Samui International Airport for FSX

(IATA:USM, ICAO: VTSM)
By Asian Airport Sceneries

Introduction

Samui is a Tropical Paradise Island in the Gulf of Thailand. It is a very popular tourist destination, located about 500 kilometers from Bangkok, 75 kilometers from the nearest mainland, Surat Thani.   It took almost10 hrs. to travel by land and sea. So travel by air is needed for rush tourists. The Samui International Airport is owned by Bangkok Airways. It is a remarkable airport for its open-air terminal, surrounded by beautiful gardens. There are five terminals for domestic and one terminal for international flights. After checking in, you need to walk along the shopping malls and walkway.   From the terminals, you will be picked up by unique tram-like vehicles, transport you to the parking ramp to get on the plane.

Open-air terminal is unique.

in

- Ground poly of the runway and taxiways with high detail custom made textures. FSX native material is used to have rain effect (water reflection), and bump mapping.
- Almost all the buildings in the airports have been modeled to detail including: check-in buildings, parking lots with cars that available in Thailand, shopping mall, terminal and the detail inside.
- Service vehicles in parking ramps.

FSX groundpoly can have rain effect on.

- Surrounding of the airport including the temple of Big Buddha, Pier for ferry to Koh Phangan, Wat Hau Juk on the top of the hill near the landing of runway 35.
- The entire island shoreline has been corrected and landclass has been added.
- Surat Thani mainland shoreline has been corrected and Mu Ko Ang Thong National Park has been built. So you can fly to see their beauty of the nearby islands.

Samui Arrival area

What is not included in the scenery package:
- Traffic is not included. You might have your own traffic. More traffic from the scenery might add more chaos.

- Mesh is not included. You can used any third party terrain or mesh from flightsim.com (file name thaimsh1.zip, thaimsh2.zip, thaimsh3.zip and thaimsh4.zip) or simviation.com SRTM Asia Mesh Part I-V by Raimond Taburet and J. De ferranti.

Specification of Computer:

The computer that you comfortably use with FSX will run this scenery at good frame rate. My core2 2.53 Ghz Ram 2 G, Nvidia GS250 can run this scenery at 20-30 fps with ultra high setting. My Core Quad Q8200 2.33Ghz with Nvidia 9500GT can run at 50fps at the same setting. It depends on how you set FSX.

Recommend setting is: not turn on light bloom and shadow, set traffic to minimum. This picture may be a rough guide to start. You have to tweak your FSX to suit your hardware and you preference.
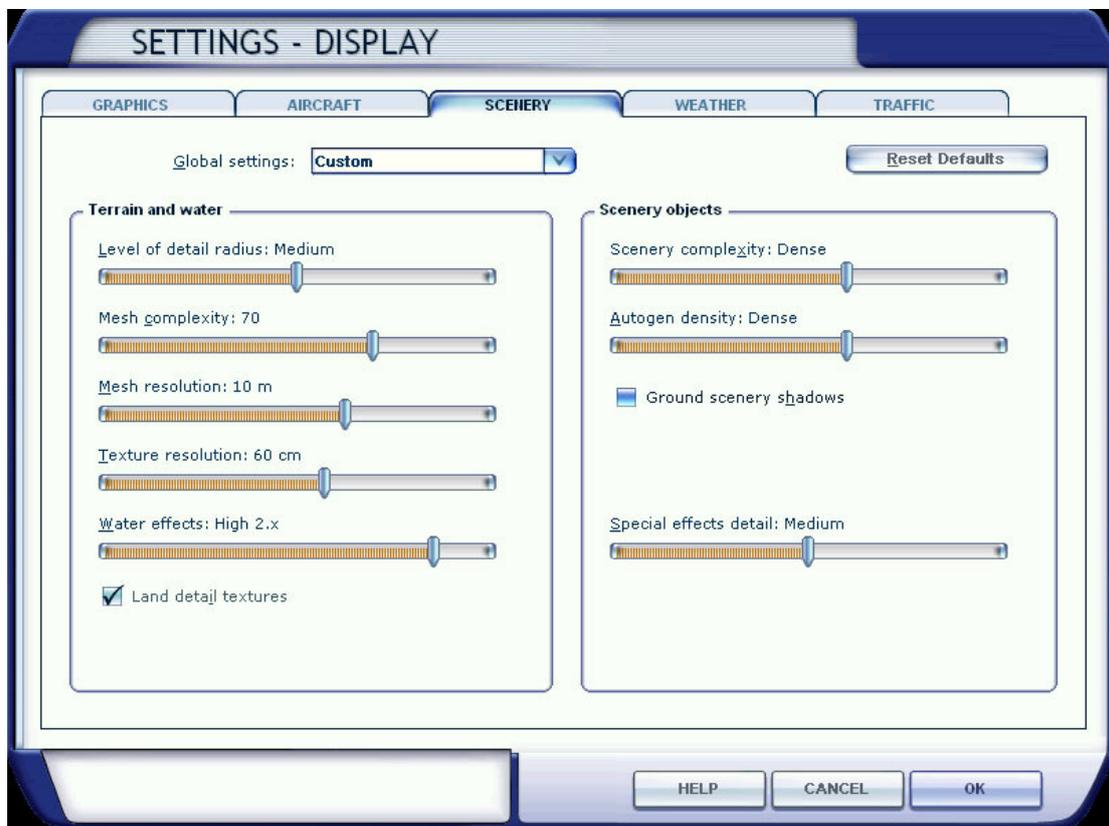
Problems

You might get problem from native FSX material. It can cause flickering when you look down directly (CTRL-S) and you can get some degree of wheels sinking into the ground. The FSX ground poly cannot place at zero ground level because it will cause flickering in every angle of eye sight. If you don't like this FSX ground poly, you can delete FSX_Runway_texture.bgl and FSX_Concrete_texture.bgl or rename them as .bak   Try it, if you like.

Raining Effect on the Runway

If you change the time abruptly from night to day, the light of taxilight will remain bright. You need to go off the program and come back again and every light will be distinguished.

Travel Around.

It would be a shame if you just land your aircraft and then take off to somewhere else by your big jet. Let's pretend that you hire a light aircraft and go to see the islands around, even the Samui island itself.
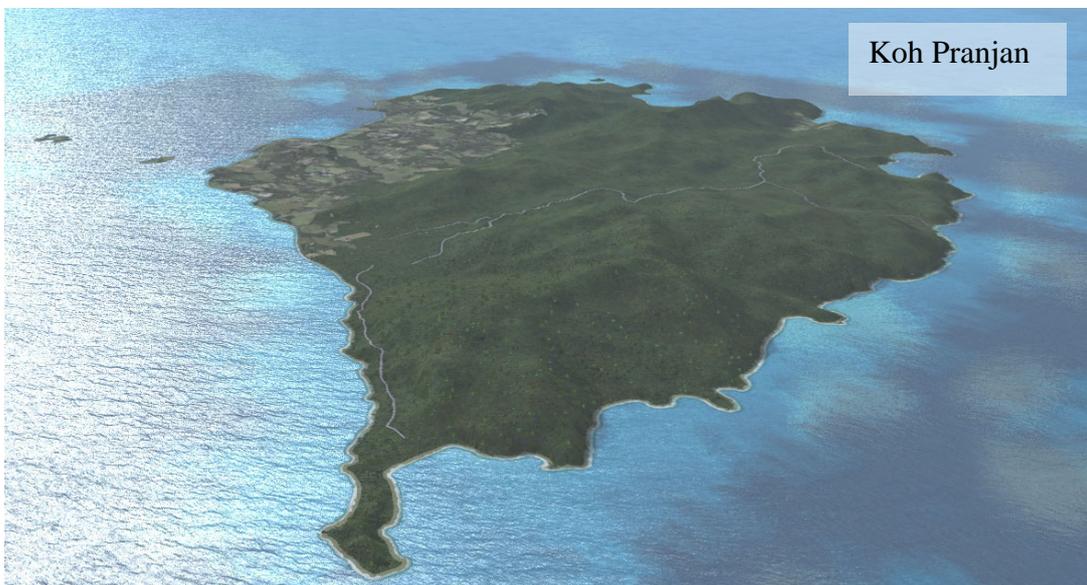
Koh Pranjan

The nearest island is Koh Pranjan, just opposite Samui in the north. It is famous by its "Full Moon Party".

Mu Koh Ang Thong National Park

Mu Koh Ang Thong is in the west of Samui. This is one of the marine national park.

Koh Kai and Koh Tao
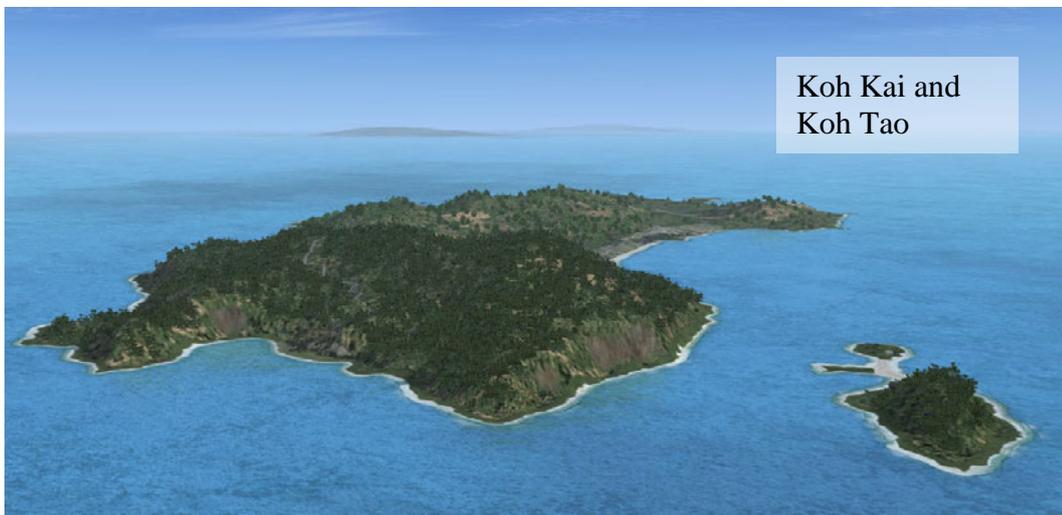
The smaller island in this picture is Koh Kai. It is on the north west of Samui. The bigger one is Koh Tao.

Charts

You can download from http://www.aisthai.go.th/webais/pdf/AD%20vol2-CHART/VTSM.pdf

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