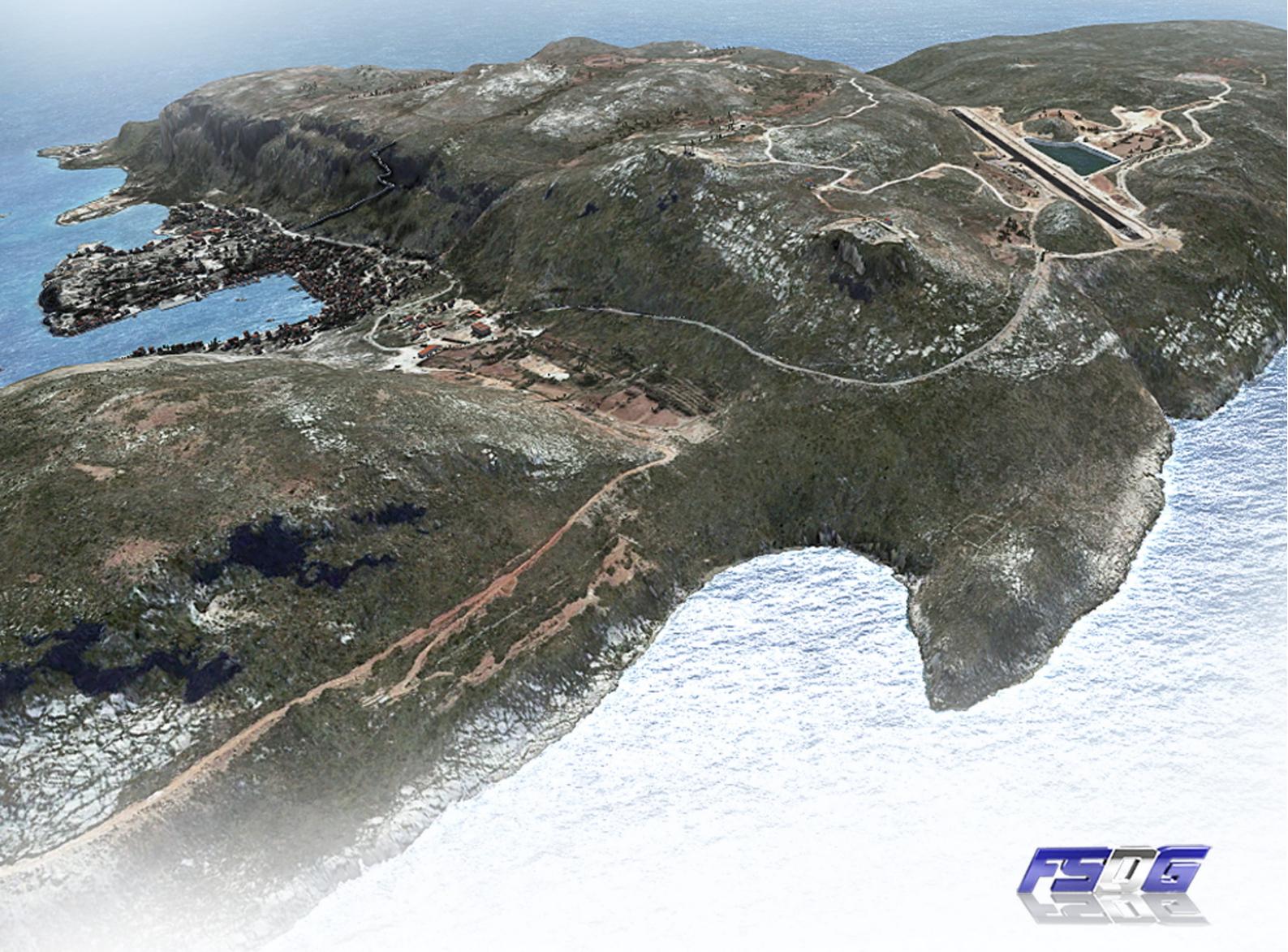


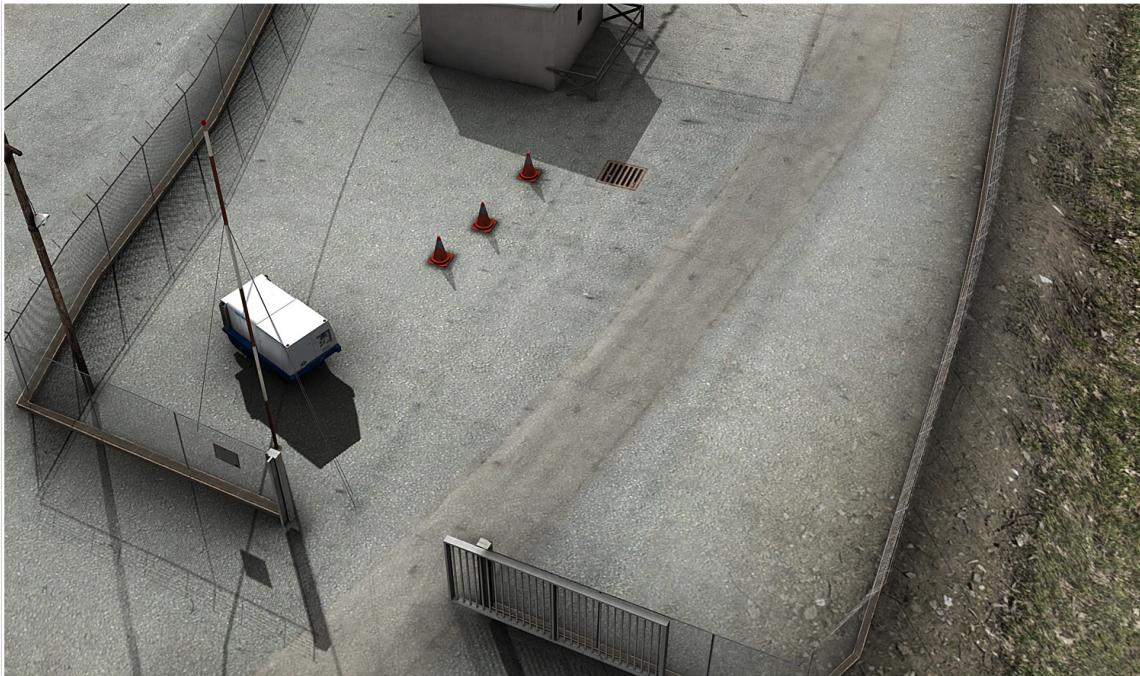
KASTELLORIZO

The Aegean Pearl



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INTRODUCTION

Kastello-what? Of all the beautiful Greek islands in the Mediterranean, Kastellorizo sure isn't among the most popular. While we know Rhodes, Crete, Kos and others as popular tourist destinations, the small island of Kastellorizo is known only to very few. It might have to do with its small size – less than 6km in length – and it sure has to do with its remoteness: Kastellorizo is the easternmost corner of Greece, further away from Athens than any other part of the country. The Turkish coast, on the other hand, is a mere 2,000 meters away from the island, so friendship and neighborhood between Greece and Turkey are at no other place better than here.

Now what makes Kastellorizo interesting for FlightSim pilots? The answer is of course: its airport! With most of the island consisting of rough dryland and only a very small area around the harbor inhabited, it's a miracle that this island is able to host an airfield. Visitors used to arrive by boat or, if they could afford it, via waterplane. With rising tourist numbers and the need for quick emergency operations, it was necessary to build an airport though. Using the force of dynamite, it was possible to create a small strip – less than 900 meters long – on the highland that should work as an airport. The runway and terminal were finished in 1986 and is since then operated by Olympic Air with a daily link between Rhodes and the island.

The small airport, the thrilling approach, the small border between a good landing and a catastrophe, they make this a special destination for every pilot. That is why we decided to recreate the island and its airport in FSX. But we knew from the beginning, this scenery would only work if we included the whole island in the addon to render Kastellorizo as realistic as possible in Flight Simulator. To achieve that, we had to find new ways of creating scenery and terrain, so that the rough mountains, the unique airport and the dense village scene could be recreated as realistic as they are now. Every house in the village, the town hall, school, churches, hotels, bars, chapels, military installations and much more were modeled after their real archetypes. The shape of the whole island was modeled manually to fit the real profile much better than any SRTM data could achieve.

But we decided, we couldn't stop there. So we added realistic 3D lights, ultra realistic airport ground textures, animated ships and lots of sound effects to give the FS pilot a feeling of the real island. You can learn more about those features later in this manual.

Eventually, we had to stop ourselves from modeling interiors of restaurants, animated clock towers and even crazier ideas, so that we could finally release this scenery for you to use. It is a scenery, very close to our hearts, not only because we spent a lot of time on it, but because this place is one of the most beautiful and romantic locations in the whole Mediterranean!

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CREDITS

Idea & Concept: FSDG

Models & Textures: Emilios Gemenetzidis, Thorsten Reichert

Installer: Aerosoft

Testing: A big thank you to our beta testers, who helped making a good product even better!

SYSTEM REQUIREMENTS

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with 512 MB or higher
- Microsoft FSX (SP2 or Acceleration) or Prepar3D
- Windows XP, Windows VISTA, Windows 7, Windows 8

INSTALLATION

To install this add-on, simply run the downloaded setup and follow the instructions on the screen. On successful completion of the installation process, you should find a new area in your FSX scenery library (FSDG – Kastellorizo X).

To uninstall this add-on use the Windows control panel.

If you have any trouble with this, please read the frequently asked questions at the end of this manual or contact our support.

SUPPORT

Support is important to us. If you have any issues or questions concerning our products don't hesitate to visit our support forum:

<http://forum.flightsimdevelopmentgroup.com>

If you purchased this product at Aerosoft, you can get technical support at Aerosoft and the Aerosoft forums:

https://aerosoft.zendesk.com/anonymous_requests/new – <http://forum.aerosoft.com>



GENERAL

Kastellorizo ("Red Castle") is the easternmost of more than 3,000 Greek islands in the Mediterranean. Also known as Megisti or Meis (Turkish name for the island), the remote island has always been a bulwark against the nearby Turkish coast, to which Kastellorizo proudly hoists its Greek flag. In its tumultuous history, the island had been under French, Italian and British administration and has seen lucky days as well as desperate times. When the British forces left the island in 1944, a munition depot exploded and destroyed most of the village. With 20,000 inhabitants in 1920, the island has less than 500 since. If it wasn't for its symbolic value to Greece as a figurehead against the Republic of Turkey, the island might have been abandoned and forgotten. With high financial expenses, the island was refurbished, most buildings restored and the airport modernized. Even though the air link has to be subsidized, Olympic Air flies regularly between Rhodes and Kastellorizo with a Dash 8 to bring new tourists to the island. The small apron is just big enough for the turboprop aircraft to turn and park before leaving the island after a few minutes. The tourists then have to walk down the road into the village or fight for a place in the only taxi on the island. After they checked into their hotel or guest room, they will be rewarded though, for almost every house on the island offers a stunning view across the small bay and harbor. In the evening they will be able to sit at the water and drink an Ouzo, enjoying life on one of the most beautiful islands in the Mediterranean. If they rather go for sightseeing, they will be able to see everything within a couple of hours. A walk through the village to the castle, the exhaustive climb of the staircase onto the cliffs, the short scenic loop between goats and barns to the airport and back into the village, that's all you need to do for sightseeing on Kastellorizo. Scuba-diving and swimming enthusiasts will probably go on a diving tour or visit the Blue Cave while others might want to take the ferry to Kas/Turkey to go shopping. But more than everything, Kastellorizo offers ease and romance, privacy and happiness for all lovers of crystal water, Greek lifestyle and natural beauty.

AIRPORT

The airport of Kastellorizo is rendered in every detail after its real archetype. You will find a paved runway and apron, detailed models of the terminal buildings, realistic night lighting and more details like baggage carts, animated flags or passengers waiting for the Olympic Air to arrive. Just like the real airport, there are no navaids (apart from the NDB) or fancy stuff like ILS installed at the airport. Pilots have to call Info at 122.90 to avoid conflicts with other aircraft. Take care not to crash into the fences at both ends of the runway!

There are 3 start locations available in LGKJ, two at the ends of the runway and one at the apron. You can select those start locations from the airports menu in FSX.

Apart from the airport, there is one other place to land on the island of Kastellorizo, that is the helipad at the military area above the village. This helipad is only used by the military, so land at your own risk!



AIRPORT INFORMATION

IATA:	KZS
ICAO:	LGKJ
Lat/Long:	N 36° 08' 30", E 29° 34' 35"
Magnetic Variation:	3° East
Airport Light Intensity:	Medium
Fuel Available:	None (!)
Elevation (ft):	474
Runway (m):	798 x 30
Info:	122.90
NDB:	416 (KZO)
Rwy:	13/31

Airport Charts are freely accessible on the internet. Just google "LGKJ charts".

Ro AND STROGGILI

Two smaller islands flank Kastellorizo, the island of Ro in the west and Stroggili in the east. Both are uninhabited, but feature heli pads that can be used. Stroggili also has a working lighthouse that can easily be seen from Kastellorizo at night. You can start a flight directly on the helipads by loading the pre-saved free flights that come with this scenery.

SOUND EFFECTS

This addon includes several realistic sound effects to enhance your island experience. These sound effects include:

- Church tower strikes (every quarter & full hours)
- Church bells (at 6am, 12pm and 6pm, after the tower bell strike)
- Cemetery chapel bell (every half hour between 10.30am and 8.30pm, with animated bell)
- Muezzin call (5 times everyday between 5.47am and 10.47pm – the call comes from the mosque in Kas/Turkey, but can clearly be heard on the island)
- Chirping sounds and goat bells (can be heard across the highlands)
- Ferry horn (sounds when ferry leaves the harbor)



AI AIRCRAFT AND SHIPS

Due to the small runway and tiny apron area, it is not possible to make FSX AI land and depart there in a realistic way. If you use traffic addons that cover LGKJ, you will probably see AI aircraft trying to land on the airport, but usually they fail to do so. We hope that the next generation of flight simulators can handle AI on airports like Kastellorizo.

To give you AI traffic on/around the island, we included AI ships though. The Meis Express, a small passenger ferry between Kas/Turkey and Kastellorizo is commuting several times a day. You will be able to hear its horn when it leaves the harbor in Kas or on the island. Some diving and fishing boats as well as a luxury Yacht are circling the island. Finally, the big ferry from Kos arrives once a day and fills the small harbor almost completely.

The ferries have fixed schedules at which they travel. The Meis Express should arrive in the morning around 10am and leave at 2pm, the ferry from Kos is scheduled to arrive at 4pm and leave one hour later. Don't rely too much on those schedules though...

To see the AI ship traffic, your "Ships and ferries" traffic settings have to be set to 10% or higher.

FREE FLIGHTS

To make exploring the scenery and its features easier for you, we included pre-saved flights at several different locations and times for you. Just open the free flight menu and select "load", then scroll down to Kastellorizo X and select one of the saved flights. They start at the airport, down at the harbor, in the air or on one of the 3 helipads in the scenery. They are all saved using default aircraft, but you are free to select the aircraft of your choice before taking off.

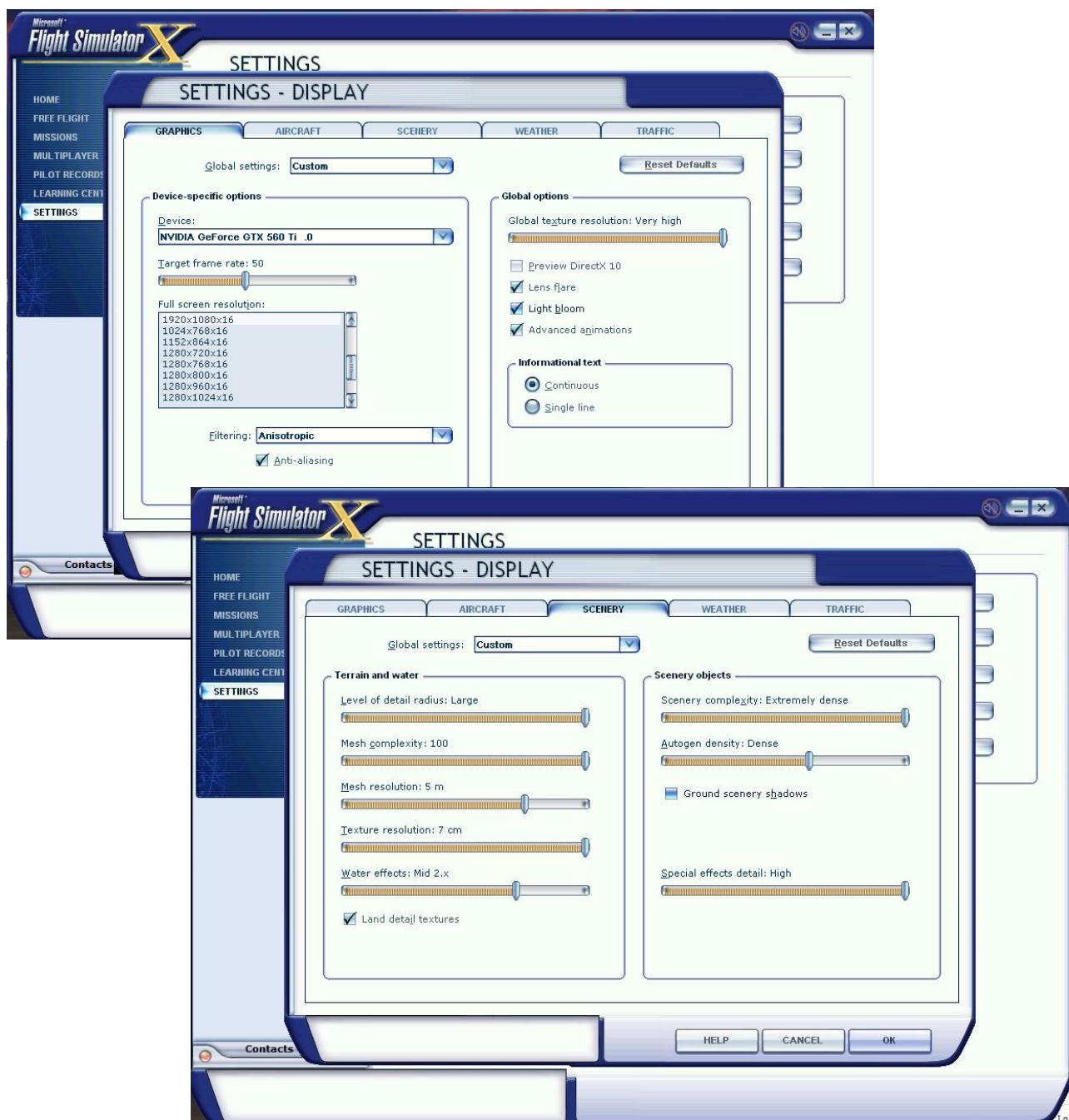
Please read the short briefings before loading the flights to know what to expect.

FSX SETTINGS

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

Note that these settings will influence the quality of the scenery. The higher the settings the more details will be visible. But keep in mind that framerate and overall performance might decrease depending on your PC system.

We suggest trying these settings to get the best visual results in FSX:



Kastellorizo X makes use of 2048x2048 landclass textures in combination with photoreal images to give the best possible resolution of ground textures. By default, FSX does not load 2048 textures with their highest resolution. You can tell FSX to load the full resolution, though. Open your FSX.CFG and find/add/edit the following line:

[GRAPHICS]

...

TEXTURE_MAX_LOAD=2048

Save the file and start FSX. Due to the way FSX handles the FSX.CFG, you have to add/change this line everytime you changed your FSX graphics settings from within FSX. If you're inexperienced with these things, don't worry. You can just keep the default texture load size (1024) and still use the addon with detailed ground textures.

F.A.Q.

Q: Is this add-on DX10 compatible? (FSX)

A: Like most scenery add-ons, Kastellorizo X cannot fully be used with the FSX DX10-preview mode.

Q: Is this add-on compatible with other add-ons like UTX or FS Global?

A: There should be no problem with any other add-on. If you use UTX Europe, you have to select that option on the installation screen in order to make both addons compatible.

Q: The scenery library is not updated automatically on installation of the add-on. How can I fix this?

A: If you use Windows Vista or Windows 7 you are strongly advised to start the setup as administrator (right-click in Win 7 and "run as administrator") and disable the User Account Control. Reinstall the add-on to make sure the setup added the Kastellorizo area to the scenery library in FSX/P3D.

Q: The terrain at the Turkish coast looks different from before I installed Kastellorizo X. Why?

A: We created high-resolution meshes for the islands of this addon. Due to a bug in FSX, this can lead to issues with surrounding meshes. We included a general mesh for the greater area to minimize this issue. A few unexpected rock formations around Kas can be visible sometimes though.

Q: I have technical problems with installing or running this add-on. Can you help me?

A: Yes! Please contact us at www.flightsimdevelopmentgroup.com.