The Netherlands 2000 scenery, version 4

Manual

This manual describes the installation and use of The Netherlands 2000 scenery, version 4.0 . To be able to use this scenery, you need Microsoft FlightSimulator X or Prepar3D.
To enable you to fully enjoy the scenery, we advise you to carefully read the manual. If you don't follow the instructions carefully, this can cause problems with the installation or operation of Flight Simulator and deteriorate it's frame rate. Also have a look at the FAQ at www.nl-2000.com

1 INTRODUCTION

You have just downloaded or you are planning to download the latest version of the NL2000 scenery of The Netherlands or one of the updates. The unique feature of this new version is that it uses a 1m/pixel photo ground layer. This high resolution enables low level visual flight without losing detail.

The many new 3D objects, completely new as well as refurbished airfields, mesh as well as a lot of details, makes flying above The Netherlands a real delight.

Many thanks to everyone who unselfishly supplied information in whatever shape or form. It enabled us to give every version in version 4 so much more detail and make it more true to life, compared to previous versions.

We now also includes the choice between winter or summer landscape.
But notice, that only the photo scenery is adjusted for the winter, not the airports.
Before starting up FSX you must choose the winter or summer scenery by the installer.
There is no spring or fall season and if you change the season in FSX only, the photoscenery of NL2000 installed will not change.
There is 30 Gb more free HD space needed, than version 4.03 with only summer season.

We would also like to thank our beta testers for their enthusiasm and patience during the test phase. Because of their tireless efforts and attention a lot of shortcomings in the scenery have been identified and repaired.

Our scenery is assembled by us with the greatest care. In the event you have remarks or questions, you can visit our web site http://www.nl-2000.com.

We sincerely hope that this latest release of The Netherlands 2000 scenery will bring you an enjoyable flying experience!

The Netherlands 2000 Scenery Design Team
December 2017

Index

2 The product

2.1 The scenery

This version for The Netherlands has different parts.

Surface
The surface is based on aerial photographs originating from 2005, and they have a resolution of 1m/pixel. For some of the airports we could even use 40 cm/pixel photographs. FSX's specifications allowed us to deploy this resolution.
VFR flight over The Netherlands has become more realistic than before. We took special care to present the visible water areas in The Netherlands in a unique way, while retaining its properties as a water mass, so you can still land on it. Since version 4.04 we also included a winterlandscape and nightlights.

Airports
All airports have been imported into version 4 using the latest techniques. After june 2014 the first version of Schiphol EHAM is available. This first version is not a final functional version. The jetways are static and not functional . This will be taken care off in future updates.
Three airports are available in two separate versions: Soesterberg AB (EHSB), Valkenburg AB (EHVB) and Twente Airport / AB (EHTW). As these airports are not active anymore in real life, the designers responsible for these fields have created the current as well as the legacy active version.

Furthermore, 83 oil rigs on the North Sea have been included. These all feature a helipad, which has been added to the scenery as hardened land-able surface which is a beautiful challenge for helicopter pilots. Choose a location (for instance EHFQ) and start on the helipad (not the active runway).

3D objects
A lot of buildings have been imported or created new. The cities of Rotterdam and Amsterdam contain a lot of buildings. We are placing new buildings and objects with every release.

The VU (a hospital as well) in Amsterdam can also be visited with a helicopter as well as Lukkien in Ede (a media company). All high voltage electricity pylons in The Netherlands are present, as are all windmills and turbines. Last but not least ten thousands of trees have been "planted", and the forests have been accurately outlined. Thanks to several data sources we've been able to depict the type of trees.

Autogen
Version 4 enabled us to use autogen objects and to specify separate density settings using the FSX settings. This also applies to trees. Since version 4.09 there are more autogen buildings and houses. Installation takes several minutes.

AI traffic
AI traffic has been added as an option. Like in previous versions, the large airports have AIS. AI aircraft have service vehicles when parked at the gate. There's extra GA traffic at airports which in the default FSX setting don't have parking bays and thus no AI traffic. Likewise, air force bases feature F16 and KC10 tankers (Eindhoven AB). Obviously we have included the AI aircraft in the package. As well for P3dv3 now. Two separate AI traffic packages for FSX and P3D.

Saved Flights
Like before, we have included saved flights. When related to an airport, these saved flights are installed when the airport is installed. There are some flights however, that start in the air, like a sightseeing flight above Rotterdam or Amsterdam, using default aircraft. Not in Prepar3D.

Educational module
Like in previous versions, NL2000 features an educational module. When you install and activate it, you will see signs with city names above the landscape. This is useful if you need to improve your geographical knowledge or familiarize your children with the Dutch topography. When you see these signs need to be deactivated, you can do so using the installer (see chapter 4)

2.2 Modularity

In the past years, users have repeatedly asked us if the scenery could be split into parts, so they can only install the parts they want. In version 4 this has been fulfilled. Using the installer you can now choose to only install the photo layer, retaining the default airports. It's also possible to install only the airports or even only selected airports. The use of AI traffic has become an option.

We hope that this modular layout appeals to our users.

2.3 The Netherlands 2000 Scenery Design Team

The team (in random order) currently consists of :
Ton Bionda, Guido van Wijngaarden, Patrick van Wijngaarden, Jan Dekker, Jeroen Arends, Mark Arends, Roel Arends, Joop Mak, Ron van Houten, Damien van der Aart, Albert Vermeule, Alex Pietersma, Jos de Haan, Robert Mulder

Version 4.09 has been derived partly from previous versions. The following persons have contributed to these previous versions and their work is still used in this version: Arjan van Wijngaarden, Bert Kuyper, Kees Sonneveld, Tom van Maastrigt, Niels Juursema, Graham Oxtoby, Thomas Diederich, Luc Clemens, Ruud Popping, Pieter Jongenelen, Robbin van Dijk, Rien Cornelissen, Lolke Doornik , Sean Kneppers, Christian Bionda, Frits Tappe, Pascal van de Pol , Gerard van Nieuwenhuyzen, Tom Souren, Johan Caljé, Arno Gerretsen. , Steven Gryskiewicz . Erwin Horjus .Peter Nauta, SYSTEM REQUIREMENTS

3 System requirements

3.1 Minimal system requirements:

Hardware:
- 2.0 GHz dual core processor
- 800Mhz FSB
- 2 GB internal memory
- 256 MB 3D video card (DirectX 9 support)
- 65GB free disk space on a NTFS partition

This minimal configuration won't enable you to turn on all advanced features. Most features will however work.

Your screen resolution needs to be at least 1024 X 768 pixels.

3.2 Optimal system requirements

When you want to make optimal use of the features of the scenery, we would advise the following hardware configuration:

- 2.6 GHz quad core processor (or a dual core with comparable "rating")
- >= 800Mhz FSB
- >= 3 GB internal memory
- 512 MB video card (DirectX 9 compatible)
- 65GB free disk space on a NTFS partition

3.3 Software requirements

- Microsoft FSX with Service Pack 2 or Acceleration Pack
- WindowsXP SP2, Windows Vista or Windows 7 (any version) and 10
- Microsoft .NET Framework 2.0, which can be downloaded from http://www.microsoft.com/downloads/en/details.aspx?familyid=0856EACB-4362-4B0D-8EDD-AAB15C5E04F5&displaylang=en

4 Installation

NL2000 V4.10 is a couple modular software packages and a supplement and update of version 4.0. It offers the possibility to choose which parts of the NL2000 scenery you want to install.

A special tool (the installer) has been designed to maintain the different modules.
For the installation of NL2000 version 4.10 you need installer v4.0.80 at least. With this installer you also can install older packages of NL2000 version 4.0.

The installer enables you to:
- Do a complete NL2000V4 installation , version 4.0 as well as version 4.10
- Install NL2000 airports without the photo scenery
- Install only the photo scenery
- Update parts of the installed scenery with newer versions
- Remove parts of the scenery like airports
- Install AI traffic for FS and P3D separate.

Therefore, you need to install the installer with administrator rights, before you can install any scenery module. Sometimes Internet Explorer change our .nl2 extension into .zip. Change zip into nl2. Don not try to unzip the individual zip or nl2 files. Install only by the NL2000 installer. This installer also can install our packages in zip besides nl2. . The installer version 4.0.80 is working in FSX and also in FSX-SE and Prepar3D , although the scenery is not complete working in this simulator yet.

4.1 Installation of the installer

1. Download the files and put them in a temporary folder.

2. If you had a older installer than 4.0.80 , you have to uninstall this first by the control panel of Windows ,

3. Execute the file NL2000V4_installer_4.0.80_setup.exe. **As administrator** (right mouse)
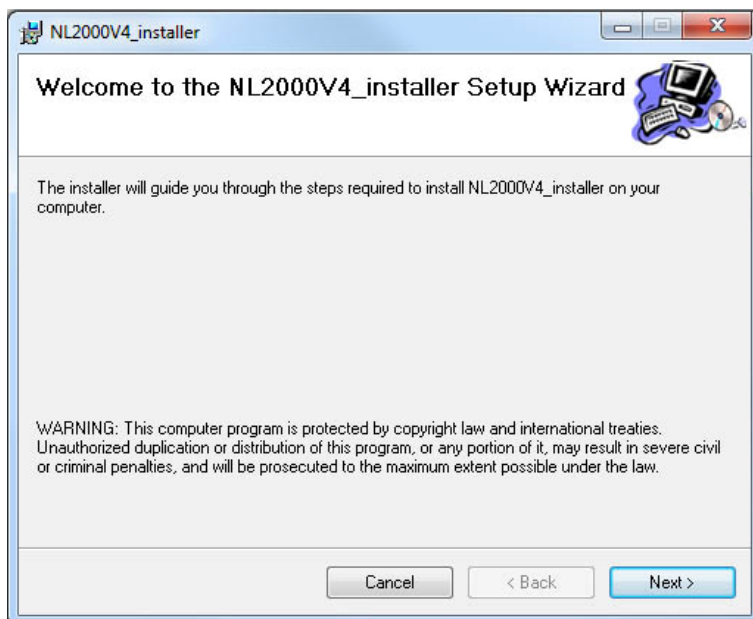
The installation screen will open (fig.1)

Fig. 1

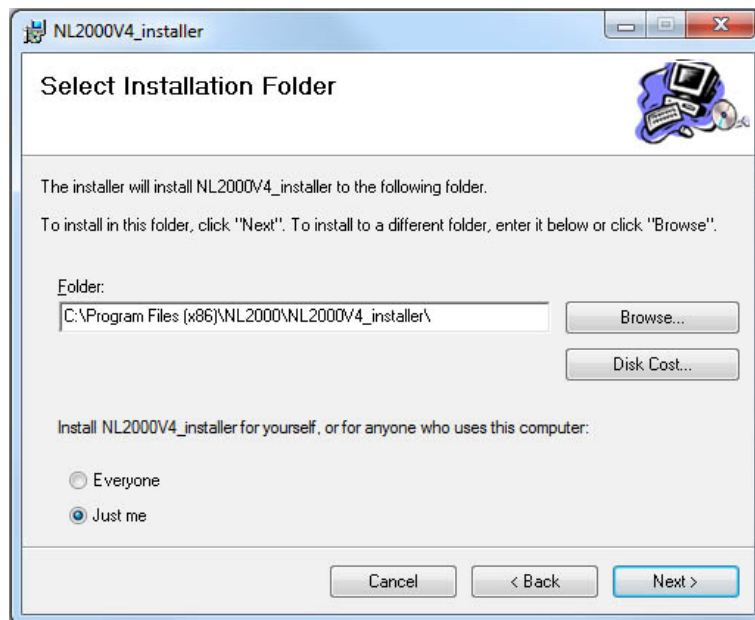3. Click the "Next" button.

   A selection screen opens (fig 2)

Fig. 2

This screen offers a number of options. The "disk cost" button shows the available disk space.

The "browse" button lets you select a location for the installer. To be clear: this is not the location where the scenery will be installed. This will be treated in the next chapters.

The selection "Everyone" and "Just me" allocates permissions to run the scenery for only the currently logged in user or everyone.

4. Select "next" to continue with the installation.

The confirmation screen is shown. This is the last time to choose: "back" to go back to previous choices, "cancel" to cancel the installation.
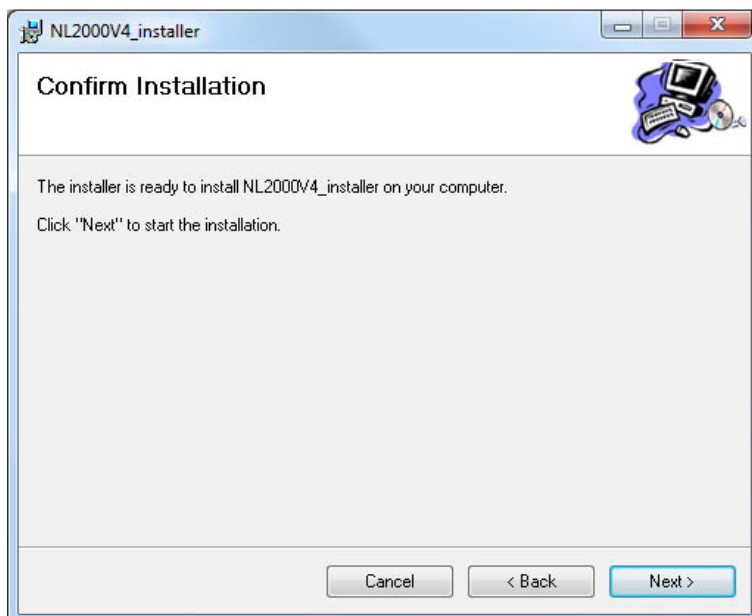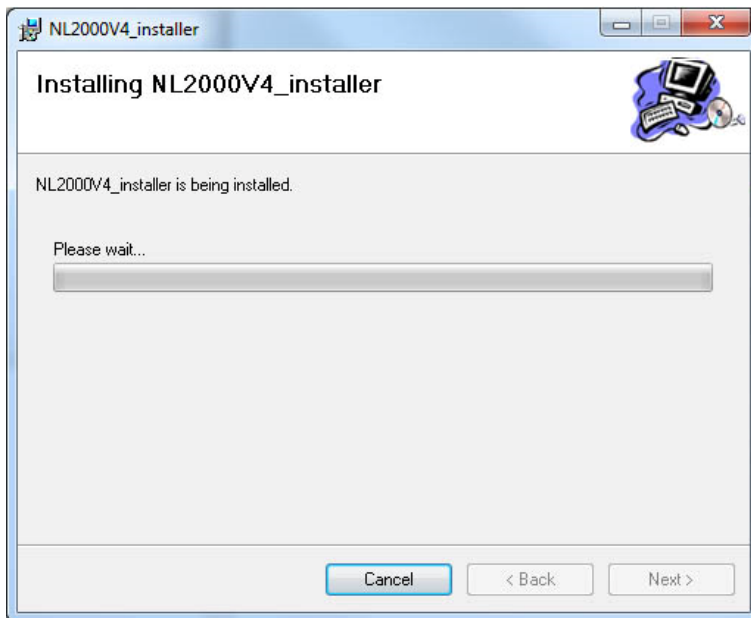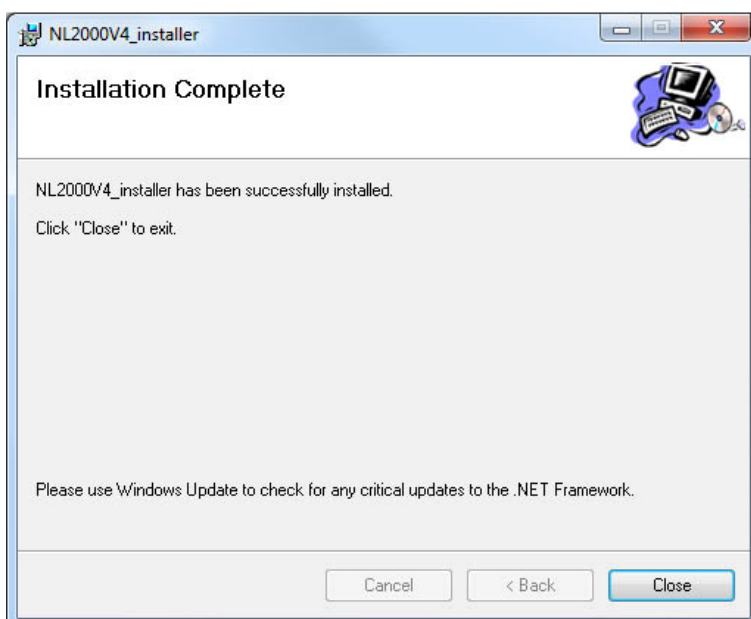

Fig. 3

5. Select "next" to continue. Depending on the operating system (i.e. Vista) you may be asked once more to confirm making changes to your system.

The installation of the installer will now proceed, and a progress bar will be shown.

Fig. 4

6. The "close" button will now terminate the installation program.

Fig. 5

4.2 Modular installation options

4.2.1　　　Custom installation

This option offers the choice to install parts of NL2000. It is also used later on to install additional parts. It is also used to add new modules.

1. Start the installer.

This can be done by choosing "Start", "All Programs", "NL2000". In Windows7 /Vista/10 you better close the UAC for the time of the installation and install as **"administrator"** by the right mouse click. Sometimes in Vista it is better in to to start in the map "NL2000v4_Installer" the "NL20004.0.exe" as administrator.

A screen appears with the copyright notice and the disclaimer. To accept these you need to check the checkbox "I accept the terms of this copyright".
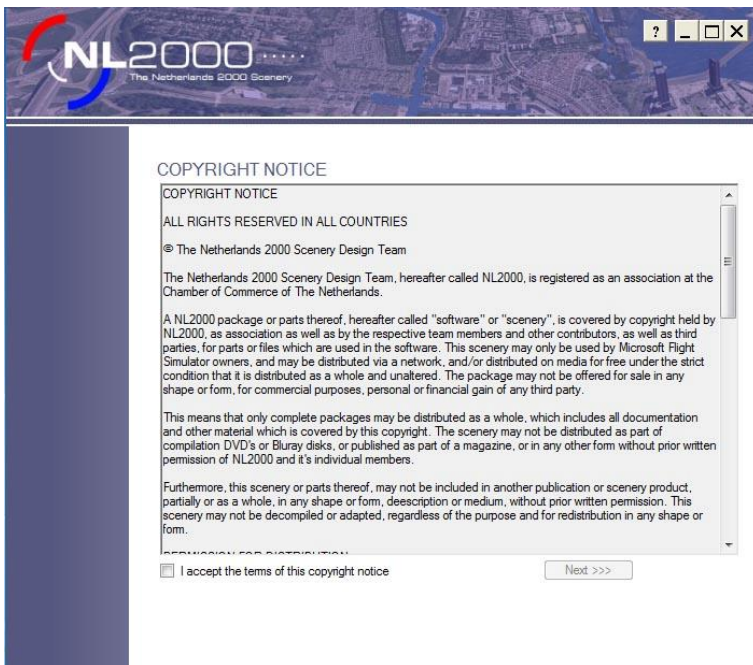

Fig. 6

2. Click "next"

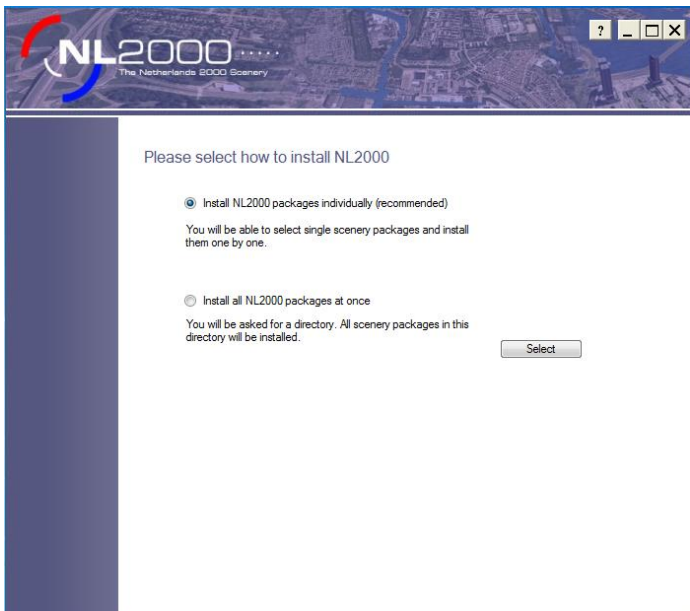3. Select "Install NL2000 packages individually (recommended)".

Fig. 7

4. Select the "Select" button.

This screen will show the installable packages.

5. Select the "add package" button.

The screen will now offer a screen in which you can browse to the location of your downloads.
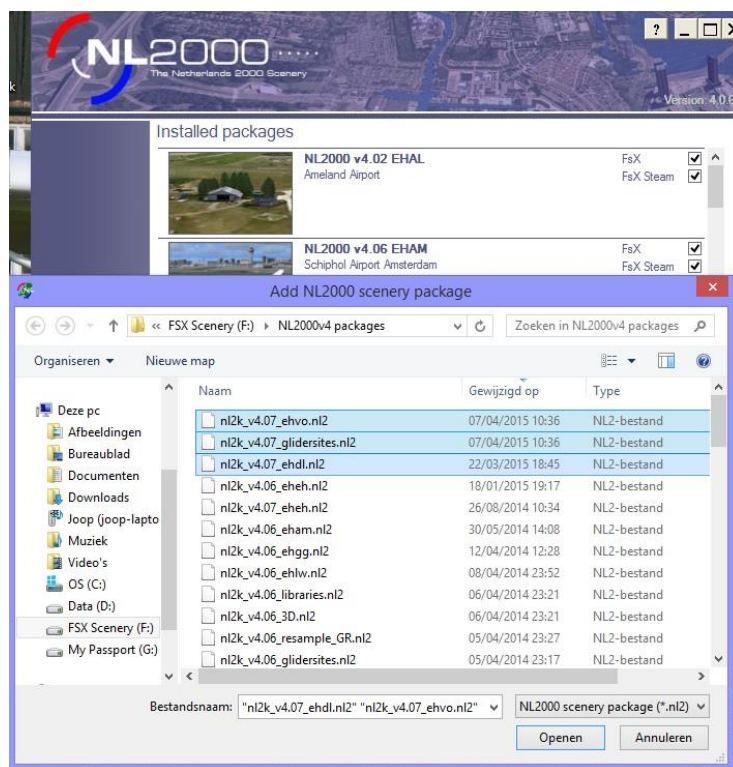

Fig 8.

6. Select the file you wish to install and click on the "Open" button. Your selection will now be installed.

REMARK: When you have not done so yet, the system will ask permission to install the module "NL2000 v4.0 Libraries" (nl2k_v4_libraries.nl2) before everything else.

A screen is now shown to ask you where you want to install the selected parts. The preferred location is a different physical disk, than the one containing FSX or Windows7/10.
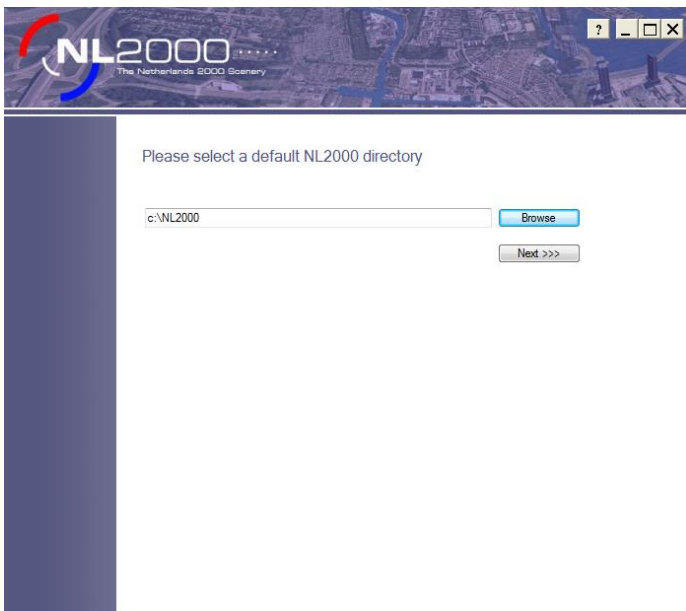

Fig. 9

7. Select the "browse" button to indicate the location of your files.

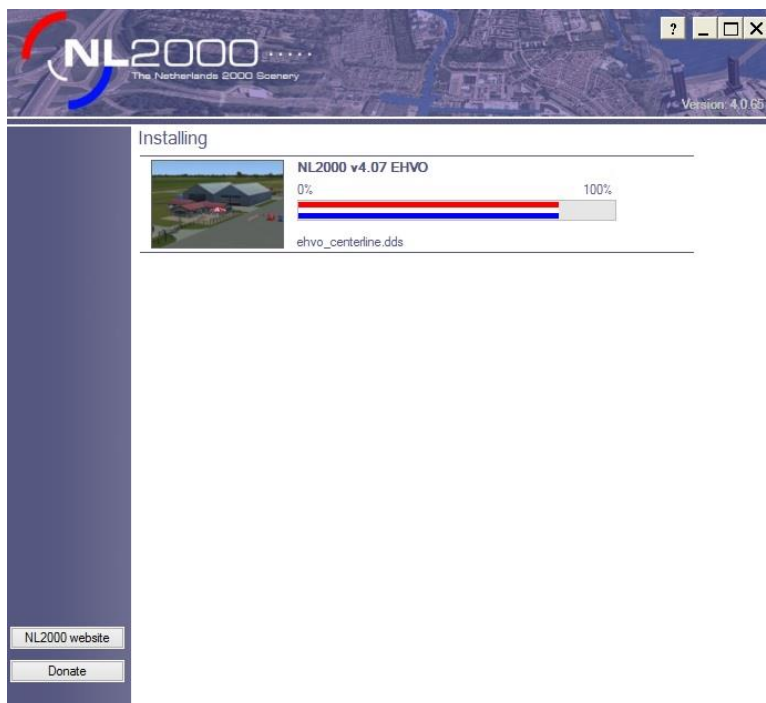8. Select "next" to confirm.   A progress bar will be shown

Fig 10

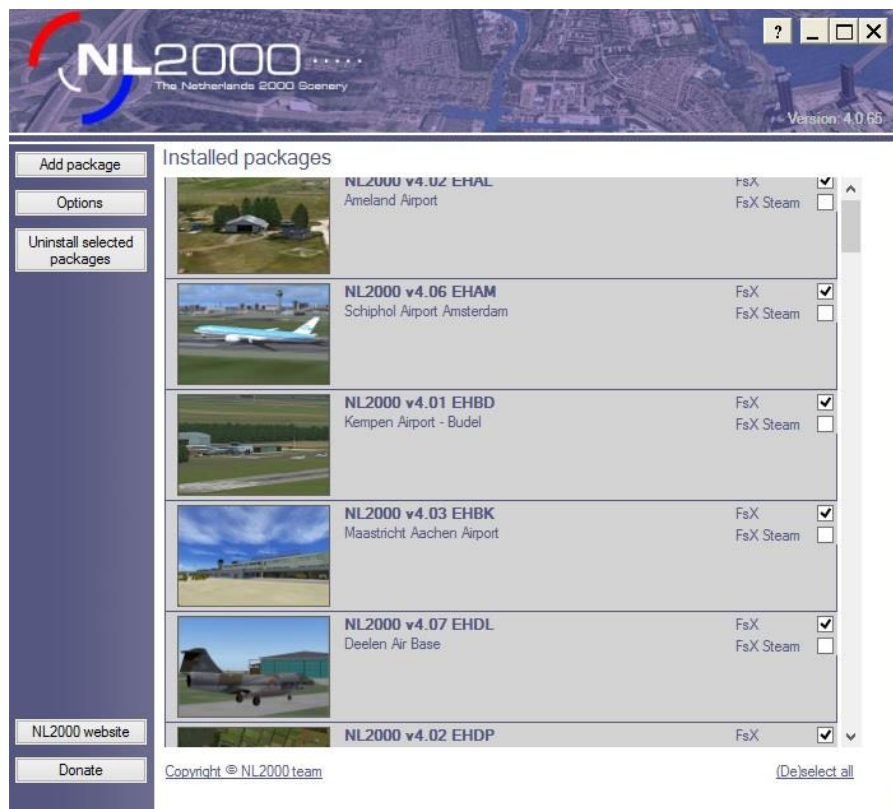After completion, you will get a summary of installed parts.

Fig. 11

The part "NL2000v4.0 3D objects excludes" may only be activated when you choose only to install the NL2000 resample files and you don't want to see default FSX objects.

When you install a package version 4.01/ 4.10 , the installer will first delete the old version and install the new one instead. Also the library (scenery.cfg) will be adjusted.

4.2.2 Complete installation

This option offers the possibility to install all your downloaded packages in one go.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000". When you use Windows Vista or Windows 7/10 and you are not logged in as administrator it may occur that you need to start the installer as administrator. Rightmouse click on the icon of the installer and choose "Run as administrator".

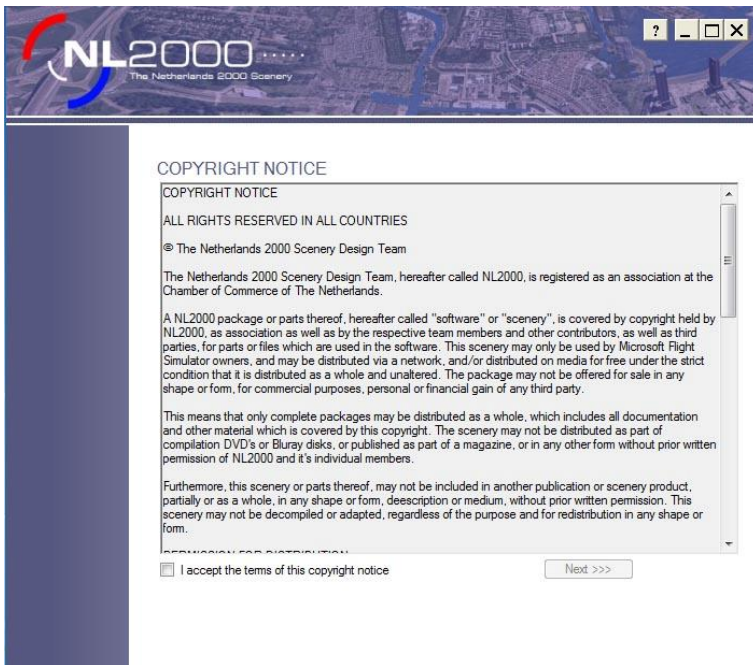The Copyright Notice and Disclaimer will be shown. You need to confirm the agreement.

Fig. 12

> 2. Select "next"

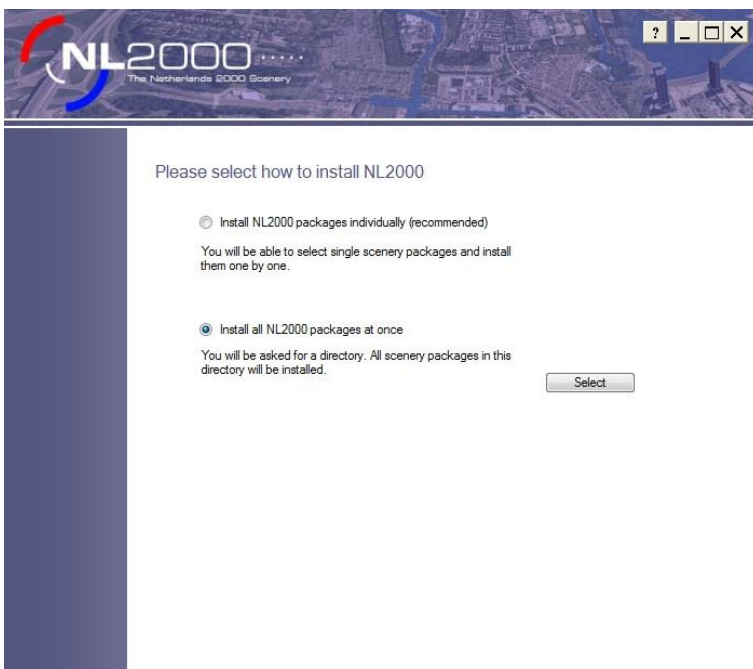> 3. Select "Install all NL2000 packages at once".

Fig. 13

> 4. Select the "select" button.

If the packages are not found in the default location, the following screen is shown, where you can use the "browse" button to indicate where the downloaded are located.
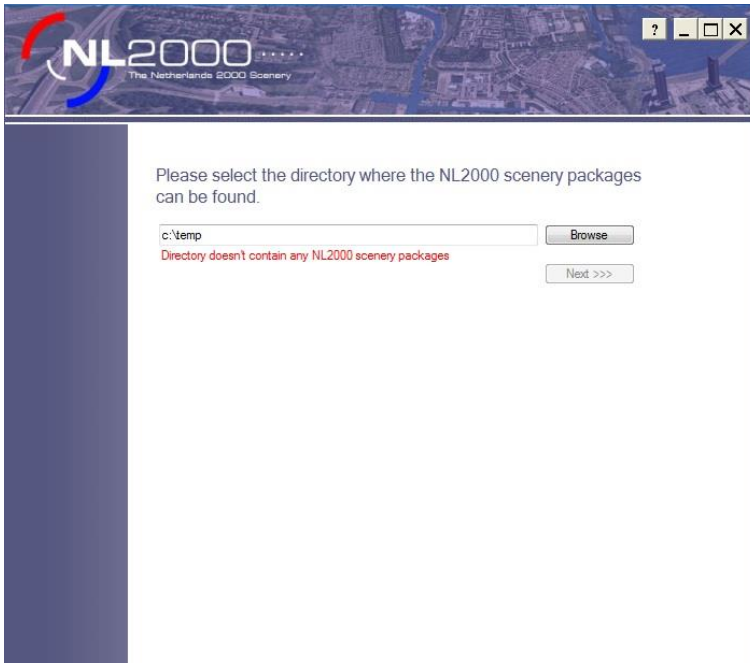
Fig. 14

    5.   Select "next" to start installation.

All available modules will now be installed in the correct order. This can take a considerable amount of time. Progress is shown with a progress bar.
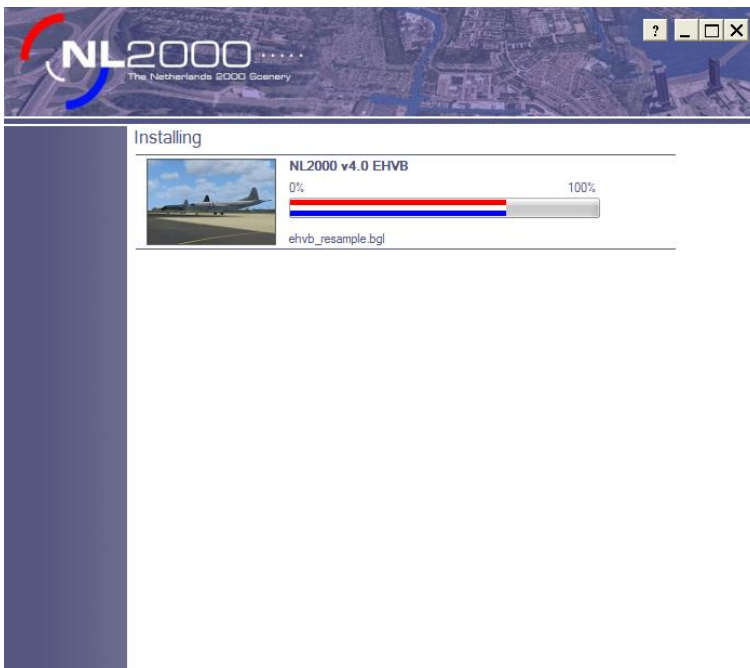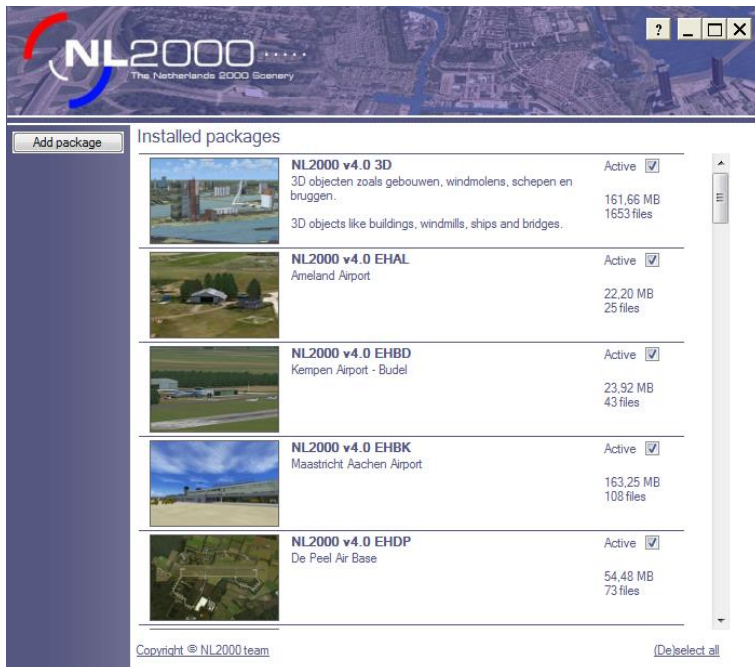

Fig. 15

After the installation has been completed, all parts will have been installed in the correct order.

The installed parts have all been made active. You can see this by the check marks next to the modules. You may choose to deactivate them by removing the check marks. These modules will not be loaded during startup of FSX, but will remain installed.

Fig. 16

(Picture is not complete with the FSX-SE and P3D possibilities)

4.3 Adding a module

To add a module, proceed as follows.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000". When you use Windows Vista or Windows 7 and you are not logged in as administrator it may occur that you need to start the installer as administrator. Rightmouse click on the icon of the installer and choose **"Run as administrator".** Be aware that you have the installer version 4.0.80.

A screen as shown above (Fig. 16) will appear.

2. Select the "Add package" button.

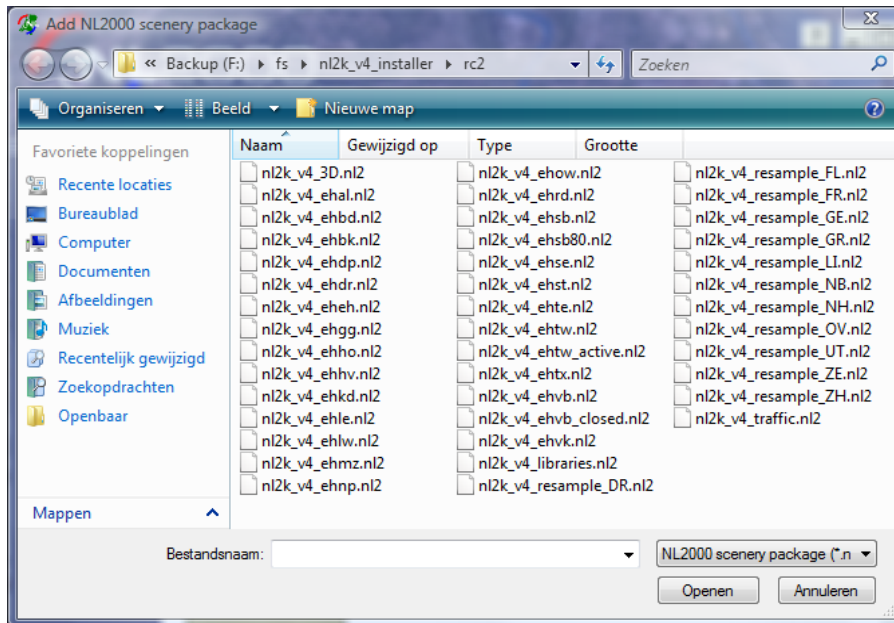A screen like below will appear.

Fig. 17

3. Select the desired module (all NL2000 modules have the file name extension .nl2) Select multiple modules by simultaneously pressing the Control or Shift key while selecting modules. When you read in the package name v4.10 , it is a updated or an adjusted package from version 4.0.

4. Select the "Open" button to start installation. It can take some time. A progress screen as in fig. 15 will be shown.

5. For FSX you can install the AI traffic package for FSX and for P3D you can install the P3D package.

4.4 Replace a module

Replacing a module works the same as adding a module, except that you get an extra question at the end, like figure 18. Choose "Ja or Nee" (yes or no) to replace the module.
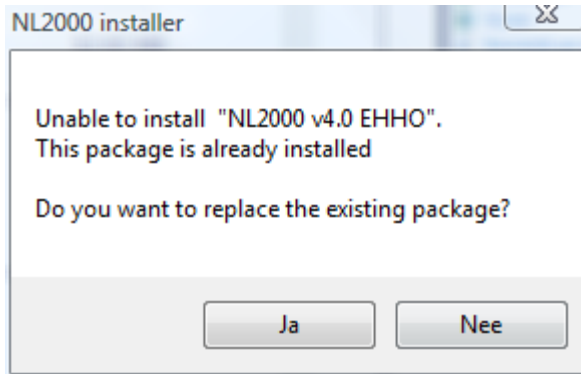

Fig. 18

The installer adjust the priorities in the FSX library automaticly. In some cases the priorities can be not in order. Check chapter 5.6 for the right priorities and change them yourself.

4.5 Removal of a module from the NL2000 scenery

To remove one or more of the modules from your installation, proceed as follows.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000". When you use Windows Vista or Windows 7 and you are not logged in as administrator it may occur that you need to start the installer as administrator. Rightmouse click on the icon of the installer and choose "Run as administrator".   A screen like fig. 19 will appear.
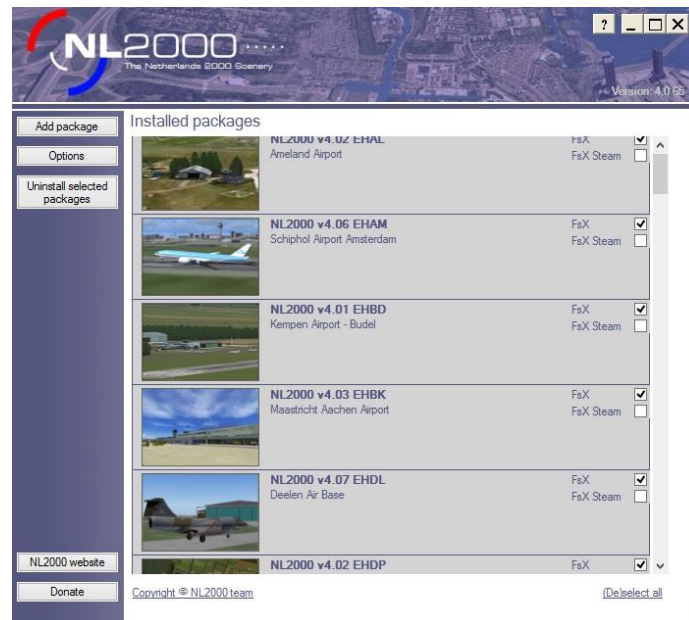

Fig. 19

2. Scroll down to the modules you wish to remove.

3. Click on the area of the module itself. These modules will turn gray.

4. Now select "Uninstall selected packages" on the bottom left. The selected modules have now been removed (your scenery.cfg file has automatically been edited accordingly).

4.6 Complete removal of the NL2000 scenery

To remove one or more of the modules from your installation, proceed as follows.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000". When you use Windows Vista or Windows 7/10 and you are not logged in as administrator it may occur that you need to start the installer as administrator. Rightmouse click on the icon of the installer and choose "Run as administrator". A screen like fig. 19 will appear.

2. On the bottom right hand part of the screen, select (De)select all . All modules will now turn gray.

3. Now select "Uninstall selected packages" on the bottom left. The selected modules have now been removed. (your scenery.cfg file has automatically been edited accordingly)

## 4.7 Removal of the installer

The installer can be removed by selecting it from the Windows Control Panel.

4.8 Installing updates

Through the installer you can install new and updated packages. The installer will remove older modules first and replace it with the new module.   The priorities in the FSX library will be automaticly be solved. In some cases this will not work. Check the priorities in chapter 5.6.

4.9 Changing season summer in to winter/Christmas options

For changing the season from summer into winter or winter into summer or disabling Christmas options, you have to do that by the installer before you start up FSX. Click on "options" en you will see :
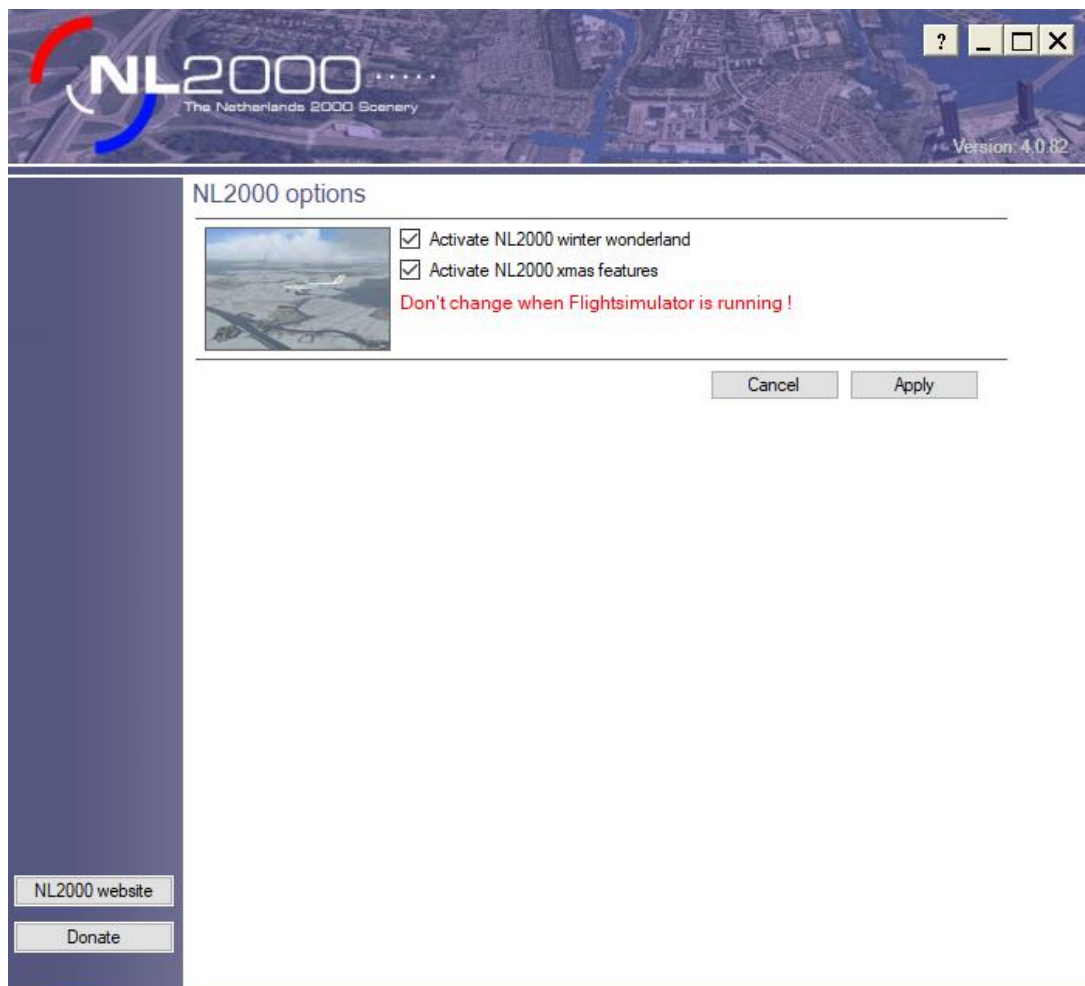
Now you can activate winter or disable Christmas options, Click on ” Apply” and close the installer. Now you can start FSX.

5 Performance and settings of FSX

In this chapter we'd like to present some tips on using NL2000V4 with FSX.

We don't pretend that these settings should be standard, but only want to suggest a baseline for good performance. Your results may vary, depending on your system.

The tips on FSX settings that we present, are geared towards the most realistic rendering. Please note: these may influence the performance of your computer.

5.1 Settings and NL2000 scenery

Let's look at some NL2000 scenery topics in more detail:

5.1.1 Photo scenery

The photo scenery accounts for most of the files. It takes relatively long to load the scenery, but once it's loaded, it has a negligible effect on the frame rate. When your system is only moderately powerful, you may notice that the scenery is blurred. If you slow down, or pause the flight, the scenery becomes more detailed. During flight, these files are loaded from hard disk to memory. The hard disk is the bottle neck here. Therefore, we recommend you use a fast and defragmented hard disk with a cache of 16MB or even 32MB. We have had reports from users stating that the newer Solid State Disk performs a lot better than a normal disk. We can not recommend a USB connected external disk because of the speed of the USB interface, as well as the disks normally used in these products, unless you use USB3. HD disks with a speed of 7200 rpm are doing well.

5.1.2 Autogen

The scenery contains several autogen objects, especially forests. Autogen objects are objects which are automatically generated by FSX, and in general are quite frame rate friendly. In places where there are many autogen objects, this will still cause a couple of frames less per second. The scenery menu offers a setting to control how many autogen objects are generated and the influence it has on performance. This is explained in the next paragraph.

5.1.3 Scenery complexity

A lot of manually created objects can be found all over The Netherlands. The majority will be visible when setting the scenery complexity to "dense", but in highly populated areas several objects will only show up at a setting of "very dense" or "extremely dense". When you experience a low frame rate, you could try improving it by choosing a lower setting for scenery complexity. How you do it. will be explained in the next paragraph.

5.2 Settings for a realistic rendering (only for high end systems)

For the best visual result, you'd be tempted to move all sliders to 100%, but this has a negative effect on the experience, as a good flying experience demands a reasonable frame rate. Less than 15 frames per second is regarded as irritating.

One user rates water reflections and movement as important. The next user wants to see building and aircraft shadows. The third user doesn't care about the previous two but likes to see beautiful clouds or cockpit.

Underneath we try to present the settings which are regarded as realistic by members of our team. Furthermore, some tips are offered that may be advantageous to all for a better visual result and possibly improved utilization of the video card. Of course, you can use the "help" button in these windows which explains these options in detail.
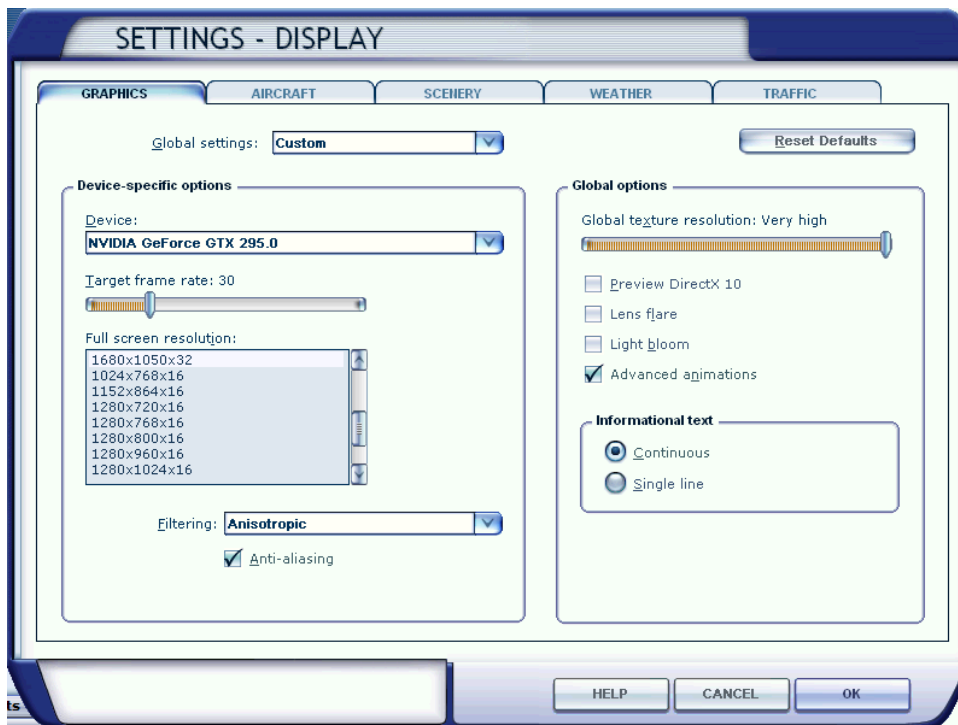
The Display Menu

In this screen you need to adjust "device specific options" in FSX once. Your type of video card is shown automatically and you need to specify the resolution for "full screen" mode. Adjusting the maximum frame rate is a good idea to prevent large fluctuations of the frame rate that may have a negative influence on the visual aspects.

The option "Global texture resolution" needs to be set to "very high" in order to see the highest sharpness of the photo scenery.

The option "Preview DirectX 10" is not supported by NL2000, because selecting it causes unexpected errors like the wrong textures or wrong placement of textures on buildings.

Furthermore we advise you to change 3D settings directly in the configuration panel of your video driver. This way, all your video card's capabilities will be used, which you will notice by a much more detailed photo scenery. The following settings significantly improve the display quality of the photo scenery, whilst having a small impact on the frame rate:

- Anisotropic filtering at 4X or higher

- Anti-aliasing at 8X or higher
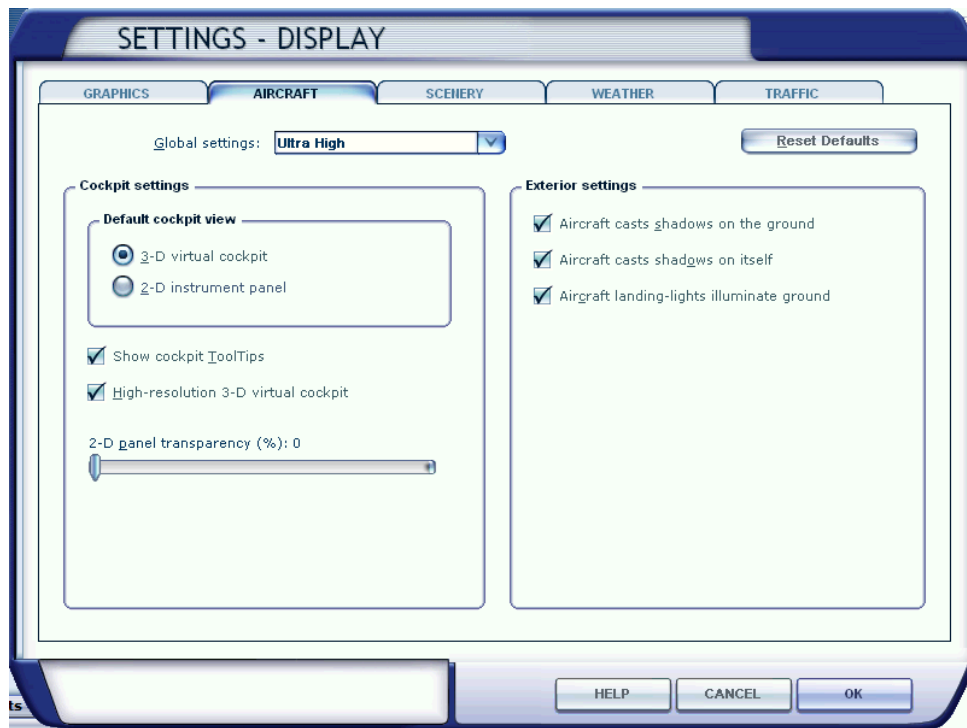
While most members of the NL2000 team tend to pay more attention to the scenery instead of the cockpit, more users fly using a 3D cockpit and rather like the shadow effects.

In general, a transparent 2D panel is not being seen as the most realistic scenario.
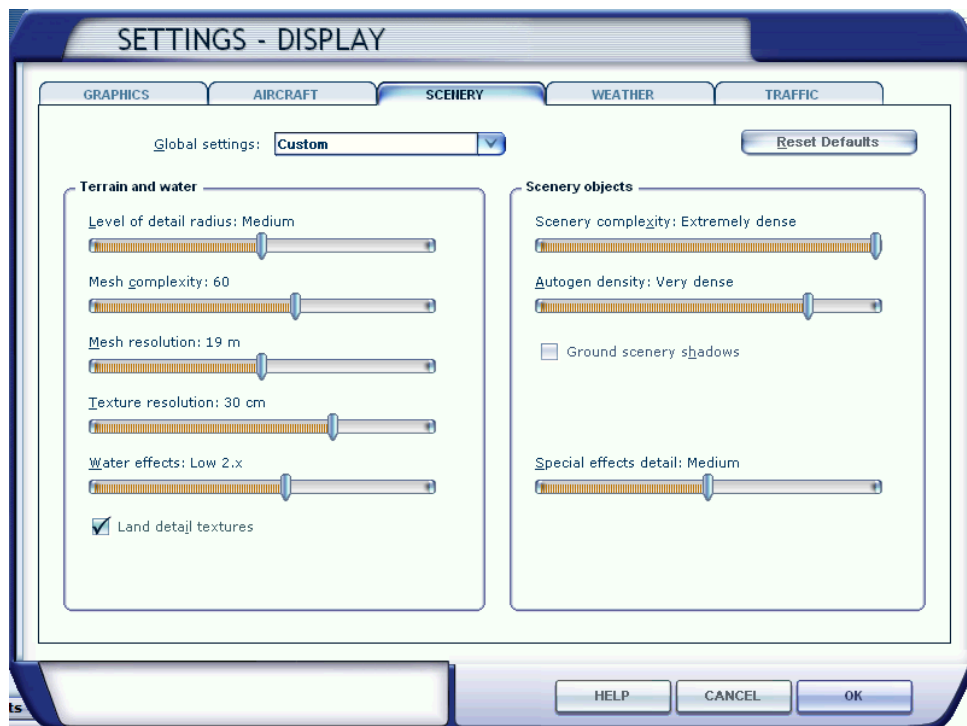
Level of detail radius: Medium. This shows objects and it's details at a fair distance.

Mesh complexity: 60 to 70. This determines the details of hills and mountains. We have to admit, The Netherlands is not known for it's mountains, but a lot of users like to fly across the border into mountainous areas, and details will be nice. Up until a setting of 70 will not have a large effect on performance.

Mesh resolution: This option affects elevation data. The elevation data consists out of positions indicating elevation. The density of these positions will determine the level of detail of mountains.

Texture resolution: Some of our airports have a resolution of 40cm/pixel. Therefore you need to use a 30cm setting because the next option of 60cm will not fully render the maximum resolution.

Water effects: The Netherlands has a rich supply of water areas, so we spent a great deal of effort to show a good result at different settings. A high setting will result in lower frame rate, so you will have to experiment to determine a satisfactory result.

Land detail textures: This option needs to be set to do the photo scenery justice.

Scenery complexity: This determines how many custom objects are visible. We advise you to start off with a setting of "extremely dense" and then set lower as needed to reach an acceptable frame rate. It's best to try it over a well populated area like the Amsterdam / Rotterdam area.

Autogen density: Like "scenery complexity", start off with the highest setting and downgrade it depending on frame rate. In NL2000 this has largely an effect on forests, so test it in the "hoge Veluwe" area (between Soesterberg and Teuge airports)

Ground scenery shadows: The shadows generated by 3D objects are realistic but can lead to strange effects in some cases, and enabling it can also have an effect on the frame rate.

Special effects detail: The "medium"setting should do fine.

Weather menu :
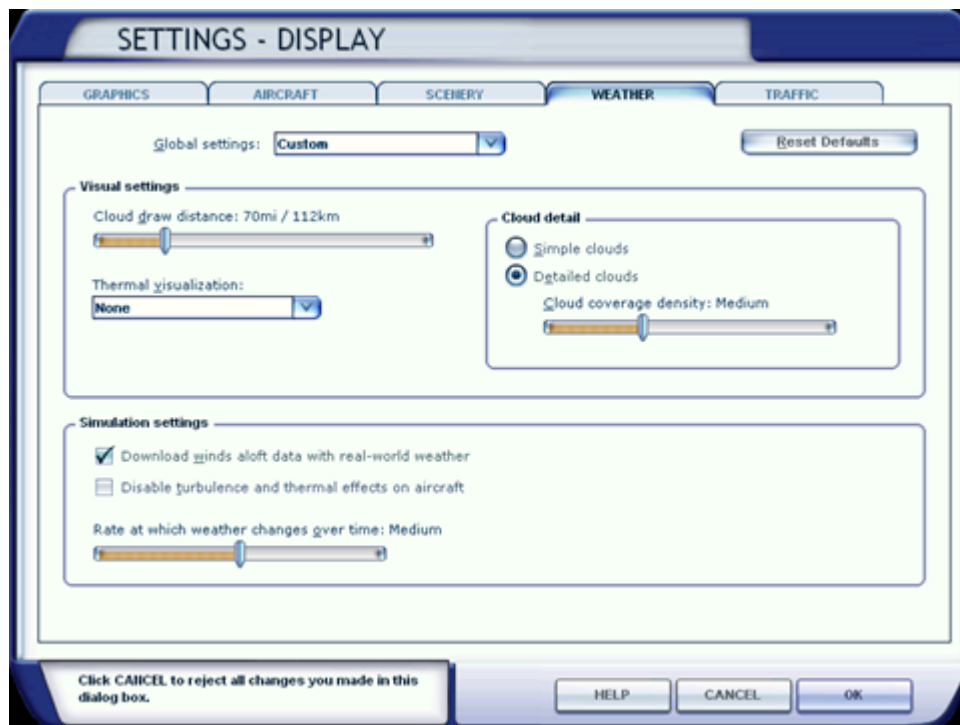
Generating and rendering clouds involves both the CPU as well as the video card. More detailed clouds will increase the load on these components. The figure above shows a good balance between frame rate and realism.
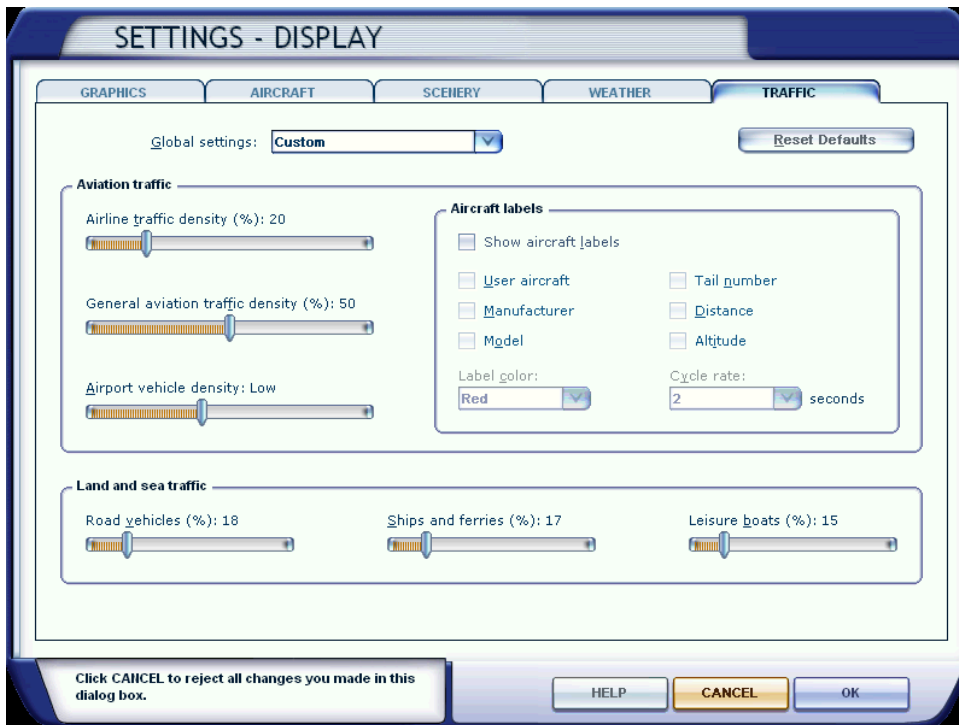
The traffic menu

The amount of traffic (in the air as well as on the ground) influences the frame rate. Especially at large airports, with a lot of AI traffic, this may prove to be a determining factor.

5.3 Optional files

Some files can not be altered in the normal way. These changes need to be made in the Microsoft Flight Simulator X files themselves. These altered files are not installed during the NL2000 installation. They are, however, supplied to you and packaged in the module nl2k_libraries (NL2000 v4.10 libraries) in the folder "optional" and it's up to you to decide whether you want to replace the standard files. Make sure you have a backup first. This optionals have to be placed , after making a backup of the originals , in the map : FSX/scenery/0601/scenery .

A description of the changes we made to the default files follows:

APX49130.bgl This file contains most of the Dutch airports, but it also contains some foreign airports. It also contains some ILS's and markers, which can not be altered without changing this file.
The changes are:
 • Outer marker at EHRD runway 24 is obsolete and has been removed.
 • ILS EHRD rwy 24 has a updated ident frequency. The ident has been changed from RD to RSV; the frequency has been changed to 110,90 MHz. A DME capability has been added too.
 • A second ILS/DME has been added to EHRD rwy 06. The frequency is also 110,90 MHz and ident is ROS.
 • Two outer markers at Schiphol are obsolete and have been removed.

NVX06010.bgl contains VORs, VOR/DME's, DME's, the DME part of TACANS and the NDBs (as well as the locators). Several obsolete locators have been removed from NVX06010.bgl

halo.bmp can be replaced by halo_25.bmp or halo_50.bmp. It is being used for approach and runway lights. The approach lights in NL2000 have been created to only illuminate to one side, or show different colors on the two sides. This creates oversized lights. The halo created by these lights has been changed to half the size, as gives a much nicer effect.

 • halo_50.bmp is useful when using one window spread across two displays
 • halo_25.bmp is useful when using one window spread across three displays

One of the two has to be placed in the map : FSX/texture . Backup the original first.

5.4 Runway Lightning

FSX:

The NL2000 scenery is made to fly by VFR rules. That means that there must be sufficient sight with no need for lightning up the runwaylights. We made it possible to turn the lights on or out. In Europe the squawk with VFR traffic is 7000. So if you put the transponder on 7000, the runway lights ate shut down. Just change the squawk into any other combination and the lights are on again. You find the transponder on the radiostack.

Prepar3D v2 and higher:

All airports have static runway lights and no approach lights.

5.5 Comptability with other addons

It is impossible for the NL2000 team to check every available addons for comptability with the NL2000 scenery.

We advise you before installing the NL2000 scenery , to check on present other files of the Dutch area and airports in the FSX library. Please uninstall or delete them first. Our airports are located at the exact locations , while FSX has locations that are sometimes meters different from are locations. You have to do this to avoid, that for instant AI traffic will move in the grass or trees or buildings appear on run or taxiways,

5.6 Priority in the FSX library

After installing NL2000_version4 the priorities in the FSX library of the NL2000 components must be:

first : the airports (highest priority)

below that   : NL2000_v4.0_Traffic

below that : NL2000_v4.0_3D

below that : NL2000_v4_libraries

below that : NL2000_v4 resample maps for each province you did install.

In order to avoid conflicts with other addon photo sceneries it is necessary to give the NL2000 scenery a higher priority than photo scenery of Belgium and VFR Germany and ORBX Germany North. Only addons in the NL neighbourhood like Weeze and the German Waddeneilanden must be placed above the NL2000 scenery in the FSX library.

6 Making of

6.1 Version control

Version 4.10 , oct 2017 , adjustments in EHGG , heliHolland heliport , extra buildings in Amsterdam and the SS Rotterdam in the 3D map ,EHTE and EHRD. Installer 4.0.80

Version 4.09 , nov 2016 , remake or updates of EHST,EHRD,EHEG,EHKD,EHGG and EHOW and 3D buildings in Amsterdam South and more autogen buildings through all of Holland , installer version 4.0.76

Version 4.08 , june 2016 , several updates of airports, library and traffic for FSX and P3Dv3 now. Installer version 4.0.74.

Version 4.07, april 2015 , Venlo , several gliderfields and updates EHEH, EHGG, EHLW, EHDL, EHMZ, EHTE, and new buildings in Rotterdam and Amsterdam and Alkmaar. And heliport Erasmus MC

Version 4.06 15 juni 2014 , Schiphol EHAM

Version 4.06 april 2014 , update packagesversion 4.06

Version 4.05 november 2013 , update packagesversion 4.05

Version 4.04 februari 2013 , update packagesversion 4.03 and winterlandscape and nightlights
Version 4.03 september 2012 , update packages version 4.02
Version 4.02 december 2011 , new en update packages version 4.01
Version 4.01 update and supplement release date april 2011
Version 4.0 release date may 2010
Version 3.0 Special Edition release date 22 december 2009
Version 3.0 Christmas release 25 december 2007
Version 3.0 release date 9 july 2007
Version 2.9 release date 10 april 2004
Version 2.1 release date 27 january 2002
Version 2.0 release date 13 october 2001
Version 1.0 release date 17 december 2000

6.2 Software and tools

The Netherlands 2000 scenery, Version 4.0 has been created with the aid of the following software and utilities:
- VectorEditor 3 created by Guido van Wijngaarden (NL2000 team)
- Library Creator XML created by Arno Gerretsen (NL2000 team & FSDeveloper.com)
- ModelConverterX created by Arno Gerretsen (NL2000 team & FSDeveloper.com)
- FSX Planner
- ADE165
- WhisPlacer
- SbuilderX
- FWTools
- AI Flight Planner
- Microsoft Flight Simulator X SDK tools
- SCASM created by Manfred Moldenhauer
- Gmax
- Abacus FS Design Studio
- The Gimp
- Adobe PhotoShop
- Paint Shop Pro van JASC, Inc
- AutoCad
- Microsoft Visual Studio .NET 2005
- BGLAnalyse created by Winfried Orthmann

6.3 Services rendered, information sources and use of third party objects

To be able to create this scenery, the team had access to services, products and information sources and

models from several organizations and persons. Without this help, many parts would not be possible. Our gratitude is extended to all these organizations and persons.

When using models we have aimed to conform to applicable copyright rules. In most cases we have acquired permission beforehand. If there are any questions about the use of these models, or there may be alleged violation of copyright, please contact us via our website.

6.3.1 Services and products

- National Aeronautical and Space Laboratories (for mutual rendering of services and for their contribution of the new photo layer of the scenery)
- Luchtverkeersleiding Nederland LVNL (Dutch airspace authority) (for mutual rendering of services and the use of the obstacle and elevation data files)
- Wageningen University / Geodesk, Theo van der Heijden, for the use of data about the type of trees and their location, which enabled us to place the correct type of trees
- Beta testers: We thank all the beta testers for their assisting work.

6.3.2 AI aircraft

- Jon Murchison – AIS aircraft
- Graham King and Hrvoje Kovacevic – AI F16
- Mike, Kev Weescotty, Rysiek Winaver, Henry Tomkiewicz – AI F15, repaint 32FS F-15 by Arjan
- Mike Pearson – AI aircraft KC10 Klu (amongst others EHEH)
- Ton van Bochhove – AI-Fokkers, repaints by Symon Long
- Jake Burrus – AI P-3 Orion, repaints by Graham King and Arjan
- Tim Conrad (Piglet) – AI aircraft PC7 – repaint by Vincent van Yperen

6.3.3 Static aircraft

- Guy Diotte – Mig21, F-4, KC-135, C130, Alouette3, Gloster Meteor, Su7, Tiger Moth, F-111
- Claudio Sanches – NF-5, repaint by Arjan
- Jaap de Baare – Neptune SP-2H
- Ole Egholm – F-27 and Cougar helicopters, repaint by Arjan
- Captain Slug - Bucker
- Chris Lampard - Cessna
- Chris Bijlart - ATR42, Eurowings and 737 KLM
- Bill Anderson - SAS MD83
- Garry Lewis - F100, F50 KLMuk and 757 British Airways
- Lars Christian Hoff - 747 KLM
- Jaap de Baare - gate-guard Neptune
- Jerry Arzdorf - ULA
- The Freeware Works - DC-10 Northwest
- Guy Diotte – CH47 and AH64
- Adrian Brausch – NH90
- René Spaan – F16 repaints

6.3.4 3D models

- Jon Patch and Joerg Dannenberg - windsock
- Jorrit van Dommelen – Model of Schiphol 1928 terminal at Aviodrome Lelystad
- Cow, sheep, pig objects: Jordan Moore
- Gerard van der Wel - Europort chemical industry
- J. Katers – North Sea Oilrigs
- Steve Chase – creator of the Oilrig macros and boat with helipad
- Paul Koopman – base model Firefly at EHAM
- Paul Maartens - Eindhoven city objects
- Winfried Orthmann and Gunter Scherrer – ship macro's
- Wind Turbine model: Claus V. Holmberg and Lars Moellebjerg (animation conditions have been added by Arno Gerretsen)

6.3.5   Information sources

- B. de Jong – information about Ameland Airport
- Mike de Bruijn – information and foto's of Texel Airport
- Ed de Bruin - information about Texel Airport
- Dhr. Bosman - Architect Rotterdam airport terminal building
- Marcel Verdult – Fire Brigade Rotterdam Airport
- Board and staff – collaboration and supervision during photoshoot at Teuge Airport
- Jack Gryskiewicz – amongst others photo's at Maastricht Aachen Airport
- Simon Paul – contribution to Maastricht Aachen Airport
- Sjaak Putz – photo's of Maastricht Aachen Airport
- Jelle Broersma – aid with Ultralight Aerodrome Drachten
- Max Aardema - information about Drachten Airport
- Gert Curtiss van Lingen - Ground controller at Eelde
- K.M. Meesters - information about Hoogeveen Airport
- Olfert Cleveringa - information about Hoogeveen Airport
- Maarten van Hagen - information about Ultra Light aerodromes
- A.W. de Zeeuw (www.skylinecity.info) - source for "Nationale Nederlanden" building in Rotterdam
- Marco van Middelkoop – several hires photo's (Aerophoto-Schiphol)
- Marco Ponsen – ground traffic signs data for Amsterdam Airport Schiphol
- Martijn van de Spreng - Digital photographs of Arnhem which are used in macro's
- Rijkswaterstaat & DOSBOUW - publication "The storm surge barrier in the Eastern Scheldt"
- Brian Blankenstein – digital elevation data for Amsterdam
- Joost Schalekamp – surface data
- Airport Schiphol
- Onno de Jong , havenmeester Groningen Airport Eelde . airport diagram
- Airports Stadskanaal and Oostwold
- Marc van den Kommer , mdl / P3D
- Vincent Kager , airport Hilversum

7 COPYRIGHT NOTICE

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