

Add-on for Microsoft

Flight Simulator

X



aerosoft™

FS2004 and Prepar3D

MEGA
AIRPORT

DUSSELDORF

Manual

From the German Airports Team!

Developed by: Thomas Hirsch
www.germanairports.net

Manual: Thomas Hirsch, William Lennox

Installation: Andreas Mügge

Copyright: © 2012 / **Aerosoft GmbH**
Airport Paderborn/Lippstadt
D-33142 Büren, Germany

Tel: +49 (0) 29 55 / 76 03-10
Fax: +49 (0) 29 55 / 76 03-33

E-Mail: info@aerosoft.de
Internet: www.aerosoft.de
www.aerosoft.com



a e r o s o f t™

All trademarks and brand names are trademarks or registered of their respective owners. All rights reserved.



Mega Airport Dusseldorf

Manual

Add-on for

Microsoft Flight Simulator X
Microsoft Flight Simulator 2004 and Prepar3D

Content

Starting off	5
System Requirements.....	5
Copyrights.....	6
Credits	6
Installation	7
Removing "Mega Airport Dusseldorf"	8
Aerosoft LAUNCHER (optional).....	9
Airport Dusseldorf	11
History	11
Technicals	12
Appendix	13
Seasons in FSX	13
AGNIS (docking guidance system)	13
Ground Traffic	14
Animations in FSX	15
Compatibility with Aerosoft's „Airport Enhancement Services“	15
Compatibilty with other addons	15
Performance in FSX	15
Performance in FS2004.....	18



Starting off

System Requirements

To fully enjoy the scenery „Mega Airport Dusseldorf“ we recommend the following:

For FSX:

- Microsoft Flight Simulator X with Service Pack 2
- Windows XP (SP2)/Vista/7 (with the newest SP)
- Processor 3GHz, strictly recommended Dual or Quad Core Processor
- 350MB free memory on your hard disk
- 4GB RAM
- DVD-drive
- 3D video card with min. 512 MB

Our scenery „Dusseldorf“ is compatible with Service Pack2/ Acceleration Pack for FSX and DirectX 9. Using the DirectX 10 Preview in FSX is limited and we don't recommend this.

Service Pack 2 for FSX is included on this DVD.

For FS 2004:

- Microsoft Flight Simulator 2004 with update 9.1
- Processor 3GHz, strictly recommended Dual Core Processor
- 350MB free memory on your hard disk
- min. 2GB RAM
- DVD-drive
- 3D graphics card with min.512MB

AES functions momentarily not available in Prepar3D!

Copyrights

This software, the manual, documentation, video images and all the related materials are protected by copyright laws. The software is licensed, not sold. You may install and run one copy of the software on one computer for your **personal, non-commercial use**. The software, the manual and all related materials must not be copied, photocopied, translated, reverse engineered, decompiled or reduced to any electronic medium or machine legible form, neither completely nor in part.

Credits

We would like to thank all our helpers. All these people ensured a creation of this scenery as close to the original as possible.

Credit and thank you to the following beta testers, photographers and collaborators of the scenery "Mega Airport Dusseldorf" for FSX and FS2004:

Oliver Papst, Rainer Duda, Frank Seifert, Rüdiger Ebert, Christian Haupt, Felix Vogt, Gerd Wiesner, Andreas Hempel, Allen Kriesman (UTE)

The "Dynamic Airport Enhancement Services", were developed by Oliver Pabst based on the Intelliscene Technology by Maurizio M. Gavioli, VistaMare Software ("AES Lite for GAP-EDDM by Oliver Pabst, power by Intelliscene of VistaMare").

Thomas Hirsch



Installation

You have to be logged in with administrator rights before you start the installation of "Mega Airport Dusseldorf".

Insert the DVD "Mega Airport Dusseldorf" into your DVD drive. The installation program will start automatically. If the installation program doesn't start automatically click on START -> RUN. Insert "D:\setup.exe" (D: represents your DVD drive).

If you bought the download version of "Mega Airport Dusseldorf" simply run the file you downloaded from your shop account.

After you have chosen your preferred installation language, the welcome screen appears and you will be presented with some important information and the license agreement. Please read it carefully.

You will be asked to insert the registration key or, if you install the download version, you email address and your registration key. Please insert it exactly the way it was written on the DVD cover or in the confirmation mail you received from your download shop.

Please keep your registration key on a safe place, You will need it again if a new installation will be necessary.

The installation program will attempt to locate the correct path of Microsoft Flight Simulator. If this path cannot be located successfully, or if you wish to install to another location, then you will have to enter the correct path for installation manually. In order to do this, click on "Browse" and navigate to the correct path. Before the installation program starts to copy the files onto your hard disc, you will be presented with all the installation details.

The installation program will ask you now if you want to install additional static aircraft. Click the check box "Yes" if you want to do this. These static aircraft are only intended for filling the scenery and designed in low polygon resolution.

Now the installation program will check, if there are some other add-ons installed on your computer. If so the files of this previous version will be disabled automatically.

The installation program will now copy all of the "Mega Airport Dusseldorf" files onto your hard disk and subsequently register the scenery in the scenery library. A backup copy of the original Scenery.cfg will also be made (Scenery_CFG_Before_Mega Airport Dusseldorf_was_installed.cfg). The necessary adjustments for the AI Traffic in Microsoft Flight Simulator will be carried out automatically by the installation program. If you want to make any changes or to install any updates for this scenery you will need the original DVD or the installation file from the download shop and your registration key again.

Removing "Mega Airport Dusseldorf"

In order to fully remove "Mega Airport Dusseldorf" click on the "Start" Button in the Windows task bar, choose "Control Panel". Here you will see an icon named "Programs and Functions". Double click on this icon to open it and you will see a list of all installed programs. Locate "aerosoft's - Mega Airport Dusseldorf", click once with the left mouse button and then click on the "add-remove" button.

The deinstallation program will now begin to remove the scenery "Mega Airport Dusseldorf"- files from your hard disk.

Entries in the FS scenery library will also be removed.



Aerosoft LAUNCHER (optional)

The screenshot shows the Aerosoft Launcher interface. On the left, a tree view under 'Bibliothek' lists various products like 'Frankfurt-Egelsbach X', 'German Airports 1 - Friedrichshafen X', etc. The main area displays a message about activation: 'Unter der Rubrik "Bibliothek" finden Sie alle Produkte der Firma Aerosoft, die auf Ihrem Computer installiert wurden. Für einige unserer Produkte ist eine Aktivierung erforderlich, die nur über diese Anwendung durchgeführt werden kann.' Below this are three news articles with images and text, including 'Flusnews-Review: Bronco X im Steigflug', 'Stavanger X Update', and 'Krakow Balice 2012 jetzt auch für den FSX!'.

The Aerosoft-Launcher gives you an overview of all Aerosoft products installed on your computer. You will also have easy access to special features available for the several products. Should the SOFTWARE PRODUCT require an Online Registration, the Aerosoft LAUNCHER will take you through this process. The Aerosoft-LAUNCHER will be automatically installed with the SOFTWARE PRODUCT and will launch at the end of the install process. You can run the Aerosoft-Launcher at any time via the Windows START menu to check the activation state of your installed SOFTWARE PRODUCTS. Just follow this link:

START | ALL PROGRAMS | AEROSOFT | Aerosoft Launcher

The Aerosoft-Launcher starts up in the "Library" view by default. Here you can see an overview of all installed Aerosoft SOFTWARE PRODUCTS and their state of activation.

The following categories will be shown.

"Aircraft", "Sceneries", "Tools/Missions", "Category-Unknown" and

“Simulation”.

The SOFTWARE PRODUCT will be placed in one of these categories accordingly during installation. Older SOFTWARE PRODUCTS which do not need an online activation will be placed in the category “Category-Unknown”. In the “Library” view you will also see an overview of current Aerosoft News

How do I activate a SOFTWARE PRODUCT?

If necessary please change to the “Library” view and select the SOFTWARE PRODUCT for activation. Click on the button “activate”.

Check your email address and your registration key is correct and click on „Online activation“. Please note you will need an active internet connection for this procedure. Your registration data will be transferred to our Aerosoft server now. Your information will now be transferred to the Aerosoft server. After a successful transfer your system will be activated and used without further limitations.

Please note that depending on the safety settings some data of the Aerosoft SOFTWARE PRODUCT need to be personalized.



Airport Dusseldorf

History

Dusseldorf International Airport is the largest airport in North Rhine-Westphalia, Germany, and the third largest airport in Germany in terms of passenger handling. Starting off in 1927 it has steadily grown and today it is an important international hub for the largest metropolitan area in Germany, the Ruhr Area. It has got a great infrastructure with connections to the railway and motorway systems.

It also serves as a hub for Air Berlin and Lufthansa, Germany's biggest airlines with both of them offering 300 daily flights. All in all the airport handles approx 750 daily take-offs and landings to more than 180 worldwide destinations. Each year more and more intercontinental flights to North-America and Asia are added to the schedule.

The airport itself has two parallel runways and 107 parking positions for the more than 70 airlines visiting Dusseldorf. It is able to handle the new superjumbo Airbus A380 aircraft. On 12th November 2006, the first A380 landed in Düsseldorf as part of a Lufthansa promotion flight. And if you're looking for the highest German control tower, well..., you'll find it here.

Technicals

Identification	Düsseldorf International
ICAO-Code	EDDL
IATA-Code	DUS
Elevation	42 m / 147 feet
Position	N 51 16.86 E 06 45.44
Runway	05R/23L 3000 x 45 m (9842 x 148 ft) concrete
Runway	05L/23R 2700 x 45 m (8858 x 148 ft) concrete

Funkfrequenzen

TWR	118.300
GROUND	121.900
ATIS	123.775

Navigationseinrichtungen

VORDUS	115.15
ILS RWY 05R	111.50
ILS RWY 23L	109.90
ILS RWY 05L	109.50
ILS RWY 23R	109.30.



Appendix

Seasons in FSX

Various weather, daytime and seasons variables are no longer available in FSX for the scenery designer and the textures of trees of the airport environment will not be selected automatically according to the season. To therefor insure the proper textures we have developed and added this little tool called „seasons“.

With this tool you are able to select and install the correct textures prior to starting FSX. To open this little program click on “Start - Pro-grams - Aerosoft -Mega Airport Dusseldorf - Seasons“.

Select the correct season. Start your Flight Simulator.

AGNIS (docking guidance system)

Should you not be able to see the AGNIS while rolling into the parking position please switch the view by using one of the following keys:

- Key „S“: virtual cockpit
- Key „-“: zoom to 0,75
- Key „SHIFT“+“BACKSPACE“: Move up
- Key „SHIFT“+“ENTER“: Move down

Ground Traffic

Ground Traffic in FS2004

Oliver Pabst has created a new AESLite version for the scenery Mega Airport Munich which simulates the dynamic ground traffic on the aprons and the traffic motorways as well as traffic of the airport surroundings.

The dynamic ground vehicles on the apron react to approach and/or crossing the path of your controlled aircraft as they will stop and only continue after your aircraft has left the collision area, set the parking brake or shut down the engines. The dynamic ground vehicles will not react to AI traffic.

In order to configure the dynamic ground vehicle traffic you can use the tool EDDLTraffic.exe in the Windows Start menu.

The AESLite vehicle traffic is independent from the settings of the dynamic add-on scenery of the FS9 (Options/Settings/Display).

Ground Traffic in FSX

AESLite is also used in FSX for displaying traffic on the aprons and the airport surroundings. To avoid collision between our AESLite traffic and the default ground traffic of FSX we recommend to switch off the default ground traffic by setting the slider „Airport vehicle density“ to its most left position.



Animations in FSX

The opportunities of FSX to include customized animated jetways are very limited. Due to technical limitations it isn't possible for scenery designers to include this feature in an add-on scenery in a realistic way. For this our jetways cannot be moved by the default FSX key command "Ctrl" + "J". You can include realistic animations of the jetways by using AES (see next section).

Compatibility with Aerosoft's „Airport Enhancement Services“

Oliver Pabst adapted the animations of the jetways and the interactive ground handling for our Mega Airport Dusseldorf scenery.

You can use this very realistic add-on functionality by using the newest version of our AES Add-on product.

Compatibility with other addons

Our scenery "Mega Airport Dusseldorf" is compatible with "MyTraffic" and "VFR German - West".

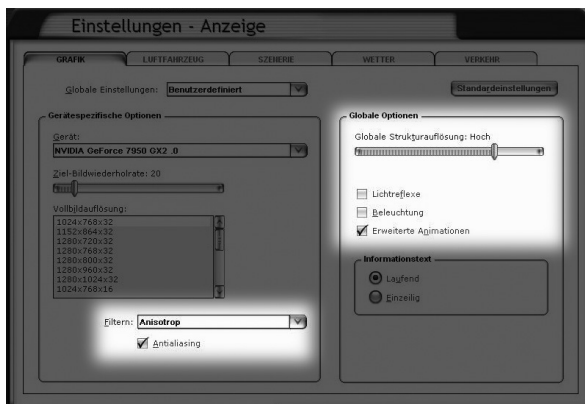
Performance in FSX

As FSX has much higher hardware requirements than FS2004, performance in FSX very much depends on the settings you choose in the FSX options menu.

In order to ensure the highest possible frame rate we recommend the following settings tested on our system in Flight Simulator. The graphic settings depend on the graphic card you have but you should make

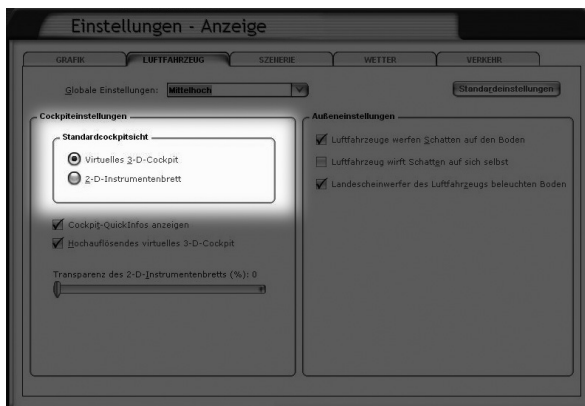
sure you choose the options „Anisotropic Filtering“ and „Antialiasing“ to display the aerial images and the ground layout without any problems

Graphic settings:



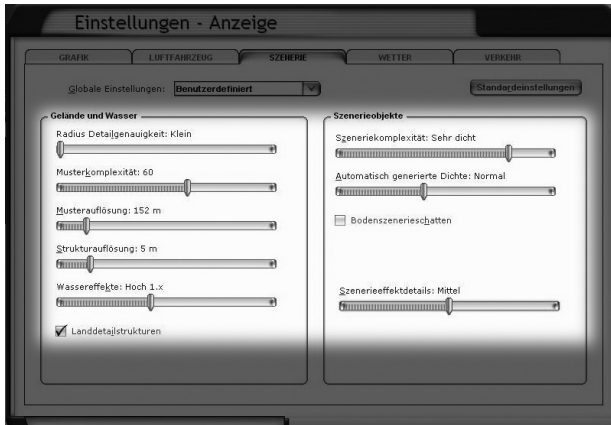
Aircraft settings:

We recommend using the 3D virtual panel. We got much better frame rates compared with the 2D panel on our test systems.

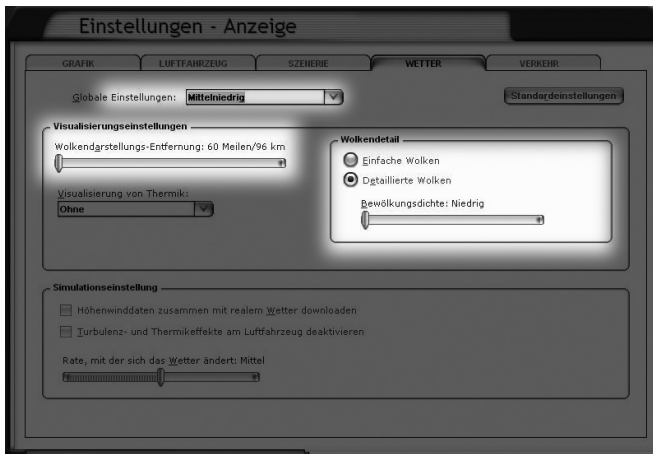




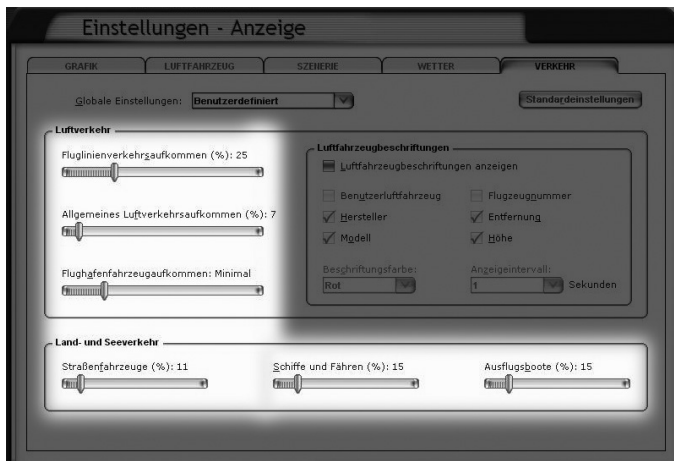
Scenery setting:



Weather settings:



Traffic settings:



Performance in FS2004

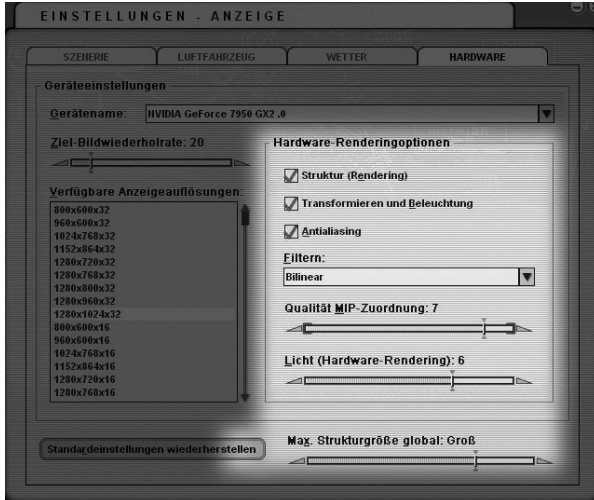
In order to ensure the highest possible frame rate we recommend the following settings in FS2004:

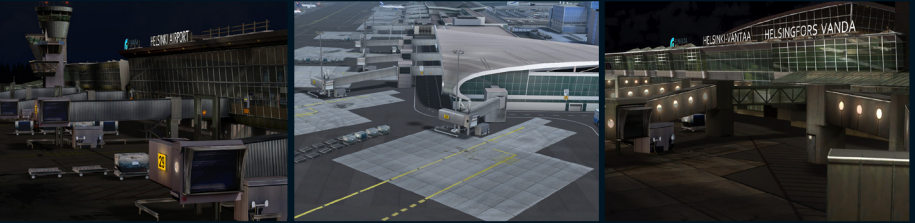
- Ground scenery shadows off
- AI-Traffic max. 25%
- Only one set of cloud layers
- Visibility max. 20 NM / 32Km
- Simple clouds
- Autogen to „normal“

Please keep in mind that a high setting of AI traffic, extreme weather settings, dense Autogen as well as using some complex add-on aircraft will negatively influence the frame rate.



In order to get the best quality in displaying the aerial images and the ground layout please set the hardware rendering options to the following:



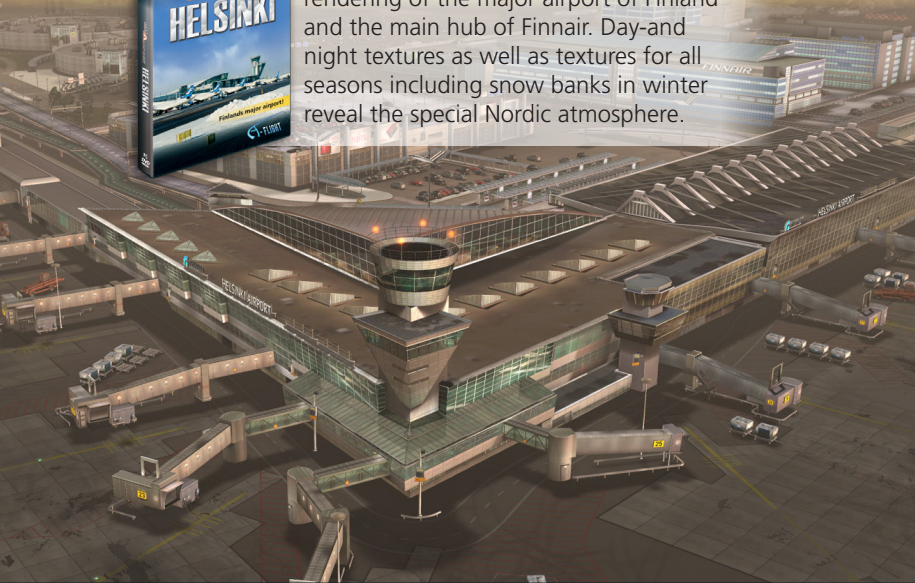


MEGA AIRPORT

HELSINKI



Enjoy this accurate and high detailed rendering of the major airport of Finland and the main hub of Finnair. Day-and night textures as well as textures for all seasons including snow banks in winter reveal the special Nordic atmosphere.



More products: www.aerosoft.com

aerosoft™