

Petersburg, Alaska Scenery for FSX

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This is fictional scenery for Petersburg, Alaska (PAPG), 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 I created this scenery to "dress up" the area, which was pretty bare and outdated.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:

- > Expanded the parking ramp and added more parking.
- > Removed most of the default buildings and added buildings that seems more appropriate for this scenery.
- > Added night lighting to the ramp area.

- > Added missing GPS approach for runway 22 along with waypoints which were never included in default scenery.
- > Added missing LDA/DME approach for runway 22 with waypoints that were never included in default scenery.
- > Added a gravel shoulder along the length of the runway to accomodate an invisible taxiway so AI aircraft will not taxi on the runway.