Madeira Islands Improvement Pack

For *Microsoft Flight Simulator 2004™*

By Pedro Oliveira

This package contains realistic improvements for *Madeira Islands™* scenery by *PTSIM* (*http://www.ptsim.com/*).

Legal Note:

This package and all its content is copyrighted. It is only for use with commercial *Madeira Islands™* scenery for *Microsoft Flight Simulator 2004™*. The author of the package had the contribution of the *Madeira Islands™* authors Luis de Sá and José Fortuna, and obtained their authorization for performing the included modifications.

Features:

Madeira airport (LPMA) features two of the most challenging approaches in the world for civil aviation. The curved final approach path for runway "05" resembles the old *Kai Tak*, and, from VOR "FUN", the last segment of the final approach is flown in visual.

One of the main landmarks for the "05" approach is the factory placed right under the reference point "GELO", in the middle of the curved flight path. Due to its importance for the visual approach, this package includes the factory white buildings for visual reference. On the short final, 1-mile visual contact with the beginning of the runway, PAPI system is available for help with the descent path for touchdown.

"GELO" white factory under the curved final approach path / pier at Porto Santo beach

The package includes some added and modified elements, specifically for creating an accurate aeronautical and visual environment. And they are:

* White factory under "GELO" reference point;
* PAPI system moved to its real position (RWY-05 and RWY-23);
* Improved photoreal Fixed Distance Markers;
* Improved textures for the viaduct and the hill before RWY-05;
* Photo texture for yellow-black arrows on top of the hill before RWY-05;
* Visible high road from the approach, on the left side of the RWY-05";
* New runway texture;
* New waterclass for more realistic deep water at the shores;
* Madeira blue-yellow big flag over the viaduct;
* Small buildings nearby the viaduct;
* Pier at Vila Baleira beach, Porto Santo (for Porto Santo island VFR).

Installation:

Note: For the installation of the package to be successful, the target Madeira Islands commercial scenery must have been previously installed and activated by a personal password provided by the manufacturer.

1 – Unzip the contents to a temporary folder with option "use folder names";

2 – Locate Madeira Islands installation folder (default is "\MAD2003\");

3 – Open decompressed "**Madeira Islands main folder**" (inside, there shall be 3 folders: "**Scenery**", "**Texture**" and "**MadLand**");

4 – Copy those 3 folders into Madeira Islands installation folder located on step 2, and overwrite files when prompted (you may do some backups, if you want to);

5 – Open "Scenery" folder within Madeira Islands installation folder;

6 – Execute "LPMA_PATCH.exe";

7 – Open decompressed "**FS2004 main scenery folder**";

8 – Copy "**Scenery**" folder to FS2004 main installation folder;

9 – Open decompressed "**FS2004 main texture folder**";

10 – Copy "**Texture**" folder to FS2004 main installation folder.