



ROBERT L. BRADSHAW INTERNATIONAL
AIRPORT (TKPK)

SAINT KITTS/ST.KITTS ISLAND

LEEWARD ISLANDS

INFORMATION:

ROBERT L. BRADSHAW INTERNATIONAL AIRPORT

(IATA: SKB, ICAO: TKPK) Located at Basseterre

Robert L. Bradshaw International Airport is an international airport located just northeast of Basseterre, on the island of Saint Kitts, serving the nation of Saint Kitts and Nevis.

A major renovation was completed in December 2006. The US\$17 million project financed by loans from the St. Kitts-Nevis-Anguilla National Bank and Taiwan includes expansion of the parking apron to accommodate six-wide-bodied aircraft at the same time, complete resurfacing of the 2,439 m (8,002 ft) runway and construction of a new taxi-way. Construction started late 2004. Up to 6 wide bodied jets can now be accommodated on the tarmac. The airport can accommodate commercial jumbo jets and handles scheduled non-stop jet flights to Canada and the United States, as well as numerous regional commuter flights from within the Caribbean area.

The largest aircraft now operating regularly scheduled service at SKB is the Boeing 777-200 from British Airways. The airport also provides facilities for cargo and private jets.

In 2008, the airport handled 399,706 passengers.



FEATURES INCLUDED WITH PACKAGE

- Custom Photo Scenery covering the entire island
- Hand placed Autogen
- Detailed 3D Objects and custom buildings
- Night illumination
- Small Animations
- Accurate AFCAD File
- Static Objects for Surroundings
- Install to find other great features :p

INSTALLATION:

For this scenery to be fully functional, the scenery package from Striking Software: PW Sceneries – Volume 5 The Leeward Islands must be installed. Visit: <http://www.strikingsoftware.com/downloads.shtml> and download the Volume 5 package. After installation certain files must be deleted to avoid conflict between the two sceneries. These files include:

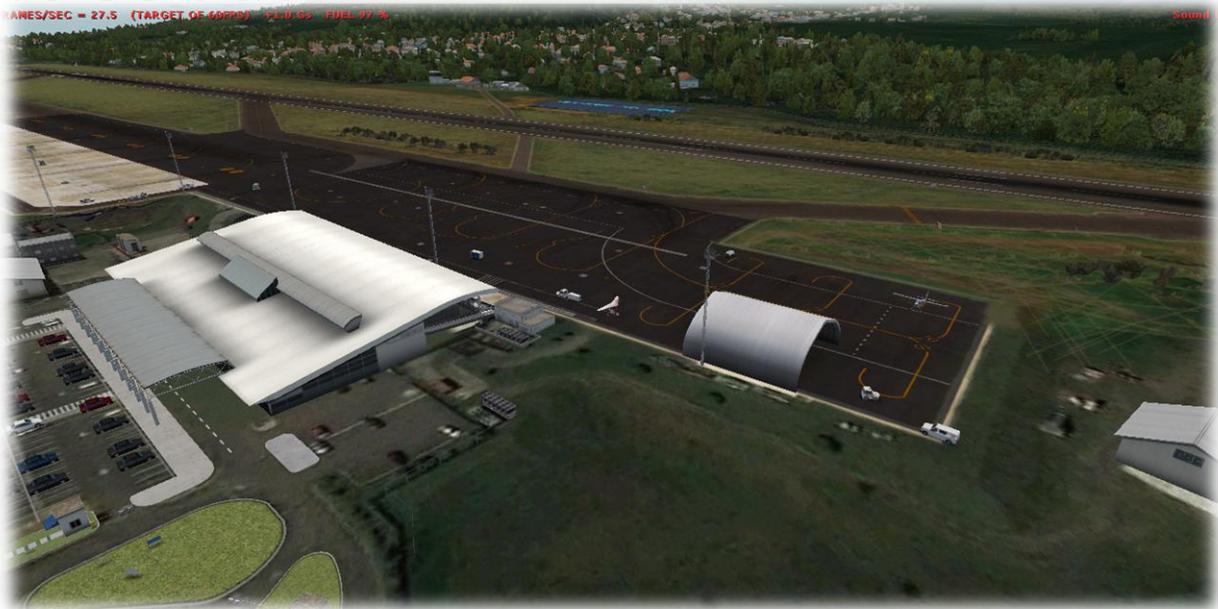
- Stk1.bgl
- Stk2.bgl
- Stk3.bgl
- Stk4.bgl
- TKPK_ADE_PW.bgl

After these initial files have been installed and deleted, unzip the BLUE SKY TROPICAL SCENERIES – SAINT KITTS folder package into a temporary folder of your choice. Add the scenery to your FSX/P3D Folder by placing it in your FSX folder/ Addon Scenery. After this has been done follow these next instructions:

- Add the included TKPK_ADEX_ADE.bgl to your FSX or P3D Addon Scenery/scenery folder.
- Go to settings in the FSX menu.
- Select Scenery Library and Add Area
- Search for BLUE SKY TROPICAL SCENERIES – SAINT KITTS in your Addon Scenery folder and add the area to your add-on scenery list.
- Ensure that BLUE SKY TROPICAL SCENERIES – SAINT KITTS has a higher priority in the Scenery library within FSX over PWS Vol5.
- Let FSX or P3D add the scenery.
- Load up and try out your new scenery.

TAXI2GATE AND BSTS

TKPK MERGE



This scenery can be merged with Taxi2Gate's TKPK to include a photoscenery for the entire island along with Taxi2Gate's excellent rendition of Robert L. Bradshaw International Airport. This merge requires the payware package TKPK from Taxi2Gate.

INSTALLATION:

For the merge to be fully functional, both BLUE SKY TROPICAL SCENERIES – SAINT KITTS and TAXI2GATE TKPK have to be installed on your system.

- Go into the BLUE SKY TROPICAL SCENERIES – SAINT KITTS/scenery folder in your FSX/P3D Addon Scenery folder.
- Locate every file within the scenery folder with the extension name _OBX or _LOBX and delete each of those files from the folder.
- Start FSX/P3D and access the Scenery Library.
- Ensure that TKPK (Taxi2Gate's rendition of SKB) is enabled and has a higher priority in the Scenery library within FSX over BLUE SKY TROPICAL SCENERIES– SAINT KITTS and PWS Vol5. If not done correctly mesh and elevation issues may occur.
- Disable TKPK-TERRAIN. If left enabled in the FSX/P3D Scenery Library, a loss of autogen and a clash between the two sceneries will occur.
- Let FSX/P3D load up the scenery.
- Load out and try the merge.

Support:

<https://www.facebook.com/pages/Blue-Sky-Tropical-Sceneries/635328726579303>

Credits and Acknowledgements:

Thanks go to family and friends and Flightsim Enthusiasts who have constantly supported me during this endeavour. Thank you to all who beta tested the product and gave responses to improve its quality. Last but not least thanks goes to God almighty for allowing me life to create and use my abilities to make this product.

Developers:

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