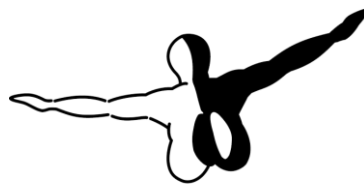
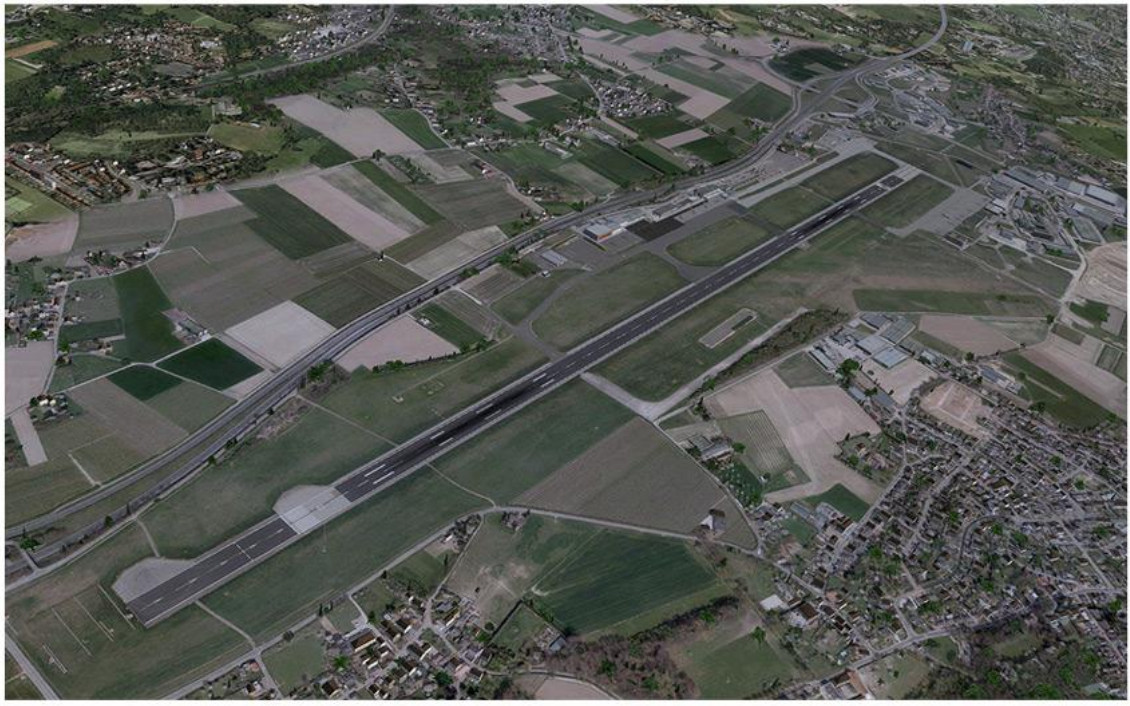


# Aerosoft Maastricht -Aachen X



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## INTRODUCTION

Maastricht Aachen airport has its roots in the Second World War when the US Engineer Corps created Advanced Landing Ground Y-44 as a front line airport for fighter bombers and recce aircraft. Directly after the war it was still busy as the road network of the Netherlands was severely damaged. But when car travel became easier it was decided to keep the airport open and to turn it into a regional airport. It was steadily upgraded and EUROCONTROL decided to use the airport as its base. It's now doing very well with growing passenger and freight amounts.

The moment the low cost airlines started to operate the airport got a huge boost. Located close to the Belgium and German border and close to many major cities it attracted companies like RyanAir and GermanWings. To increase the multinational idea the airport was renamed from "Vliegveld Beek" to Maastricht-Aachen Airport. With good success as more than half the passengers are now German.

## COPYRIGHTS

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## CREDITS

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

Special thanks to Mark Honing for the detailed photo shoot of the airport!

## 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), Lockheed Martin Prepar3D
- 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. Unzip the file that you downloaded and start the exe file you downloaded and follow the instructions on your screen. Make sure FSX (or FS2004) 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 (but do not do so if you have installed it on a SSD). **Do note that the files are personalized on installation.** When you share them with others you also share personal details.

After installation has finished the Aerosoft Launcher will start and it will be installed (or updated). See Appendix A for a detailed explanation.

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

## FINDING THE AIRPORT

You will find the airport using either the airport name (Maastricht Aachen), the city name (Maastricht) or the airport ID (EHKB).

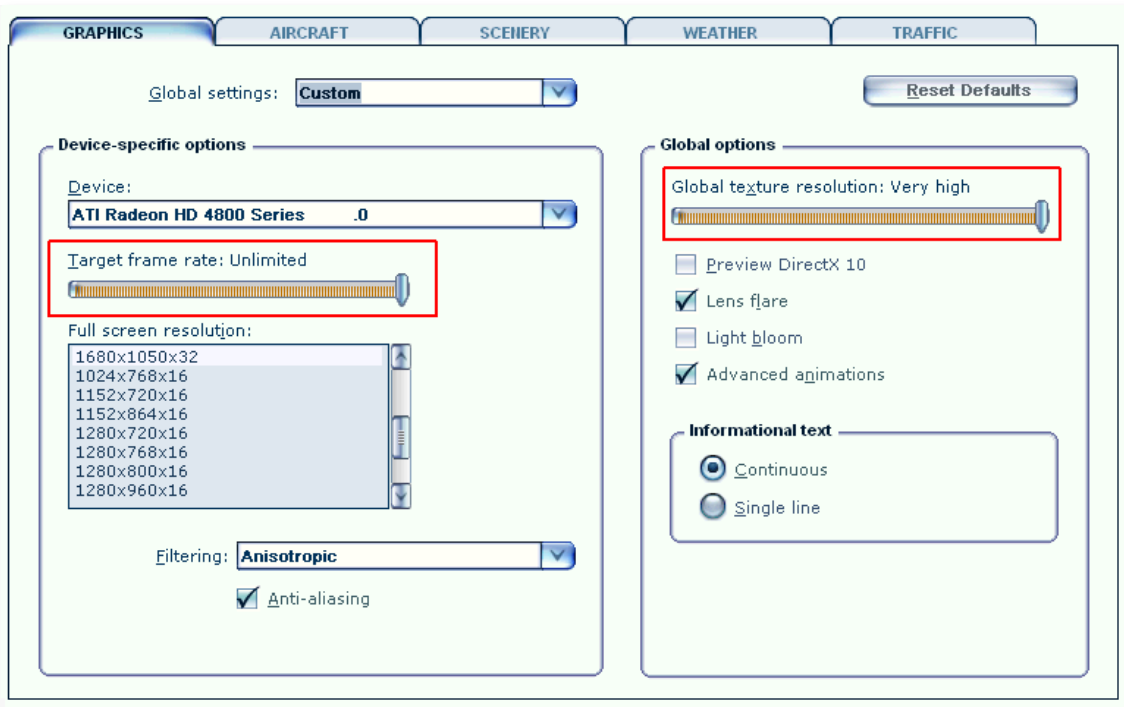
## CHARTS

We have added the most current charts for this airport to this manual as Appendix B. Please note you can always find them at <http://www.ais-netherlands.nl/aim/111201-120112/eAIP/html/index-en-GB.html>. Of course the charts in this manual should never be used for real aviation!

## DISPLAY SETTINGS

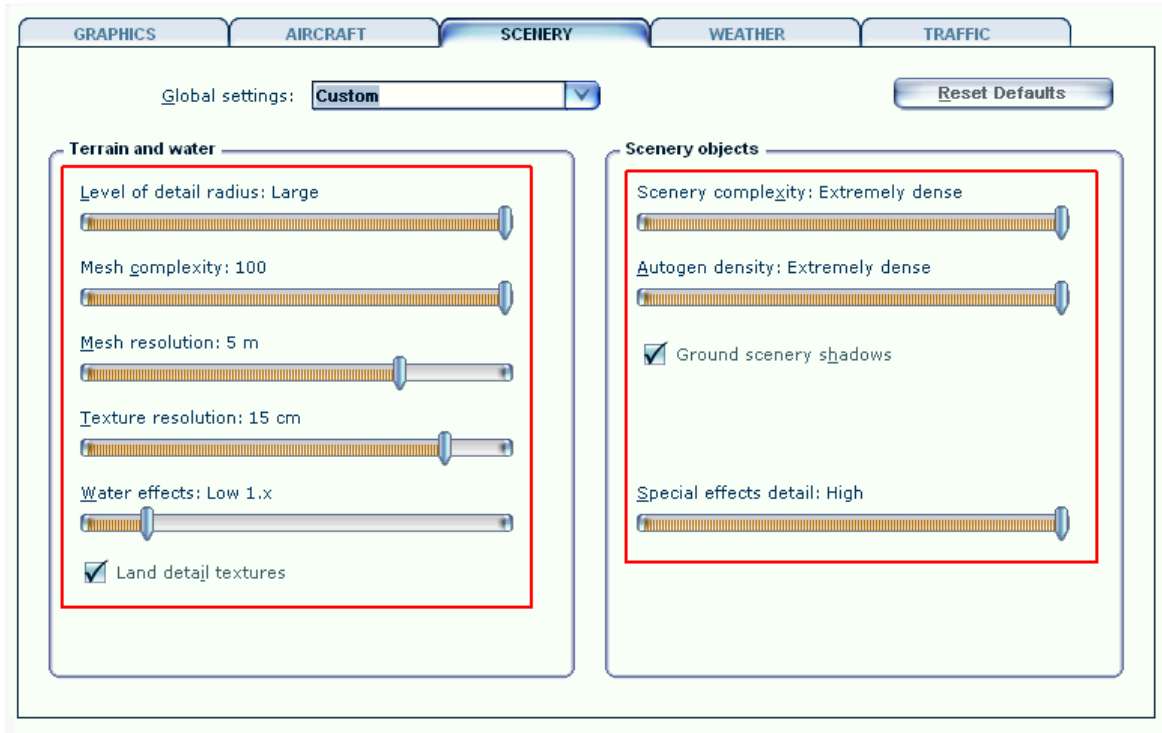
In order to change your scenery settings, go to Settings -> Display. All settings that are important to see this scenery correctly are marked in red and need to be shown. All other settings are to your own liking.

## GRAPHICS MENU



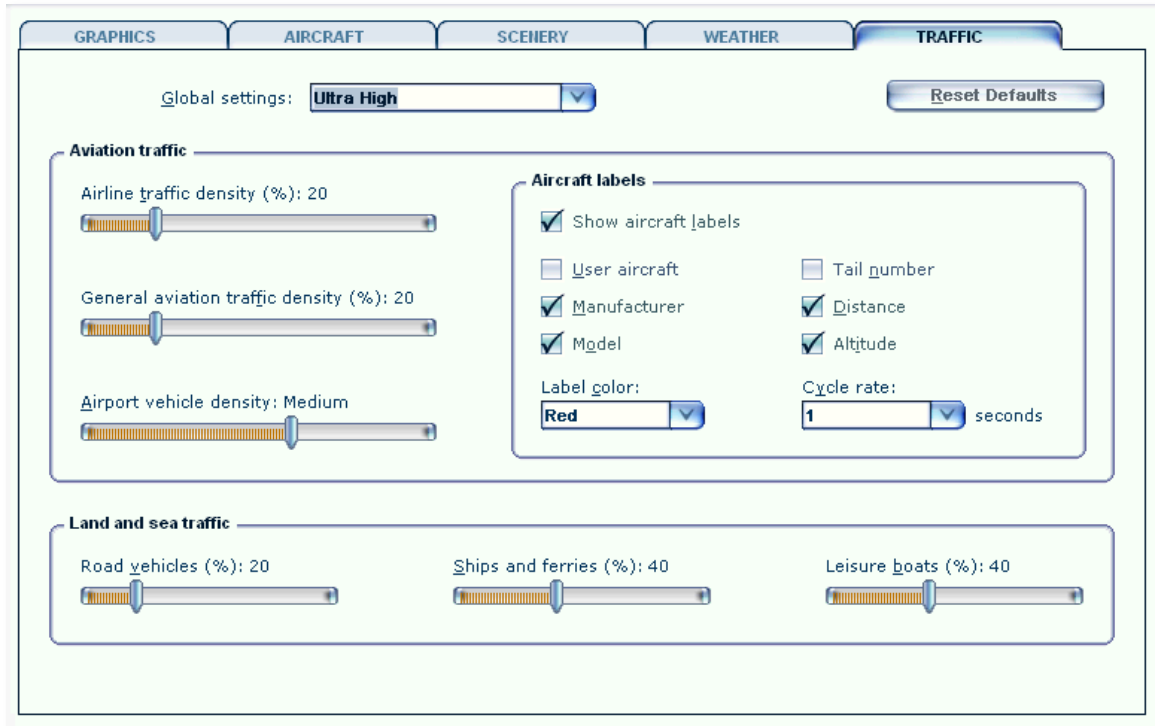
- We advise to keep **Target frame rate** set to **Unlimited** when your hardware is not very fast. If you see your framerate wildly fluctuating **and** over 50 fps we advise you to limit the framerates to 40. This will allow FSX to calculate a few things in advance.
- **Global texture resolution** has to be to **Very high**.
- As this project is easy on FPS you most likely will be able to activate Lens flare that adds some nice sun effects.

## SCENERY SETTINGS



- Mesh is important for this scenery. Set **Mesh Complexity** to **100** and **Mesh resolution** to **5 meter**. Settings below 5 meters will cause problems.
- **Texture resolution** should be at **15 cm** or less to get the best resolution of the textures.
- **Special effects details** should be on **High** to see all the special animations.
- For best results we recommend to set **Autogen Density** to **Normal**.
- Water effects are best set very low because there is no pure blue tropical water around.
- Also, do make sure that **ground scenery shadows** box is left **ticked**, since all 3D objects have built-in shadows for better performance

## TRAFFIC

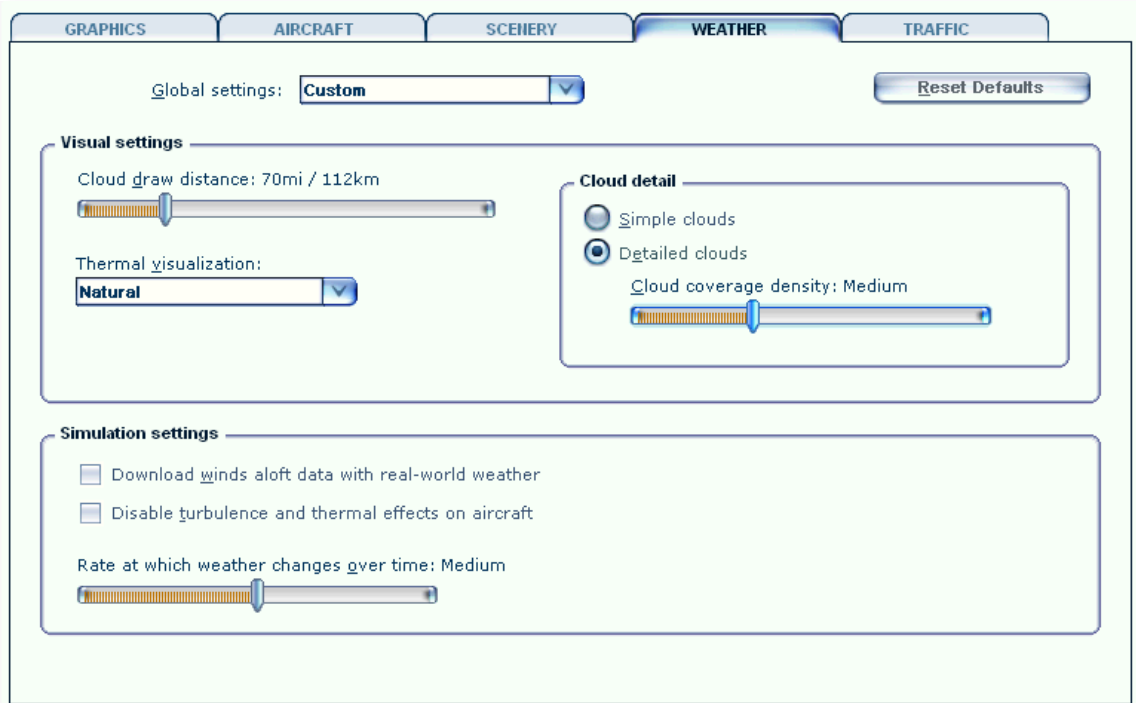
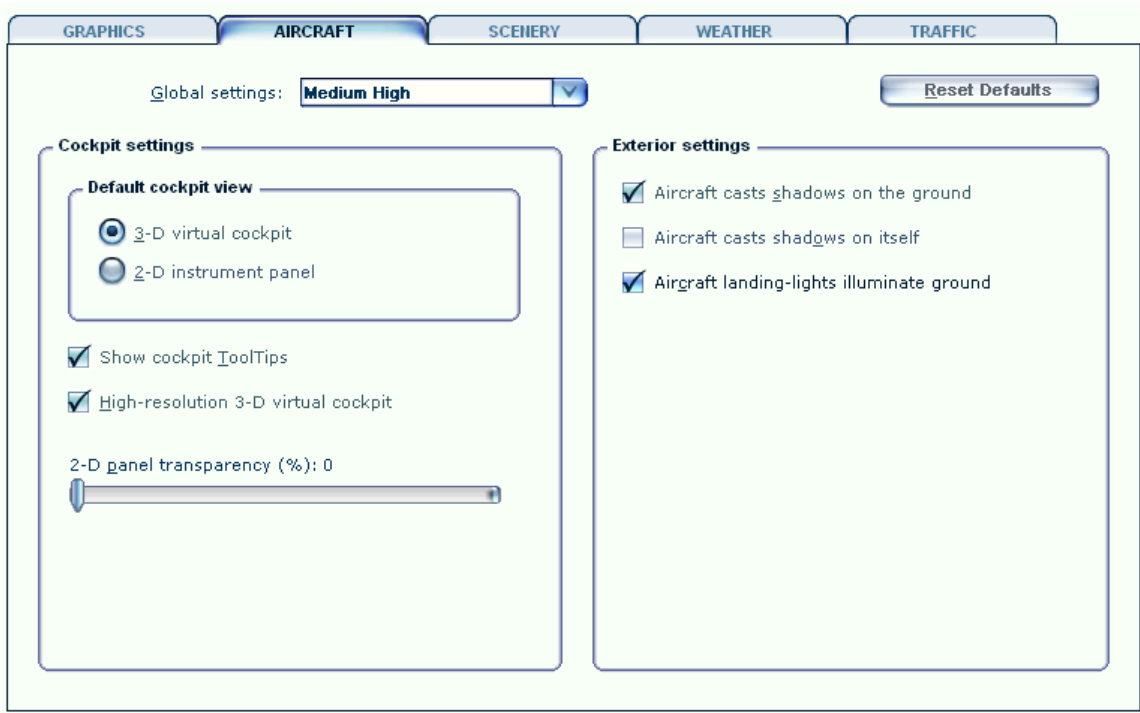


Traffic settings as shown are advised. This will make the project look best and will avoid problems.



## AIRCRAFT AND WEATHER SETTINGS

Aircraft and weather settings are not very important for a scenery but for completion we added the settings our testers found to be most suitable. Note that 3d clouds can have a profound effect on frame rate.



## INFORMATION FOR MAASTRICHT - AACHEN AIRPORT

- Country: The Netherlands
- City: Maastricht
- ICAO ID: EHKB
- IATA ID: MST
- Time: UTC+1(+2DT)
- 50°54'57"N 005°46'37"E
- Elevation: 375 feet (114 meters) (note that things do not go much higher in the Netherlands!)
- Type: Civil

## RADIO COMMUNICATION FREQUENCIES

- Beek Tower 119.475 MHz
- Beek Delivery 121.825 MHz
- Approach 123.975 MHz
- ATIS 124.575

## RUNWAYS

### Runway 03

- Surface ASP: Asphalt,
- Heading 032.62°
- Latitude 50° 54' 06.61" N
- Longitude 005° 45' 36.18" E
- Elevation (ft) 365.0
- Slope 0.0°
- Landing Distance 8202 feet
- Takeoff Distance 8202 feet
- CL - Centerline Lighting System
- HIRL - High Intensity Runway Lights
- REIL - Runway End Identifier Lights
- PAPI - Precision Approach Path Indicator

### Runway 21

- Surface ASP: Asphalt
- Heading 216.63°
- Latitude 50° 55' 14.79" N
- Longitude 005° 46' 45.22" E
- Elevation (ft) 364.0
- Slope 0.0°
- Landing Distance 8202 feet
- Takeoff Distance 9022 feet
- HIRL - High Intensity Runway Lights
- REIL - Runway End Identifier Lights
- A - ALSF-2
- CL - Centerline Lighting System

## F.A.Q.S.

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

**A:** No, the high resolution textures will cause problems.

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

**A:** We have tested this with the NL2000 project and found no problems. Do note that we use a color adjusted aerial image that has a more muted color than the rather vivid images used by NL2000.

**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.

