PKWA: BUCHOLZ AAF – FLATTENED TERRAIN

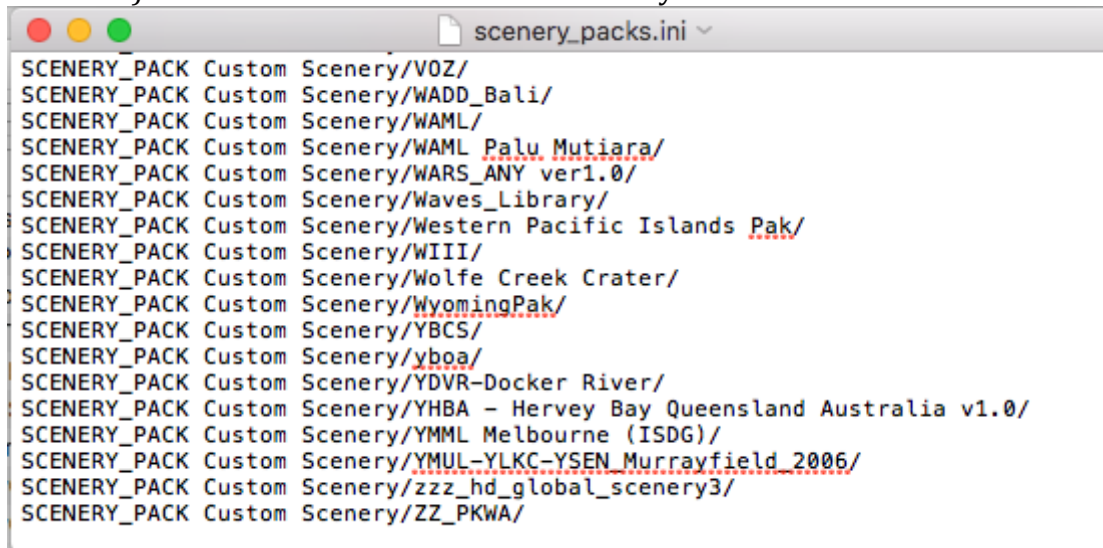This file contains only the terrain DSF file to flatten the northeastern ramp of PKWA BUCHOLZ AAF

Credit

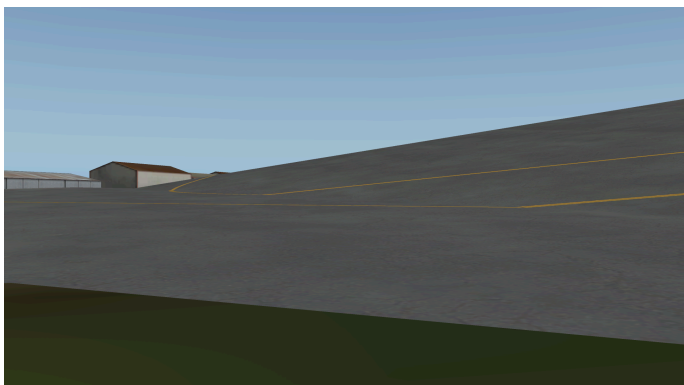MeshRemexe 0.9b91: http://forums.x-plane.org/index.php?app=downloads&showfile=29153

Installation

1. Unzip
2. Put ZZ_PKWA folder into Custom Scenery Folder
3. Open scenery_packs.ini (Custom Scenery folder) using a text editor the placing ZZ_PKWA (folder name) at the end of the list of custom scenery.

```
SCENERY_PACK Custom Scenery/VOZ/
SCENERY_PACK Custom Scenery/WADD_Bali/
SCENERY_PACK Custom Scenery/WAML/
SCENERY_PACK Custom Scenery/WAML Palu Mutiara/
SCENERY_PACK Custom Scenery/WARS_ANY ver1.0/
SCENERY_PACK Custom Scenery/Waves_Library/
SCENERY_PACK Custom Scenery/Western Pacific Islands Pak/
SCENERY_PACK Custom Scenery/WIII/
SCENERY_PACK Custom Scenery/Wolfe Creek Crater/
SCENERY_PACK Custom Scenery/WyomingPak/
SCENERY_PACK Custom Scenery/YBCS/
SCENERY_PACK Custom Scenery/yboa/
SCENERY_PACK Custom Scenery/YDVR-Docker River/
SCENERY_PACK Custom Scenery/YHBA — Hervey Bay Queensland Australia v1.0/
SCENERY_PACK Custom Scenery/YMML Melbourne (ISDG)/
SCENERY_PACK Custom Scenery/YMUL-YLKC-YSEN Murrayfield_2006/
SCENERY_PACK Custom Scenery/zzz_hd_global_scenery3/
SCENERY_PACK Custom Scenery/ZZ_PKWA/
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Known Issues

There is a thin blue space between the land and sea where the elevation doesn't quite match up. (That's a lot better than a big hill in the middle of the ramp in my view.)

Before

After (same view point!)