

The airport digital twin

Your airfield is reproduced 1:1 from operational drawings and survey data and loaded into the engine as scenery: runways, taxiways, aprons, service roads, buildings and terrain, with signage, markings and lighting placed as on the live airfield.



Taxiway signage on the digital twin.

What is modeled

Area	Details
Airfield	Runways, taxiways, aprons, service roads, hold points and hotspots on the current layout
Terminal area	Terminal, gates, boarding bridges and apron markings for ground handling missions
Fire station	Animated bay doors and response routes for the ARFF program
Signage and lighting	Signs, markings, centerline and edge lights, stop bars, guard lights and apron floods for night missions
Buildings and landmarks	Terminal, hangars, fire station and landmarks
Weather and season	Winter missions with snow, reduced visibility and contaminated surfaces

Outside the airport boundary, trainees see the photorealistic world provided by Microsoft Flight Simulator 2024.



Keeping the twin current

The digital twin is updated when the airport layout changes. A new taxiway, a relocated stand or a construction closure is added so drivers learn the new routing before it goes live.