***De Vlijt***

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In 1937, the Texel Airport De Vlijt was officially opened. This was mainly due to the management of the KLM, which saw Texel as a nice expansion of the domestic air operations. Texel was increasingly visited by tourists and a flight from Schiphol Airport took about 30 minutes, while it took about half a day by road, train, bus, and boat.  
  
The location was chosen on land which originally belonged to a farm called de Vlijt. The farm itself not longer existed, as it burned down in 1932. In 1933 the municipality bought the land and began the construction. It was an almost square area of ​​approximately 600 by 600 meters. At the Postweg a wooden station building was built which included an area for the handling of passengers and a waiting room, where the waiting people could enjoy coffee or something to eat.  
In the summer there were usually several daily flights between Schiphol and Texel. Especially at the weekend, there were many passengers. During winter flights were less frequent.  
  
Just before the Second World War the airport received another destination when it was taken over by the Aviation Section of the Army (LVA). Until well into the thirties the LVA was almost exclusively active at Soesterberg, but this airfield was located outside the "Fortress Holland" and therefore not very useful in a conflict with Germany. Moreover, the LVA were very vulnerable when all military aircraft were based on one single airfield. When the political tensions increased, the LVA decided to construct several military airfields in the west of the country. Because there was a civil airfield on the island Texel already the LVA decided to use this as well. In 1939 a large hangar for storage and maintenance was built. No operational units have ever been stationed on de Vlijt, but the advanced fighter training and training on multi-engine aircraft were located at the airfield.  
  
In May 1940, most aircraft were moved outside the airport to avoid to shelling by the Germans. This wasn’t very successful, as nearly half of the aircraft were destroyed in the first attack. Some obsolete fighter planes (Fokker D.XVII) from the fighter school were transferred to Amsterdam. However these aircraft didn’t play any role in the activities during May 1940.  
  
Soon after the capitulation, the Germans started to use the airfield, but only for short period. In 1941 were fighters stationed at the airfield and the field was still expanded with paved runways. Meanwhile the war situation changed and it was barely finished or it was already destroyed by the Germans.  
  
After the war the Dutch found the airfield completely destroyed. As there wasn’t an immediate need for an airfield, it took until 1953 for the field could be reopened.  
The airfield has since been modernized several times and is a landmark on Texel for more than 70 years already.

Translated from

<http://www.lomt.nl/Historie_DeVlijt.htm>

by HuubVink

This add-on was made using **FSSC** by ***Derek Leung,* AFCAD2** by ***Lee*** ***Swordy***, **SBuilder** by ***Luís*** ***Sá,* Gmax**and**ObPlacer XML** by ***Arno Gerretsen***. The macros were made using **EOD** by ***Matthias Brückner***. Textures were made using **Paint** **Shop** **Pro** and the excellent **DXTBmp** by ***Martin Wright*.**

The macros from other people that are used, are the trees made by ***Arno*** ***Gerretsen***.I also used his animated winsock in this scenery. The static Fokker D.XVII is made by me using **M98toBGL** of ***Trevor de Stigter***. The model is originally made by ***Wim Regeer***.The cow api’s are from ***Jordan Moore***. All the other macros are made by me.

### Installation

Put the ‘De Vlijt’ folder in the Addon Scenery folder of FS9. In the game go to Settings, Scenery library, choose add new scenery etc. Have fun!

In order to get the crates and oildrums used in this scenery to show up, you must download and install inf.zip. Download it from here:

http://www.sim-outhouse.com/sohforums/page.php?lloc=downloads&loc=downloads&page=downloads&FileUploadName=Cees Donker&ammm=15&pap=7

It is installed like regular add-on scenery.

**AI traffic**

**Read this very carefully, as it is imperative to execute each step to get the traffic working.**

1. **Fokker D.XVII**

There’s a traffic file that brings this base to life. It has information for a few models that should be downloaded. ***Wim Regeer’s*** Fokker D.XVII is one of these. Wim’s Fokker is here:

<http://www.sim-outhouse.com/sohforums/page.php?lloc=downloads&loc=downloads&page=downloads&FileUploadName=Wim>

As the traffic files don’t like too many spaces in the names of planes, I had to adapt the aircraft.cfg file of Wim’s fokker. It’s in the download.

1. **Fokker T.V**

The Fokker T.V bomber by ***Richard Alexander van Hien*** is another one. Huub Vink made some wonderful repaints for this model which I have included in this download. You’ll find the T.V of Richard on Flightsim.com. Just search with his name. It’s on the first page. I don’t if there’s another site that has this plane.

I’ve included a new aircraft.cfg and .air file to go with the textures Huub made. Use these to get the traffic going. Copy all the stuff to the T.V folder and allow to overwrite.

1. **Fokker D.XVI**

I also included a beta-version of my Fokker D.XVI as an extra. It’s needed to get the traffic-file working. You can fly it yourself too!

1. **Additional files**

Copy the contents of the ‘traffic planes’ folder in the aircraft folder of FS9. These are needed besides the downloaded planes

**Credits**

I want to thank ***Huub Vink*** and ***Jamie Tindall***, not only for their testing of the scenery and their feedback, but also for the wonderful repaints (Huub) and the developing of a better traffic-file (Jamie).

***Jan Grisnich*** and ***Edwin Hoogschagen*** were very helpful with material on the Fokker D.XVI.***Wim Regeer*** has given me insight in his source file for the D.XVII. That was very helpful. ***Arjan*** a moderator of the nederlandseluchtvaart.nl has provided lots of helpful material. ***John Jansen van de Hout*** sent me a complete book with all the material I need to make airfields for the rest of my days!

Thank you all of you!

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This add-on is freeware and has to be treated as such. No money should be asked for it. Use of the textures is possible, provided you’ll let me know and again: no money should be asked for it.

For comments and other reactions: [c.donker@wxs.nl](mailto:c.donker@wxs.nl)

This project is dedicated to all the brave young men that contributed to the effort of getting Europe out of the claws of a dark, perhaps the darkest period in modern history, but this time especially to the brave Dutch soldiers and pilots that fought against the Germans during four days in May 1940.

***Cees Donker***