

## KEWR – Newark Liberty International Airport – Taxiway Updates

### Version 3.1 Updates

- Incorrectly placed beacon on top of control tower. Beacon now on top of United cargo building in the GA ramp.
- Adjusted airfield exclusion areas and boundary fence at the end of runway 11 and north of the GA ramp.
- Added P3D installation instructions to the readme file.

### Version 3.0 Updates

- Removed the spaghetti bowl taxiway lines that appeared at 5 way intersections. All taxiway lines now intersect directly with crossing taxiways. There are very few curved cornering lines at Liberty, this change reflects actual taxiway line placement.
- Corrected placement of taxiway signs to the left side of the taxiway.
- Corrected taxiway sign formatting. ←A [B] A→ now appears as [B] ←A→
- Corrected several taxiway sign errors.
- Aligned all Hold Short and ILS Hold Short lines to actual locations.
- Added jet blast pads to the end of all runways and chevron striping aligns to real world locations.
- Added jet blast fence to the end of runway 29.
- Reconfigured FedEx and UPS ramps to real world dimensions.
- Reconfigured General Aviation ramp to real world dimensions.
- Added static aircraft to the General Aviation ramp.

I am still learning about designing airport scenery. The Newark Liberty terminal buildings are three large library objects with which I am unfamiliar. I do not plan on adjusting the terminal buildings and ramp non-movement areas.

### Version 2.0 Updates

- Q stops at W
- Y crosses 22R-4L and joins with P
- M stops at R
- Corrected various taxiway sign errors
- Increased the size of taxiway signs at key intersections
- Added proper hold short stripping across wide curved taxiways
- Removed short control tower in BALLPARK
- Corrected control tower location to actual lat/long position and updated object to correct KEWR tower depiction.

This is not an eye candy update but is intended to correct taxiway and intersection locations aligning them with the ZNY radar sector files used on VATSIM. I used Google Earth to validate the location of taxiway intersections and manually inputted the lat/long locations. I also updated taxiway designators to the current scheme. Also added was signage to designate the WILBUR, AMELIA, LINDY and BALLPARK areas along with the FEDEX and UPS ramps. I was unable to fully reconcile the current FAA airport diagram with Google Earth as the imagery date is 6/17/2010. As such some taxiways are not included.

Taxiway discrepancies:

- C not included
- P2 not included
- P3 not included

New York Airports X by Drzewiecki Designs [http://drzewiecki-design.net/prodNYAirports\\_X.htm](http://drzewiecki-design.net/prodNYAirports_X.htm) has the latest scenery for ZNY airports. However looking at the free demo of KEWR I have seen that taxiway designators are following the old scheme. An easy check, the three taxiways joining at the end of 4L should be AA, BB and CC.

I tested this file with FSX and P3DV2. The scenery was also tested with VRC and the latest ZNY sector files from <http://nyartcc.org>. After many hours I think I have everything correct except as noted in the discrepancies. This is version 3.0, please provide me with any errata.

Andrew  
morkunasa@yahoo.com

Place the KEWR\_31 folder in your ..\Addon Scenery\scenery directory.

For FSX – add the scenery under Settings, Scenery, Add Area.

For P3D – add the scenery while simulator is running World, Scenery Library, Add Area.