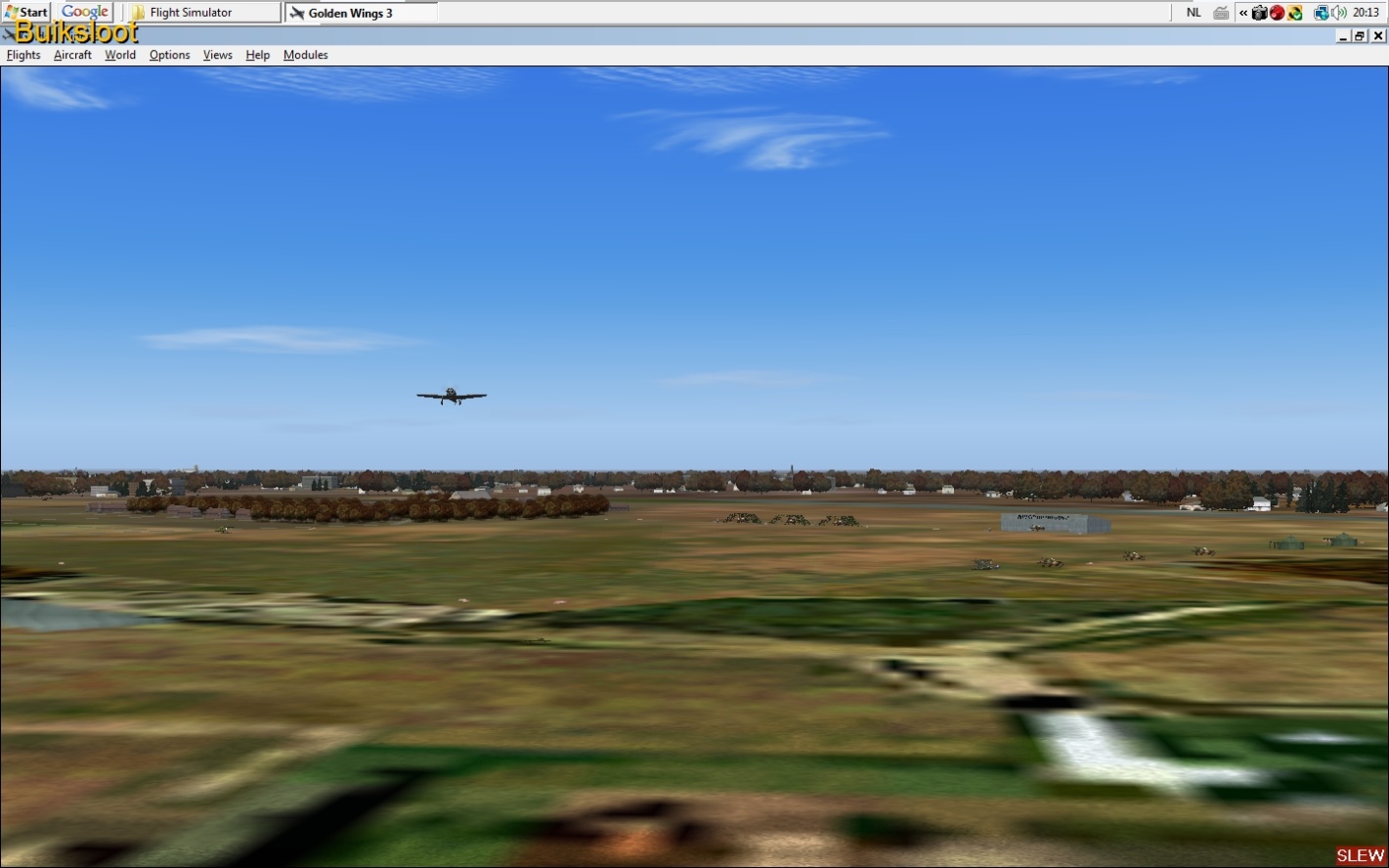
***Buiksloot***



Airfield Buiksloot started as a glider field just west of the Buiksloot area in Amsterdam, but was frequently used by the nearby Fokker aircraft plant.

It was upgraded to an auxiliary military airfield during the mobilisation of 1939.

It had no aircraft assigned, but was assigned to the RAF on 10 May 1940.

No aircraft of the RAF made use of the airfield, but 3 Fokker D-XXI aircraft of 1 JaVA and another 5 of 2JaVA used the airfield to divert that day, along with a Fokker G.I aircraft.

The D-XXI aircraft were used to form a new hastily created unit, the G.I was sent to 4JaVA at Bergen airfield.

On 11 May three more D-XXI joined the unit, but by the 13.30 only 9 were still in service.

Also the "Buiksloot-JaVA" was 'augmented' by 5 obsolete D-XVII fromt he flying school at Texel/De Vlijt.

On 12 May the unit flew combat sorties over Holland in the morning hours, and received another two repaired D-XXI from 1JaVA at De Kooy.

Inexperienced pilots flew 3 D-XVII aircraft to Ruigenhoek airfiled in order to protect the local C.V aircraft, but they crashlanded.

Only one was repairable.

On 13 May, after an early morning combat sortie with 5 aircraft the commander reported its aircraft were beginning to show wear.

Another D-XVII joined from Soesterberg.

Crews and technicians were beginning to show fatigue after having been active non-stop since the early hours of the war.

In the evening he reported 5 D-XXIs would be ready for combat the next morning, and 3 more were being prepared.

On 14 May the JaVA was ordered for another combat sortie, but they were instructed not to return to Buiksloot, instead they had to divert to Amsterdam Schiphol.

Although Schiphol was much more dangerous, and Buiksloot was still unknown to the German army, the airfield was to be demolished, as the German Army was advancing from the north.

After the aircraft left, groundcrew ploughed the landing grounds and placed iron spikes in the ground.

Then they marched off along with the security troops.

Source:

[http://www.ronaldv.nl/abandoned/airfields/NL/Airfields\_NL\_noord-holland.html#Buiksloot](http://www.ronaldv.nl/abandoned/airfields/NL/Airfields_NL_noord-holland.html" \l "Buiksloot)

Take a look on this site! A wonderful source for all aviation enthusiasts!

This add-on was made using **FSSC** by ***Derek Leung,* AFCAD2** by ***Lee*** ***Swordy***, **SBuilder** by ***Luís*** ***Sá*** 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***.The static Fokker D.21 is made by me using **M98toBGL** of ***Trevor de Stigter***. The model is originally made by ***Rhys D Webb*** and ***Johan ‘Viper’ Lemmers***.All the other macros are made by me.

### Installation

Put the ‘Buiksloot’ 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 tents, oildrums, crate and cranes 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

(Just copy this link and put it in your browser.)

It is installed like regular add-on scenery.

**AI traffic**

There’s a traffic file that brings this base to life. It has information for a few models one of which must be downloaded. The Fokker C.X of Wim Regeer in a AI version is already in this package. The other plane is the Fokker D.XXI by Kristof Malinowski. Download it here:

<https://skydrive.live.com/?cid=7f2604cfe3f60274#cid=7F2604CFE3F60274&id=7F2604CFE3F60274%21149>

The filename is ‘DXXI\_Netherland.zip’

I adapted the aircraft.cfg of this plane to make it suitable for AI use. You’ll find the new cfg in this package.

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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***