Aerosoft
Kilimanjaro X

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INTRODUCTION

At Aerosoft we are not afraid to travel a bit to find destinations for our flights. We find it important to create scenery projects for areas that are hardly covered. And Africa is certainly one of those regions. That's why we are so glad to add Kilimanjaro International to our stable. It's not only an important airport for Tanzania, it also served as a stop on flights to Southern Africa for decades. Right now it is the gateway to Tanzania wild parks and serviced by major airlines like KLM, Condor, Quatar Airways and Turkish Airlines.

The project is made by a new studio studio GAYA. We are sure you will enjoy his attention to detail and the density of objects.

What makes this project special is the use of 2k and 4k textures, normally we frown upon those because they use up so much memory, but since this area is so empty we did not feel this would cause a problem. It sure makes a lot of things look a lot better!

SYSTEM REQUIREMENTS

The following items are required:

- Microsoft Flight Simulator FSX SP2 (or Gold), Prepar3D V2
- Windows XP/Vista/Windows 7/ Windows 8 (fully updated)
- 2.0 GHz processor (Intel Core 2 Duo highly recommended)
- 2 GB RAM internal memory
- 512 MB graphic card (1 Gb highly recommended)
- PDF reader for manual

When FSX is mentioned the same functions in FS2004 and Prepar3D can be used.

CREDITS

Concept:	Gaya
Programming:	Gaya
Project Management:	Mathijs Kok (Aerosoft)
Manual, documentation:	Mathijs Kok (Aerosoft)
Installer:	Andreas Mügge (Aerosoft)
Testing:	Several good folks who will all be getting a free copy

A very special thanks goes to Vitaly Kolesnikov, without his help this project would not be where it is now.

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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:
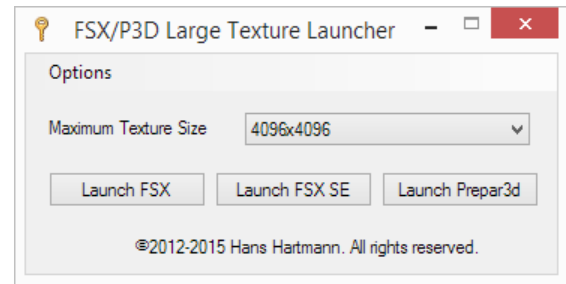https://aerosoft.zendesk.com/anonymous_requests/new

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"/
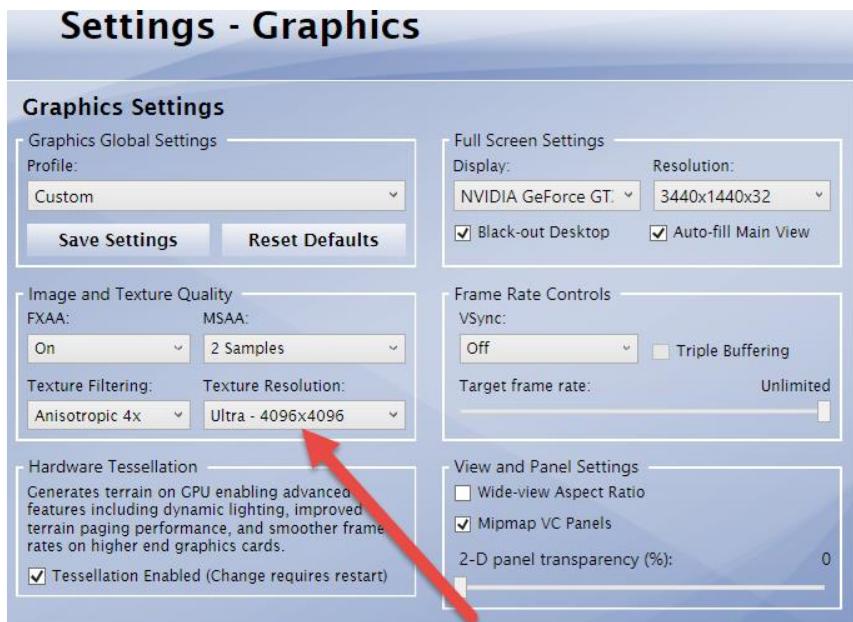
LARGE TEXTURE LAUNCHER

FSX defaults to 1024 pixel textures but this scenery uses higher resolution textures. To make these visible a tweak to the FSX.cfg needs to be done. Unfortunately, FS defaults back to 1024 textures with ANY change to that file and you will have to set it before every start of FS. To avoid this, we include a small launcher that makes it dead easy. Just select the texture setting and click to start the sim. For this scenery 4096x4096 is advised. As there is not a lot of additional scenery in this region performance (and memory) problems will not be likely. If you find the scenery slow select 2048x2048.

The side effects of this tweak are minimal if there are no high resolution scenery textures, but you can always set it back to 1024 when needed.

Prepar3d has an option for this setting in its interface and the launcher is not needed for that sim, we just included it for simplicity. See below the setting in P3D.

FINDING THE AIRPORT IN FS

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

COVERAGE

This scenery covers the complete airport area and the immediate surroundings. It also covers the nearby mountains Mount Meru and Kilimanjaro mountain (and the area between the mountains and the airport). To complete this coverage we had assistance from PILOT'S, who supplied us with some sections of FSGlobal, our preferred global mesh product. Find more about that here. Highly recommended.

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. When used with the well known DX10 Steve tweaks it all looks a lot better.
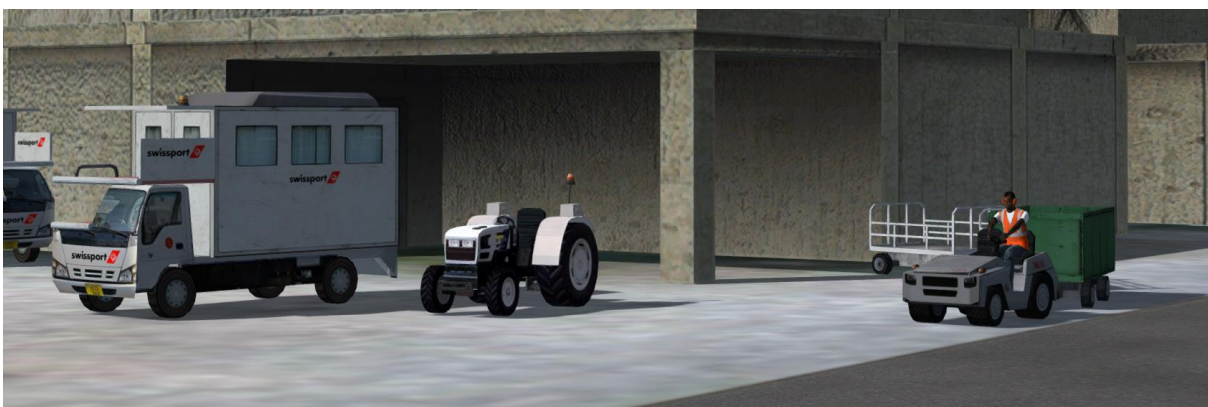
SEASONS, TREES, PLANTS AND GRASS

The scenery provides coverage for all seasons but blending with the background in default FSX was complex (it looks better when other add-ons are installed) and not perfect. You will find that summer is the best compromise. The seasons are defined like this: Jan-Feb=Summer, March-Oct=Fall+Winter, Nov-Dec=Spring.

Do note that the airport terrain is fenced off and therefore protected from the grazing of lifestock and wild amininals. In some season this is very obvious as the airport terrain is green while the surrounding is already yellow! This is not a bug. Speaking about bugs, the tree sticking out of the terminal is not a bug!
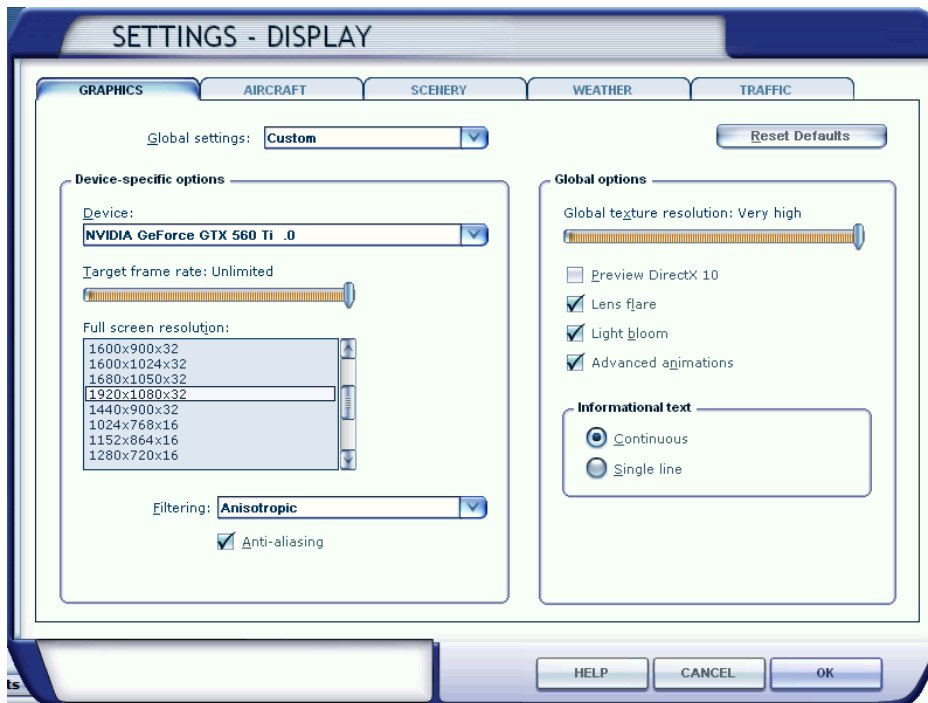
CHARTS

The attached charts look a bit amateuristic, but these are taken directly from the Tanzanian Aviation Authorities site. We think they are useful nevertheless!

SETTINGS & FRAME RATES
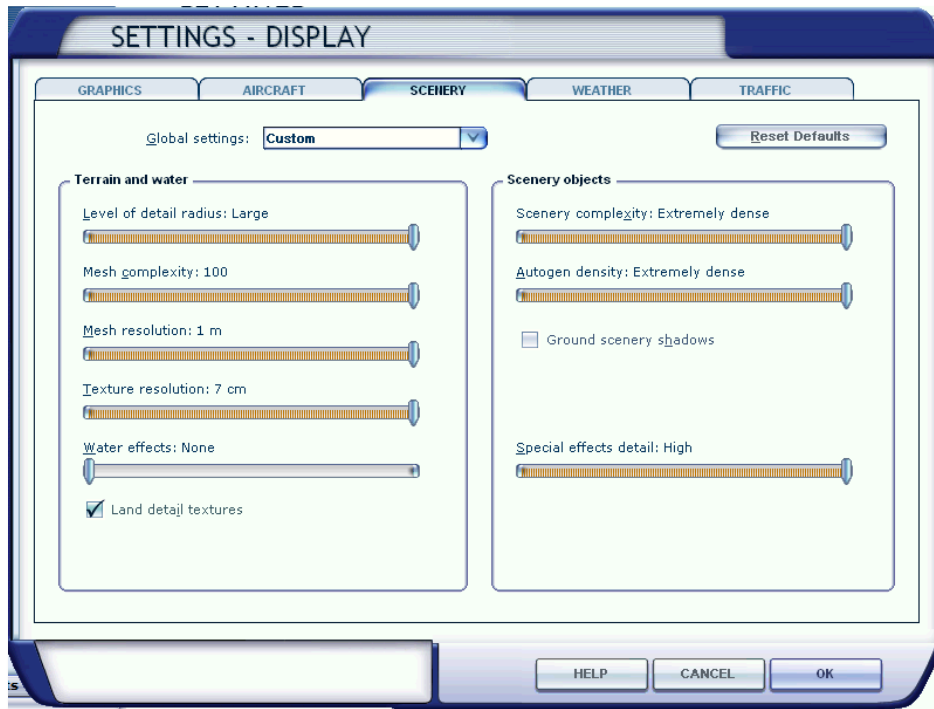
We advice these setting for the best combination of looks and framerates. Do note that the settings are a bit different then for most scenery projects

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.

SCENERY SETTINGS

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.

DATA

Coordinates: N3°25.46' / E37°4.28'

Elevation is 2932.0 feet MSL.

Magnetic Variation is 0° West

ID/ICAO is HTKJ

AIRPORT COMMUNICATIONS

ATIS: 126.60
Approach: 119.90 / 120.10
Tower: 120.10

NEARBY NAVIGATION AIDS

ID	Name	Freq	Radial / Range
NYK	NANYKI NDB	306	358° / 241.8
NY	NYERI NDB	388	358° / 263.78
NU	NAKURU NDB	358	346° / 265.8
NAK	NAKURU VOR-DME	155.10	346° / 265.8

RUNWAY 09/27

Dimensions:	11827 x 148 feet	
Surface:	Asphalt	
	Runway 09	Runway 27
Coordinates:	S3° 25' 48.57" / E37° 3' 29.85"	S3° 25' 43.51" / E37° 5' 26.54"
Runway Hdg:	087° True	267° True
APP Lights:	ALFS-I	SALS
TD Point:	Yes, Lighted	

NEARBY AIRPORTS WITH INSTRUMENT PROCEDURES

ID	Name	Heading / Distance	
HTAR	Arusia	227°	31.3
HKJK	Nairobi Jomo Kanyatta	356°	146.3
HKNW	Nairobi Wilson	352°	146.7