

# **subLOGIC STAR Scenery Disk**

## **San Francisco Area**

**Database Design by Michael Woodley**

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First Printing  
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# STAR San Francisco Scenery Disk

## Introduction

SubLOGIC Scenery Disks are an enhancement designed to expand the potential flying environment of Flight Simulator II and other SubLOGIC flight simulation programs. You must have Flight Simulator II, Microsoft Flight Simulator, or Jet in order to use a Scenery Disk.

This STAR San Francisco Scenery Disk (SD) covers a small area with a relatively dense amount of scenery. STAR Scenery Disks are mainly intended for visual flight (sight-seeing), and include many buildings and landmarks as well as detailed renditions of the major airports in the area. The flying environment of this STAR SD is shown on the accompanying chart.

If you fly off of the scenery area depicted in this STAR SD chart, you will enter the San Francisco Sectional area of SubLOGIC Scenery Disk # 3. Documentation for that sectional is not included in this package. San Francisco Sectional scenery is included only to facilitate a smooth transition to Scenery Disk # 3.

Only radio-navigation aids that appear on the STAR San Francisco chart are available when flying in this scenery area (with the exception of Pajar NDB, Sausalito VOR, and Travis VOR; see directory for information on these radio-nav aids). If you leave this area, you will then be able to receive radio aids listed on the Scenery Disk # 3 San Francisco Sectional chart.

Radio aids common to the two areas are:

Woodside VOR	Concord VOR
Sausalito VOR	Pajar NDB
Scaggs Island VOR	Travis VOR
Point Reyes VOR	Sacramento VOR

All other ILS, ATIS, and radio-nav aids that appear on this STAR Scenery Disk do not exist outside the boundaries of this disk. VOR and NDB radio aids not available outside the boundaries of this scenery area include:

Oakland VOR  
San Francisco VOR  
Reiga NDB  
San Jose VOR

Please take this into consideration when navigating outside the area depicted on the STAR SD chart.



A new FOG feature is available for the first time with this disk. To turn on a low-lying layer of fog, set:

CLOUD LAYER 1 TOPS: 7  
CLOUD LAYER 1 BOTTOMS: 5

This visual effect adds realism and allows you to maintain contact with all radio-nav aids while flying. 3D structures (buildings, mountains, bridges) remain visible above the fog. ILS landings become a real challenge. (You can only land on top of the fog layer, not in it.) Use radar after landing to determine your placement on the runway.

## Reading a STAR SD Sectional Directory

This Star SD sectional directory lists all available airports in alphabetical order, followed by all radio-nav aids. Each airport includes a detailed diagram of the airport as it appears on the disk. Airport and radio-nav aid listings are organized as follows:

1—2 - ALBUQUERQUE AND EL PASO—2

### (Airport Diagram)

3—Alpine

4—12628N 10661E—5  
6—alt. 4513

7—RWY 1-19 8—5999 X 72  
RWY 5-23 4821 X 39

9—Anton Chico (VOR)—10

4—14710N 10537E—5  
11—freq. 110

9—Artesia (NDB)—10

4—13703N 10575E—5  
11—freq. 414

- |    |                           |
|----|---------------------------|
| 1  | Page number               |
| 2  | Sectional name            |
| 3  | Airport name              |
| 4  | North coordinate          |
| 5  | East coordinate           |
| 6  | Altitude in feet          |
| 7  | Runway Designator, number |
| 8  | Runway dimensions in feet |
| 9  | Radio Aid name            |
| 10 | Radio Aid type designator |
| 11 | Radio Aid frequency       |

The vertical sides of each airport diagram align with magnetic north. Magnetic north is the direction you are pointing when your magnetic compass reads 0. Each sectional map's VOR needles point toward magnetic north. The sides of the map align with true north. This is consistent with NOAA sectionals.



## Using a Scenery Disk with Flight Simulator II

Load Flight Simulator II in the usual way. When the program has finished loading, enter the simulator's program editor as described in your operating manual and set the NORTH and EAST coordinates of the airport you've chosen from the directory for the region you'd like to explore (set ALTITUDE to 0). Exit the editor, remove the FSII disk and insert the appropriate Scenery Disk. Next, press CTRL E and wait for a menu to appear. This menu page lists the names of the sectionals included on the Scenery Disk. Press any key to exit, and you should find yourself at the airport you've selected. If no scenery is visible, go into radar mode and zoom out to determine your approximate location. You may be able to zoom all the way out and view the entire continental United States database, complete with rivers, highways, coastlines, and the Great Lakes. This default database display indicates that you are not within the boundaries of the sectionals included on your disk. Re-enter the program editor and double-check your coordinates, making sure that both NORTH and EAST coordinates are correct.

When you find yourself at the airport you've selected, it may be a good idea to save your position to a User Mode (see User Mode Library in the FSII Pilot's Operating Handbook). This way, if you crash, you will be returned to the selected airport. Otherwise you will be returned to a preset location (above Lake Michigan) in the default USA database.

## Crossing a Sectional Boundary

When you fly over a sectional boundary, one of two things will occur. If the neighboring sectional is also included on your Scenery Disk, that sectional will load and you will have to switch to the appropriate new map and directory provided. If the neighboring sectional is not available on your disk, a common default USA database will load. This default database allows you to zoom out (in radar mode) to view the major geographical features of the United States.

If you have another Scenery Disk containing the appropriate sectional, you can switch disks and press CTRL E to log-in the new disk. After a brief load, the names of the new sectionals available on this disk will be displayed. Press any key to exit and return to Flight Simulator II.

**IMPORTANT** - If you want to change Scenery Disks or go back to the scenery on the FS2 disk, you must log-in the new disk by pressing CTRL E. If you do not log-in the new disk, you will not get the new scenery and you will risk causing a disk load error.

## Using a Scenery Disk with Microsoft Flight Simulator (IBM PC Versions)

Load Flight Simulator in the usual way. When you want to switch to a Scenery Disk, remove the Flight Simulator disk and insert the appropriate Scenery Disk. Press CTRL E. This will log-in the disk. A message will appear on the screen identifying the names of the sectional areas contained on the disk.

The first Scenery Disk log-in automatically checks to see if you have the most recent version of Flight Simulator. If you don't, the program updates Flight Simulator in memory. When this happens, your flight coordinates are set back to the Chicago area. This will only happen on the first Scenery Disk log-in of the session. After the first log-in, your flight coordinates and conditions will carry over as you change Scenery Disks while flying.

After logging in the first Scenery Disk, you can fly or slew through all of the scenery on the disk. You can freely exchange Scenery Disks as you fly to new areas. Press CTRL E to log-in the new area when you switch disks. If you fail to log-in a new Scenery Disk after inserting it, it will be automatically logged in when the disk is accessed. The log-in message will appear after every manual or automatic log-in.

## Using the Microsoft Flight Simulator Disk as a Scenery Disk

The Flight Simulator disk contains all of the usual scenery for the Chicago, Seattle, Los Angeles, and New York areas. You can insert this disk and log it in as you would any other Scenery Disk to fly in these areas. This applies to Jet as well as Flight Simulator.

## Special Note for IBM PC Flight Simulator Version 2.0

Very few copies of Version 2.0 exist. You most likely have Version 2.1, 2.10, 2.10a, 2.12, or a later version of Microsoft Flight Simulator. Look on the disk label near the serial number area, or look on the first menu page when loading Flight Simulator. If you have Version 2.0, insert the Scenery Disk and press ESC instead of CTRL E for the first log-in of the session. After this first log-in, press CTRL E as usual to log-in new Scenery Disks. Also, never re-insert the Version 2.0 disk to use the Chicago, Seattle, Los Angeles, or New York scenery; you must re-boot Version 2.0 to return to these areas. Version 2.0 also cannot be used as a Scenery Disk for Jet.



## **Tandy 1000/1200/2000 Flight Simulator**

Scenery Disks are compatible with the Tandy 1000/1200/2000 version of Flight Simulator. With this version, always make sure to log-in a new Scenery Disk by pressing CTRL E once the disk has been inserted. No auto-load is available on this version, and failure to log-in a new disk can cause unpredictable results when the disk is accessed after an unlogged disk change.

### **Special Note for Compaq 286 Users**

The 1.2Mbyte floppy drives in the Compaq Deskpro 286 computer cause disk-read errors when using Scenery Disks with SubLOGIC Jet or Microsoft Flight Simulator. Here is the reason why, and how to get around it:

**PROBLEM** - Whenever you remove a disk from the floppy drive by turning the release lever, the diskette springs out of the drive. This spring action triggers a switch in the drive that informs the disk read/write software that you have just changed the disk. The software assumes that you are about to insert a new disk, and switches to 1.2Mbyte read mode from whatever mode it happens to be in. Jet, Flight Simulator, Scenery Disks (and many other manufacturers programs) are on 360K disks, and a read error results when the Compaq 286 tries to read them as 1.2Mbyte disks.

You can verify this for yourself using the Microsoft Flight Simulator. Boot the disk, then enter and exit the editor several times (ESC key) just to see that everything is functioning properly. Then pop the disk out of the drive, re-insert it, and try to get back into the program editor. You will get a disk read error.

**SOLUTION** - You can avoid this problem by tricking the disk drive into thinking that you haven't changed disks. Do this by holding the disk in place with your finger while releasing the disk-release lever. **DON'T LET THE DISK POP OUT OF THE DRIVE.** Then manually remove the disk and insert a Scenery Disk (or Flight Simulator as scenery for Jet). The computer will never know that you changed the disk, and everything should work fine. Remember - if you let the disk pop itself out of the drive, the switch will be activated and the drive will go into 1.2Mbyte mode, thus creating errors.

### **Jet Users**

Scenery Disks are compatible with SubLOGIC Jet. Follow the instructions in your Jet manual for loading a Scenery Disk. Jet has no automatic log-in feature, so always make sure you return to the Jet startup menu page before inserting a new Scenery disk. Changing Scenery Disks in the middle of a Jet flight can cause unpredictable results when the disk is accessed after a disk change.

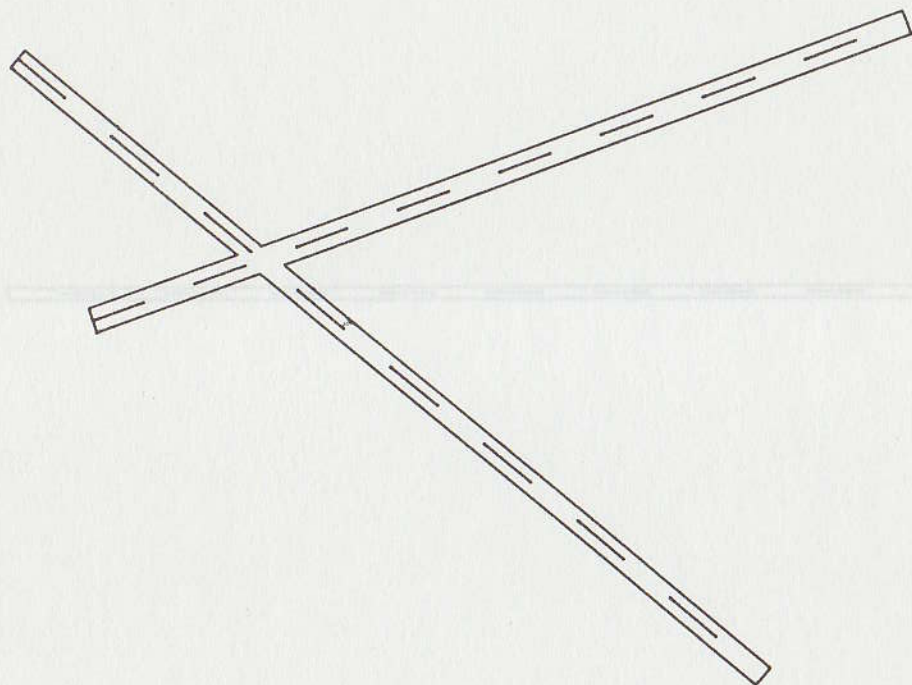
## **Conclusion**

We intend to periodically update and improve our Scenery Disks to include more airports, radio aids, and scenery details as recommended by users. If you know of an airport (or any other detail) that should be included on future versions of these Scenery Disks, please drop us a line and include the required information **ON A SEPARATE SHEET OF PAPER** (so we can store it in our files). Here's what we need to know:

Airports:	NAME, CITY, & STATE LATITUDE, LONGITUDE, & ALTITUDE HEADING, LENGTH, & WIDTH of each runway
Buildings, objects:	NAME, CITY, & STATE LATITUDE, LONGITUDE, & DIMENSIONS

Pictures and postcards are also welcome, especially aerial views. If you're unable to determine the latitude and longitude for the object or airport in question, please provide a description of where the object can be located on a map. All customer correspondence is read and answered (when appropriate). And please; remember to include any scenery suggestions or information on a **SEPARATE** page of your letter.

'STAR' SAN FRANCISCO - 1

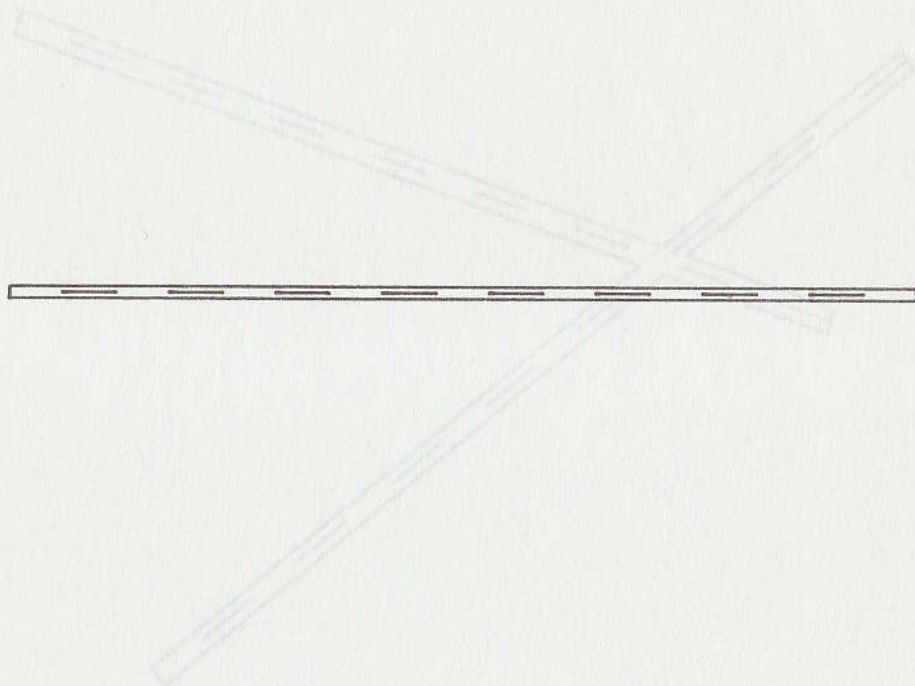


Alameda NAS

17402N 5102E  
alt. 13

RWY 7-25	7200 X 200
RWY 13-31	8000 X 200

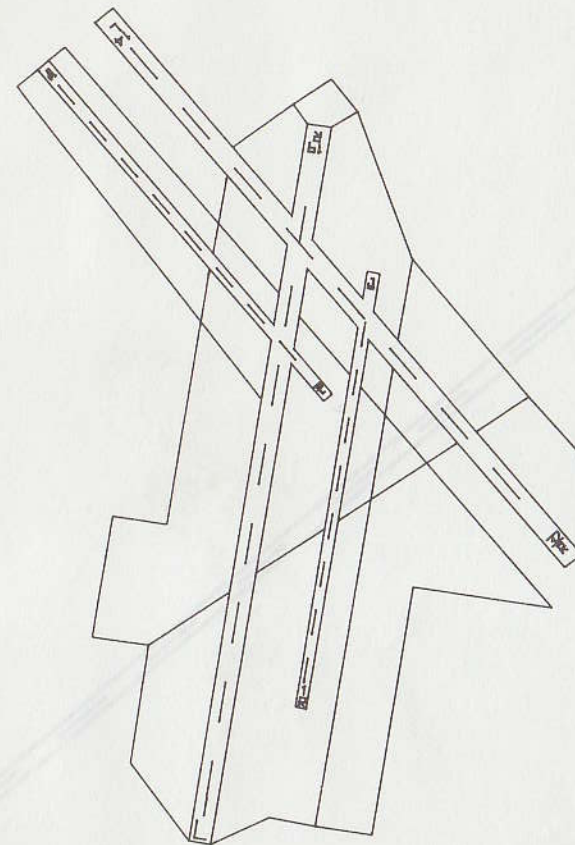




Antioch

17407N 5295E  
alt. 185

RWY 9-27 2480 X 33

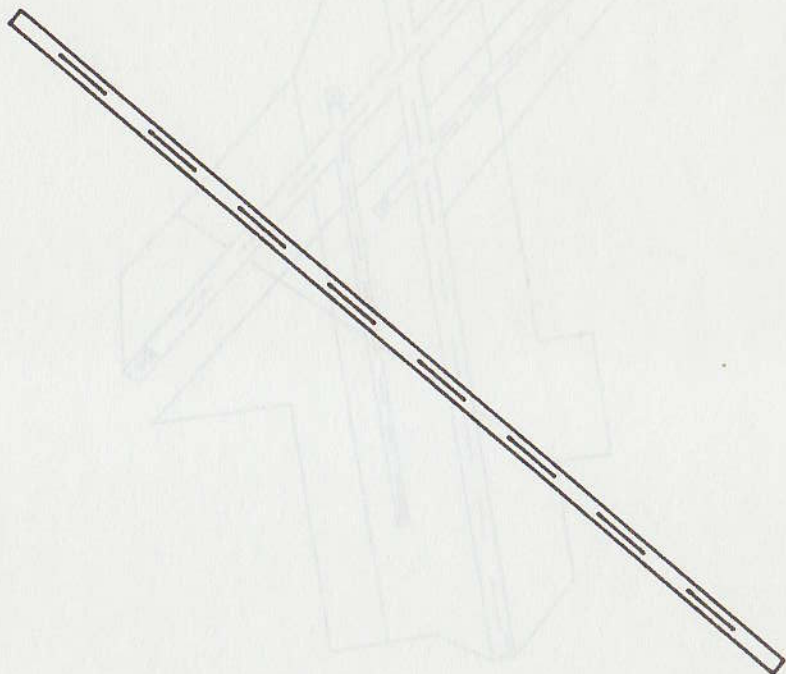


Concord, Buchanan Fld. (F)

17449N 5214E  
alt. 23

RWY 1L-19R	4712 X 150
RWY 14L-32R	4601 X 150
RWY 14R-32L	2800 X 75
RWY 1R-19L	2768 X 75

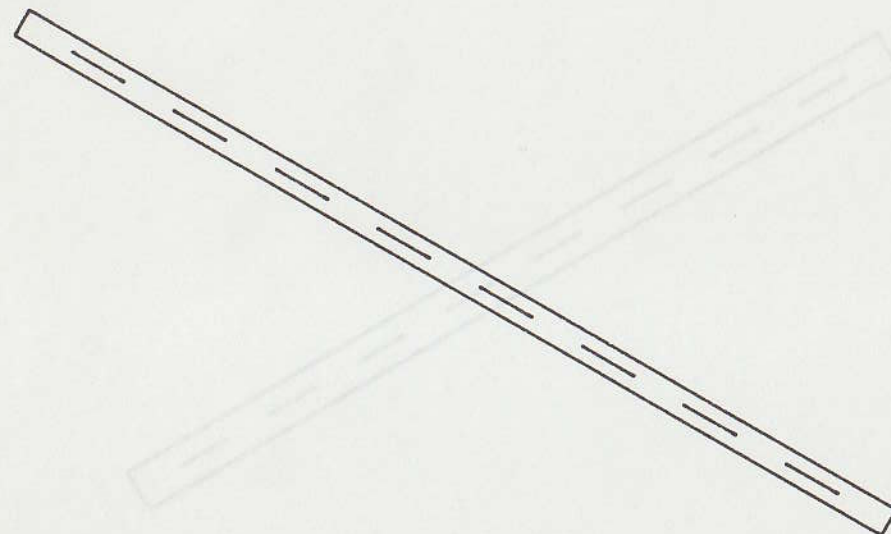
ATIS: 124.7



Fremont

17226N 5177E  
alt. 4

RWY 13-31      2310 X 40

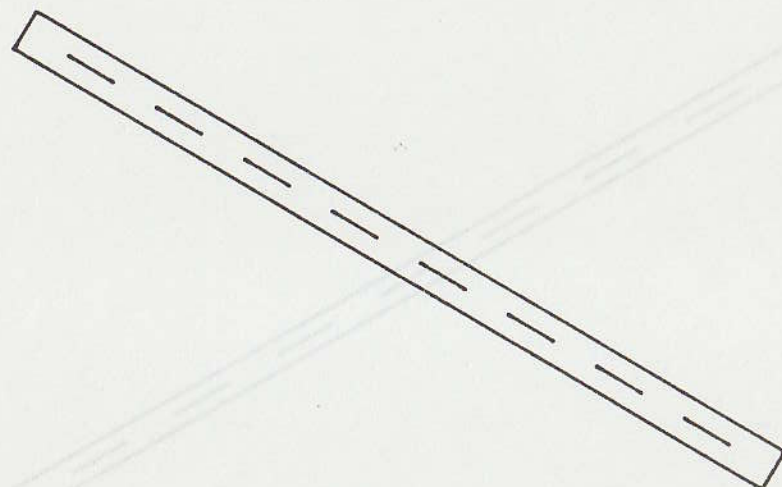


Half Moon Bay

17312N 5004E  
alt. 67

RWY 12-30      5000 X 150

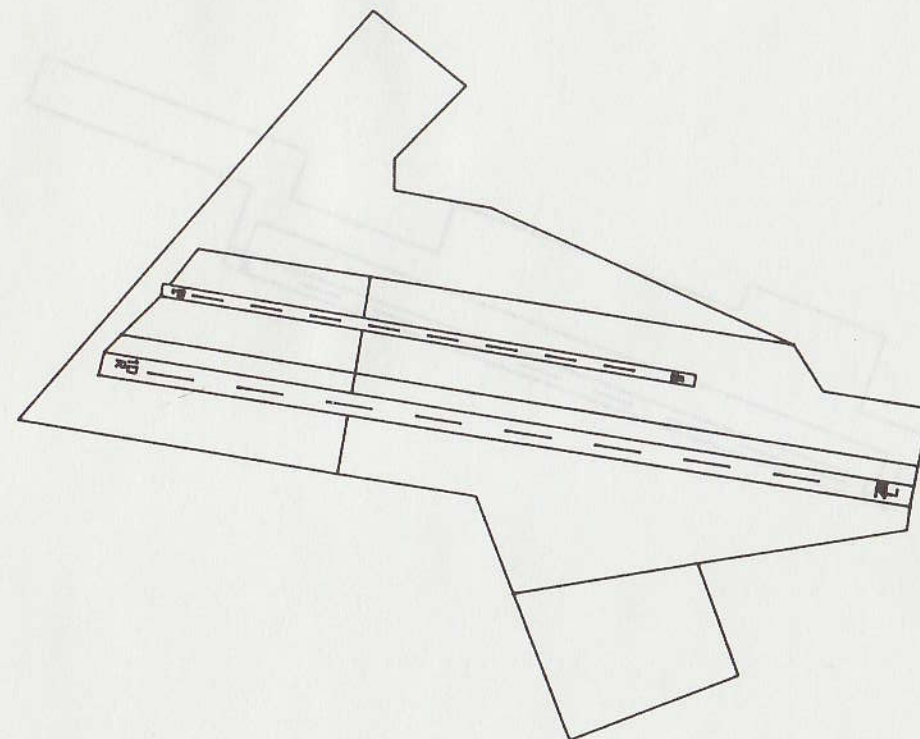




Hamilton Army

17534N 5082E  
alt. 3

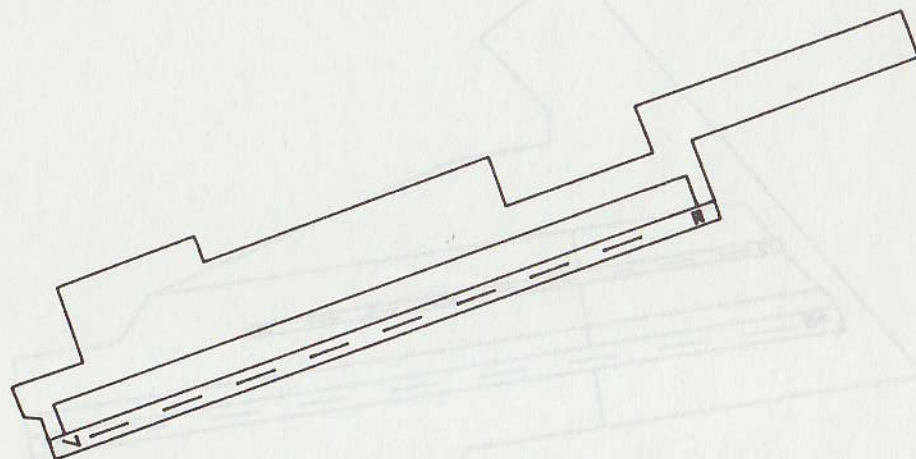
RWY 12-30 8000 X 400



Hayward Air Terminal

17329N 5145E  
alt. 47

RWY 10R-28L	5159 X 150
RWY 10L-28R	3536 X 75



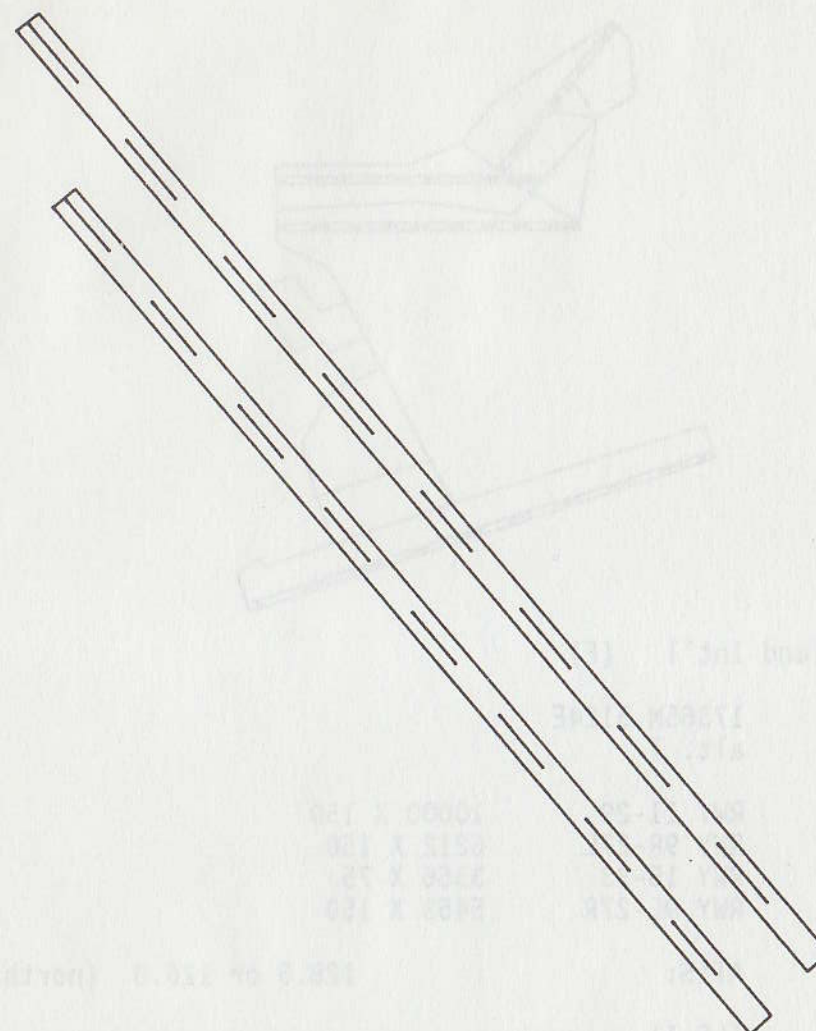
Livermore (F)

17304N 5247E  
alt. 397

RWY 7-25 4005 X 100

ILS 25

FREQUENCY: 110.5  
HEADING: 255 degrees  
ALTITUDE: 2162 ft. @LOM

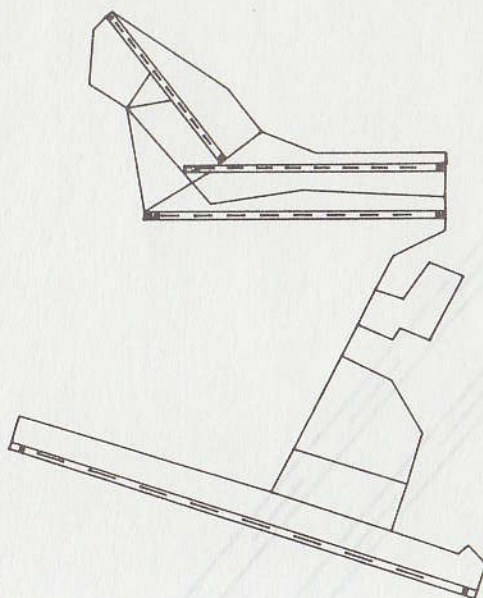


Moffett NAS

17220N 5134E  
alt. 34

RWY 14L-32R 9200 X 200  
RWY 14R-32L 8120 X 200





Oakland Int'l (F)

17365N 5124E  
alt. 7

RWY 11-29	10000 X 150
RWY 9R-27L	6212 X 150
RWY 15-33	3366 X 75
RWY 9L-27R	5453 X 150

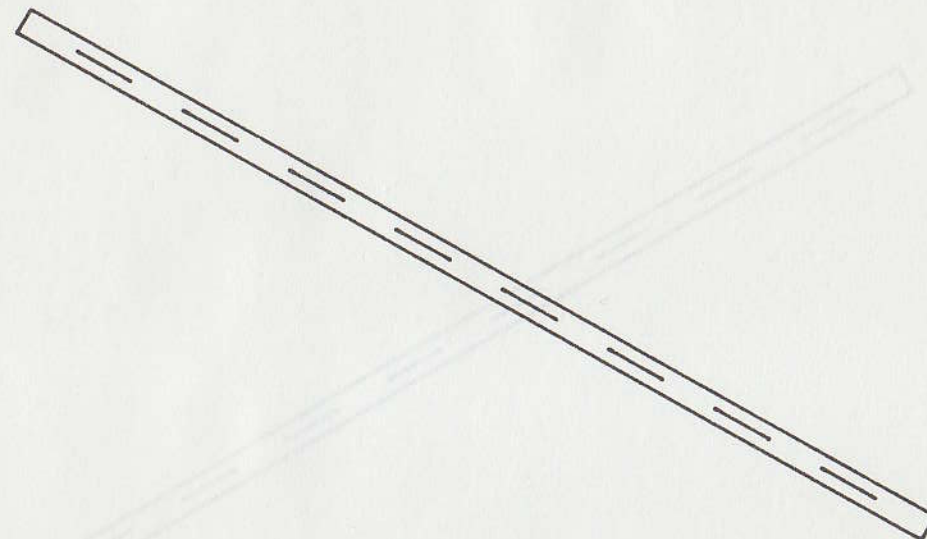
ATIS: 128.5 or 126.0 (north field)

ILS 11

FREQUENCY:	111.9
HEADING:	113 degrees
ALTITUDE:	1722 ft. @LOM

ILS 29

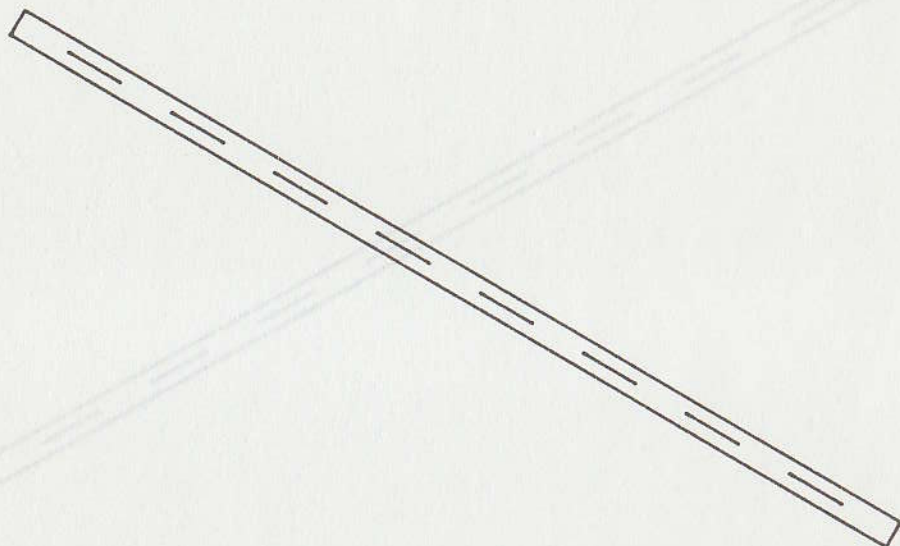
FREQUENCY:	108.7
HEADING:	293 degrees
ALTITUDE:	1552 ft. @LOM



Palo Alto

17245N 5119E  
alt. 5

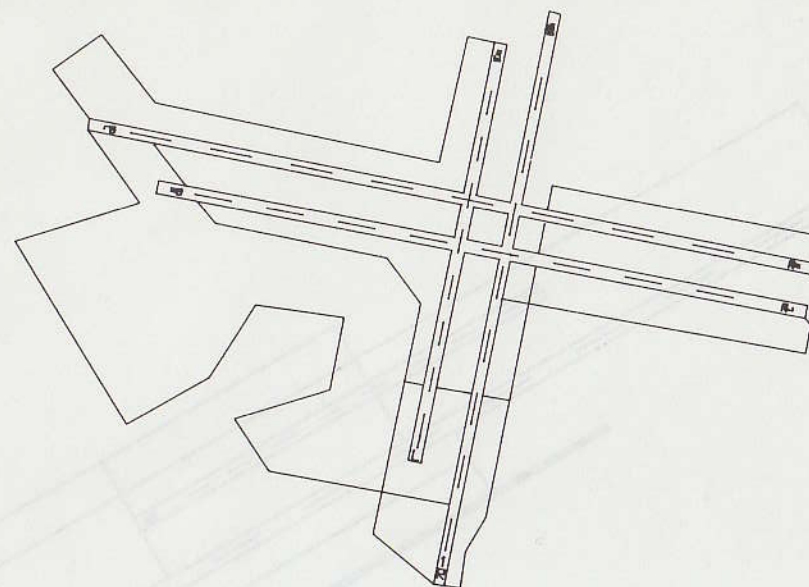
RWY 12-30	2500 X 65
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San Carlos

17281N 5084E  
alt. 2

RWY 12-30 2600 X 75



San Francisco (F)

17340N 5060E  
alt. 10

RWY 10L-28R	11870 X 200
RWY 10R-28L	10600 X 200
RWY 1R-19L	9500 X 200
RWY 1L-19R	7001 X 200

ATIS: 115.8

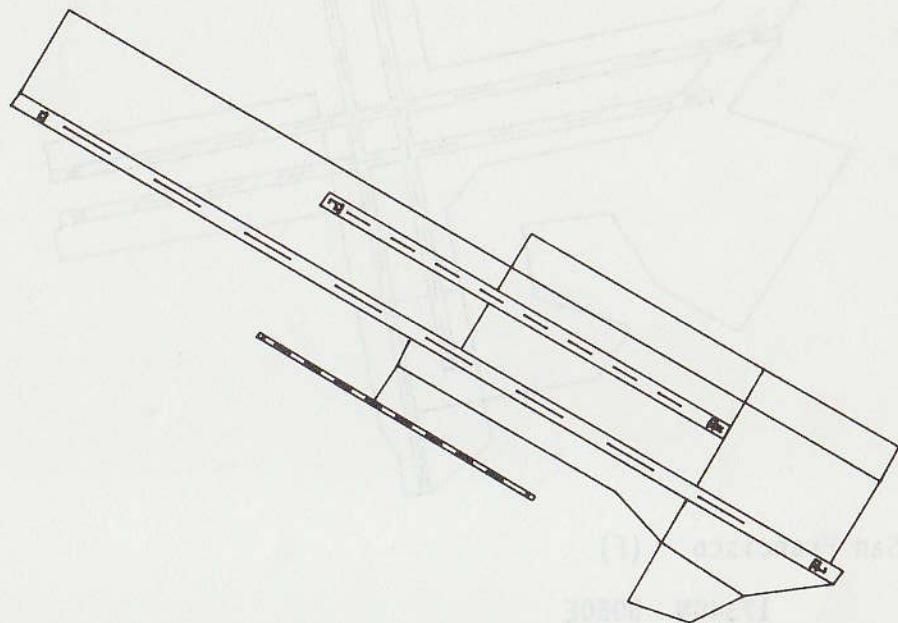
ILS 28L

FREQUENCY: 109.5  
HEADING: 281 degrees  
ALTITUDE: 1735 ft. @LOM

ILS 19L

FREQUENCY: 108.9  
HEADING: 191 degrees  
ALTITUDE: 2628 ft. @ 8.6 DME





San Jose Int'l

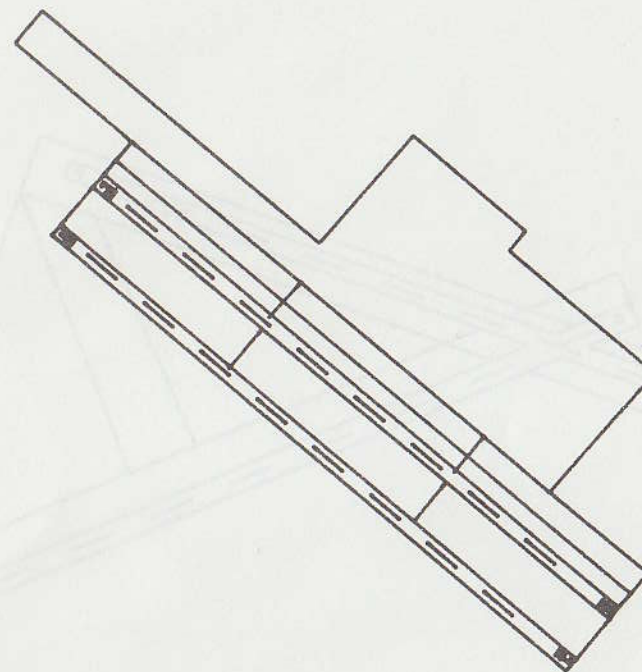
17185N 5164E  
alt. 56

RWY 12R-30L 8899 X 150  
RWY 12L-30R 4419 X 150  
RWY 11-29 3000 X 40

ATIS: 114.1

ILS 12R

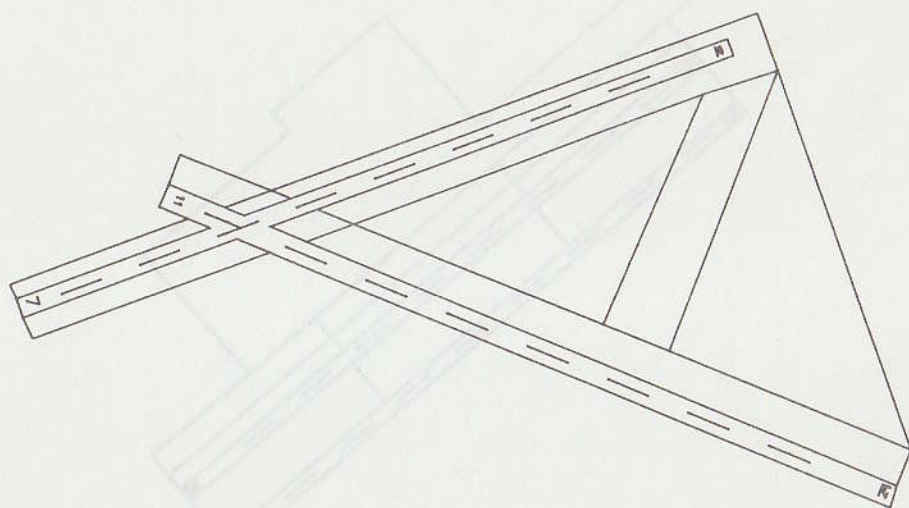
FREQUENCY: 111.1  
HEADING: 123 degrees  
ALTITUDE: 1798 ft. @LOM



San Jose, Reid - Hillview

17160N 5194E  
alt. 133

RWY 13L-31R 3101 X 75  
RWY 13R-31L 3099 X 75



Tracy Muni (F)

17258N 5366E  
alt. 192RWY 7-25 3418 X 75  
RWY 11-29 3680 X 100

## Concord (VOR)

17473N 5234E  
freq. 117

## Oakland (VOR)

17365N 5124E  
freq. 116.8

## Pajar (NDB)

16978N 5131E  
freq. 327

## Pigeon Point (NDB)

17166N 4988E  
freq. 286

## Point Reyes (VOR)

17588N 4975E  
freq. 113.7

## Reiga (NDB)

17287N 5292E  
freq. 374

## Sacramento (VOR)

17572N 5456E  
freq. 115.2

## San Francisco (VOR)

17340N 5060E  
freq. 115.8



18 - 'STAR' SAN FRANCISCO

San Jose (VOR)

17185N 5164E  
freq. 114.1

Sausalito (VOR)

17452N 5050E  
freq. 116.2

Scaggs Island (VOR)

17567N 5149E  
freq. 112.1

Travis (VOR)

17565N 5358E  
freq. 116.4

Woodside (VOR)

17233N 5054E  
freq. 113.9