23 m) Asphalt

14-32: 6,926 x 150 ft. (2,111 x 46 m) Asphalt

The airport's runway designations were changed by the FAA to their current configuration on December 17, 2009. Previously, they had been 9L-27R, 9R-27L, and 13-31.

As of 2018, Concourse A houses Bahamasair and Silver Airways. Concourse B houses Air Canada, American Airlines, Southwest Airlines, Sun Country Airlines, and United Airlines. Concourse C holds Delta Air Lines, Frontier Airlines, JetBlue, and Spirit Airlines.

These are the changes/improvements:

- Added airport property to accommodate new taxiways.
- Changed the designation of all runways (see above)
- Added / edited taxi signs.
- Added new taxiways.
- Updated numerous other taxiways.
- Added missing approaches and necessary waypoints.
- Added ramp night lighting.

Credits:

Airport/Terrain /Landclass modifications using Airport Design Editor by Scruffy Duck Software