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About This Content

Santa Barbara Airport (KSBA) for flights to Los Angeles, Phoenix, San Francisco, Denver, Seattle, Portland, or our sister airport, Santa Catalina (KAVX)

Commercial airline flights began in 1932 on Pacific Seaboard Airlines. United Airlines then inaugurated flights from Santa Barbara/Goleta in 1936 and the Spanish-style terminal building was commissioned by United Airlines, using the same architects as for the Arlington Theatre.

The US Marine Corps was operating here between 1942 and 1946, with up to 4,000 personnel and 24 squadrons .

Most popular flight destinations can be reached from Santa Barbara Airport, including Los Angeles (California), Phoenix (Arizona), San Francisco (California), Denver (Colorado), Seattle (Washington) and Portland (Oregon). In 2013, the airport hosted flights by United, American Airlines, US Airways, Frontier and Alaska.

Santa Barbara Airport (KSBA) from SIM720 features over 80 modelled buildings, interior perspective on the buildings, animated people and two millimetres per pixel tiled texture on the taxiways and runways.

Features

- High-res ground polygon
- Photo-real layout and textures (30cm resolution)

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- Hand placed hi-res buildings within airport boundaries
 - Animated People
 - Custom auto-gen buildings outside the airport boundary
 - Extensive library of airport clutter
 - Accurate taxiway lanes
 - Custom made static aircraft
 - Custom night-lighting
 - Compatible with Default, MegaSceneryEarth and Orbx Global
 - DX10 compatible

Title: FSX: Steam Edition - Santa Barbara Airport (KSBA) Add-On

Genre: Simulation

Developer:

SIM720

Publisher:

Dovetail Games - Flight

Release Date: 8 Jul, 2015

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English







Worth it? Ayyye (read below)

On the ground, this airport makes me wet. (If I was of the female gender of course)

HOWEVER

This airport kills frames quicker than RAID kills bugs.

I have a fairly decent computer. i7 CPU, and GTX 970 GPU alone with 16GB of Ram on top of the 4GB of memory on my GPU.

I never go below 25 FPS. (Thankfully the human eye doesn't see things as choppy unless it's below 24 FPS)
But.... I dance a fine line below 30 FPS that makes this airport barely flyable. However, like my highschool grades, I'm okay with barely getting by. (Sad but true)

I can enjoy flying in and out of this airport for some touch-n-go fun. Aside from that....The fact that it looks nice is the only thing it really has going for it...That and the fact that it's modelled after the real KSBA.

Buy it if you are willing to put up with lower frame rates, worth it.

If you want smooth AF frames and ultimate awesomeness, not your airport. Your best bet is to find FSX:SE airport add-ons directly from the websites of the talented people who make them. (Not that it didn't take talented people to make this, but at an average FPS rate at around [25...what?](#))

[This add-on is only worth it if you are willing to lower your standards on what you expect out of games in terms of FPS.. Nice scenery, but absolutely not FPS-friendly. More detailed scenarios from FlyTampa causes fewer FPS drop.. this add on is not worth the money.....locks up and makes the game sluggish. Cannot use it. It did not install properly. I tried to get a refund but was told that I had used it for too many hours! Bummer. I wish they would let me delete and re-install.](#)

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