

Airport Editing Checklist



1. Introduction

Before starting, make sure you have:

- Checked the issue tracker that the airport is free to do. (“Suggestion” label)
- Assigned yourself to the airport using the “Being Redone” label.
- Add a short comment to say you are editing this airport.
- Enabled ‘Snap to Vertices’
- Imported and saved your airport’s apt.dat file
- Downloaded scenery tiles from WEDBing and imported them to WED
- Specified under “View” if values show up in feet or meters.

2. Editing

-- Taxi lines --

- Correct shape/size
- Appropriate use (e.g. no hashing)
- Snapped
- Airport boundary
- Use curves, not multiple lines
- Correct line attributes

-- Taxiways --

- Correct material
- Correct line attributes
- As few as possible
- Appropriate use
- Snapped

-- Buildings --

- Opposite material to taxiway (Concrete taxiways, asphalt buildings)
- Hole cut through taxiway
- Snapped to hole/taxiway or a very small gap.
- “None” line attribute.

-- Runways --

- Correct position, Length, Surface.
- No threshold markings, or any other markings.

-- Parking Spots --

- Placed where the nose wheel of the aircraft is
- Correct orientation with proper attributes (size, equipment type, etc.)
- Add as many as possible
- Suitable naming (Infinite Flight will automatically add "Parking: " in front of it)

-- Extras --

- Only one tower viewpoint (Either look up the actual height, or use 15m height)
- PAPI/VASI lights
- Airport Beacon light
- Correct ATC frequencies

3. Submission

After Completing your airport, save your file, and export the apt.dat to your desktop. Email your apt.dat file to airports@liveflightapp.com. If your edits are approved, it should show up in Infinite Flight in the next scenery push. Otherwise, you may be asked to redo it or at least make some changes.

If you have any questions about ANY of the steps above, feel free to ask more experienced members in our Slack team!