USS G.Bush, Amp. Ready Group, USS Lexington

USS George W. Bush for MSFS

Warning
Effective September 15th, 2023, USS George W. Bush for MSFS will **no longer be supported** and effectively becomes a discontinued product. This was the very first attempt to make a commercial MSFS Aircraft Carrier module, months before the Top Gun expansion was released, and hence is heavily limited on its capabilities. For that reason, we will no longer process requests of custom locations for the USS George W. Bush. USS George Bush will no longer be available at ORBX, and the price will lower on the MS Marketplace to the lowest possible price on the platform (as products cannot be easily removed from the market).

Caution
It is **required** to deactivate Crash Detection to use this Addon.

USS George H.W. Bush is the tenth and final Nimitz-class supercarrier of the United States Navy. The carrier entered operations in 2009 and it currently operates from its homeport in Naval Station Norfolk, Virginia.

Locations

Out of the box, the product includes 7 static, spawnable locations. This means that the carriers do not move, and flights can be started from the carrier deck. The carrier will be visible as an airport on the WorldMap. We have created custom ICAOs for the different locations:

- UGB1: Port of Origin (Norfolk)
- UGB2: South of Key West
- UGB3: Sea of Japan
- UGB4: Persian Gulf
- UGB5: South Mediterranean Sea
- UGB6: Gulf of Aden
- UGB7: South China Sea

Limitations

- Carriers are all static objects. We have no plans to make them move since this is not possible with MSFS's SDK. Airports have fixed coordinates.
- The carriers have uncontrolled ATC. There is an ATC frequency for each, but these work as an uncontrolled airport (UNICOM). AI traffic does not visit this airport anyways.
- PAPI/VASI/OLS are not functional.
- Crash Detection must be off at all times, otherwise, you might have issues using the product.
- Catapults are not natively supported. Arrestors are only natively supported with aircraft that feature a native tailhook.
- No animated crew.

Note

Disclaimer: Although this product resembles its real-world counterparts in many aspects, the product does not accurately represent (nor intends to accurately represent) the real ship's design, features, systems, or missions. It is for entertainment and educational purposes only, and shall not be used for real aircraft training or any other professional application. This product is not endorsed, supported by, related to, certified by, or in any way connected to the US Air Force, Navy, Marine Corps, or any manufacturer or operator. The product has been exclusively inspired by readily available information. This product falls into Fair Use of all applicable copyrighted and trademarked materials, as a transformative work inspired by real ships.