

2016 Updates by Jason L. Terry

INSTALLATION

1. Move the **ARX - Malibu 2016** folder to your addon scenery folder of FSX. Or simply drag and drop it to the addon scenery folder direct from the zipfile.
2. Load up FSX and go to World menu, and select Scenery Library, near the bottom.
3. When the dialog box opens, select add scenery from the side buttons, and navigate to the **ARX - Malibu 2016** folder. When you close out, a couple of progress bars should run their course.
4. From the game, go to World menu, and Select Airport and By Airport ID type in "**AFC2**" or "**CA99**" to visit Aeroworks.

Thanks for downloading our scenery!

Malibu has been around since 2001, and is one of our oldest offerings to the flightsimmming community. With every version it seems to become more popular, and thus larger,...which in turn makes it more popular, and thus larger still. For a more in depth guide to Malibu, please see the other document which was written for the 2009 FSX release.

This document serves as a guide to the new 4.1 updates for 2016. Initially in 2011, this project was going to only be a simple edit of the two main airports in Malibu, adding more hangars at Flight Center II (AFC2), and some taxiway and runway upgrades to Malibu Motorsports (CA99). But off and on I kept tweaking little things, here and there, and I didn't stop...for 5 years. So rather than keep tweaking things on it every once in a while for the rest of my life. I have decided to put it out fresh, as a standalone version for 2016.

There aren't really enough new things to consider it a true "Version 5" or anything like that. Nothing has been rebuilt, or remodeled. There are just a lot of little additions over the last 5 years that have accumulated to make it worthy of a new updated release. So let's start the tour...

Aeroworks Flight Center II (AFC2)



AFC2 doesn't have very many updates, but being the focal point of Malibu, I should start with it. New additions include more parking spots, including two new ramps. One is an overflow parking ramp near the main ramp, and the other is an airline ramp for Palm Express Airlines, a fictional "AI-airline" that operates out of AFC2. In addition there is more foliage, and access roads, as well as AFC2 being labeled on one of the hangars.



Speaking of hangars, there are more general aviation hangars here now, as well as Austin Gardner's "Firestorm Aerobatics" hangar where the ARX-5R model is sometimes based. His custom ARX-5 will be available concurrent with this release (as well as his own ranch in New Mexico) and if that aircraft exists on your system, it will show up as an AI aircraft parked at his hangar.

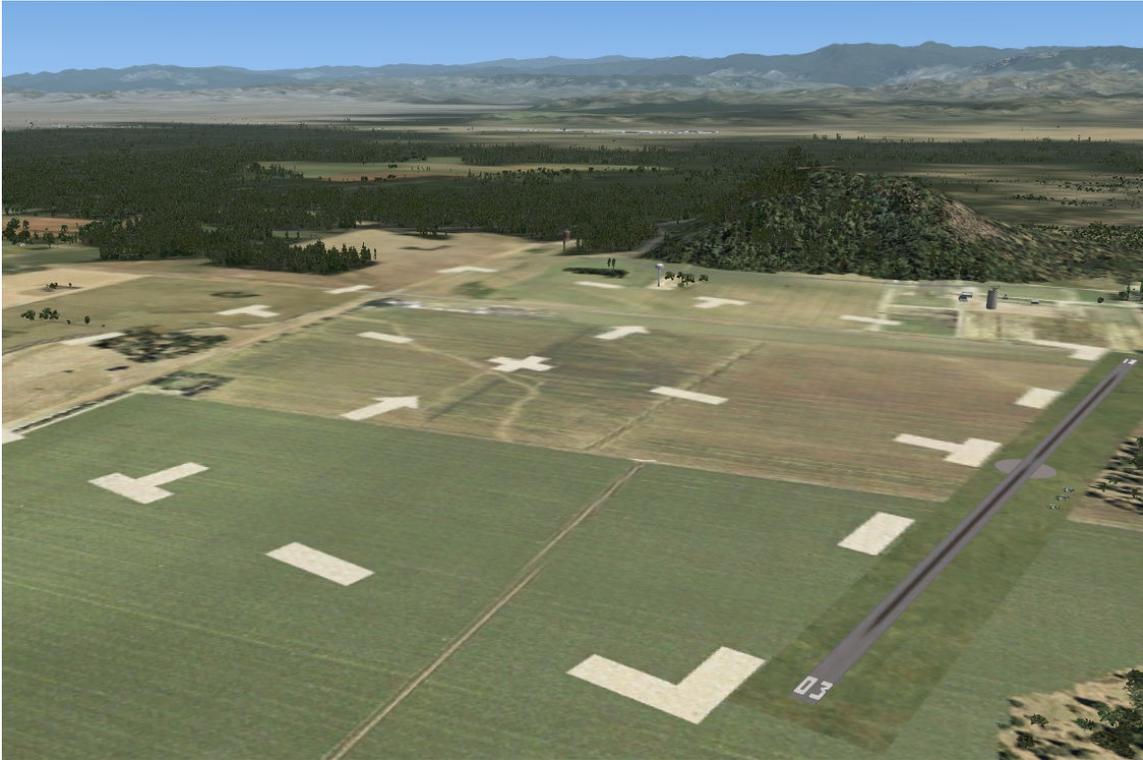


Malibu Motorsports (CA99)



Quite a bit was added down here, not so much for looks this time, but for functionality. Firstly, probably the main thing that started this entire update was that I was never happy with the original taxiway from 2009, it needed to extend all the way to Runway 29. Also I displaced the threshold and added more pavement to the beginning of Rwy 11, so now it has a takeoff distance of 3000' instead of 2000'. There's also an NDB present now and an access road around the runway. If you fly along the beach there will also be more jettys and docks and things laid out here and there. Palm Express also has a presence here, as their sole Grumman Goose operates out of this airport daily.

Practice Strip (CA98) - Camarillo, Ca.



Ok, not really a practice strip, more of a "proving ground" for civilian concept aircraft. This is an entirely new addition for 2016. It has no permanent facilities, other than a runway. There's no fuel, and parking is wherever you can find it. But it does boast it's own regulation aerobatic box, and is where all of our aerobatic planes are flight tested. If you have any of the ARX-5X planes downloaded, don't be surprised so see several of them here. You might even see a few Formula One aircraft...

Point Dume Heliport (CX97)



Another all new addition for 2016 is Pt. Dume Heliport. In 2009 I threw in Latigo Canyon Heliport (CX99) as an easter egg for Malibu 4.0. This time I was going to throw this one in, but I like it so much, and it's terribly obvious where it is (but then so was Latigo) that I figured I might as well mention it. We do a lot of helicopter action around Malibu, and I noticed this spot around 2011 and decided to make a slightly larger version of a Latigo-style heliport there. Due to it's location, it's probably one of my favorite Heliports in FS. I think heliports have gotten a bad rap by MSFS, as there aren't many of them in the game. I'm slowly trying to rectify that situation with all of our sceneries...

Temporary F1 Course.



Also in Pt. Dume area, just to the west of it, is a temporary F1 course laid out on barges anchored by the beach. It is coincidentally a regulation course identical to our F1 track at Death Valley (available on our website). In the 2009 version, we introduced the "Factory Test Track" but that was a non-standard course, and meant for ANY type of aircraft. Since we already had a dedicated F1 track at Death Valley, we figured why add one at Malibu? Well in the years since, we've answered our own question: Because we get LAZY and don't want to fly halfway across California to race at an F1 track! So here is "local" and temporary Malibu F1 track.



In addition to the above updates, there are a good number of other little odds and ends here and there. We never disclose *everything* afterall...

A word about AI

This scenery has an abundance of AI aircraft associated with it. Probably more than we have done yet. We experimented with some basic AI in the Railroad Valley 2013 release and it was pretty popular. However in that scenery we used mainly default aircraft with a few repaints of our own added. With Malibu 2016 we went with basically a 100% Aeroworks-related AI environment. Meaning there are only a few default aircraft that were used, and even those are ones that we have repainted. So if your AI is turned on, and you don't see any aircraft around, it is probably because you don't have any of our add-ons installed (Shame on you!) Here is a list of the aircraft needed, they are ALL available at our website, for free, and a few were even created just for this release! Enjoy:

ARX-1B xStream

ARX-5X Coyote v2.1

ARX-5R Firestorm

ARX-6 Roadrunner

Palm Express Cessna 206 (default repaint)

Palm Express Grumman G21 (default repaint)

Learjet 45 ARX Tech Corp. (default repaint)

Beech Baron MMS "Malibu Minstrel" (default repaint)

Boeing 737-800 ARX-Transport (default repaint)

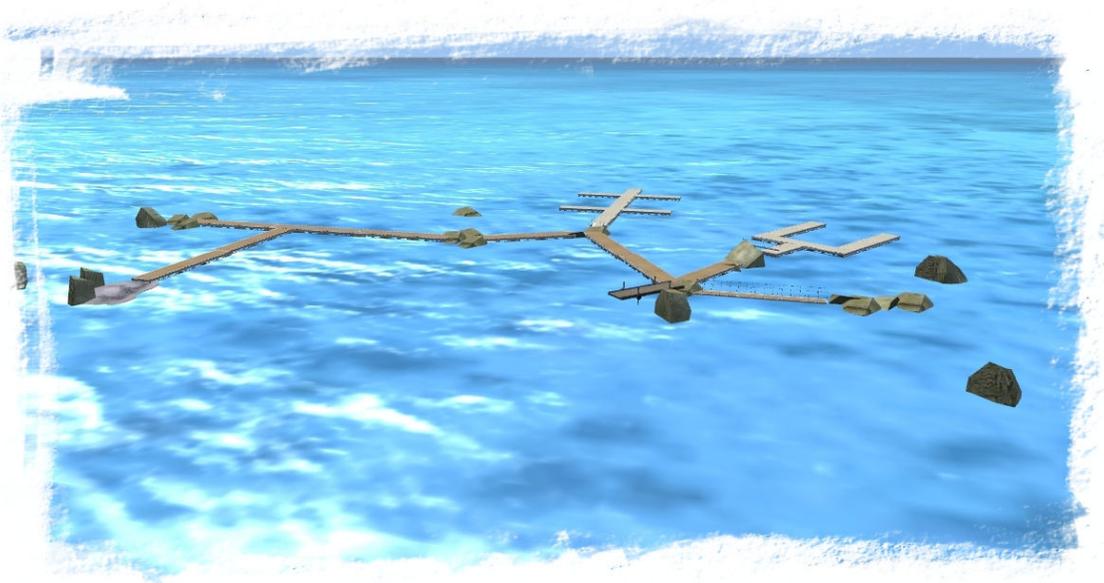
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Something's fishy at FICKY