



Bald Eagle Airfield- Myakka Head | MSFS 2024

v1.0.2 | September 7, 2025

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Thank you for your support!

Thank you for purchasing Bald Eagle Airfield- Myakka Head! Your support allows me to continue investing my time into these projects, as well as the maintenance of all of my freeware, Emerald Object Library, and of course, everything else expensive that comes with supporting this development hobby.



Product Information

This scenery includes two detailed airstrips: Bald Eagle Airfield- Myakka Head (67FL) and an unlisted private airstrip. Recently acquired by automotive YouTuber Cleetus McFarland, Myakka's 3400x130 ft (1036x40 m) grass runway is the perfect starting point for some weekend flying! The runway is well maintained and can easily accommodate most GA and Warbird aircraft. Another 50 ft (15 m) strip of grass on the West side of the runway provides additional space for aircraft to taxi and hold just off of the runway, keeping it clear for other aircraft. A parking spawn on the nearby lake also provides water access.

Also included is the private airstrip just to the immediate West of Myakka. This unlisted airstrip is spawnable via two parking spots at Myakka. At just 1600x90 ft (488x27 m), this more confined and less maintained runway provides a bit more of a challenge. The northern approach end is a bit more confined with several collidable Oak trees. The southern approach is a bit easier with the only obstruction being (marked) powerlines. The hangar at this airstrip is static!



Installation

If purchased externally

Unzip the downloaded .zip archive.

Make sure that Microsoft Flight Simulator 2024 is not running! Once unzipped, the included "**esd-airport-67fl-myakka-head**" folder should be placed into your MSFS 2024 "Packages\Community" folder. The scenery will load the next time you start the sim!

If purchased from Marketplace

Once the addon has finished installing, you need to restart Microsoft Flight Simulator 2024 in order for the scenery to load and display correctly!

This is the case for *every* addon purchased through Marketplace, whether you are on PC or Xbox.

Requirements

Emerald Object Library (Also available on Marketplace) is required for this scenery to display as intended! Not installing the library will result in most models not showing throughout the scenery. Emerald Object Library is our own in-house collection of static and dynamic models, materials, and VFX which allows us to push fixes for common assets across multiple products at once, as well as keep the required space of our addons to a minimum by eliminating duplicates in each project.



Features

- ❖ Two detailed airstrips: Bald Eagle Airfield- Myakka Head and a nearby private airstrip.
- ❖ PBR Materials.
- ❖ Tiling and Detail Textures for some models, providing higher texture quality and lower memory usage.
- ❖ Color-matched 15cm/px aerial imagery.
- ❖ Digital Elevation Model with hand-crafted terraforming at 1m/px.
- ❖ Collidable obstructions, such as trees and power lines on each approach!
- ❖ Custom environmentals including Weeds, Shrubs, Palmettos, Oak, and Palm Trees.
- ❖ Custom Hangars with dynamic features, interior modeling, environmental occluder, and parking spawns.
- ❖ Custom animated wildlife: Alligator & Wild Boar can be found around the coverage area.
- ❖ Dynamic SFX using Wwise.

Dynamic Features

- ❖ **Hangar Doors** – The left and center doors of the Triple Hangar will open or close depending on day of week, time of day, and weather. The right door of the Triple Hangar and door of the Large Hangar are triggered by proximity.
- ❖ **Hangar Lights** – All hangar lights are controlled dynamically. The left and center bay lights of the Triple Hangar will illuminate during Dawn and Dusk, when the doors are open. All other Hangar lights will illuminate during Dawn, Dusk, Night, and when Raining.
- ❖ **Clock** – The Clock in the Large Hangar is fully functional, telling local sim time, and plays ticking SFX (Wwise)!
- ❖ **Gates** – All metal gates throughout the coverage area are triggered by proximity and can be operated by ground vehicles.
- ❖ **Alligator** – Will react if you get too close!
- ❖ **Birds SFX (Owl)** – Audible around the coverage area at Night, but not when Raining.
- ❖ **Insect SFX (Cicadas)** – Audible around the coverage area during the Day, May through July, but not when Raining.
- ❖ **Windsock/Flag** – Animated based on wind speed and direction.

NOTAMs

We try our best to keep a running list of known issues involving limitations or conflicts when discovered. If possible, fixing these issues are our top priority. However, please note that the majority of these may be out of our control.

1. **Dynamic Features In Avatar Mode**

[Sim Bug - Reported] It is a known issue that dynamic features present in the scenery, such as roof snow, snow berms, hangar lighting, and ambient SFX, do not trigger correctly if conditions change while in Avatar camera mode. All other aircraft cameras will allow the features to update correctly.

2. **Grass Placement**

[Sim Bug - Reported] It's currently known that the default sim grass may ignore some aprons and not be excluded (a good example is the concrete driveway near one of the secondary airstrip houses). In the cases where the exclude is honored, there might be a slight offset removing grass that should not be excluded near the apron boundary.

Credits & Support

Bald Eagle Airfield- Myakka Head designed by Chris "Rotornut44" of Emerald Scenery Design.

Visit Emerald Scenery Design on:

[Website](#) | [Facebook](#) | [Twitter](#) | [Discord](#)

Get in contact!

<https://emeraldscenerydesign.com/support/>

Join the Discord!

Join me on Discord using the link above! My Discord is the first to know of any upcoming projects, previews, and insider information!

Product Support

Product support is provided via **Discord** or the **contact page** above.

Please refrain from posting support queries in forum threads or PMs! It makes it hard to keep track of who asked what and where. Using the official support channels will always get you the fastest support!

Beta Team

A very special thanks to those who helped test this scenery and provided feedback!

- ❖ Airpac1
- ❖ Burstix
- ❖ Eight_of_Dragons
- ❖ FrankiePoops
- ❖ oohcando

Change Log

v1.0.2 | September 7, 2025

- Fixed Wwise sounds being highly dominant in one ear depending on where the emitter is located in 3D space (hard panning).
-

v1.0.1 | June 22, 2025

- Adjusted scale of runway stripes to better match roller width.
 - Fixed dim pool emissive.
 - Fixed dim window emissives on Houses at the unlisted airstrip.
 - Fixed Left and Center triple hangar doors not opening.
 - Fixed Left and Center triple hangar lights always off.
 - Replaced Large Forklift with Cherry Picker.
-

v1.0.0 | May 17, 2025

- Initial Release for MSFS 2024.

End User License Agreement

THIS END USER LICENSE AGREEMENT (the "Agreement") dated this 17th day of May, 2025 (the "Execution Date")

BETWEEN:

Emerald Scenery Design (the "Vendor") OF THE FIRST PART and the "Licensee" OF THE SECOND PART

BACKGROUND:

The Vendor wishes to license computer software to the Licensee and the Licensee desires to purchase the software license under the terms and conditions stated below.

IN CONSIDERATION OF the provisions contained in this Agreement and for other good and valuable consideration, the receipt and sufficiency of which is acknowledged, the parties agree as follows:

License

1. Under this Agreement the Vendor grants to the Licensee a non-exclusive and non-transferable license (the "License") to use Bald Eagle Airfield- Myakka Head (the "Software").
2. "Software" includes the executable computer programs and any related printed, electronic and online documentation and any other files that may accompany the product.
3. Title, copyright, intellectual property rights and distribution rights of the Software remain exclusively with the Vendor. Intellectual property rights include the look and feel of the Software. This Agreement constitutes a license for use only and is not in any way a transfer of ownership rights to the Software.
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11. The Vendor does not warrant that use of the Software will be uninterrupted or error-free. The Licensee accepts that software in general is prone to bugs and flaws within an acceptable level as determined in the industry.

Warrants and Representations

12. The Vendor warrants and represents that it is the copyright holder of the Software. The Vendor warrants and represents that granting the license to use this Software is not in violation of any other agreement, copyright or applicable statute.

Acceptance

13. All terms, conditions and obligations of this Agreement will be deemed to be accepted by the Licensee ("Acceptance") upon execution of this Agreement.

User Support

14. The Licensee will be entitled to one year of on site user support available 24 hours per day 7 days per week, at no additional cost.

15. The Licensee will be entitled to maintenance upgrades and bug fixes, at no additional cost, for a period of one year from the date of Acceptance.

Term

16. The term of this Agreement will begin on Acceptance and is perpetual.

Termination

17. This Agreement will be terminated and the License forfeited where the Licensee has failed to comply with any of the terms of this Agreement or is in breach of this Agreement. On termination of this Agreement for any reason, the Licensee will promptly destroy the Software.

Force Majeure

18. The Vendor will be free of liability to the Licensee where the Vendor is prevented from executing its obligations under this Agreement in whole or in part due to Force Majeure, such as earthquake, typhoon, flood, fire, and war or any other unforeseen and uncontrollable event where the Vendor has taken any and all appropriate action to mitigate such an event.

Governing Law

19. The Parties to this Agreement submit to the jurisdiction of the courts of the State of Florida for the enforcement of this Agreement or any arbitration award or decision arising from this Agreement. This Agreement will be enforced or construed according to the laws of the State of Florida.

Miscellaneous

20. This Agreement can only be modified in writing signed by both the Vendor and the Licensee.

21. This Agreement does not create or imply any relationship in agency or partnership between the Vendor and the Licensee.

22. Headings are inserted for the convenience of the parties only and are not to be considered when interpreting this Agreement. Words in the singular mean and include the plural and vice versa. Words in the masculine gender include the feminine gender and vice versa. Words in the neuter gender include the masculine gender and the feminine gender and vice versa.

23. If any term, covenant, condition or provision of this Agreement is held by a court of competent jurisdiction to be invalid, void or unenforceable, it is the parties' intent that such provision be reduced in scope by the court only to the extent deemed necessary by that court to render the provision reasonable and enforceable and the remainder of the provisions of this Agreement will in no way be affected, impaired or invalidated as a result.

24. This Agreement contains the entire agreement between the parties. All understandings have been included in this Agreement. Representations which may have been made by any party to this Agreement may in some way be inconsistent with this final written Agreement. All such statements are declared to be of no value in this Agreement. Only the written terms of this Agreement will bind the parties.

25. This Agreement and the terms and conditions contained in this Agreement apply to and are binding upon the Vendor's successors and assigns.