



**LOAH  
Hospital Horn**

**Niederösterreich**

Version 1.0



# Austrian X-Plane Design Group

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## 1. The Original

In the Landeskrankenhaus Horn around 900 employees are working, serving approximately 15,600 patients stationary in 2009. The Hospital has about 300 beds.

In seven departments and three institutes of the patients are receiving medical and nursing services.



The Landeskrankenhaus Horn is a teaching hospital of the Medical University of Vienna.

(Source: <http://www.horn.lknoe.at/landeskrankenhaus-horn/das-landeskrankenhaus-stellt-sich-vor.html>)

**Latitude:** 48-40-11.0046N (48.669724)  
**Longitude:** 015-39-42.9998E (15.661944)  
**Elevation:** 1012 feet MSL (308 m MSL)  
**Magnetic Variation:** 3.6 E (as of July 2014 from [WMM2010 model](#))  
**Time Zone:** UTC +1.0 (Standard Time)  
UTC +2.0 (Daylight Savings Time)  
**From City:** 0 N.M. of Horn, Lower Austria

(Source: [http://airportguide.com/airport/Austria/Lower\\_Austria/Horn-LOAH/](http://airportguide.com/airport/Austria/Lower_Austria/Horn-LOAH/))



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## 2. The Scenery

The scenery is based on publicly available information.  
All objects were completely rebuilt.  
The package includes night textures.

### Kartenmaterial

not available.

## 3. Functions (summary)

- Photorealistic Scenery
- Compatibel to "OSM+autogen" bzw. "Osm\_Austria\_beta5.0" from PilotBalu
- various buildings in the area
- realistic ground texture at the airport and in the surroundings
- night textures

## 4. Installation

Simply unpack the scenery-folder and copy the content into your 'custom scenery' folder of X-Plane (Verzeichnisstruktur: .../ Custom Scenery / LOAH KH Horn / Earth nav data and others) Restart X-Plane and enjoy.

## 5. Recommended settings

To visualize all light effects, HDR should be activated. The higher the settings for "texture resolution" and "airport detail" the better the quality of the scenery but the more affect on the FPS ratio.

**"runways follow terrain contours" has to be OFF!**

## 6. Required Software

X-Plane® Version 10.30+ or 9.7

## 7. Used Libraries

none



## Austrian X-Plane Design Group

### 8. Recommended addons

Although the scenery will work without any addons, we recommend to use the following ones for the whole experience (pictures taken with addons installed):

OSM Europe osm+autogen by PilotBalu,

Download: [http://simheaven.com/?page\\_id=23](http://simheaven.com/?page_id=23)

to have streets and buildings from OSM and autogen where is no coverage of such data.

or

Osm Austria beta5.0 by PilotBalu

Download: <http://simheaven.com/experimental/>

HD Mesh Scenery v2 by alpilotx

Download: <http://www.alpilotx.net/downloads/x-plane-10-hd-scenery-mesh-v2/>

Europe Library von LyAvain,

Download: [http://simheaven.com/?page\\_id=14](http://simheaven.com/?page_id=14)

to see European instead of US buildings.

### 9. Credits

LAMINAR RESEARCH®

X-Plane®

Ben Supnik

[WED](#) (Version 1.2.1r3 verwendet)

marginal

[Sketchup-Plugin](#)

Cami de Bellis

Cars

uwespeed

European vehicles

### 10. Betatester-Team

DanielMan, greuff, PAA196, PetJedi, grissley, kalle, merlin  
alle Mitglieder der AXDG.



## Austrian X-Plane Design Group

### 11. License terms

This scenery is freeware and stays in the possession of the developer/s. Upon installation of the freeware the user accepts the terms of use. It is not allowed to upload the scenery or parts of it to other websites without the explicit permission in writing of the developer/s. Furthermore it is forbidden to use the scenery or parts of it on a commercial basis without the explicit permission in writing of the developer/s. Changes and modifications for the private use are allowed. But it is not allowed to share such changed or modified versions without the explicit written permission from the developer/s.

Apart from that the respective terms of copyright law are applicable.

The developer/s are not responsible for any malfunctions or possible failures of hard- or software in connection with this scenery. Under

<http://forum.aerosoft.com/index.php?forum/621-freeware/> the developer/s are available for questions or remarks regarding this scenery but cannot give the guarantee that this scenery will work on all computer systems.

Have fun with arrivals and departures in Horn

*oe3gsu, Gerhard*

