

Aerosoft

Dutch Airports

Rotterdam X



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Introduction

It is highly annoying when an airport changes its name when we are doing a project. Rotterdam Airport, also known as Zestienhoven, is now called Rotterdam The Hague Airport. But that does not change the fact it's The Netherlands third airport in passenger traffic. Although it has a complex relationship with its surrounding where living quarters are getting closer and closer to the airport it is still growing. The airport was opened in 1956 and is now used mainly as a large regional airport with many charter flights. General Aviation and flying schools make up a good deal of the business done on this airport.

System requirements

- Microsoft Flight Simulator FSX SP2 (or Acceleration)
- Windows XP/Vista/Windows 7 (fully updated)
- 2.0 GHz processor (Intel Core 2 Duo highly recommended)
- 2 GB RAM internal memory
- 256 MB graphic card (512 Mb highly recommended)
- PDF reader for manual

Credits

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

Special thanks to Mark Honing for his outstanding photomaterial of this airport that made this scenery possible and Martin Schmiescheck for his help on 3d animations.

Copyrights

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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 **Customer Support > Scenery Discussions & Support** 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: support@aerosoft.com. 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.

Coverage

This scenery covers the complete airport area and the immediate surroundings.



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

Because the scenery uses high resolution taxiways there are problems with the DX10 Preview Mode. This cannot be solved without an update for FSX, something we do not expect.

Charts

You will find all airport charge, free of charge (only needs registration) at <http://www.ais-netherlands.nl/index.html>

Important note about ILS frequencies

ILS frequencies in this scenery are as follows:

- ILS DME 06:
Frequency: 111.90
Heading: 57°
ID: ROS
- ILS DME 24:
Frequency: 111.90
Heading: 237°
ID: RSV

Those ILS systems are rather new and the old ILS (without DME) that is part of the FSX default scenery, had to be moved to a place 4km northwest of the airport (it is not possible to remove default scenery ILS's in FSX!). You may notice that the actual frequency of the real world airport is 110.9 instead of 111.9 used in this scenery. The reason why we have chosen this fictional frequency is simple: Valkenburg Navy Airbase (EHVB) northwest of the airport uses the same ILS frequency in FSX, which means that FSX would guide you to the wrong airport if we would have used the real world frequency.

Density Settings

The FSX density settings have been fully used, so even on slower computers the scenery can be made usable.

- **Very sparse:** Most important buildings as the Activity Hangar
- **Sparse:** All important hangars and terminal
- **Normal:** All hangars and everything large along the taxiways and apron (including taxisligns)
- **Very Dense:** Buildings behind the terminal, animated flags, taxilights, animated gulls north of the runway, sound effects etc.
- **Extremely Dense:** 3D people and cars



FAQ

Some issues you might encounter and that we like to explain.

Q: Problems with some transparent car windows and fences and volume shadows?

A: FSX gave us the great opportunity to create volume shadows with out scenery, meaning that objects cause shadows on each other. This is one of very few sceneries supporting this new technique. Still in some perspective and at certain daytimes it is possible that volume shadows disappear behind the transparent windows of cars and semi-transparent fences and vice versa. Not a big issue and something what can't be solved with the current graphics engine of FSX.

Q: Volume shadows flicker heavily, especially at midday when sun is standing high:

A: There are some video cards having problems displaying volume shadows. This is usually caused by installing the latest driver for your video card. If nothing helps, your video card is just unable to display them properly and the option "scenery casts shadows" (see settings chapter in this manual) should be deactivated.

Q: Without Rotterdam there where many, many containers, cranes and tanks in the harbour area. Now all of them are gone. Why?

A: Those default objects have an unlimited visibility, meaning MS programmed them in a way that makes them VERY hard on frames. With a complex airport scenery next to a city performance is very important. Additionally to that users of "Ultimate Terrain Europe" may have experienced that this scenery adds so-called "landclasses" with uncountable generic containers in the harbour area that make this area almost not flyable on slower systems.

That's the reason why we have excluded those objects. If you prefer to get them back or just want to see if your system can deal with it, just deactivate the following file (be renaming its extension from BGL to OFF for example):

FSX\Aerosoft\Dutch Airports – Rotterdam\Scenery\EHRD_DefaultExcludes.BGL

Q: The apron service vehicles look strange (American) and don't fit to Rotterdam

A: See settings: It is highly recommended to deactivate the display of default airport service vehicles with this scenery (as with most others actually). FSX just adds them to every ramp and gate even if they don't fit there.

Q: At some daytimes there is a strange long shadow coming from the Robeco building in downtown.

A: Unfortunately this is a bug in FSX's default scenery we can't do anything about because we can't edit FSX's default files to avoid legal problems. It is outside this scenery's coverage area anyway.

Q: The PAPI and approach lights shine through the 3D PAPI and approach lights.

A: A limitation of FSX we can't do anything about but very hard to see anyway (you have to get much, much closer than you actually should...)

Q: Why are there no 3D cars at the parking lots around the terminal?

A: The reason is simple: Adding those cars would be easily possible for us as we have a set of many 3D cars we could use here, but adding so many cars would have a very, very hard impact on performance, which makes flying in this scenery just impossible with most systems. Always keep in mind that a city being so close to an airport is already hard enough on your system's performance and we want to avoid complaints about a scenery that is unflyable just because of those objects that are not very important from an aviation point of view.

Q: The aerial image seems to be out to date at some places. Why that?

A: In this scenery we used the most up to date image that was available at the time when starting the development of this scenery. There was a newer image available but it didn't cover the area completely at this time.

Q: There is a construction site east of the apron (off airport), but I can't see any of the new buildings in this scenery.

A: Right. Problem is that construction sites change their face constantly what makes them so hard to include in a scenery. As soon as a scenery showing a construction site has been published, it's already out-dated. It might be possible that we offer an update for this area when this construction site is finished, but we can't promise it at this time.

Q: The trees and hedges along the airport stay green in winter.

A: There is a little tool supplied with this scenery that you will find in your Windows's start menu in the Aerosoft folder. This tool enables you to switch the seasonal textures of vegetation manually because FSX can't do this on its own for 3D objects.

Q: Why is the volume of the traffic and bus so high? Can I do something about this?

A: Yes, you can! We decided to make the sound volume a bit higher as in real world for a better "show-effect". If you don't like this, just go to settings -> Sound and decrease the environment sound volume.

Aerosoft Season Tool

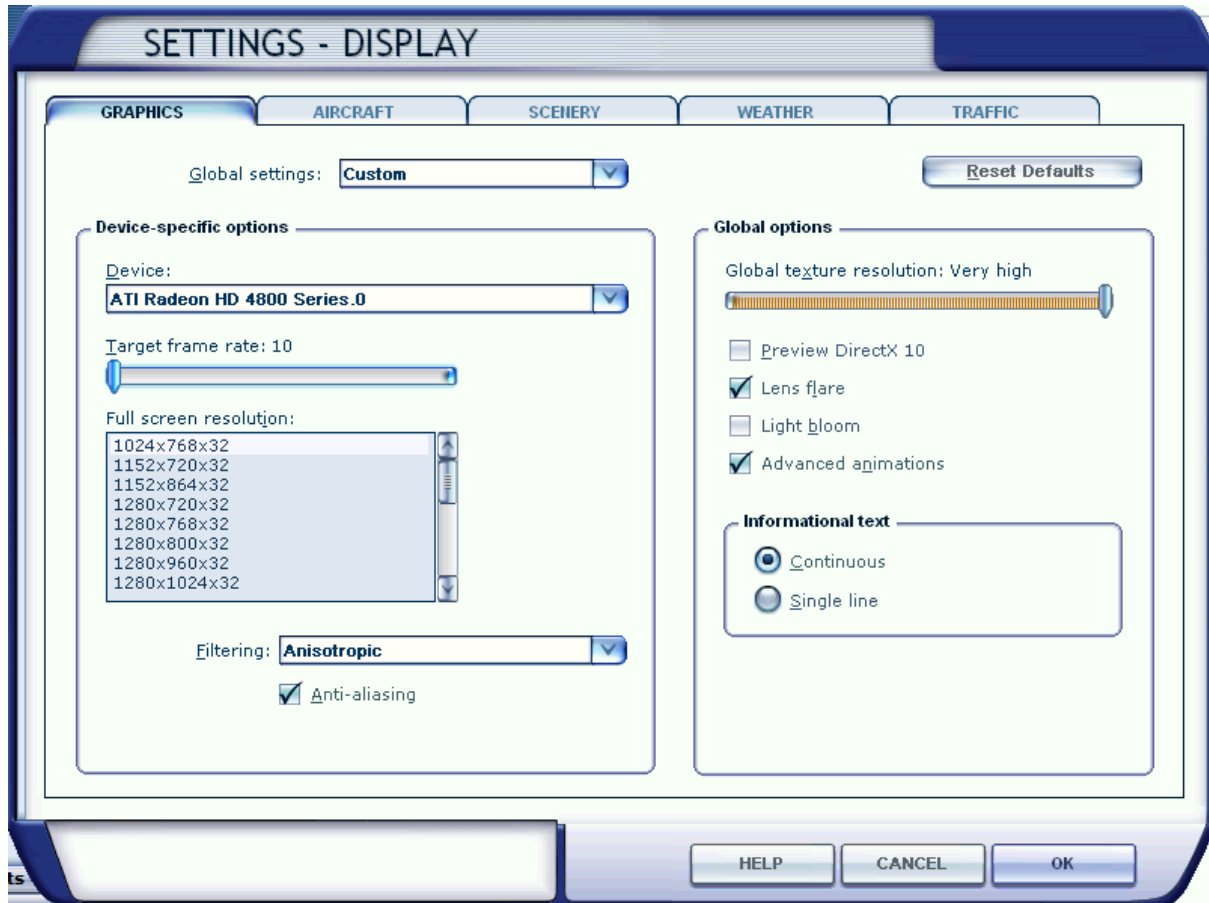
To get the correct winter texture for the airport (avoiding it to be a green island in a white landscape) you can use the Aerosoft Season Tool. You can find it in the Startmenu | Aerosoft | Lelystad X | Season Tool.



Settings & Frame rates

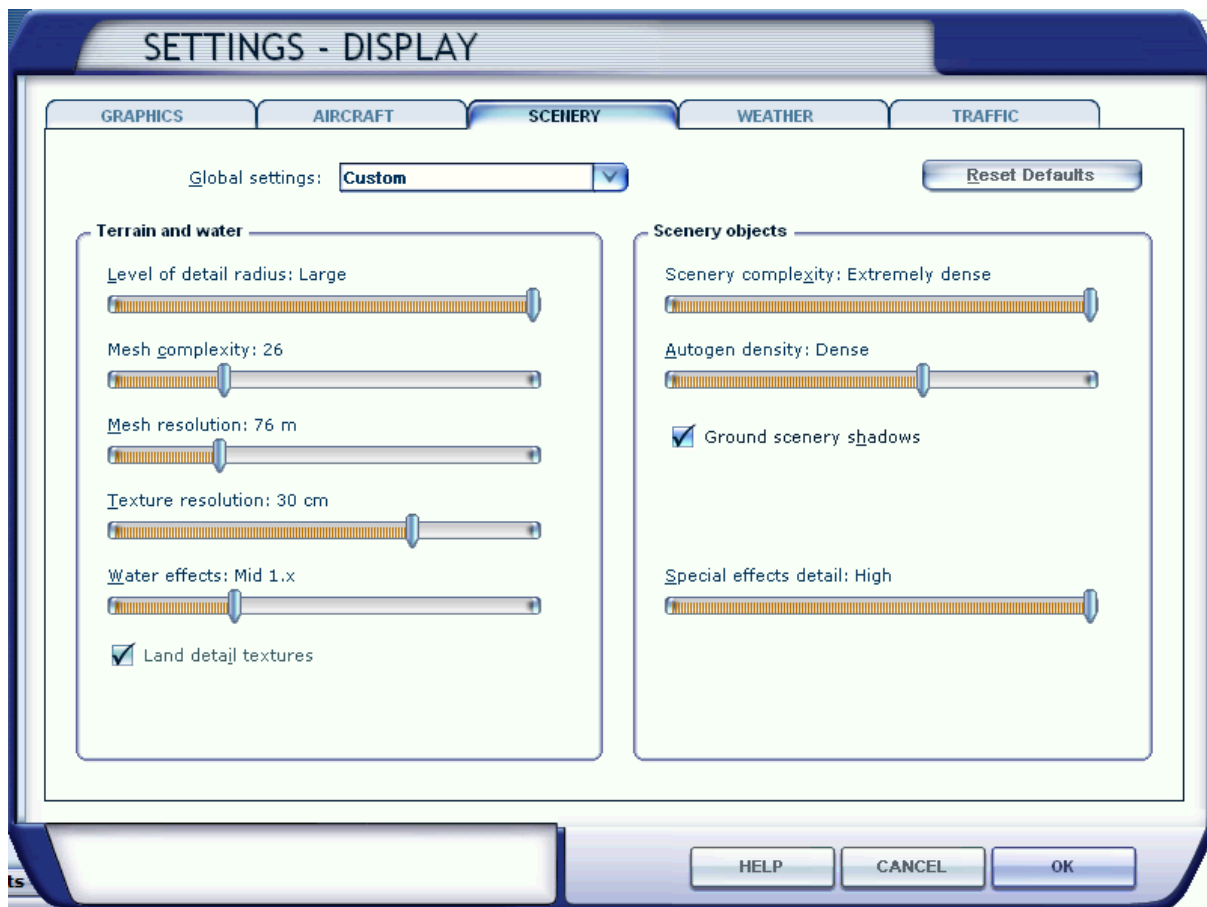
We advice these setting for the best combination of looks and framerate. Do note that the settings are a bit different then for most scenery projects. We advice you to stay in Summer season as Microsoft has a strange idea of winter in this area.

Display Settings



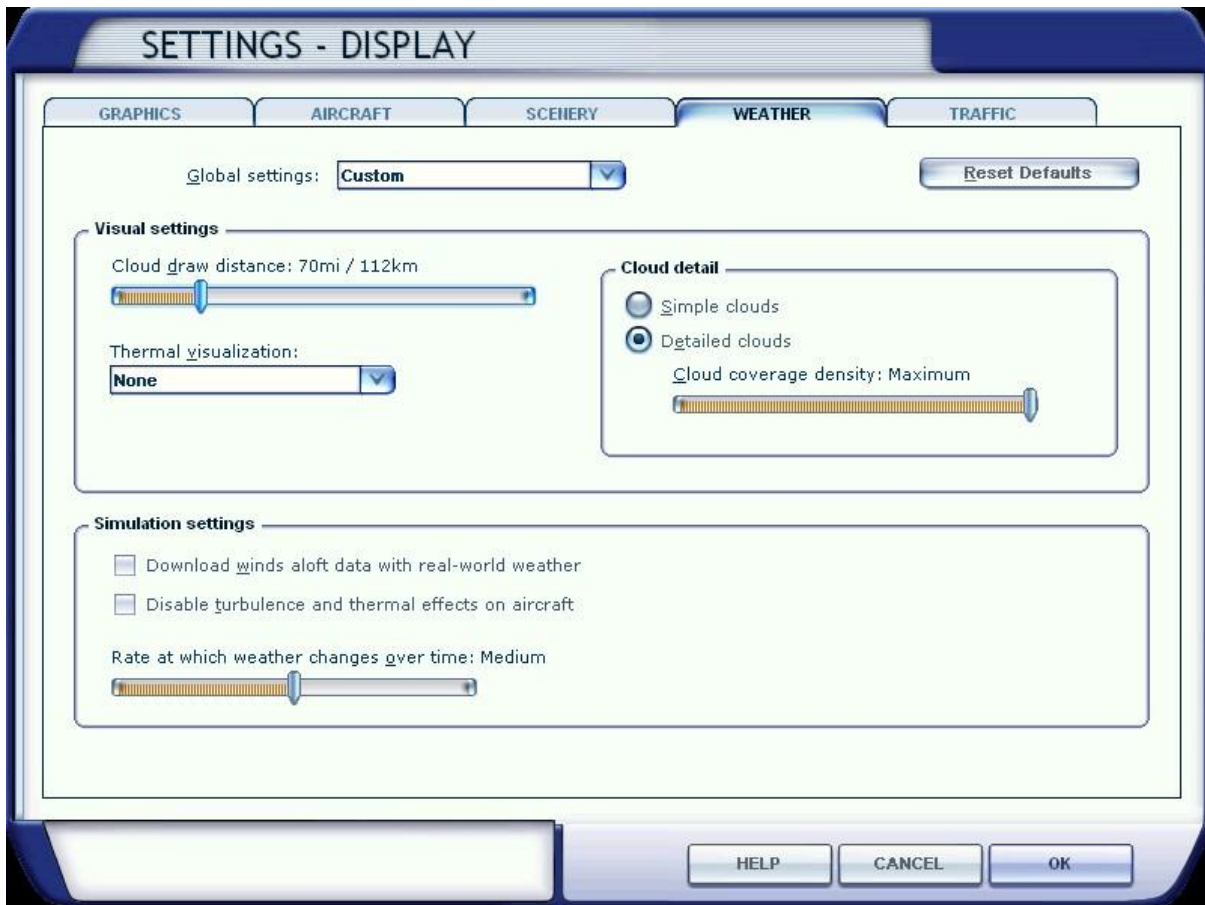
The **Global texture** setting needs to be on VERY HIGH, the other settings are not critical.

Scenery settings



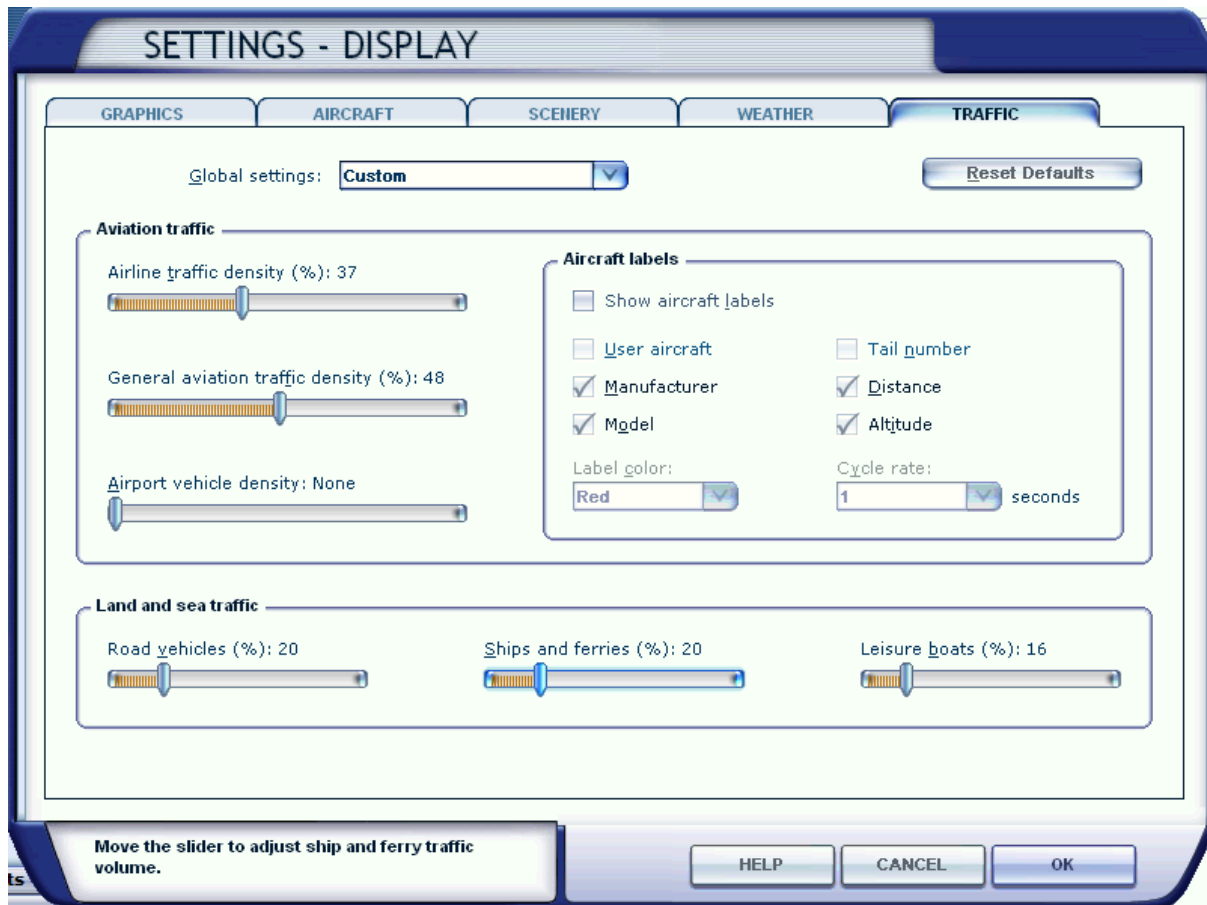
This being a totally flat terrain **Mesh** is hardly used at all, keep it very low. **Texture resolution** must be at 30 cm. We advise **Water effects** to be set low as the water in the scenery normally is very dark and green. **Scenery complexity** should be kept as high as possible. **Ground scenery shadow** should better be kept on because all buildings have volumetric shadows and this makes them look MUCH better.

Weather settings



Weather settings are fully up to your liking but you most likely have enough framerates to use a good looking high definition setting. On most machines a max setting will be possible and the famous Dutch skies will complement the scenery!

Traffic settings



Of course it pays to use high settings for Aviation traffic, but we advise low to very low settings for Land and sea traffic. We strongly advise Airport Vehicles to be set at None to avoid conflicts with objects.

Data

ICAO ID	EHRD
ARP co-ordinates and site at AD	51°57'25"N, 004°26'14"E 024 DEG GEO 435 m from TOWER
Direction and distance from (city)	3 NM from Rotterdam
Elevation / reference temperature	-16 ft AMSL / 20.5°C (JUL)
MAG VAR / annual change	0° (2010) / 6'E.
Use	Aerodrome available for national and international civil air traffic with all types of aircraft, including microlights.
Taxiways	Asphalt, 15 meters wide
Altimeter Checkpoint	Apron, -16 ft AMSL
Information	TOWER 118.2, 362.3, 119.7 GND 122.175 ATIS 110.4 APP 127.025, 281.05

Rwy	True °	Dimensions	Surface	App lights	PAPI	RUNWAY CENTER	RUNWAY EDGE	RUNWAY END
06	057.10°	7218x148 ft 2200x45 m	Asphalt	SALS 450 m	Left 03%	2200 m	2200 m	R
24	237.12°	7218x148 ft 2200x45 m	Asphalt	CAT I 780 m	Left 03%	2200 m	2200 m	R

Type	ID	Freq	Distance from field	Bearing from Navaid
VOR/DME	RTM	110.4	1.9 NM	239.2
NDB	RTM	326 kHz	5.6 NM	310.3

