Team SDB Bunker Hill Air Force Base
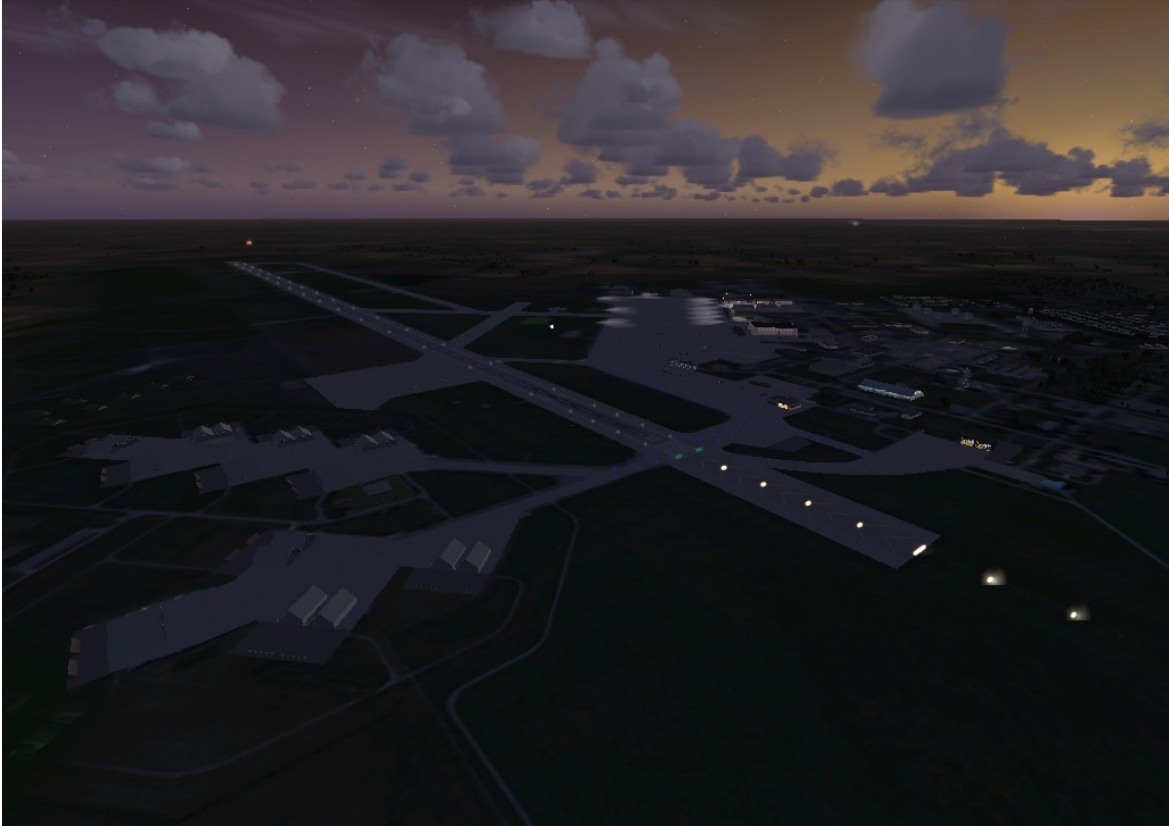# for Flight Simulator FSX

Bunker Hill began as a Naval Air Station in 1942. When the naval pilot training mission ended after World War II the Navy closed the base. The base area reverted to farming use until the United States Air Force reopened the base in 1954 as Bunker Hill Air Force Base and assigned it to Tactical Air Command. Initially home to tactical fighter units from the F-86 to the F-100 it was also home to Air Defense Command operating F-89's and F-94's.

The Strategic Air Command assumed operational control from the Tactical Air Command in 1957 with the Boeing KC-135 Stratotanker. In 1959 the Strategic Air Command moved the 305th Bombardment Wing from Florida to Bunker Hill equipped with the Boeing B-47 Stratojet. The Convair B-58 Hustler soon began replacing the B-47s. Starting in 1960, the Air Force equipped the 319th Fighter-Interceptor Squadron with the F-106 Delta Dart. The Delta Darts remained until 1963. The B-58's were retired in 1970 and the 305th Bombardment Wing became the 305th Air Refueling Wing flying the KC-135.

Following the Apollo 1 disaster in 1967 the base was renamed after astronaut Lieutenant Colonel Virgil ("Gus") Grissom, an Indiana native. The Air Force officially renamed Bunker Hill as Grissom Air Force Base in May 1968. In 1992 Grissom Air Force Base was reassigned to the Air Force Reserve and became Grissom Air Reserve Base. The KC-135's remained and over the years the base has become the largest KC-135 wing in the Air Force Reserve Command. With its 12,000 ft runway Grissom was listed as one of the emergency landing sites for the Space Shuttle.

Sources: U.S. Air Force Fact Sheet and Wikipedia

The scenery consists of:
- Enhanced aerial view ground polygon
- Seasonally changing ground textures
- Operational night lighting
- Full compliment of custom built hangars and support buildings
- Weapons storage area and technical site
- Navaids: ILS and VOR/DME
    Rwy 23 ILS: 109.5 MHz / Rwy 05 ILS: 109.5 MHz
    VOR/DME: 108.45 MHz
- Static and AI Convair B-58 Hustler bombers
- Static and AI Boeing KC-135 Stratotankers
- Static Convair F-106A/B Delta Darts
- Static Lockheed C-130 Hercules
- B-58A and KC-135 depart and arrive all through the day.

The static aircraft and AI densities are scaleable to suit most systems.

Note: The AI aircraft are not "flyable" and along with the static models may not be compatible with DX10 preview.

The Team SDB version of Bunker Hill represents the early 1960's when the base was home to B-58 Hustlers, KC-135 Stratotankers, and F-106 Delta Darts.

AI KC-135 Stratotankers of the 305th Bomb Group

F-106 Delta Darts of the 319th Fighter-Interceptor Squadron
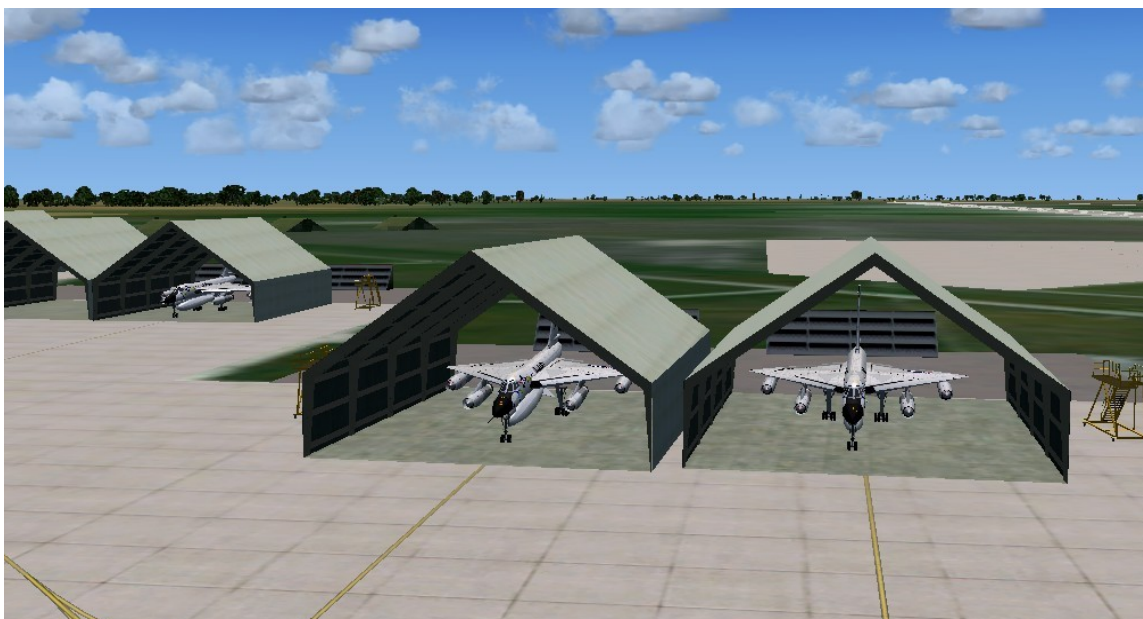

Static C-130 Hercules

System Requirements
- Windows XP w/SP2, Windows Vista, Windows 7, or Windows 8
- Microsoft Flight Simulator X with Service Pack 2 and Acceleration
- CPU 2.4Ghz or better
- 2Gb RAM Minimum
- 512 MB DX9 or DX10 Graphics Card or better
- 95 MB hard disk space for download, 380 MB for installation
- DX9 compatible but NOT guaranteed compatible with DX10 Preview

TB-58A Trainers parked by Base Operations/Control Tower

B-58A's on alert parked in "christmas tree" shelter area

Scenery Activation for WinXP and Vista
1. Click to the "Settings" link in the Start Page of FSX.
2. Click on the "Scenery Library" button under "Scenery".
3. Click on the "Add Area…" button. Use the Browser window which comes up to locate the "Addon Scenery\Team SDB Bunker Hill AFB" folder.
4. Click on "OK" button.
5. Click on "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart FSX to finish the Scenery Activation process.

Scenery Activation for Windows 7 and Windows 8
For users running Windows 7 and 8 follow this procedure to activate the scenery.

1. Click to the "Settings" link in the Start Page of FSX.
2. Click on the "Scenery Library…" button under "Other settings".
3. Click on the "Add Area…" button. Use the Browser window that comes up to locate and highlight the "Addon Scenery\Team SDB Bunker Hill AFB" folder.
4. Click on "OK" button.

The add-on scenery Directory path that you have selected will not be added; instead the browser window will advance inside the directory. To add the scenery LEFT click on any blank space inside the folder view, and the window should close. You should now see the add-on scenery listed in the scenery library.

5. Click on "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart FSX to finish the Scenery Activation process.

The following settings are recommended under Settings - Display - Traffic:
 - To see the AI B-58 bombers and KC-135 tankers in action set Airline
   Traffic Density to 100%
 - To avoid General Aviation aircraft landing at Bunker Hill AFB set General Aviation
   Traffic Density to 0%
 - The AI are "scaled" from 10% to 100%

Uninstall / De-Activation Procedure:
The Uninstaller program for the Team SDB Bunker Hill AFB scenery is located in the root folder of FSX as well as in Start Menu/All Programs/Team SDB Scenery, and will remove all files added during the initial Install. However, you will need to remove all references from the "Scenery Library" manually. To do so:

1. Click to the "Settings" link in the Start Page of FSX.
2. Click on the "Scenery Library…" button under "Other settings".
3. In the "Areas" list of sceneries highlight the line "Team SDB Bunker Hill AFB" and click the "Delete Area" button.
4. Select "Yes" to the "Are you sure…" prompt.
5. Click on the "OK" button at the bottom of "Settings-Scenery Library" page.
6. Restart FSX to complete the De-Activation process.

Credits:
   Michael Dews: Scenery Design & AI Traffic
   Frank Safranek: Aircraft textures, research and user manual
   David Bushell: Convair B-58 Hustler and Boeing KC-135 Stratotanker
   Henry Tomkiewicz: Lockheed C-130 Hercules
   Alphasim/Virtavia: Convair F-106 Delta Dart

Be sure to check out David Bushell's B-58 Hustler package for FSX. More info and images are available at his website at http://www.glowingheat.co.uk

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Technical Support Forum
A forum area for Technical Support has generously been provided by David Bushell for Team SDB use via the support forum at "http://www.glowingheat.co.uk". Click in the "Forum" link and then scroll down to the "Team SDB - Scenery Design: section. Please search and review any previous questions as your issue may have already been addressed. If so please add your comments to the existing thread.

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