



## EGH2 Forwood Farm | MSFS 2020

v1.2.5 | October 7, 2025

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## Thank you for your support!

Thank you for purchasing Forwood Farm! 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

Forwood Farm (EGH2) is a quiet farm airstrip in the countryside of East Retford in the UK. The airstrip is a popular Caravanner location with miles of trails to explore and is also home to towplanes.uk which operates the PZL Wilga 35A G-BUNC offering towing services from banners to gliders around the UK.

This scenery has been created in partnership with Got Friends who traveled to Forwood Farm to record sounds from G-BUNC for their Wilga addon. Mykrode and 270inc played a huge role in the modeling and texturing of assets for this project.

Forwood Farm has been brought to life in incredible detail, using nearly all custom libraries which have been directly integrated into the package, requiring no dependencies. This is a rarity of Emerald Scenery Design addons and will not become the norm, but due to the collaborative nature of this package, and the fact that it has also been bundled with the Got Friends Wilga, it needed to be stand-alone!

## 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-egh2-forwood-farm**" 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.



## Features

- ❖ **30cm/px custom ground textures.**  
*Corrected and color-matched to the surrounding terrain.*
- ❖ **1m/px hand-corrected Digital Elevation Model.**
- ❖ **Nearly 100 custom objects and buildings.**  
*Up to 4k resolution PBR textures.*
- ❖ **Custom vegetation.**  
*Including 3D Trees, 3D garden shrubs, vines, flowers & ground cover.*
- ❖ **Animated Hangar door.**  
*User triggerable!*
- ❖ **Includes the nearby Solar Field.**  
Compatible with Mamudesign's Powerlines and Solar Farms addon (Marketplace owners, please see NOTAMs tab)!

## Dynamic Features

- ❖ **Windsocks** – Do whatever it is that windsocks do when you are not looking.
- ❖ **Rain Puddles** – Puddles are only visible when rain is reported in the area.
- ❖ **Animated Horses** – Horses are visible and audible until the ambient temperature reaches 32°F (0°C).
- ❖ **Chimney Smoke VFX** – Chimney smoke is only visible once temperatures fall to 50°F (10°C) or less.
- ❖ **WWISE Sounds!** – Horses: see above! Bees can be heard buzzing around the bee hives until temperatures reach 55°F (13°C) or below.
- ❖ **Butterflies** – These butterfly species are native to the UK and are only visible during their most common times of year:

**Red Admiral** – April through October.

**White Admiral** – July through August.

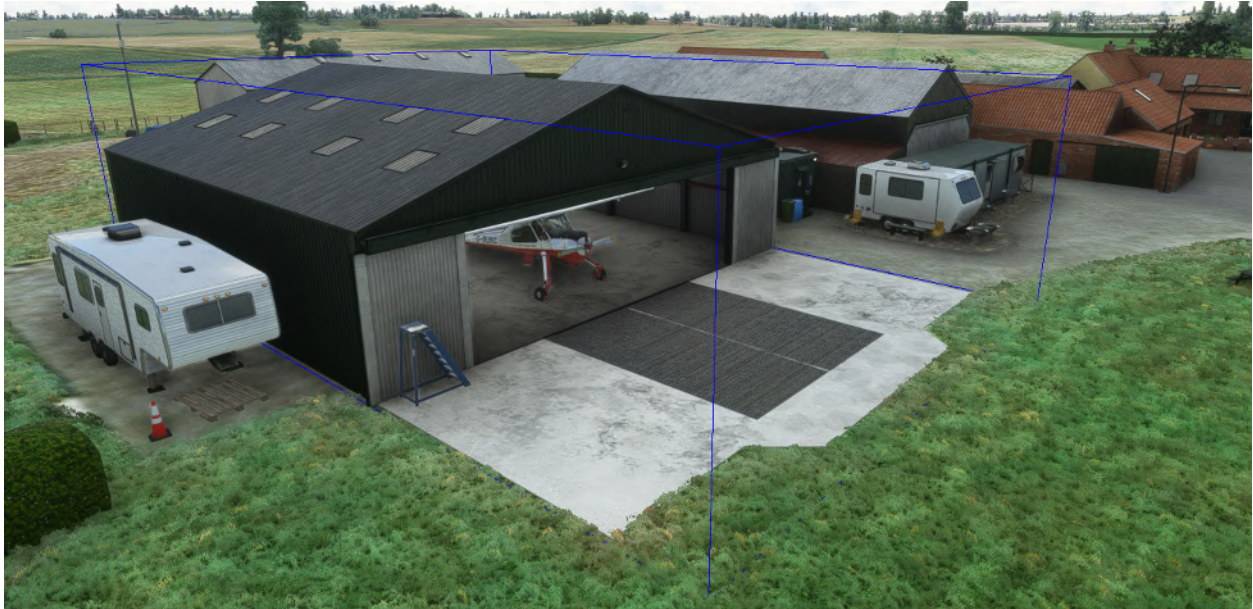
**Large Blue (Rare)** – June through July.

**Painted Lady** – March through October.



## Hangar Door Trigger

The Hangar at Forwood Farm uses a trigger system to open and close the door.



The door will open automatically when the user aircraft is positioned inside of the blue trigger box (not visible in the simulator) and close when outside of the box.

## 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. Double Airport Icons

**[Sim limitation]** If you download or update Forwood Farm without restarting the sim, you may run into a hierarchy issue causing both an “EGH2” and “EGXM | Forwood Farm” airport icon to appear on the airport selection map (and possibly as POI markers). Always restart the sim after installing or updating a product from Marketplace!

### 2. Hangar Door is closed on Reload

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

### 3. Hangar Door Animation Snapping

**[Sim limitation]** When slewing in and out of or transitioning through the trigger box quickly, the open and close animations of the hangar will reset causing the door to snap open quickly.

### 4. Little Nav Map

**[Software limitation – Not likely to be fixed]** As LNM cannot read encrypted files, Forwood Farm will not show up on it if purchased from the Marketplace!

### 5. Mamudesign's Solar Panels Still Visible

Because of how package hierarchy currently works for products installed through Marketplace, Mamudesign's solar panels may still show on the nearby solar field if you have the Marketplace version of Forwood Farm. Marketplace owners can fix this by activating the **Package Reorder Tool** under **Options > General Options > Experimental**. Search **Forwood** in the search bar and click the down arrow until it shows **1 (One)**. This will give the package priority and allow the exclude to function properly!

## Credits & Support

Forwood Farm was created as a collaborative project between Got Friends and Emerald Scenery Design.

### **Chris “Rotornut44” - Emerald Scenery Design**

3D Modeling, Asset Implementation & Optimization, Terrain Design, WWISE SFX.

### **Scott “Mykrode” – Got Friends**

3D Modeling & Texturing

### **Josh “TwoSeventyInc” – Got Friends**

3D Modeling & Texturing

Visit Emerald Scenery Design on:

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Visit Got Friends on:

[Website](#) | [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!

# Change Log

## **v1.2.5 | October 7, 2025**

*Some files have changed. Please remove the old package to ensure there are no leftovers!*

- Fixed autogen tree biomes not allowing seasonal colors in MSFS 2024.
- Fixed Wwise sounds being highly dominant in one ear depending on where the emitter is located in 3D space (hard panning).
- Improved Butterflies: New wing flap animation. Increased path animation speed to better match wings animation.
- Improved Horses: New custom model to get away from importing Asobo assets. Added LODs. Lowered Wwise sound volume.

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## **v1.2.4 | January 25, 2025**

- Fixed hangar door jumping up and down when the floor collision is loaded or unloaded.
- Fixed hangar door missing an animation, causing it to spawn opened.
- Improved Chimney Smoke VFX: New smoke texture, tweaked opacity and fade-out.

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## **v1.2.3 | December 13, 2024**

- Forward Compatibility Improvements for MSFS 2024: Fixed grass growing through cement in front of the hangar, fixed broken horses, fixed displacement seam in driveway, adjusted driveway ground blending to smooth out displacement bumps and fix grass growing through in some areas.

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## **v1.2.2 | May 25, 2024**

- Cleaned up code in Hangar Door WorldScript and various SimObject and Wwise XML files.
- Fixed texture baking artifact from Hangar Doors being cast onto the cement.
- Removed unused Alpha channel from multiple building textures to reduce file size and texture memory.
- Reworked Hangar Door animation.

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## **v1.2.1 | February 16, 2024**

- Improvements to FlowerPot\_Plant: Reworked LODs, fixed collision scale, fixed shading on last LOD.
- Improvements to Puddles: Reduced texture resolution (no visual difference, but lower texture memory), rebuilt materials and exported with the latest exporter.
- Improvements to Windsocks: Reworked LODs, rebuilt materials, optimized animation, improved behavior code.
- Improvements to Wwise SFX: Streamlined Internal/External view SFX, which are now defined in Wwise instead of XML.

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### **v1.2.0 | August 19, 2023**

- Corrected scale of Blue Bucket.
- Fixed AO banding in Hangar.
- Fixed backface highlighting on Butterflies.
- Fixed issue where hangar door may be stuck in the ground or floating under certain conditions.
- Fixed shading on LOD3 of the Potted Plant.
- Fixed Z-sorting issue for Chimney Smoke VFX.
- Improved all airport buildings: Reworked and added new LODs to reduce distance popping on Xbox and overall memory footprint.
- Improved Brick Pile: Added additional LODs, fixed shading, fixed missing vertex colors on last LOD.
- Improved Campers: Added additional LODs to reduce distance popping, reworked window glass and emissive materials/textures.
- Improved multiple clutter models: Added and improved some LODs, further memory optimization, fixed missing material for vertex colors, fixed some shading issues, reduced distance popping on Xbox.
- Improved Windsock: Added & optimized LODs.
- Renamed models as some were being mistaken for Emerald Object Library versions.
- WWISE audio now properly insulates when sitting in the cockpit.

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### **v1.1.0 | May 11, 2023**

- Added collisions to multiple clutter models.
- Added LODs to (those missing them) and aggressively optimized all Forwood models to reduce texture memory.
- Added UTF-8 encoding to all XML headers to ensure proper encoding for Xbox.
- Fixed backface highlighting on Chain Fences.
- Fixed shading for multiple models.
- Improved texturing for: Bathroom & Portable Building.

- Improvements to Butterflies: Moved animation code into an XML Include (reduces duplicate code between variations).
- Improvements to Chain Fences: Fixed shading & backface highlighting, removed unnecessary materials and UVs across LODs.
- Improvements to Left/Right Fence Dividers: Fixed shading & backface highlighting, improved baking & exported textures as 16-bit (Affects multiple Forwood props).
- Improvements to Main House: Fixed shading, fixed some misaligned mesh parts, cleaned up some bad geometry.
- Improvements to Services.xml code.
- Improvements to Windsocks: Fixed shading, fixed a metal bar that was clipping through the sock, & removed an unnecessary material.
- Removed DV20 from hangar and pushed VL3 into the back corner to make room for larger low wing aircraft in the parking spawn.
- Removed texture FLAGS to reduce memory utilization on PC/Xbox (Doesn't improve quality enough to warrant the extra texture memory).
- Reworked lighting to reduce the amount of lights rendered in the scene (No visual impact).
- Tweaked positioning of a few clutter models and fixed some terrain clipping..

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### **v1.0.3 | February 17, 2023**

- Changed package Title from EGH2 Forwood Farm Airport to EGH2 Forwood Farm.
- Fixed Bathroom light emissives not turning off during the day.
- Moved Solar Panel vector placement parent from EGXM (Closed) to EGH2.
- Reduced Object Test Radius for EGH2 & EGXM (Closed).

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### **v1.0.2 | February 3, 2023**

- Fixed Butterflies flickering.
- Fixed Main House and Garage lights disappearing at a distance.
- Fixed missing vertex colors on LOD3 of the Main House and Garage.
- Fixed some apron texture artifacts near the open barn.
- Horses now use fallbacks to default textures vs. having duplicates included.
- Chimney Smoke VFX: Smoke will now fade out and no longer pop.
- Improved Main House textures: Fixed wrong front door area Soffit texture.
- Reworked Solar Panels using Vector Placement.

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### **v1.0.1 | January 12, 2023**

- Added LODs to Hangar (Withheld before due to an odd script conflict).
- Adjusted audio levels and falloff distances for Horses and Bees.
- Fixed hangar door closing for some users while spawned in the hangar.
- Emissives will now produce light bloom when bloom is enabled in settings.
- Removed collisions from small campers, as they do not work as a SimObject.
- Reworked hedges to be much higher detail and darker in color.
- Tweaked placement of haybales, including the addition of a few more rows.

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**v1.0.0 | December 7, 2022**

- Initial Release

# End User License Agreement

THIS END USER LICENSE AGREEMENT (the "Agreement") dated this 7th day of December, 2022 (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 Forwood Farm for MSFS (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.
4. The Software may be loaded onto no more than one computer. A single copy may be made for backup purposes only.
5. The rights and obligations of this Agreement are personal rights granted to the Licensee only. The Licensee may not transfer or assign any of the rights or obligations granted under this Agreement to any other person or legal entity. The Licensee may not make available the Software for use by one or more third parties.
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.