

THESSALONIKI

Airport & City



FDG

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INTRODUCTION

Thessaloniki is the second-largest city in Greece and the fifth largest and most populated city in the Balkans and a popular tourist destination in Greece and worldwide.

At about a million inhabitants, it is considered Greece's cultural capital, renowned for its festivals, events and vibrant cultural life and has recently been ranked by [Lonely Planet](#) as the world's fifth-best party city worldwide. More importantly, it is also a city with a continuous 3,000 year old history, preserving relics of its Roman, Byzantine, Ottoman past, and of its formerly dominant Jewish population. Many of its Byzantine churches and a whole district of the city in particular, are included in UNESCO's World Heritage list.

SCENERY TECHNOLOGY

Thessaloniki scenery deserves a special mention in this manual as it is shown in unprecedented detail within this scenery add-on. We have covered (by 90%) approximately 20 sq.Km. with models designed using on-site imaging. The endless list of models includes typical buildings of Thessaloniki, shipping and industrial areas, famous and non-famous landmarks, churches, football stadiums, shopping centers, animated entertainment parks and much more. The city scenery is further enhanced by full coverage with night textures, hand-placed vegetation and 3D lighting.

Greece is known for its 'bumpy' terrain, something that is also dangerously evident while approaching LGTS from the east on a descent to land RW34. This is why the city was designed in 3D studio with custom-made technology that allows the accurate placement of thousands of buildings and 'conformation' of 3D models on top of a customized mesh. This way, we could accurately place any scenery on top of uneven terrain and further use texture baking techniques on the ground to enhance the 3D depth of the scene.



THESSALONIKI INTERNATIONAL AIRPORT

"Macedonia" (Greek: Διεθνής Κρατικός Αερολιμένας Θεσσαλονίκης «Μακεδονία», (IATA: SKG, ICAO: LGTS), officially known as Macedonia International Airport (Greek: Διεθνές Αεροδρόμιο Μακεδονία), is located about 15 km SE of the city center of Thessaloniki. The airport is the second largest state owned and operated airport in the country after Heraklion (LGIR) airport on the isle of Crete. It opened in 1930 and was the second busiest airport in Greece in terms of flights served and the third busiest in terms of passengers served in 2012 having served over 4 million passengers. It is the main airport of Northern Greece and serves the city of Thessaloniki. The airport has its own long history, written all over the wrecked airliners which are gracefully parked behind the airport's Aeroclub.

You can read about the related incidents here: http://en.wikipedia.org/wiki/Mal%C3%A9v_Flight_262, <http://www.aviation.enyd.de/index.php?id=68>

The spectacular approach to RW16 offers unique views above the city's most famous landmarks before descending above water to finally land. Thessaloniki often gets completely fogged in, especially at evening and early morning hours, when wind is calm due to the humidity of adjacent Thermaikos gulf sea. For this reason ILS 16 and the runway & taxiway lights are for CATII category for precision approaches down to 150ft above the runway and/or 450m visibility. On the other side, the approach is equally thrilling as you will have to stay alert of the uneven terrain and pay attention to rather steep descent before landing on RW34.

Runway 10/28 is currently closed due to construction works taking place to further expand the runway and accomodate larger aircraft and increase safety as aircraft will have greater flexibility and visual contact in bad weather conditions.



All this, and much more is offered in this scenery add-on which will take you several days to explore and allow you to appreciate the beauty of the special city of Thessaloniki!

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Scenery Manager Tool:	Lars Pinkenburg

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
- 64-bit OS is highly recommended
- 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 the new areas installed your FSX scenery library (Thessaloniki 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>



THESSALONIKI INT'L AIRPORT

Country: Greece
City: Thessaloniki
IATA: SKG
ICAO: LGTS
Lat/Long: 40° 31' 11.01" N, 022° 58' 15.42" E
Magnetic Variation: 3°41'E (3.68°E) (JAN 2010)/ 4.00°E (0.0667°E)
Elevation (ft/m): 22/7
Runway 16/34 (m): 2410x60 (true bearing 166°/346°)
Runway 10/28(m): 2440x50 (true bearing 104°/284°)

COMM

Tower: 118.10
Ground: 121.70
Approach: 120.80

Approach

Type of aid MAG VAR CAT of ILS/MLS (For VOR/ILS/MLS, give declination)	ID	Frequency (CH)
1	2	3
THESSALONIKI VOR/DME (3°E)	TSL	112.10 MHz CH 58X
FISKA VOR/DME (3°E)	FSK	116.40 MHz CH 111X
THESSALONIKI VOR/DME (3°E)	MKR	110.80 MHz CH 45X
THESSALONIKI NDB (3°E / 2005)	THS	345 kHz
FISKA L (3°E / 2005)	FIS	314 kHz
THESSALONIKI ILS/DME CAT I, RWY 10 ILS/LLZ (3°E / 2005) (3°E) GP DME	IMAK	109.50 MHz 332.60 MHz CH 32X
THESSALONIKI ILS/DME CAT II, RWY 16 ILS/LLZ (3°E / 2005) (3°E) GP DME	ITSL	110.30 MHz 335.00 MHz CH 40X

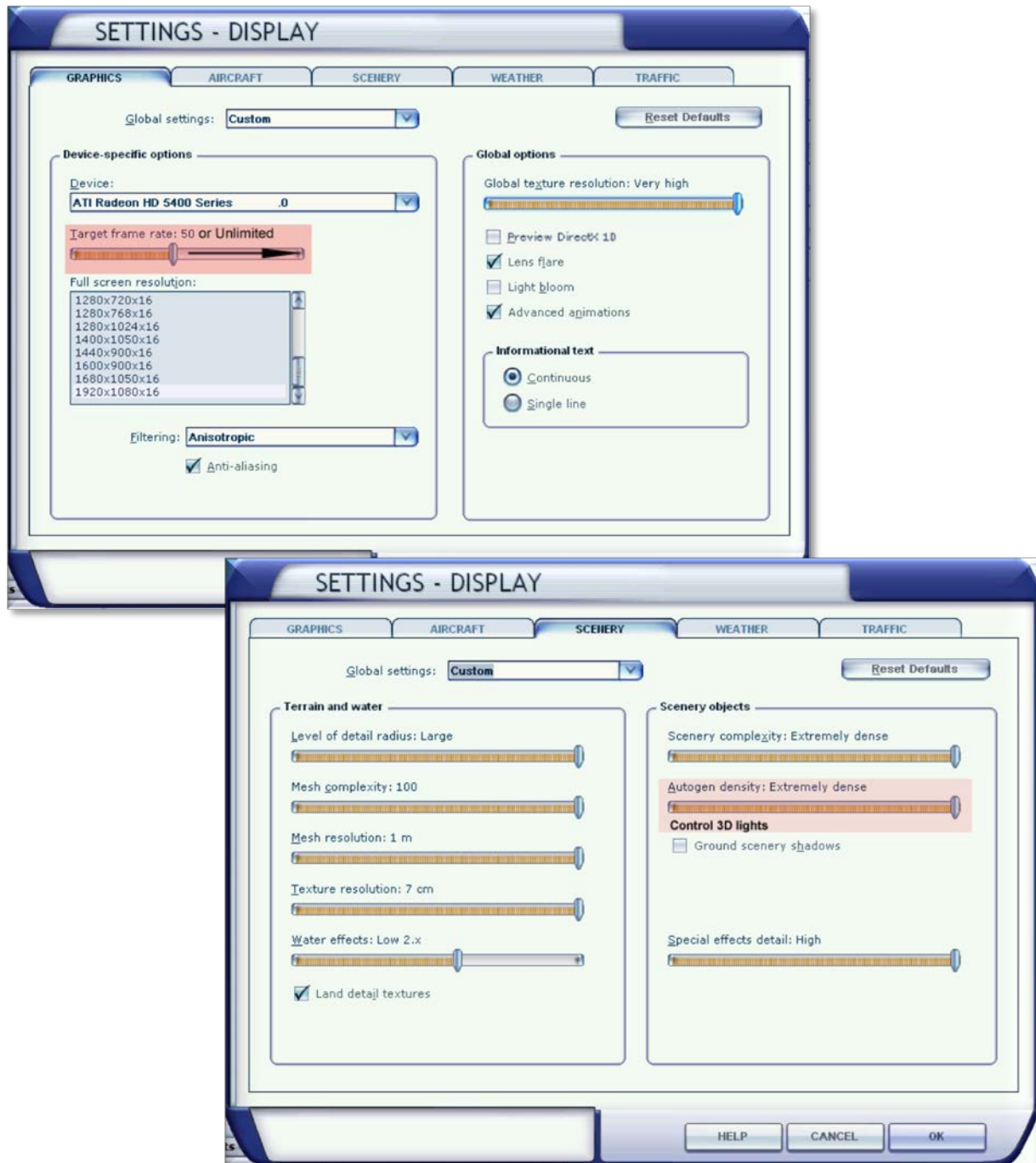


FSX SETTINGS

In order to change your scenery settings, first run FSX and then go to Settings -> Display

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

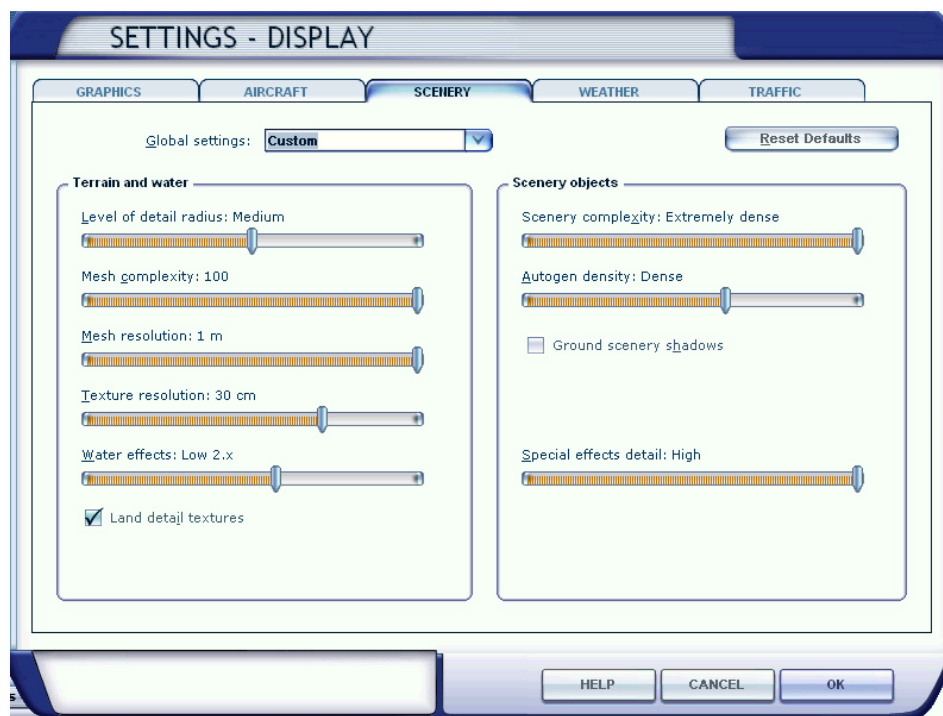
We suggest trying these settings to get the best visual results in FSX:



FSX SETTINGS AND MEMORY USAGE

Our scenery is optimized for smooth flying (FPS), but apart from that, there also is the element of memory usage. FSX is notorious when it comes to addressing memory, so it is important to be able to correctly set up your FSX settings to avoid OOM (out of memory) errors when flying in heavy add-on aircraft in the vicinity of heavy add-on sceneries.

Here, we provide you with our optimized scenery settings for **Thessaloniki X** to avoid reaching the memory load limits in FSX, **specifically when operating heavy jets (e.g. NGX)**. In most, if not all, other cases you should be able to easily apply the settings in the previous chapter without problems.



- 💡 3D grass is also a memory 'hungry' feature which can be disabled from the [scenery manager](#) (see below)
- 💡 AI traffic settings can also be adjusted to help reduce memory load (depending on AI traffic add-on)

A very comprehensive guide on all issues regarding OOM errors in FSX can be found here:
<http://kostasfsworld.wordpress.com/fsx-oom-and-addon-vas-usage/>

TEXTURE RESOLUTION

This add-on makes use of 2048x2048 textures to give the best possible resolution of ground textures. By default, FSX does not load 2048 textures with their highest resolution. To overcome this, we recommend using the provided **LTL.exe** tool which is located in to **Start>All Programs>Aerosoft>Thessaloniki X**. Simply select your desired texture size (2048 or higher) and press **Launch FSX**.

Alternatively, you can use the manual method described below:

For Windows Vista, 7, or 8 the file can be found by the following steps:

- 1) Press start menu and type in the search box: %appdata%
- 2) Open the following folders: Roaming->Microsoft->FSX
- 3) Find the **FSX.cfg** and open it with Notepad
- 4) Press Ctrl+F to search the text.
- 5) In the search box, type: **TEXTURE_MAX**
- 6) Once you find the line: '**TEXTURE_MAX_LOAD=1024**', change it to '**TEXTURE_MAX_LOAD=2048**'
(or 4096 if needed)
- 7) Save the file
- 8) Start FSX

BE AWARE

Due to the way FSX handles the FSX.CFG, texture resolution will revert back to default (1024) every time you change any of your FSX display settings.



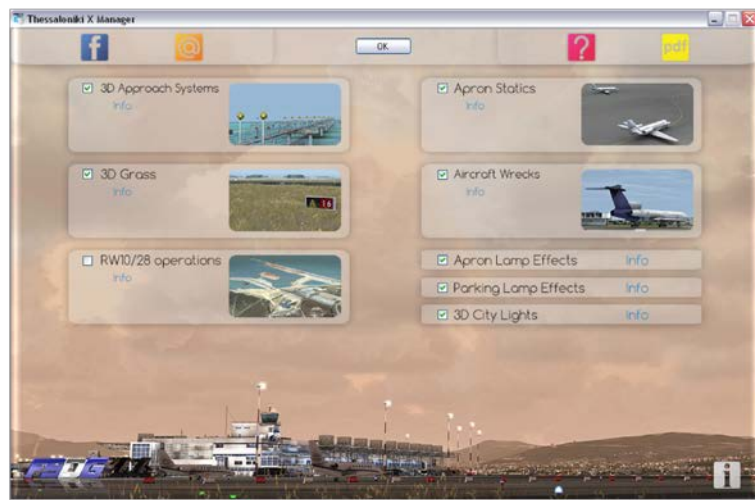
Useful Tip: If you are happy with your display settings and have made the necessary switch with LTL.exe, you can now save a user configuration of the settings. The TEXTURE_MAX_LOAD entry will be saved in that configuration file too. In the future, whenever you choose this saved configuration, even when FSX is still running, you will be sure that you are using the highest texture resolution without worrying whether FSX has reverted back to default settings. This way, you don't need to exit FSX, edit the change Texture resolution and reload.

For questions and support regarding texture resolution or configuration file set-up, please contact us at www.flightsimdevelopmentgroup.com or <http://forum.aerosoft.com>

MANAGER TOOLS

1. **Thessaloniki X Manager.** It can be found in **Start>Programs>Aerosoft>Thessaloniki X**. From that tool, you can control various elements of the scenery. We generally advise to keep most options active, but some might notice better overall performance by disabling some of those options (e.g. 3D Grass).

By mouse-hovering over the info you will get more information about what each option does.



2. **LGTSTraffic.** It can be found in **Start>Programs>Aerosoft>Thessaloniki X**. This tool allows you to control the apron and road traffic. Since advanced animations can have some performance impact, you can choose to de-activate traffic at the road network surrounding the airport (Landside), or apron vehicle traffic (Apron), or both.



F.A.Q.

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

A: Like most scenery add-ons, Thessaloniki X cannot fully be used with the FSX DX10-preview mode. At daytime, there should be no issues with DX10 though.

Q: *Is this add-on P3D compatible?*

A: You should have no problem with P3DV1.0. P3DV2.0 is still facing some minor issues with terrain water blending and night airport lighting. Those issues however should be fixed upon release of Lockheed Martin P3DV2.05 and P3DV2.1. We will make sure to issue free updates to ensure full P3DV2 compatibility with Thessaloniki X. Please also note that AESLite animated traffic is not compatible with P3D. For any questions, or problems with P3DV2 please contact us at www.flightsimdevelopmentgroup.com or <http://forum.aerosoft.com>

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

A: There should be no problem with any other add-on.

Q: *I see objects popping in very suddenly if I change zoom levels, is this normal?*

A: Yes. We have used many levels of detail to maintain good performance. If you use a negative zoom value of less than -0.5, the simulator engine will 'think' that you are very far away and will decide to not draw those objects from such large distances. A zoom value of -0.5 or above is recommended.

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, or 8 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 Thessaloniki X areas to the scenery library of FSX/P3D.

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 or <http://forum.aerosoft.com>

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.

