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GENOA X

GAYA

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THE SIMULATION COMPANY

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INTRODUCTION

Genoa has always been a city with its roots in transport. Its harbour was one of the largest in Europe since the Middle ages and still is very important. The airport has been build on a artificial peninsula next to the harbour and has been expanded recently like most airports have.

Genoa Airport (IATA: GOA, ICAO: LIMJ) (Italian: Aeroporto di Genova) also named Cristoforo Colombo Airport has connections to many European cities and handles around 1,3 million passengers a year. It is not a very difficult airport to operate from but it has it's challenges. It can have tricky wind conditions due to the terrain and the fact there can be a serious difference in temperature between the ground and the sea. As you approach along the coastline this can be uncomfortable. Of course the terrain itself can be dangerous as the PAPI glide slope intersects with terrain just 8 miles from the airport.

SYSTEM REQUIREMENTS

The following items are required:

- FSX:SP2, FSX:STEAM and Prepar3D V3 or later
- Windows 7/ Windows 8.1/ Windows 10 (all fully updated and 64 bits)
- 3.0 GHz processor (Intel Core 2 Duo highly recommended)
- 8 GB RAM internal memory
- 1 Gb graphic card (2 Gb highly recommended)
- PDF reader for manual

CREDITS

Concept:	Gayasim, Marco Negri, Davide Ferrera
3D Modeling & texturing:	Gayasim
Project Management:	Mathijs Kok (Aerosoft); Liron Goeta (Gayasim)
Manual, documentation:	Mathijs Kok (Aerosoft)
Installer:	Andreas Mügge (Aerosoft)
Testing:	Several good folks who will all be getting a free copy
SODE:	Jeffrey Stähli (his SODE development is magic!)

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CONTACT SUPPORT

Support for this product is offered by Aerosoft. We prefer to have a support forum for the simple reason that it is fast and efficient because customers help customers when we are sleeping:

http://www.forum.aerosoft.com

and we advise the **Scenery** section for any questions on this product. This should be your first stop for any support. If you prefer support by email do accept that this could take a bit longer as it might be send from persons to person and that email support in the weekends is always slow:
https://aerosoft.zendesk.com/anonymous_requests/new

We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

REMOVING THE SCENERY

Never remove the product manually, always used the control panel applet to do so. Failing to do so could create serious problems. The actual name of the applet depends on the Windows version you have but on most it can be found under "Uninstall or change a program".

FINDING THE AIRPORT IN FS

You can find the airport in FS many ways, you can search in the name (Sestri), the ICAO code (LIMJ) or city (Genoa). You can then select the active runway or any of the parking locations.

COVERAGE

This scenery covers the airport area, harbour and the complete city. Dozens of additional objects are placed in the surrounding area.

COMPATIBILITY WITH OTHER SCENERY

As far as we have tested this product is compatible with all existing scenery covering the same area assuming you follow information given here. Aerosoft however can only guarantee compatibility with a standard FSX. Discuss this on the forum with us if you have questions.

COMPATIBILITY WITH DX10 PREVIEW MODE

The scenery is compatible with the FSX DX10 Preview Mode but there can be slight artefacts. Keep in mind that this mode is NOT documented by Microsoft and they have never offered any support for it.

SODE

This airport uses SimObject Display Engine (SODE) to add advanced features. Version 1.4 is used, this latest version is a big improvement over previous version. However scenery using the older versions of SODE might fail after updating to version 1.4. We strongly recommend keeping this in mind.

SODE JETWAY ANINATION

SODE is able to animate jetways but to attach correctly to an aircraft the parameters for the exits need to be set correctly. If the jetways do not attached as they should contact the developer of the aircraft. You can also find information here:http://www.fsdeveloper.com/forum/threads/the-corrected-aircraft-cfg-collection-thread.435850/

When you are parked at your gate you can open the SODE menu by pressing [s]+[tab]. Now select the gate you are parked and the jetway will connect with your aircraft. Use the same method to deconnect the jetway. Please note that you have to be parked (with parking brake set) exactly at the correct spot! If you need any help with SODE please use the forum: http://sode.12bpilot.ch/?page_id=442

FRANK, OUR AVATAR

If you are using PREPAR3D v3 (or later) you will be able to us Frank, our pilot, as the avatar (see the P3D v3 documentation about information on avatars). When selecting an aircraft you can also select the avatar to be loaded. You can load Frank with any aircraft btw. He is able to stand idle (duh..), walk, run, stand to crouch, walk while crouching, crouch to stand, jump, swim and fall, all using the default P3D v3 commands. To spawn the avatar go to any external view of an aircraft or vehicle and use the [shift]-[control]-[e] command. You can then use the avatar to explore the scenery.
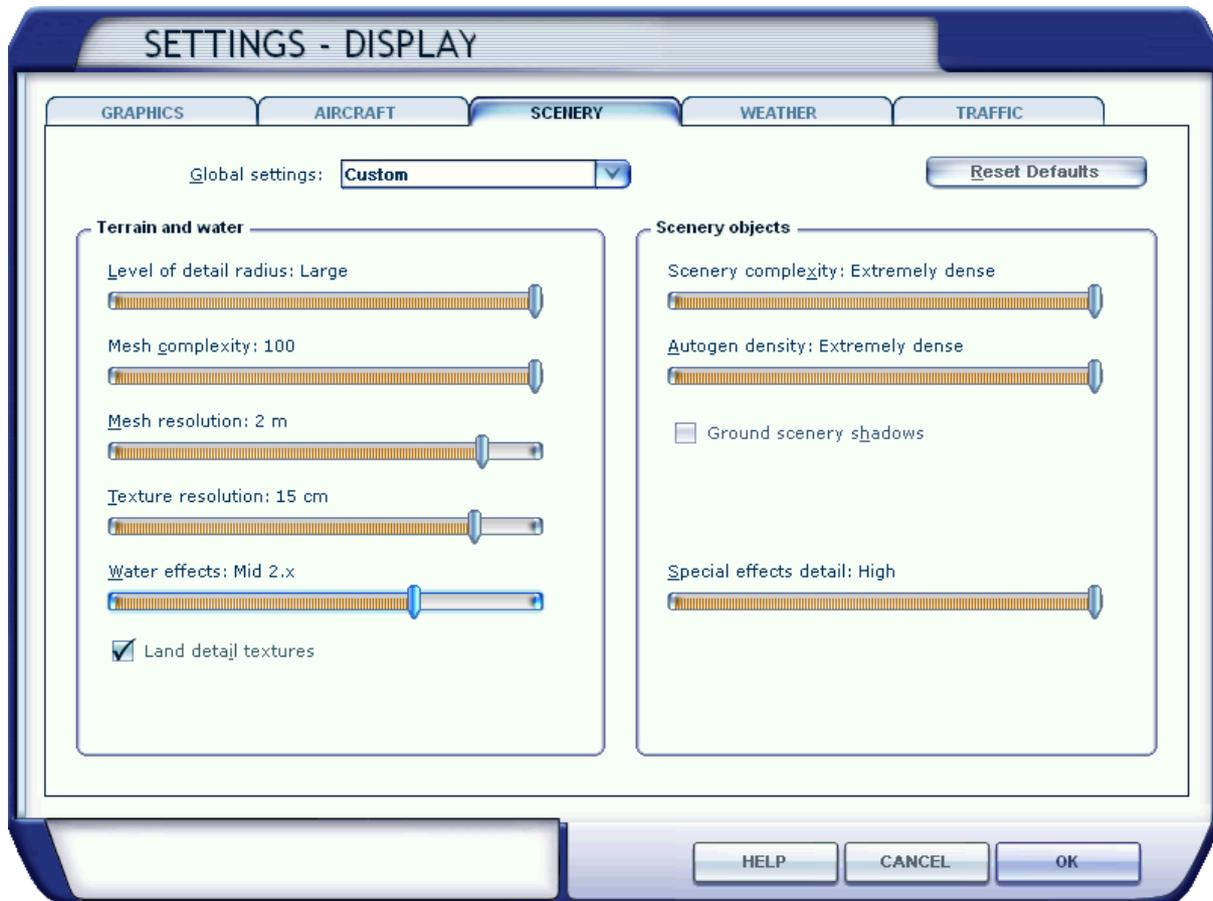
SETTINGS & FRAME RATES

We advice these setting for the best combination of looks and framerates.

DISPLAY SETTINGS
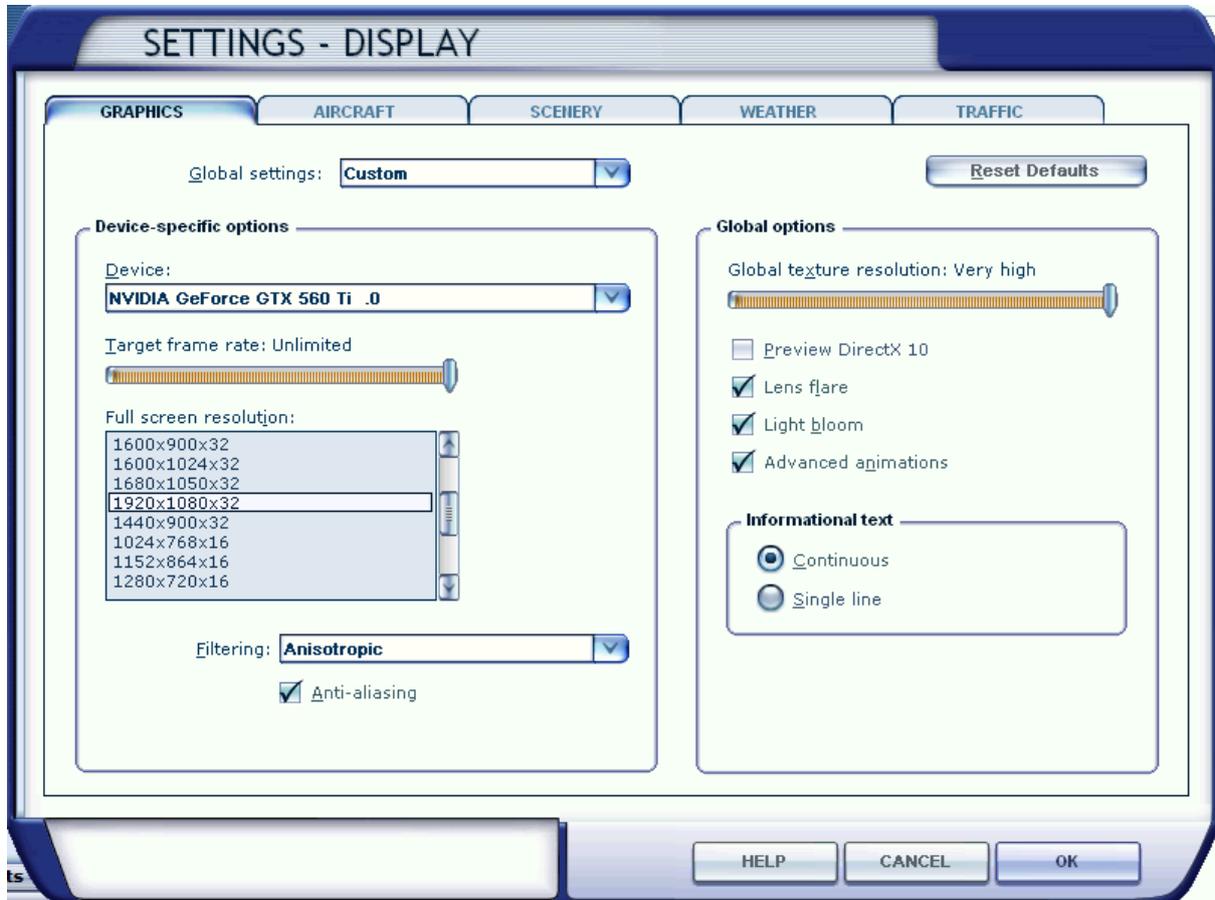
The **Global texture** setting needs to be on VERY HIGH, **Advanced animations** ON, the other settings are not critical. As the scenery is rather light on frames **Lens flare** and **Light bloom** can be set on

This scenery will work best with the settings shown. If this hurts you FPS to much reduce level or detail radius and Autogen density first. The 2 meter mesh resolution is mandatory otherwise some parts of the airport will not be rendered correctly.

Please note that Ground Scenery Shadows need to be off!

CHARTS

The charts (in a separate file) are provided by Lufthansa Systems Flightnav Inc and can ONLY be used for simulation purposes. They might not identical to charts intended for professional use.