

Spokane International Airport - KGEG, Washington for FSX
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This is fictional scenery for KGEG, Spokane International Airport, Washington designed for FSX. I brought this airport up to date because it had been added on to and approaches changed since FSX was developed.

Spokane International Airport (IATA: GEG, ICAO: KGEG, FAA LID: GEG) is a commercial airport approximately 5 miles (8 km) west of downtown Spokane, Washington. It is the primary airport serving the Inland Northwest, which consists of 30 counties and includes areas such as Spokane and the Tri-Cities, both in Eastern Washington, and Coeur d'Alene in North Idaho. The airport's code, GEG, is derived from its airfield's namesake, Major Harold Geiger.

As of 2015, Spokane International Airport (GEG) ranks as the 70th-busiest airport in the United States in terms of passenger enplanements. At 3,234,095 total passengers served in 2016, it is also the second busiest airport in Washington. GEG is served by five airlines with non-stop service to 13 airports in 12 markets.

These are the revisions made:

- Reposition runways more accurately using Google Earth.
- Lengthen Runway 3-21 from 8987 ft to the current 11,002 ft.
- Reconfigured all taxiways according to current airport diagram.
- Re-signed taxiways as needed.
- Brought all approaches and waypoints up to date using 29 Mar - 26 Apr 2018 approach plates.
- Added night lighting to the ramp areas.
- Added to airport property to accommodate new taxiways