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Introduction

Of all projects we done for Microsoft Flight Simulator X this is the weirdest and the most fun one. It is a standard scenery on one hand and a community project on the other. In fact it is not easy to explain. So I advise you to check out the screenshots and visit the Andras Field Forums to get a better idea on what this project includes.

And yes, this manual and the released files are version 0.99 and not 1.00 as normal. That is to indicate that we are now at the point we need the input from customers to complete this project!

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Credits

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

Special thanks to Peter Orosz & Tibor Kokai

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 [1]

[1] 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.

Andras Field forums: www.forum.aerosoft.com/index.php?showforum=237
Andras Field website: www.andrasfield.com
Email: info@andrasfield.com

We feel strong 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.

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IMPORTANT NOTICE ABOUT THIS MANUAL

This manual is not very extensive. We like this to be a community project as much as possible and in many way the Andras Field Forums www.forum.aerosoft.com/index.php?showforum=237 should function as the manual. As things progress we will update this manual to document what has been added.

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Andras Field, the airport(s)

Andras Field consists of a fictive airport located in Southern Bavaria, close to the Swiss and Austrian border. It has a big runway suitable for medium passenger jets, a active glider section, a large helicopter area and a complete seaplane base. So no matter what you like to fly in FSX, Andras Field can handle it. The airport itself is highly detailed and has some rather advanced features (we also see this as a experimental playground for our scenery developers). The immediate surroundings have been included as well and there is a lot to explore. This product will sell for 18 Euro (plus VAT when applicable) and will be on sale on Wednesday June 30.

Andras Airpark

Andras Airpark is part of Andras Field and it consists of plots of land that can be bought (yes for real money) by simpilots. There is no need what so ever to do this, only when you like to have your own place, to show your house to all the other users it makes sense. You can either buy the plot and have us place one of the standard house/hangars or you can model your own place and send the files to us. In the next update (every week or 10 days) your place will be included for all to see. Sign with your name at the road side. Airparks are popular in the US because the are (fenced) communities of like minded people. All your neighbors are aircraft owners like you, many will use their aircraft for daily commute. If is is raining you can get from your bed to your cockpit without getting wet as the hangar is part of the house, just like a garage. Again, though the airpark is part of the project and open to all customers, a plot for yourself there is not included in the product. It's optional.

User interaction and user involvement

Aerosoft only wants to provide the files and start the project. We hope the users will then start to take ownership of the project and start to manage it. There are many aspects we left unfinished at this moment. For example we have all the charts and maps, but we have not drawn the SIDs, STARs, taxiroutes etc on them. That's something we feel the users can decide on amongst themselves. We will then update the maps. To coordinate this there will be a board of directors (consisting of Sales Director, Airport Director, Airpark Director, Glider Association representative). These functions are open at this moment and a few days after release we will ask users to find people for these functions. So Andras Field is a project fully driven by the users.

History

Andras Field was opened in 1943 as Machmaning Fliegerhorst and served as a reserve airbase for the Luftwaffe. In 1944 it was extended and was used until the last months of the war as a training base. It saw some amazing aircraft in those years as the jet and rocket fighters were tested there but as soon as the war ended everybody seemed to have lost interest. For three decades the airport was kept operational by the Luftwaffe but in 1976 it was finally put out of its misery and closed. The most exciting thing to happen to it between 1976 and 2004 was the fact that it was the location of one of the first sightings of wild wolves in Germany. That's how empty it was.

In 2004 however a local group of entrepreneurs saw the increase in small aviation and went looking for a location to start the first European Airpark. They noticed how in many European countries boating

enthusiast would buy properties that were built around their hobby. In the US the same was happening with aviation. People would build a house ON an airfield and would have a hangar on their own property (just like a car garage) so they would just get in, taxi to the runway and take-off. The airfield would have all the servicing facilities and would have a good restaurant, small hotel etc. If you like a place where people with money would feel at home.

Machmaning Fliegerhorst was perfect for this with the location in the center of Europe (an hour to Milan, an hour to Paris etc) and the Andras Field GmbH was founded. In 2006 the building work started and in 2009 the airport was opened. Initial growth was not as fast as expected and at this moment there are still a lot of old military buildings on the field. Over time these will be replaced with modern structures. However the strange mix between old and new seems to be a bit like Andras Field itself. A modern organization with old fashioned neighborly people that all share the same love of aviation.

System overload

Because of the extremely high complexity of this scenery it can happen that weaker systems have to struggle with system overloads resulting in blurry textures and a non-readable FSX menu bar and ATC and "out of memory" crashes. This usually happens with 256MB video cards, which is the reason why we recommend a minimum of 512MB memory on your video card (see system requirements). Although we haven't had any reports of problems with 512MB video cards some people may still encounter problems with budget video cards or the like.

Sound Effects

There are sounds placed all over the field. 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.

Compatibility with other add-ons

This scenery is compatible with all the Aerosoft scenery covering Germany, we strongly recommend using it with VFR Germany 3 – South as Andras Field will blend in perfectly with that. If you got any questions on compatibility with other scenery projects contact us on the forums where we will sort these things out. It is nearly impossible to test these kinds of projects with the uncountable combinations of scenery projects available.

Advised Display settings

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
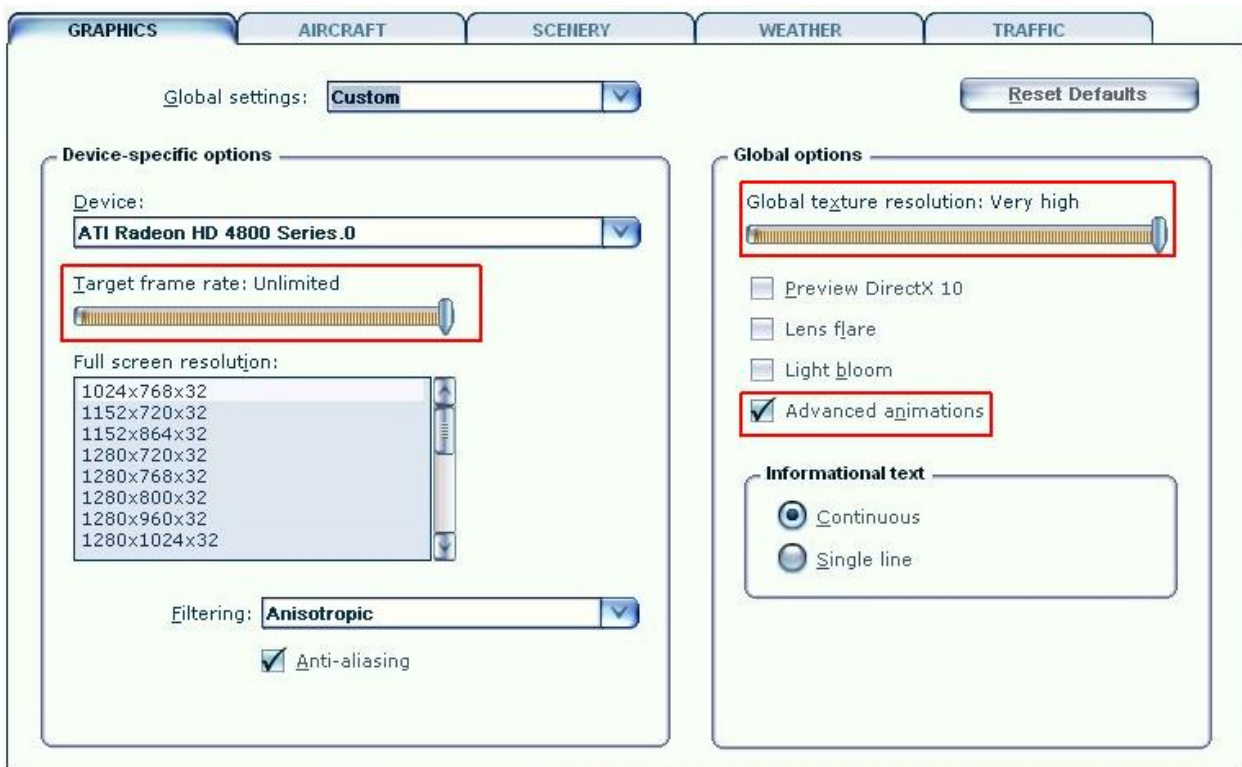

- **Global texture resolution** should be at **Very High** to get the full detail in textures (aerial image, building walls etc.)
- **Target frame rate** is advised at **Unlimited**. If you get highly fluctuating framerates but always above 30 fps you could smooth things out with a limit of 24 fps.
- **Advanced animations** should be **on** otherwise you will miss a lot of the animation.

Scenery settings
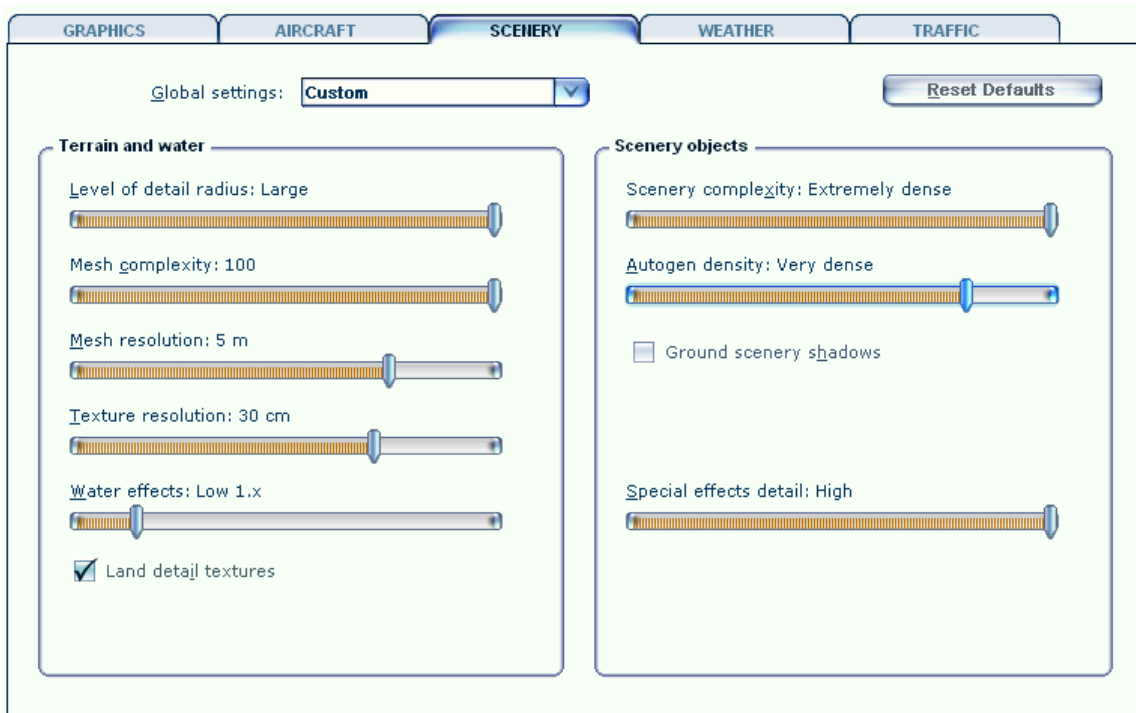
- **Mesh complexity** should be kept at the **highest** settings (this does not affect the framerate much in this scenery).
- **Mesh resolution** is best kept on **5 meters**.
- **Texture resolution** should be at **30 cm**.
- **Water effects** is arbitrary but we advise a low setting because that gives far better framerate and because this is South German not the Caribbean.
- **Scenery complexity** should be as high as you can afford, at the second highest setting some of the most demanding and non-essential objects are removed.
- **Autogen density** is advised at **Very dense**.
- **Ground scenery shadows** can really hurt fps so only use it when you got good performance.
- **Special effects detail** must be on to see some of the nice effects.

Traffic settings
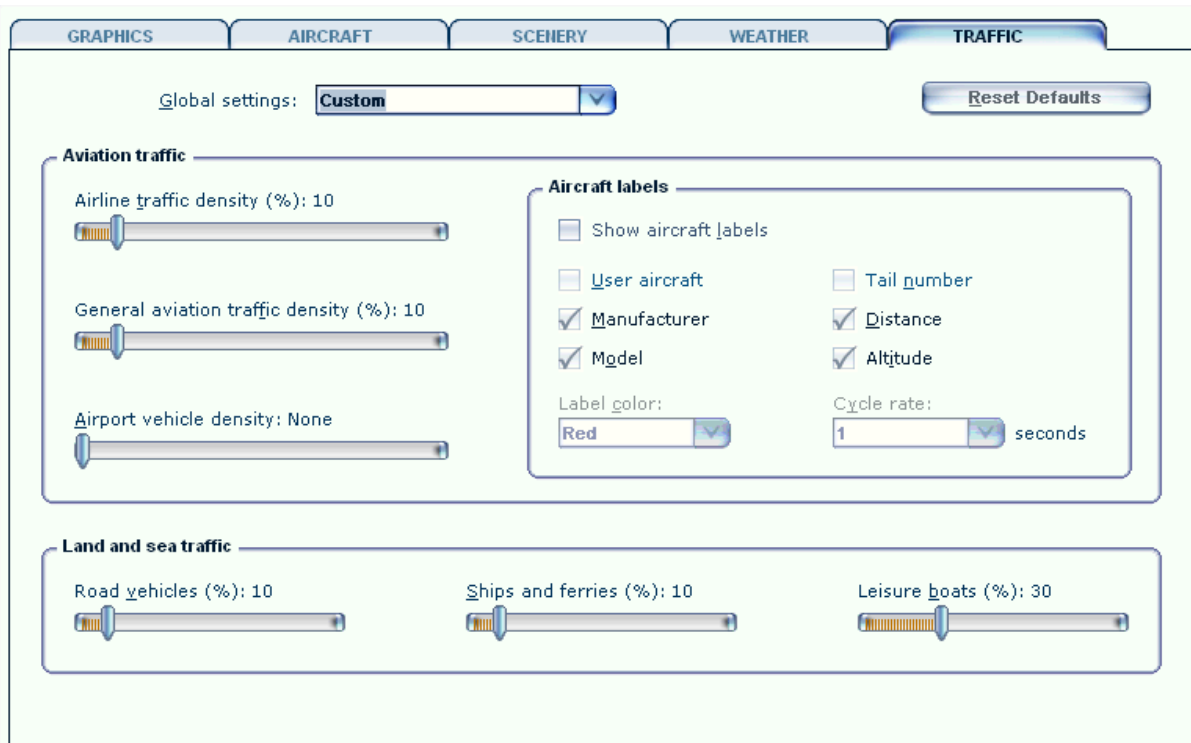
At this moment aircraft traffic is not yet defined because the first users of Andras Field got to decide on traffic patterns etc. But soon these settings will become more important.

- **Airport vehicles** are not used so set this to **None**.
- **Road vehicles** are demanding on your system but at 10% you will see rather a lot of cars driving around.
- **Leisure boats** should be kept at 30% or below otherwise you will have to much small boats on the water runway.
- **Ships and Ferries** are used so keep this around 10 or 20%

Andras Airfield Information

Note that there are many items here that are shown as TBD (To Be Determined). This is done because we hope the Andras Field Community will decide on these things.

IATA Indentifier:	EAFS (airport)
	EAFW (seaplane base)
Lat/Long:	N47° 38.87' E10° 45.76'
Elevation:	2,555.3 ft.
Variation:	01 E (1990)

Airport Operations

Airport use:	Open to the public
Control tower:	Available
NOTAMs facility:	ASE (NOTAM-D service available)
Attendance:	0700-2300
Pattern altitude:	TBD
Lights:	DUSK-2300
Fire and rescue:	ARFF index B

Airport Communications

CTAF:	TBD
UNICOM:	TBD
ATIS:	TBD
ANDRAS TOWER:	TBD [0700-2200]

PRIMARY RADAR NOT AVAILABLE

radio navigation aids

Type	VOR name	Freq
VOR/DME	ANF	115.00
NDB	AND	364
ILS/DME/RWY09	AFK	109.55 - glide angle: 5.0 deg Mcourse: 089.5
ILS/DME/RWY27	AFA	100.55 - glide angle: 3.5 deg Mcourse: 269.5

Runway 09/27

Dimensions:	7,006 x 100 ft. / 2,135 x 30 m	
Surface:	asphalt/porous friction courses, in fair condition	
Lights:	medium intensity centre lights, high intensity edge lights	
	RAIL app. light syst. - no strobes	
	RUNWAY 09	**RUNWAY 27**
Latitude:	N47° 38.86'	N47° 38.87'
Longitude:	E10° 44.76'	E10° 46.56'
Elevation:	2,550 ft.	2,550 ft.
Traffic pattern:	TBD	TBD
Runway heading:	089,52°	269,52°
Markings:	non precision, in good condition	non precision, in good condition
Runway end lights:	no	yes
Touchdown point:	yes, no lights	yes, no lights
Instrument approach:	ILS/DME (5.0 degrees)	ILS/DME (3.5 degrees)
VASI:	VASI22 (left side)	VASI22 (left side)
Obstructions:	none	none

Runway 17/35 WATER

Dimensions:	6000 x 100 ft.	
	RUNWAY 17	**RUNWAY 35**
Latitude:	N47° 37.92'	N47° 36.91'
Longitude:	E10° 44.78'	E10° 45.04'
Elevation:	2,546 ft.	2,546 ft.
Traffic pattern:	TBD	TBD
Runway heading:	168°	348°
Markings:	red/white buoys	red/white buoys
Obstructions:	none	none

Runway 10/28 GLIDERS

Dimensions:	3,500 x 150 ft.	
	RUNWAY 10	**RUNWAY 28**
Latitude:	N47° 38.70'	N47° 38.67'
Longitude:	E10° 44.79'	E10° 45.43'
Elevation:	2,555 ft.	2,555 ft.
Traffic pattern:	TBD	TBD
Runway heading:	92°	272°
Obstructions:	none	none