



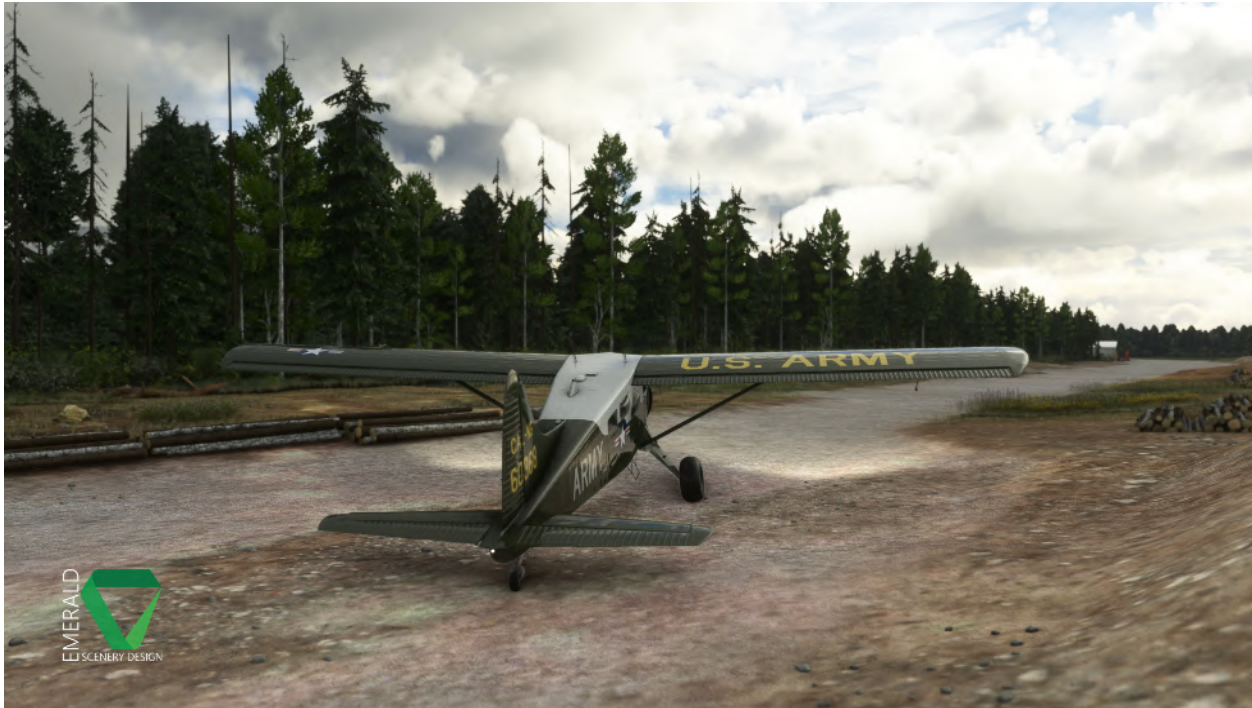
8AK5 Fort Crosby | MSFS 2020

v1.2.2 | September 2, 2025

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Thank you for your support!

Thank you for purchasing Fort Crosby! 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

Fort Crosby (8AK5) is a private airstrip located 12.5 nm (23.1 km) to the Northwest of Talkeetna, Alaska. It has a single gravel runway with roughly 1500 ft (457 m) usable, which makes it quite comfortable for most General Aviation aircraft. The only real restriction being on the Northern half of the runway where Dirt and Snow Berms (during the Winter) restrict wingspan and clearance.

Installation

If purchased from the ESD Store

Unzip the downloaded **.zip** archive.

Make sure that Microsoft Flight Simulator is not running! Once unzipped, the included "**esd-airport-8ak5-fort-crosby**" folder should be placed into your MSFS "Packages\Community" folder. The scenery will load the next time you start MSFS!

If purchased from Marketplace

Once the addon has finished installing, you need to restart Microsoft Flight Simulator 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

- ❖ A coverage area of 4 nm² (7.4 km²), including multiple custom Cabins and Houses with extra details throughout.
- ❖ All model textures done in PBR, up to 4K resolution.
- ❖ Color-matched aerial imagery at 30cm/px.
- ❖ Digital Elevation Model with hand-crafted terraforming at 2m/px, and fully compatible with ORBX's Alaska Mesh.
- ❖ Custom environmentals including Weeds, Wildflowers, Native Shrubs, 3D Trees, Rocks, and Logs.
- ❖ Custom Gravel and Dirt ground materials with NRM textures for PBR and added detail.
- ❖ Custom Hangar with dynamic features, interior modeling, environmental occluder, and a parking spawn.
- ❖ Custom animated wildlife: Bears, Fox, Moose, & Wild Boar roam the coverage area.
- ❖ Dynamic SFX using Wwise.

Dynamic Features

- ❖ **Animated Hangar Door** – Opens when your aircraft is parked inside of or just in front of the Hangar.
- ❖ **Bears** – Can be found crossing the runway and roaming the scenery. Will go into hibernation when temperatures fall below freezing.
- ❖ **Birds SFX (Downy Woodpecker)** - Audible throughout the scenery from Dawn to Dusk, but not when Rain or Snow is reported. Randomly switches between call and drumming sounds.
- ❖ **Birds SFX (Great Horned Owl)** - Audible near the Hangar at Night, but not when Rain or Snow is reported.
- ❖ **Birds SFX (Junco & Fox Sparrow)** - Audible throughout the scenery from Dawn to Dusk, but not when Rain or Snow is reported.
- ❖ **Butterflies** – Visible around flowers from May through September. Includes 4 different Alaska native variations! Will not show when Rain or Snow is reported.
- ❖ **Clock** – Located on the back wall of the Hangar. Fully functional based on local sim time and plays ticking SFX (Wwise).
- ❖ **Improved Lighting** – Hangar lighting is functional from Dusk-Dawn and while Raining or Snowing.
- ❖ **Fox** - Roams around the airstrip. Will call roughly every 6 minutes.
- ❖ **Morel Mushrooms** – Pop up around the airstrip from May to July. Commonly found around Rocks and Logs.
- ❖ **Rain Puddles** – Appear when Rain has been reported in the area.
- ❖ **Roof Snow & Icicles** – 3D Snow & Icicles will appear on the Hangar Roof when snow depth has been reported on the ground.
- ❖ **Snow Berms** – Snow Berms will appear around the runway when snow depth has been reported on the ground.
- ❖ **VFX** – Smoke and Campfire VFX will appear throughout the scenery once temperatures fall to 50°F (10°C) or below.

NOTAMs

We try our best to keep a running list of known issues involving sim limitations and 3rd party conflicts when discovered. When possible, fixing these issues are our top priority. However, they may not be immediately solvable due to limitations.

1. **Hangar Door is closed on Reload**

If you reload your flight while inside of the Hangar, the Hangar Door may sometimes remain closed, but can be opened by slewing outside of the trigger area and back in. [Still investigating – possible limitation]

2. **Little Nav Map**

As LNM cannot read encrypted files, Fort Crosby will not show up on it if purchased from the Marketplace! [Limitation - Not likely to be fixed]

3. **Snow Berms Floating on Spawn**

Some Snow Berms may be floating on spawn but will snap into (and usually stay in) their correct position when you approach them – this is an issue with how the sim calculates elevation offsets on load. [Sim limitation]

4. **Animals Drop on Spawn**

WorldScript animals could spawn in the air and may be seen falling to the ground under certain loading conditions. [Still investigating – possible limitation]

Credits & Support

Fort Crosby 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!

- | | |
|----------------|----------------------------|
| ❖ Airpac1 | ❖ Mort the 2 nd |
| ❖ AvAngel | ❖ TheDukeNewcomb |
| ❖ Aviator207 | ❖ Willy |
| ❖ BurstixTV | ❖ Eight_of_Dragons |
| ❖ FrankiePoops | ❖ oohcando |
| ❖ Jonx | |

Change Log

v1.2.2 | September 2, 2025

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

v1.2.1 | March 31, 2025

- Adjusted priorities of all terraforming tiles so that they are not likely to conflict with each other.
- Fixed Hangar Roof Snow LOD2 always visible.
- Fixed some streetlights not being excluded throughout the coverage area.
- Hangar Clutter is no longer attached to the Hangar's interior. All LODs have been reworked and are much more optimized.
- Improved Clock: Reworked final LOD to be lower poly and have cleaner geometry, better matched vertex colors.
- Reverted SimObjects to call needed templates directly instead of common.xml, as it was loading unnecessary templates.

v1.2.0 | March 26, 2024

- Added electrical hum and light switch toggle SFX for hangar lights.
- Added native birds dynamic SFX: Great Horned Owl, Junco, Fox Sparrow, & Downy Woodpecker.
- Adjusted Clock SFX attenuation to not be as abrupt.
- Cleaned up hangar door script.
- Fixed hangar door snapping open/closed when transitioning through the trigger area quickly.
- Fixed incorrect runway headings.
- Fixed outdated Services XML.
- Hangar lights and Snow are now controlled by WorldScript.
- Hangar Snow/Icicles and runway Snow Berms are now tied into the snow depth slider (Live Weather doesn't detect properly and uses the original temp/precip based code as a fallback).
- Tweaked minSize for some LODs.
- Tweaked position of a few trees that animals were clipping.

v1.1.1 | February 22, 2024

- Added new pathed SimObjects: Boar, Fox, & Moose.
- Fixed vertex color mismatch between last LOD of Hangar door and Hangar exterior.
- Improvements to Hangar: Improved material blending of metal siding and cement detail textures, reduced vert count for last LODs.
- Improvements to Hangar Roof Snow: New snow detail textures (more detail, less texture memory), improvements to shading on LOD1, tweaked LOD2 vertex color.
- Improvements to Wwise SFX: Streamlined Internal/External view SFX, which are now defined in Wwise instead of XML.

v1.1.0 | November 23, 2023

- Fixed a bump along the edge of the runway.
- Fixed some floating vegetation.
- Improved Hangar: Reworked UVs and texture baking, corrugated siding and concrete now uses detail texture for improved quality, reduced overall memory footprint.
- Improved Hangar Clock: Numbers now use a decal for improved quality.
- Improved Hangar Lights: Fixed shading, emissive now uses color channel instead of texture.
- Improved Hangar Snow & Icicles: Reworked LODs.
- Optimized aerial coverage area to slightly reduce CGL size.
- Removed some terraforming rectangles that were no longer needed.
- Reworked Trees and Shrub placement: Now use groups instead of individual placements for improved performance.

v1.0.0 | October 24, 2023

- Initial Release

End User License Agreement

THIS END USER LICENSE AGREEMENT (the "Agreement") dated this 24th day of October, 2023 (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 Fort Crosby (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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6. The Software may not be modified, reverse-engineered, or de-compiled in any manner through current or future available technologies.
7. Failure to comply with any of the terms under the License section will be considered a material breach of this Agreement.

License Fee

8. The purchase price of \$9.99 USD paid by the Licensee will constitute the entire license fee and is the full consideration for this Agreement.

Limitation of Liability

9. The Software is provided by the Vendor and accepted by the Licensee "as is". Liability of the Vendor will be limited to a maximum of the original purchase price of the Software. The Vendor will not be liable for any general, special, incidental or consequential damages including, but not limited to, loss of production, loss of profits, loss of revenue, loss of data, or any other business or economic disadvantage suffered by the Licensee arising out of the use or failure to use the Software.

10. The Vendor makes no warranty expressed or implied regarding the fitness of the Software for a particular purpose or that the Software will be suitable or appropriate for the specific requirements of the Licensee.

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.