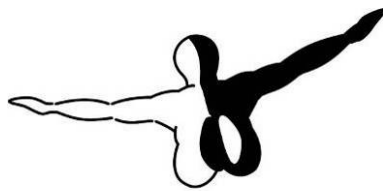


# ***MonacoX***

***As expensive  
as it is small***



aeroSOFT<sup>GBH</sup>

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***Note that the charts are added as a separate PDF file, located in the FSXMainFolder/Aerosoft/MonacoX folder.***

## ***Introduction***

The small, independent principality Monaco was not yet covered in detail for FS2004 and as it such a well known region it was time to consider it. But as it lacks an airport it seemed hard to sell. However, times changed and helicopter and sea planes became far more popular in the last 2 years. So with the market available a small email from Matthew Dalton was very welcome. He was working on a project like that and was wondering if we could publish it. Well, if you read this, it HAS been published.

Monaco is a lot of things, but above all it is small. For American minds, used to large scales, it is hard to believe a country of 1.95 sq km (0.75 sq mi) can exist. The population is around 30.000 (yes, that makes it very crowded). The average airport is a lot larger, that gives you some idea of the scale. To make matters worse, the available land is extremely steep, about as high as wide. But it is independent, member of the United Nations.

Monaco is known for a few things, the world famous Casino where the rich and famous loose enough money to pay for a good deal of the state expenses. The Grand Prix Formula 1 where the circuit is like no other circuit. And of course the low taxes that attract movie stars and athletes. If you walk the city there is an overwhelming feeling of luxury where expensive sports cars are parked before huge yachts.

Mathijs Kok  
AEROSOFT

## ***System requirements***

- Microsoft Flight Simulator FSX
- 2.0 GHz processor (Dual Core CPU highly recommended)
- 1 GB RAM internal memory (2 GB recommended)
- 128 MB graphic card (256 MB highly recommended)
- Adobe Acrobat® Reader 6 minimal to read and print the manual (1)

(<sup>1</sup>) Available for free, download at:

<http://www.adobe.com/prodindex/acrobat/readstep.html>

## ***Credits***

Concept:	Matthew Dalton
<b>Programming:</b>	<b>Matthew Dalton</b>
Project Management:	Mathijs Kok
Manual, documentation:	Mathijs Kok
Installer:	Andreas Mügge
Testing:	Several good folks who will all be getting a free copy
Images:	Nick Churchill
Mission:	Hubertus Fuest
Mission voices:	Virginie Gardvici, Alejandro Diaz Beltran, William Lennox

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## **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.

Aerosoft forums: <http://forum.aerosoft-shop.com>

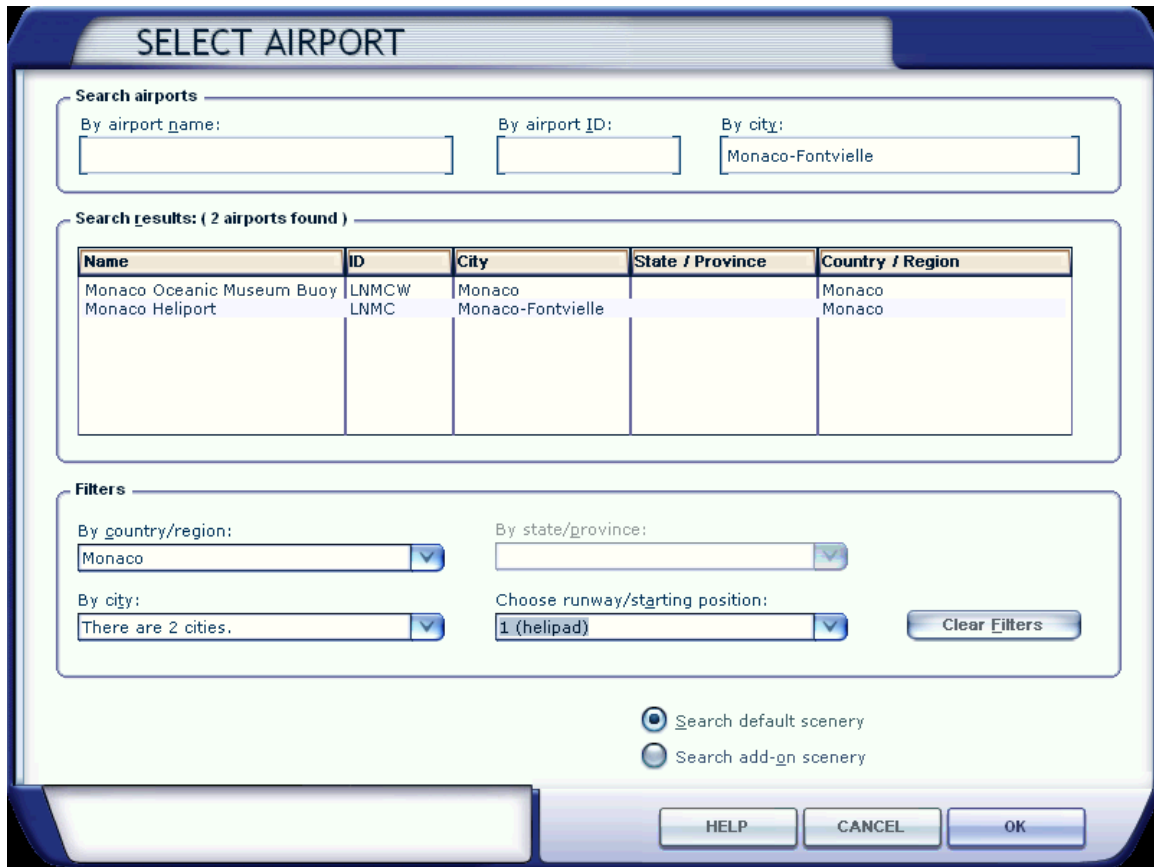
We feel strong about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

## Startup flights & Finding Monaco

There are two startup flights provided with this product. The first puts you on Pad B in a small helicopter. The second one will load the default Goose moored at the buoy in front of the museum.

We believe this is the first time an add-on adds a new country to FSX! Monaco was not in the Goto Airports list. It is now, you will find the heliport (LNMC) and the buoy LNMCW(ater) as start locations.

Note: FSX is not able to use A and B as helipad locations. We chosen helipad 11 and 12 as alternatives.

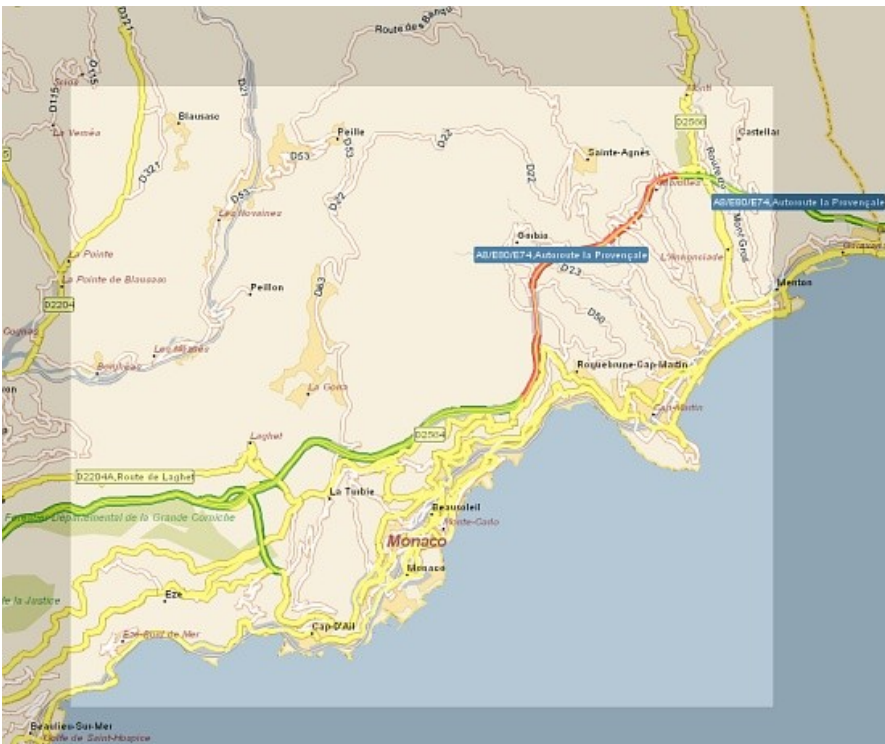


## Ships

There are many ships moving around. Most of the big ships will have a helipad you can land on. But as most will move you might not find your chopper when you come back. The big yacht, Lady Moura leaves harbor each day at 10:00 Monaco time for Cannes (gets back at 14:19). The other big yacht Atlantis 2 leaves every second day for a little bay at Elba, stays the night, then comes back next day.

## Area covered

The scenery actually covers a bit more than just Monaco as it extends north into France to make the covered area a rectangle.

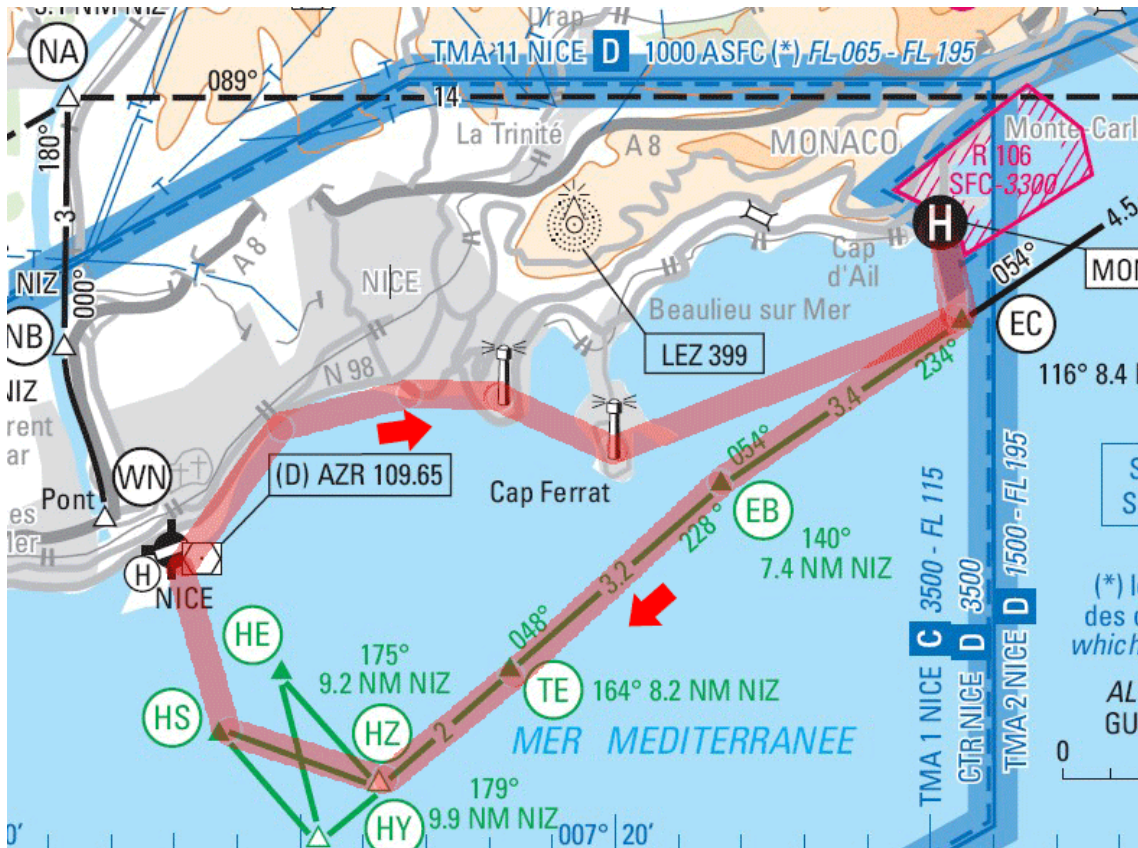


## Missions

There are two missions include with this product. They put you in the seat of Heli Air Mike Foxtrot Charlie (the resident helicopter company) and your company has just been asked to pick up two people at Nice airport. A route you flew several times a day because some people just do not want to spend a lot of time driving to Monaco (certainly not at rush hours!). Start with the Monaco -> Nice mission.

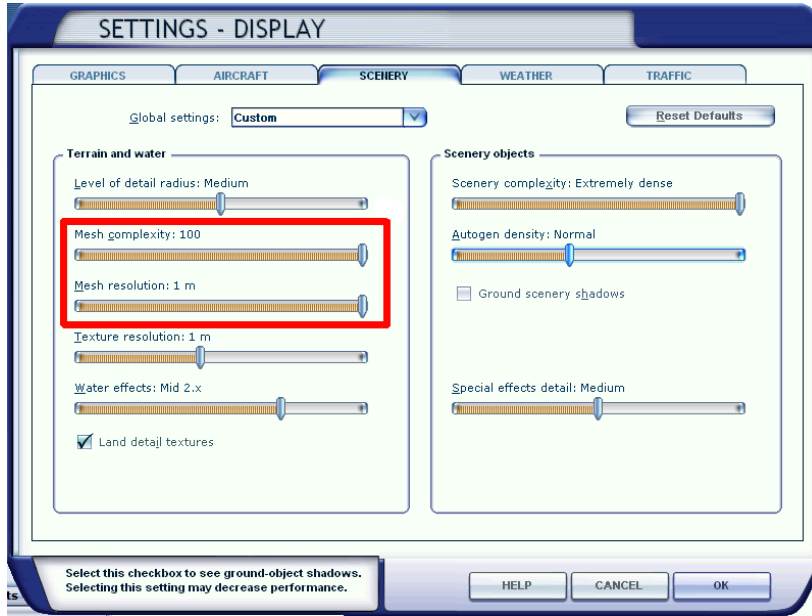
The route is simple as you got to follow a few waypoints over the sea it's a good idea to fly around a bit without the mission running so you know where everything is. All the waypoints are defined by distances on radials from NIZ VOR. So keep that tuned and keep changing the radials as you go along. Please note that we are following the Visual Approach route while departing from Monaco and are using a VFR route over the coast back to Monaco. We suggest 1500 feet as a cruise altitude until told otherwise by ATC.

You start with the mission as you are strapped in and ready for departure from Monaco Heliport. You will need the charts from the manual in front of you. So best print the Visual Approach map. If you have captioning activated [Settings | General] you will see pointers to each waypoint.



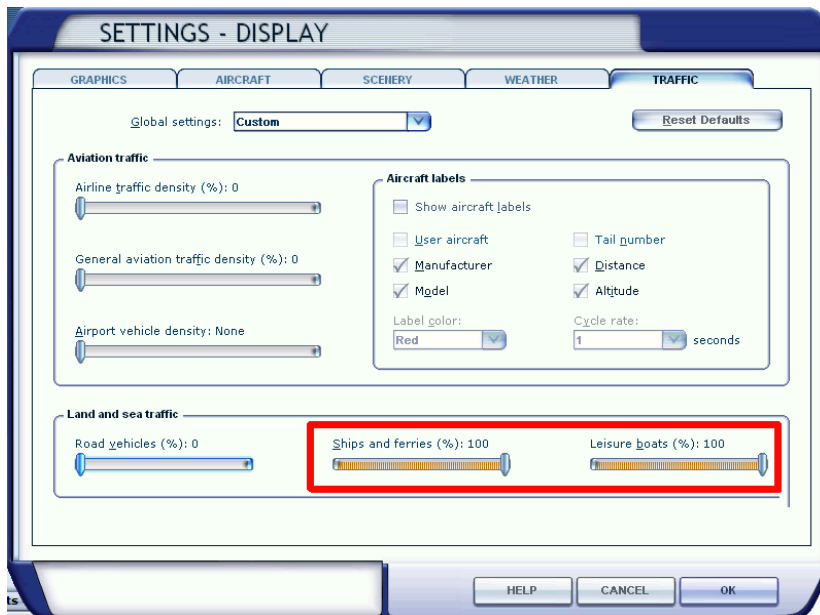
## Mesh and Traffic Settings

There a setting of FSX that you got to keep in mind when using this scenery. As the mesh (the undulation of the terrain) is very important for this project we advice these settings:



You will find that the setting of the Autogen Density slider determines for a large part how your frame rates will be (but also how detailed it looks). It determines how many smaller buildings are shown, most of these buildings are higher on the hills side.

A lot of the detailed of the scenery is actually in the form of ships, both static and moving about. We advice these settings for Traffic:



of course, if you like other aircraft in the sky you could change the settings of aircraft. We did NOT include any traffic for the heliport because realistic traffic for helicopters in not yet incorporated in FSX.



## ***Use without flying a helicopter***

Monaco does not have an airport for fixed wing aircraft but that does not mean you can't enjoy this scenery without flying a helicopter. Most obviously this scenery is a perfect destination for a sightseeing flight in a small aircraft, but also when you approach the big airport of Nice (LFMN) you will be able to enjoy the scenery. For example on the Visual Approach from the north/east where you will fly right in front of Monaco. This visual approach ends in a VERY tight circuit and is a real challenge for any pilot.

Or when you approach Nice LFMN runway 22R and 22L via the SALEYA or the VOR/DME "ARZ" U/S approach, you will get great views of Monaco as nearly all approaches to Nice Airport have to be done over sea to avoid flying over populated areas. As with the Visual Approach, this approach ends with a 90 degree turn very near the runway. When you have the option, add the intersection BORDI in your descent to the airport. All departures from Nice towards the north/west over LEZ and CGS will put you over Monaco.

