

Thief River Falls Regional, Minnesota - for FSX
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This is fictional scenery for KTVF, Thief River Falls Regional Airport, Thief River Falls, MN designed for FSX. I brought this airport up to date because it had been added on to and approaches changed since FSX was developed.

Thief River Falls Regional Airport (IATA: TVF, ICAO: KTVF, FAA LID: TVF) is a public use airport located three nautical miles (6 km) south of the central business district of Thief River Falls, a city in Pennington County, Minnesota, United States. The airport is owned by the Thief River Falls Regional Airport Authority. It is mostly used for general aviation but is also served by one commercial airline subsidized by the Essential Air Service program.

Thief River Falls Regional Airport covers an area of 916 acres (371 ha) at an elevation of 1,119 feet (341 m) above mean sea level. It has two asphalt paved runways: 13/31 is 6,504 by 150 feet (1,982 x 46 m) and 4/22 is 4,997 by 75 feet (1,523 x 23 m). For the 12-month period ending December 31, 2010, the airport had 31,273 aircraft operations, an average of 85 per day: 96% general aviation and 4% scheduled commercial. At that time 21 aircraft were based at this airport: 81% single-engine, 14% multi-engine, and 5% ultralight.

Here is what to look for in this scenery package:

- Added airport property to accommodate the newest runway.
- Added runway 4-22 per current airport diagram.
- Added taxi signs (the default airport had no taxiway labeling).
- Added new taxiways connecting to the new runway.
- Added night lighting to the ramp area.
- Added missing GPS approaches and necessary waypoints.
- Added additional parking.
- Removed default buildings and added stock FSX buildings that were more appropriate.