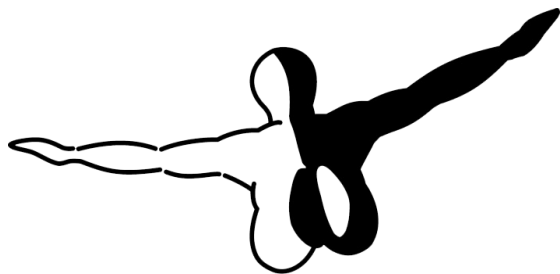


# Aerosoft Larnaca X



aerosoft™

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## Introduction

Cyprus is a strange island these days. While tourists see the fun side of the island and enjoy the sun, beaches and rich history, the island is actually a dormant warzone where Greece and Turkey dispute the ownership of the island and this conflict seems to be as close to being resolved now as it was a two decades ago. It is however a magical place, where history is closely interwoven with modern life. Tens of thousands of visitors fly in every month and the airports on the island are in summer as busy as they are calm in the winter.

After the Turkish occupation of the eastern side of the island and Nicosia International Airport could no longer be used by all on the island the Greek government quickly constructed Larnaca International Airport and it started operations in 1974. These days it is the largest airport on Cyprus and is expanding even more. A new terminal opened in 2009 and another terminal and runway extension is being planned at this moment. Tip: You can track the different states of the airport expansion with Google Earth's History button.

The history of the airport is marred by two terrorist incidents. In October 1977 the famous Lufthansa Flight 181 was hijacked by members of the PFLP and forced to land at Larnaca (and other airports), finally landing in Mogadishu, where the German antiterrorist squad GSG 9 stormed the aircraft, saving all passengers onboard. On 19 February 1978, a gun-battle between the Cypriot National Guard and an Egyptian military counter-terrorism force took place on the airport apron after the Egyptian military tried to free a Cyprus Airways DC-8 that had been hijacked by PLO members. Again there were no civil fatalities, but the shooting led to a rather frosty relationship between Egypt and Cyprus.

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Aerosoft GmbH  
Lindberghring 12  
D-33142 Büren  
Germany  
[www.aerosoft.com](http://www.aerosoft.com)

## Credits

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

## 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 <sup>(1)</sup>

<sup>(1)</sup> 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 strongly about support. Buying one of our products gives you the right to waste out 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 your screen. Make sure FSX is closed and we do advise you to reboot your system before installing. Make sure you are logged on as Administrator on the machine! 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 Windows Control panel.

## Cyprus seasons

You will notice that Cyprus features a mix of Mediterranean and subtropical climate, which features hot and dry summers and a rather mild and fertile winter season. The big salt lakes close to the airport dry out between April and October, whereas for the rest of the year they provide perfect living conditions for several flamingo flocks that can be spotted from the road crossing the lakes.

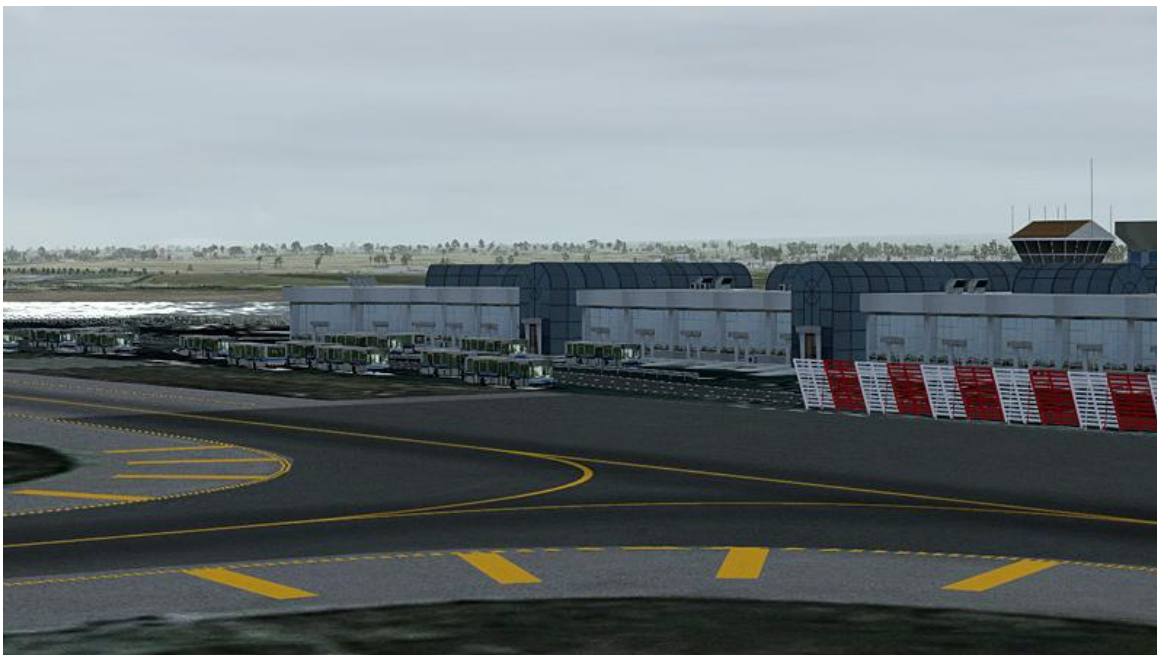
## Finding the airport

You will find the airport using either the airport name (Larnaca International), the city name (Larnaca) or the airport ID (LCLK).

## Visuals Tool

This addon includes a tool to improve visuals for different graphic cards.

- **MipMaps:** Unfortunately FSX handles textures in a way that leads to rather different results depending on the graphic card used. The most important factor in this matter is MipMaps. While ATI users tend to like textures without MipMaps (because they offer sharper texture resolutions in the distance), NVidia users might suffer texture flickers and Moire patterns if using textures without MipMaps. We decided to let you decide yourself. Simply click on "Yes" or "No" in the Visuals Tool to select/unselect MipMap textures. Restart FSX and you will immediately see the difference.
- **Light Cones:** This addon features a new approach to 3D airport lights using light cones. Although we are quite happy with the result, we reached another limit of FSX' texture handling: the light cones might cause blending issues with autogen objects or clouds. It's up to you if you want to use the cones or rather want to disable them.

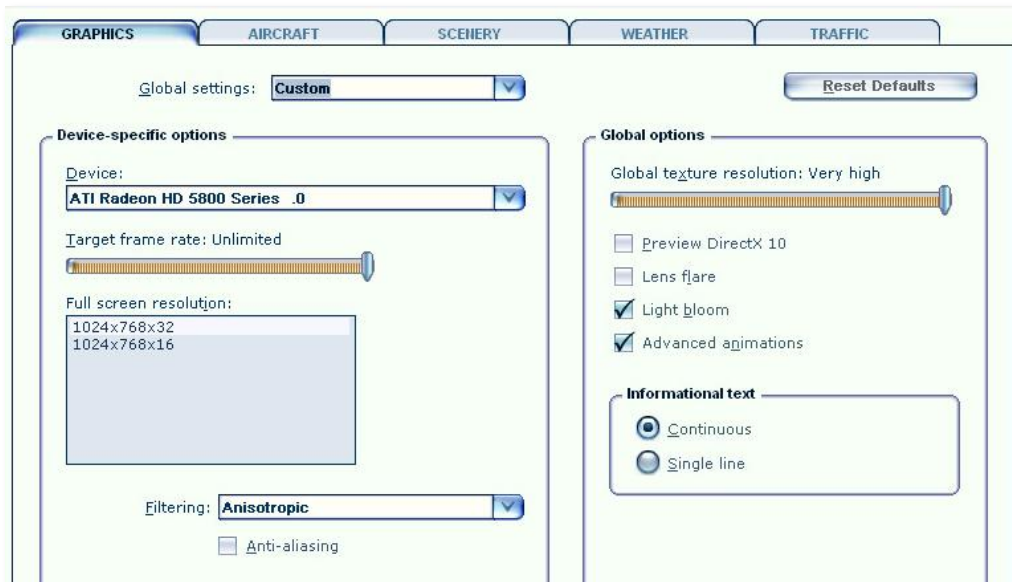


## Display settings

In order to change your scenery settings, go to Settings -> Display

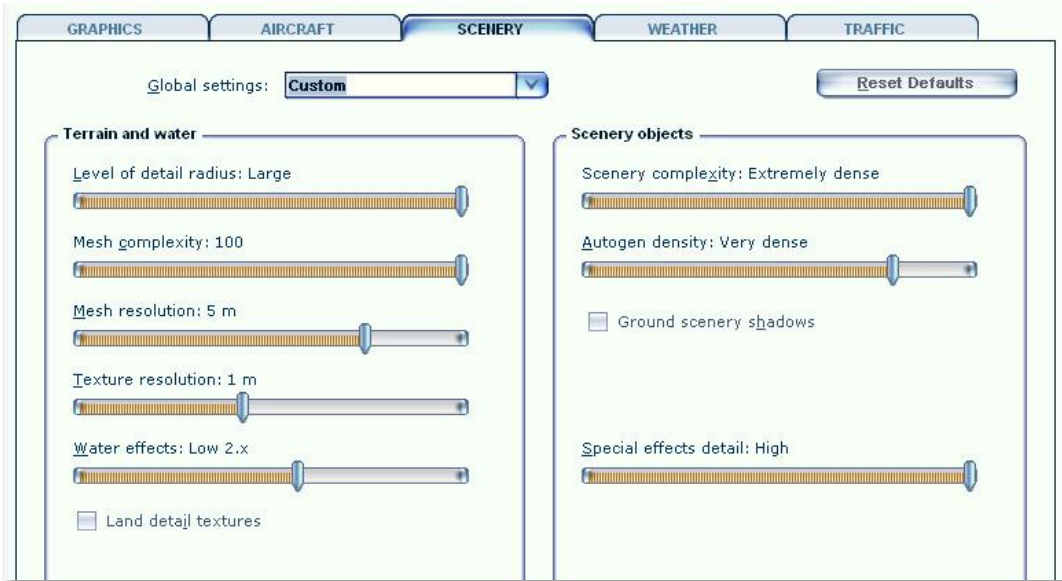
Note: All other settings not mentioned here are up to you. They don't actually affect the scenery very much. Keep in mind to do your settings with care otherwise you may overload your system.

### Graphics menu



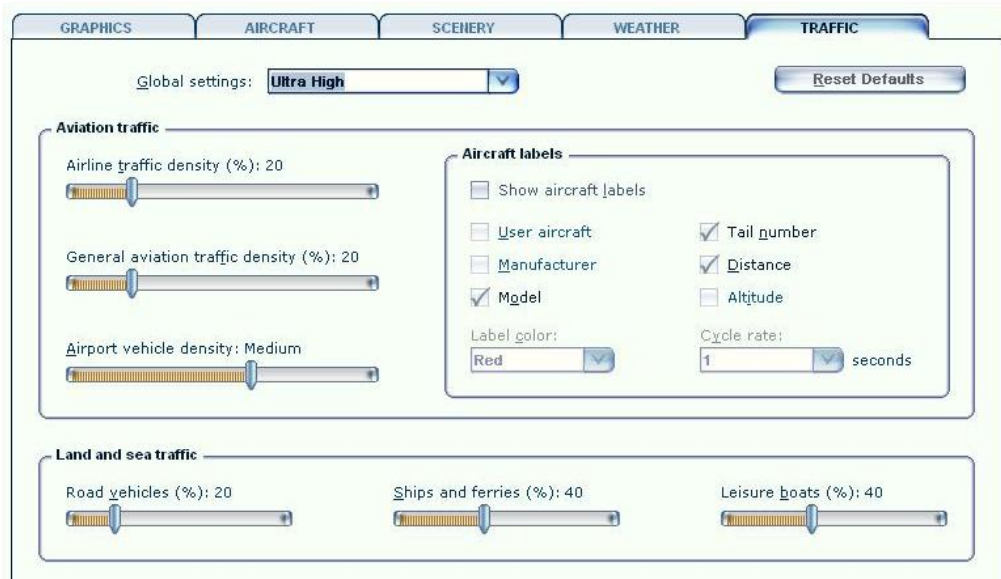
- **Target frame rate** set to **Unlimited** is strongly recommended.
- **Global texture resolution** should be at **Very high** to get the full detail in textures.
- **Advanced animations** has to set to **ON**.
- **Light bloom** set to **On** will allow you to see the lighting in more detail and the low demands on fps should make this setting possible.

## Scenery settings



- **Mesh** is important for this scenery. Set **Mesh Complexity** to **100** and **Mesh resolution** to **5 meters**.
- **Texture resolution** should be at **1 m** or less to get the best resolution of the aerial image under the 3D objects.
- **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 **Very dense**. But keep in mind not all systems can handle so many details!
- **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 **Ultra High Global setting**. If this affects your fps too much reduce it to **Medium high**.





## Information for Larnaca International

Airport: Larnaca International

Country: Cyprus

ICAO ID: LCLK

Time: UTC+2(+3DT)

Latitude: 34.875117 - 34° 52' 30.42" N

Longitude: 33.624850 - 033° 37' 29.46" E

Elevation: 8 feet (2 meters)

Type: Civil

Magnetic Variation: 004° E (01/06)

Beacon: Yes

Operating Hours: 24 HOUR OPERATIONS

### Radio communication frequencies

- Tower 119.4
- ATIS 112.8
- Approach 121.2

### Runways

- Runway 04: 2980 x 45 meters (9776 x 148 feet) Asphalt , ILS
- Runway 22: 2980 x 45 meters (9776 x 148 feet) Asphalt , ILS

### Closest nav aids

Type	ID	Name	Freq
VOR-DME	LCA	LARNACA	112.
NDB	LCA	LARNACA	432

## Charts

You will find all the chart needed for your flight at this location:

[http://www.avsim.com/hangar/flight/cvartcc/html/ifr\\_charts\\_.html](http://www.avsim.com/hangar/flight/cvartcc/html/ifr_charts_.html)

## F.A.Qs.

**Q:** Is this add-on DX10 compatible?

**A:** Apart from the 3d Light cones (that can be disabled), yes.

**Q:** Is this add-on compatible with other add-ons in the area?

**A:** Not as far as we are aware.

**Q:** There seem to be issues with the airport lighting at day/night transitions. Is this normal?

**A:** No but it isn't curable. FSX sometimes has its own ways of switching day/night textures. If you face any texture or scenery problems, open the scenery library and click OK (or use the "refresh scenery" shortcut) to reload scenery and textures.

**Q:** AI aircraft vanish after landing, get stuck before take-off or turn around on the runway. How can I fix this?

**A:** This is default FSX behaviour that cannot be fixed by the scenery. We included some tricks though, that should prevent AI aircraft from using wrong taxiways and turning on the runway 99% of the time.

**Q:** The 3D light cones disappear on rainy days. How can I fix this?

**A:** Unfortunately there is no way of rendering the light cones in front of clouds. You can disable this option in the Visuals Tool though.

**Q:** I get blurry or flickering textures all over the airport. What can I do?

**A:** Try enabling/disabling MipMaps using the Visuals Tool.