



LOLK Ried Kirchheim

Upper Austria / Austria

Version 1.0

by kalle



Austrian X-Plane Design Group

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1. The Original



| | |
|-------------------|------------------|
| Tower frequency: | 122.65 |
| Runway-direction: | 12/30 |
| Runway: | 743x18 m Bitumen |
| MSL: | 420 m |

This airport LOLK Ried Kirchheim was founded in the 1950 and is starting point for nice trips to the Moldaublick in the Czech republic or the so called Dreissesselberg in the Bavarian forest or you can watch the Danube from above at Schlögen and enjoy the beautiful Innviertel.

(Source Homepage Airport: <http://www.sfc-ried.at>)



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2. The Scenery

The scenery is based on open for public information and maps. The objects were completely rebuilt.

The package includes night textures and realistic lighting (X-Plane 10 only).

Charts

none



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3. Functions (summary)

- Photorealistic scenery
- Parkpositions, taxiways, runways, etc. conform to the charts
- Different buildings in the vicinity of the airport
- Night textures and realistic lightning *)
- ATC taxilines for AI traffic *)

*) X-Plane 10 only!

4. Installation

Simply unpack the folder and copy the content into your 'custom scenery' folder of X-Plane. 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. Necessary Software

X-Plane® Version 10.30+ or 9.7

7. Comments for X-Plane 9 version

Unfortunately some functions of the scenery must be disabled for X-Plane 9 and therefore it will not look like on the pictures which where taken with X-Plane 10.25.



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8. Used libraries

none

9. 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

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

Europe Library from LyAvain,

Download: http://simheaven.com/?page_id=14

to see European instead of US buildings.

10. Credits

| | |
|-------------------|--|
| LAMINAR RESEARCH® | for X-Plane® |
| Ben Supnik | for WED (Version 1.2.1r3 used) |
| uwespeed | cars |
| leovox01 | Maintenance Equipment |

11. Betatester-Team

DanielMan, greuff, PAA196, PetJedi, oe3gsu
And all members of the AXDG team.



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12. License

This scenery is freeware and stays in the possession of the developers. 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 developers. Furthermore it is forbidden to use the scenery or parts of it on a commercial basis without the explicit permission in writing of the developers. 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 developers.

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

The developers are not responsible for any malfunctions or possible failures of hard- or software in connection with this scenery. Under <http://www.x-plane.at/drupal/forum> the developers 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 Ried Kirchheim.

Kalle

