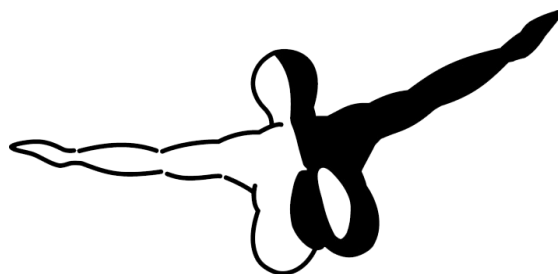


Aerosoft

Antalya X



aerosoft™



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Introduction

Antalya is one of the biggest airports worldwide that relies almost entirely on tourists and if you ever want to see an airport running at top capacity go there in August as thousands of tourists are eager to get to the beaches and eager (or not) to go back home. It's also a modern and well equipped airport, very well suited for its task.

The developers of Aerosoft created this airport for FS with great attention to detail and some rather special animations and we are sure you will enjoy this airport.

Copyrights

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Credits

| | |
|------------------------|---|
| Concept: | Aerosoft |
| Programming: | Martin Schmieschek |
| Project Management: | Aerosoft |
| Manual, documentation: | Aerosoft |
| Installer: | Andreas Mügge |
| Testing: | Several good folks who will all be getting a copy |

Special thanks to CGtextures.com, Ahmet Okur, Nils Appel and Omer Yildirim.

System requirements

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with minimal 512 MB
- Microsoft FSX (with SP2 or Acceleration)
- Windows XP, Windows VISTA, Windows 7 (fully updated)
- Adobe Acrobat® Reader 8 minimal to read and print the manual ⁽¹⁾

⁽¹⁾ Available for free, download at: <http://www.adobe.com/prodindex/acrobat/readstep.html>

Contact support

Support for this product is done by Aerosoft. We prefer to do support on the support forum for one simple reason, it is fast and efficient because customers help customers when we are sleeping.

Aerosoft forums: <http://www.forum.aerosoft.com/>

We feel strong 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.

Installation and removal

Installation is simple, start the exe file you downloaded and follow the instructions on screen. Make sure FSX is closed and we do advise you to reboot your system before installing. After installing it can help to defragment your hard disk.

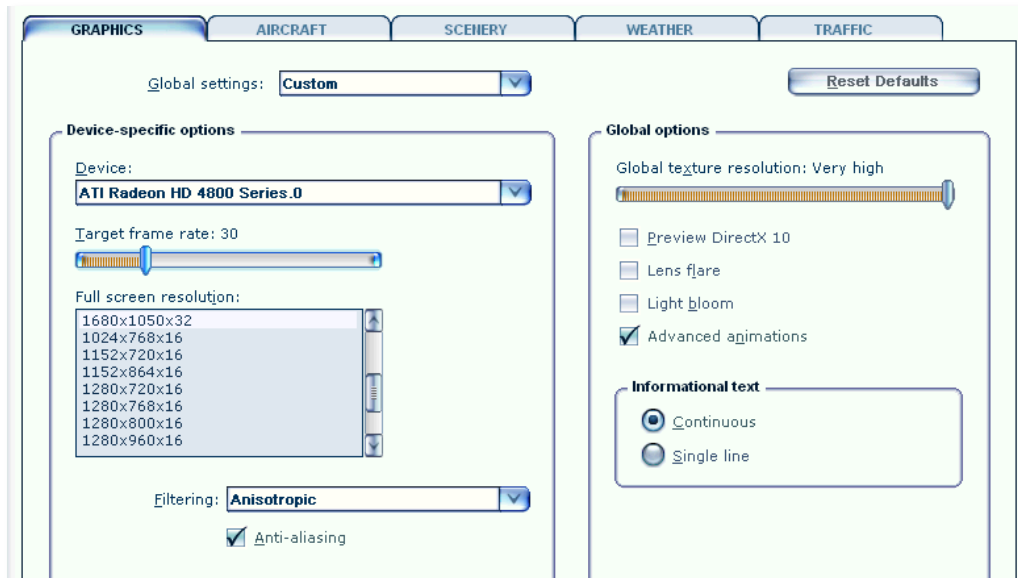
Removal should never be done manually but only using the software removal applet you will find the the Windows Control panel.

Display settings

To change your scenery settings, go to Settings -> Display

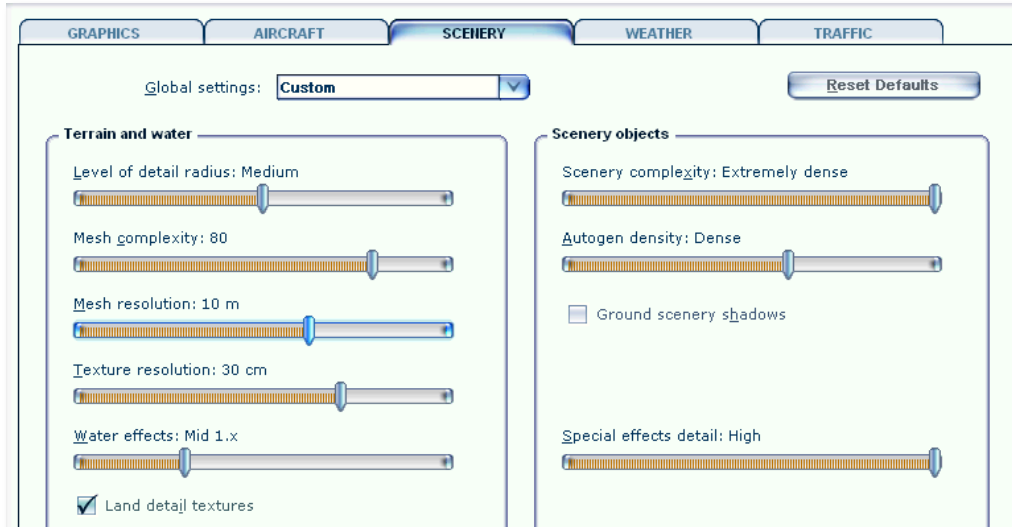
Note: All other settings not mentioned here are up to you. They don't actually affect the scenery very much. Keep in mind to do your settings with care otherwise you may overload your system.

Graphics menu



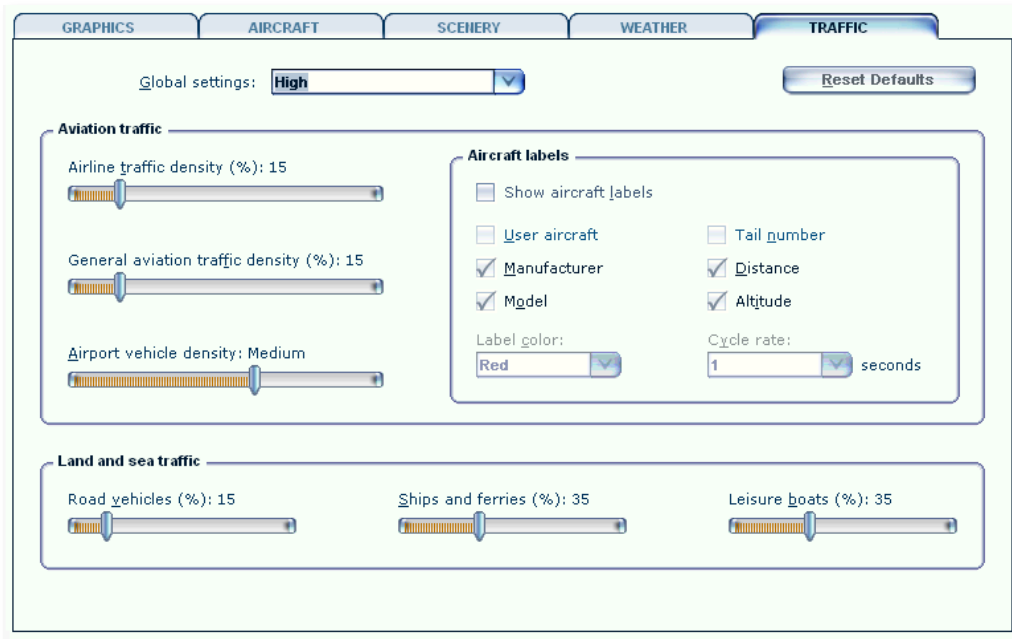
- Where other scenery benefits from an unlimited **Target frame rate**, we advise for this project a limited Target frame rate. Run it at unlimited and see what fps you get. You will notice it fluctuates a lot and that spoils the fluidity. Set it at **30** and see if your system can keep that fps, if not lower it to **25**.
- **Global texture resolution** should be at **Very high** to get the full detail in textures.
- **Advanced animations** has to set to **ON**.

Scenery settings



- **Mesh resolution** is an important setting for this scenery as the coastline can be incorrect when this is not set as advised. Set **Mesh Complexity** to **80** and **Mesh resolution** to **10 meters**.
- **Texture resolution** should be at **30cm/pix** or higher to get the best resolution of the aerial image under the 3D objects.
- At **Water Effects** set to **Mid 1.x** the sea will look okay but if your system can handle it we advise a higher setting.
- **Scenery Complexity** strongly affects the speed of the scenery. Start with **Extremely dense** and reduce that if your system finds it hard to cope.
- For best results we recommend to set **Autogen Density** to **Dense**. But keep in mind not all systems can handle this much detail!
- **Ground scenery shadows** can be **on** or **off** depending on your own preference.
- **Special effects details** should be on **High** to see all the special animations.

Traffic settings



- For the TRAFFIC settings we advise a cautious **High Global setting**. If this affects your fps too much reduce it to **Medium high**.



Information for Antalya International Airport

Airport codes: AYT LTAI

Serves: Antalya, Antalya, Turkey

Latitude: 36.898700, 36 53.922040 N, N36 53 55

Longitude: 30.800500, 30 48.030050 E, E030 48 01

Elevation: 177 ft/54 m MSL

Magnetic variation: 3.6°E (2009)

Radio communication frequencies

- APP: 122.05 MHz
- ATIS: 118.275 MHz
- CLD: 123.175 MHz (CLNC DEL)
- GND: 121.90 MHz
- TWR: 125.00 MHz
- TWR: 126.10 MHz

Runways

- 18C/36C: 11,155 x 148 ft (3,400 x 45 m) — paved — lighted
ILS 18C: 108.70 MHz, 183°
ILS 36C: 110.30 MHz, 003°
- 18L/36R: 11,155 x 148 ft (3,400 x 45 m) — paved — lighted — Civil
ILS 18L: 109.750 MHz, 183°
ILS 36R: 108.10 MHz, 003°
- 18R/36L: 9,811 x 148 ft (2,990 x 45 m) — paved — lighted — Military

Closest nav aids

- Lara VOR-DME: LRA (.-. .-. .-), 113.60 MHz
- Antalya VOR-DME: AYT (.- .-. -), 114.00 MHz
- Antalya NDB: YT (-.--- -), 302 KHz
- Antalya NDB: GEY (--- .-.), 413 KHz
- Antalya NDB: RA (--- .-.), 329 KHz
- Antalya DME: ANT (.- .- .-), 109.10 MHz