

Castle Teck for FS2002/2004



Pic 1: Castle Teck, view to southeast, photo: Dr. Peter Boesch

General

If you drive or fly eastbound along the Autobahn A8 from the airport of Stuttgart, you will see a castle on your right hand side after about 13 NM. It is the castle Teck on the top of the mountain Teck at the northern ridge of a highland called Schwabische Alb (N48° 35.3', O 09° 28.2', TGO VOR Radial 103 Dist. 8.6NM, 775 m MSL). It is one of the important landmarks for VFR flying in that region. It belongs to the little Town Owen at the foot of that mountain. Another town nearby, Kirchheim unter Teck, is known for model-aircraft (Graupner) and sailplanes (Schempp-Hirth).

Owner of the Teck is the „Schwabische Albverein“, a society for nature-preservation and tourism. It is running an Restaurant and a lodge in the castle. They are open throughout the year.

2 NM northwest you find the good known airfield Hahnweide, home of 8 aeroclubs and a flying school. The Hahnweide is known for the biannual meeting of vintage aircraft, sailplane- and model-aircraft-championships.

Thanks to CR-Software you can buy the airfield Hahnweide for FS2002/2004, but the castle Teck is missing. And I did not want to stay a flight simulator consumer only. So I choosed the castle Teck to create my first scenery.



Pic 2: Castle Teck seen from Hahnweide airfield

Mesh

The castle Teck was build on the top of an mountain of the northern ridge of the highland called Schwaebische Alb. It consists of 3 layers of limestone, a former bottom of an ocean, tectonically lifted. The top layer is harder than the others. Therefore the northern ridge of the Schwaebische Alb is still a sharp step, even after millions of years. About 1200 ft to 2500 ft MSL.

You think this is not important for flight simulation? It is. It means, that the scenery is **useless without a proper mesh**. As far as I know, there are 4 possibilities:

1. The mesh SRTM_3ARCSEC.bgl, see website of CR-Software (Freeware).
www.cr-software.com
2. The mesh FM_allemanne of Nanucq Faitmain, e.g. at Avsim (Freeware),
www.faitmain.com, www.avsim.com
3. The mesh Germany Scenery 1 (Payware),
www.vfr-germany.de
4. The mesh by Lago (Payware).
www.lagoonline.com

For 2. (or any other mesh, with the castle teck being „airborne“) please copy the file Unterberg.bgl into the scenery folder.

Ridge-Lift

When the wind is blowing from the west, the eastern ridge of the Teck-mountain gives ridge lift to birds, model-aircraft and sailplanes. You sail in front of the windows of the restaurant, enjoying each others sight. For having this pleasure in your simulator use **Teck_Hangwind02.bgl for FS2002**, respectively **...04.bgl for FS2004**. I made them with “Thermiek” by Max Roodveldt, a wonderfull tool for virtual sailors (www.fszwever.com). Let the **wind blow, 10 kts at 270°** and you are feeling like an eagle. Enjoy the flight “Ridge Lift in Front of Castle Teck” in the folder Teck_flights. They are made with Dynkit2.03 by Konstantin Kukushkin and FSDyn! by Ariel Cimino.

Buzzards as Dynamic Scenery

For not being alone, a pair of buzzards is flying with you, teaching their kid to fly. So show him how to do it. The name of the files are **Vogel_fam_dyn.bgl** and **Vogel_fam_raw_dyn.bgl** in the scenery folder. You have to activate dynamic scenery in your simulator. I made them with Dynkit2.03 by Konstantin Kukushkin and FSDyn! by Ariel Cimino.

History of the Castle

Not important for flight simulation, but man is the only being on this planet who has history.

About 1150, the time of Emperor Barbarossa, Berthold IV of Zaehringen has raised the Teck. His successors called themselves Dukes of Teck. First partly, in 1381 totally the castle was owned by the Dukes of Wuerttemberg.

1519 the „Schwaebische Bund“, a federation of free cities, conquered the castle. During negotiations at the gate, the conquerers came from behind.

1525, during a war of farmers against cities and aristocracy, an army of farmers went to the castle. The farmers promised not to kill anyone and the little garrison opened the gate. During the following plundering, the castle burned down and fell into ruin the next 200 years.

1736 began Duke Karl Alexander von Wuerttemberg, to rebuild the Teck into a modern fortress against the French invaders. But he died the next year and the work stopped.

1864 A society of the town Kirchheim began to improve the ruin as a tourist attraction.

1941 The Schwaebische Albverein (see above) bought the Teck.

1955 The new buildings are completed, tower, restaurant and lodge. Only the old walls are still original.

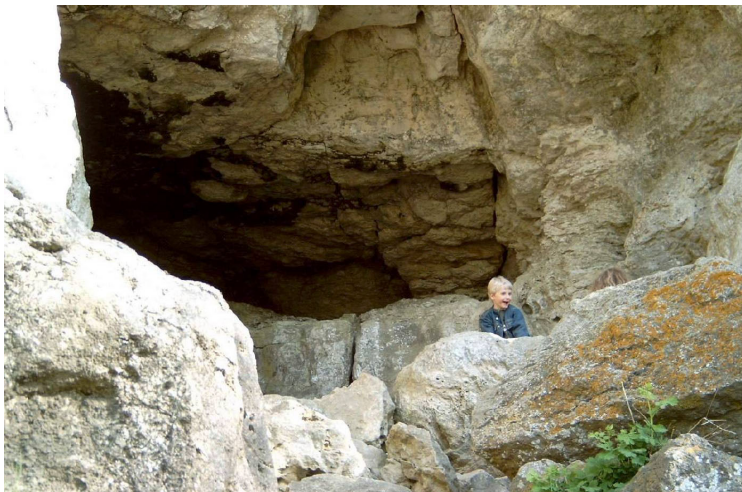
Pic 3: Heraldic figures over the gate



The Cave of Sybille

Also not important for flight simulation, but maybe interesting too.

Pic 4: The cave of Sybille



Beneath the restaurant you see a cave in the rock which you can visit (also see pic.1). It is one of the many caves in the region. Once the cave had a link into the castle. There were skeletons of ancient animals etc. And there is the legend of a wise and beautiful woman named Sybille, living in the cave and caring for the poor people. But her three bad sons were robber-knights and made the people and themselves suffer. Therefore she left the country in a golden wagon. The trace of its wheels turned into very fruitful soil,

her last act of caring. But now we know that the traces are old Roman ditches, which were filled

later. The three castels of her sons, Wielandstein, Rauber and Dieboldsburg, are still to be seen as ruins not far away from the Teck.

Making of the Scenery

The virtual Castel Teck in build with Gmax 1.1. After getting used to it, even a beginner as I am can achive some acceptable results. But there really is no fun in embedding seasonal textures. You have to ignore the warning in the source-file and edit it. With a lot of patience and steadiness you may get lucky.

Many textures, e.g. Trees and people I owe to CR-Software. The others are self made. They are based on pictures I took during several trips with the family. The aerial photos were taken by Dr. Peter Boesch and myself from a plane of our flying club.

I did not expect that it is still possible to make a dynamic scenery with Dynkit2.03 by Konstantin Kukushkin and FSDyn! by Ariel Cimino. It really works in FS2004.

Sources, Information and Pictures

A Book made of real paper: Günter Schmitt: „Burgenfuehrer Schwaebische Alb Bd. 4“ Biberacher Verlagsdruckerei, ISBN 3-924489-58-0

Websites for the Castel Teck:

www.owen.de, Homepage der Stadt Owen,

www.burgteck.de, Homepage des Wanderheims der Burg Teck

www.schwaebischer-albverein.de/wanderheime/burg_teck/burg_teck.html,

For Hahnweide airfield

www.wolf-hirth.de, Homepage of flying club Fliegergruppe Wolf Hirth

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www.microsoft.com/games/flightsimulator/

www.cr-software.com

www.avsim.com

For virtual gliding:

www.virtualsoaring.org

www.fszwever.com/

The photos in this document are made by Dr.Peter Boesch and myself.

Installation

This package contains an **automatic installation device**. To install, follow the on screen advices. With Windows XP there might be some problems when your System does not support the correct installed compatibility modus.

Credits

At first I have to thank Microsoft for the Flight Simulator. There may be a lot of reasons to criticize Microsoft, but we should be thankful for the great program called flightsimulator. Isn't it fantastic to fly all over the world for very little money and not leaving ones armchair? It is the same with Gmax by Discreet. Here you can even create your own world.

I also have to thank CR-Software. At last someone made the effort to construct Hahnweide and some other airfields of the region for FS2002/2004 to make this part of the world suitable for VFR-flying. You are angry that it is not freeware? Think about the details. Would you work so many hours for nothing? Wife and children also take flight simulation easier if there is a little reward. Many thanks also for the support by Christoph Rieger of CR-Software. Especially for letting me use the textures of German-VFR-airfields. He also made the basics for the flying buzzards and the installation device.

Also many thanks to the other authors of the mesh files, because a building is nothing without its surrounding. A special thank you to Nanucq Faitmain who provides Europe and northern Africa with meshes as freeware. Of course I respect those in particular who make our hobby richer for free. Here I have to mention Arno Gerretsen of the NL2000 Team. Without his help it would have been impossible to get seasonal textures accepted by Gmax. Without the ingenious freeware program Thermiek by Max Roodveldt there would have been no ridge lift. Many thanks for Dynkit2.03 by Konstantin Kukushkin and FSDyn! by Ariel Cimino. At last my thanks to the many gifted free- and payware-authors, whose work made my flight simulator even more beautiful. They inspired me to try it myself. What a feeling to step out of role of the consumer and give a little back to the community.

I have to thank Dr. Peter Boesch for the aerial photos. Without them, the rocks with the cave would not have been possible.

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Many happy landings after many happy flights!

Dietrich Steffens