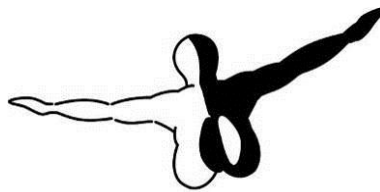


Mega
Airport
Budapest



aerOSOFT^{GM}BH

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INTRODUCTION

Budapest is the capital of Hungary and one of the oldest cities in Central Europe. It's history is rich and varied, with many highlights and several very sad periods. With Hungary being the odd one out in the Soviet Block (it had more freedom than the other Eastern European states) it was able to recover from the devastation of the last part of World War II with much more style and feeling for its history than most other cities in Eastern Europe. As the thousands of tourists can testify to, it is a city that certainly deserves a visit.

Some people will remember older versions of this product also done by the master scenery builder Andras Kozma, I have worked on some of them but I can honestly say Andras, like any good wine, has gotten better with time. His sense of color is still unmatched!

SYSTEM REQUIREMENTS

- Pentium 2 GHz
- 512 Mb RAM
- 200 Mb of free available SPACE on the hard disk
- Sound card
- Microsoft Flight Simulator 2004 (updated)
- Windows 98, Windows 98 SE, Windows ME, Windows 2000, Windows XP, Windows 2003, Windows Vista
- Adobe Acrobat® Reader 5 minimal to read and print the manual ⁽¹⁾

⁽¹⁾ Available for free, download at: <http://www.adobe.com/prodindex/acrobat/readstep.html>



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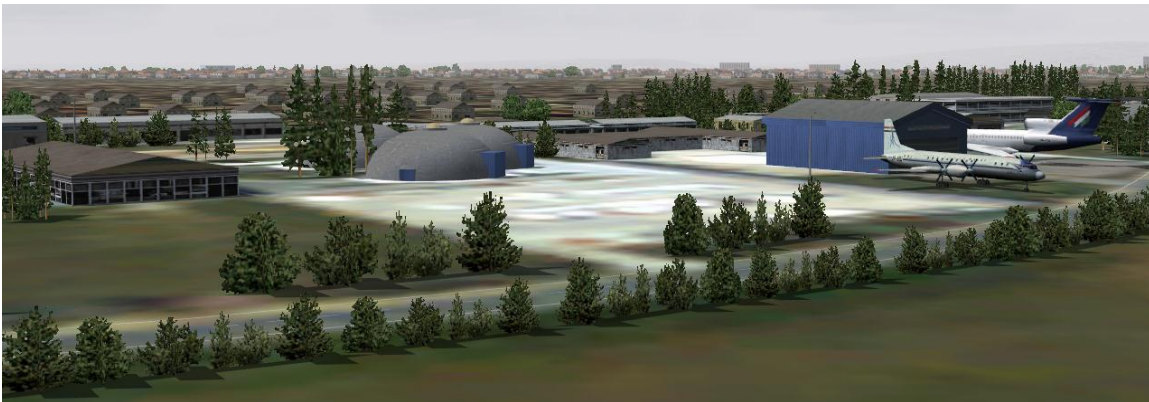
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CREDITS

Concept:	Andras Kozma
Programming:	Andras Kozma & Peter Orosz
Images:	Henrik Rajz
Project Management:	Mathijs Kok (not that a lot was needed)
Manual, documentation:	Mathijs Kok
Installer:	Andreas Mügge
Testing:	Several good folks who will all be getting a free copy



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://www.forum.aerosoft.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.

REMOVING THE PRODUCT

All Aerosoft scenery use the standard Windows Add-Remove software protocol. So using the Add-Remove applet in the Windows Control Panel will allow you to remove the application. As Flight Simulator adds at least one file the actual scenery folders will be left and can be removed manually.

NOTES TO VERSION 2.00

This version has the following changes compared to the previous 1.x versions:

- The entire photo underlying the scenery changed. Now it covers the area with 1.5 m/p resolution.
- LHBS airport scenery is completely new.
- LHBS and LHFH sceneries are covered with 0.5 m/p res photos.
- The entire area is enlarged, almost by 80%.
- New, custom autogen covering the entire area.
- Danube river bank is completely new in the city, contains all needed elements and all traffic signs and buoys for ships.
- New bridges on the Danube river with moving traffic.
- Hundreds of new 3d objects.
- New "SkyCourt" terminal building at LHBP.
- New objects at LHBP.
- Intensive optimizations of the LHBP airport.

FSX FEATURES

- Highly detailed taxiway and runway layout, with high definition textures
- Fully compatible with standard and third party AI-Traffic
- Full winter textures
- Full night textures
- Includes high density mesh of surrounding
- Includes full photographic ground texture of Budapest (so on your approaches you will get a good chance to see the layout of the city)
- High level of animated car and bus traffic on airport
- Full and detailed lighting
- Very high number of objects on tarmac

- Superb optimization on every view angle so frame rates are stable and as high as feasible
- All textures in standard FSX format, many with bumpmaps.
- Other FSX features as scenery sounds included
- **A version of this scenery is used in Malév simulators at Ferihegy!**

FERIHEGY BACKGROUND

The Budapest main airport, Ferihegy International Airport is the most important airport in Hungary and has handled over 8 million passengers last year. Large enough to handle B747 (and most likely the A380) it has connections to most European airports and has recently seen a big increase in low costs airline flights. Malév Hungarian Airlines is the main Hungarian airline and it has its home base at Ferihegy. Malév and Delta operate flights from Budapest to New York. The three main terminals (1, 2A, 2B) and the General aviation terminal will be joined by a new Freight terminal soon and companies like UPS are starting to use Ferihegy more and more. Most striking on the airport is for sure the control tower, a large structure build up from ground level on two massive pillars.

FINDING BUDAPEST IN FSX

There are two ways of jumping to Budapest in FSX. You could use the provided flights (see below) or use the World | Go to Airport menu option. Entering the 4 letter identifier of Ferihegy, LHBP and select the starting position on the airport. All the gates are parking locations are in the list.

SELECT AIRPORT

Search airports

By airport name: By airport ID: By city:

Search results: (24498 airports found)

Name	ID	City	State / Province	Country / Region
Kunmadaras	LH0A	Kunmadaras		Hungary
Csakvar	LH58	Csakvar		Hungary
Ferihegy	LHBP	Budapest		Hungary
Lake Hood	LHD	Anchorage	Alaska	United States
Debrecen	LHDC	Debrecen		Hungary
Fertoszentmiklos	LHFM	Fertoszentmiklos		Hungary
Godollo	LHGD	Godollo		Hungary
Kecskemet	LHKE	Kecskemet		Hungary

Filters

By country/region: By state/province:

By city: Choose runway/starting position:

Active Runway
 13L
 31R
 13R
 31L
 1 (helipad)
 GATE 12 -- GATE MEDIUM
 GATE 14 -- GATE MEDIUM
 GATE 15 -- RAMP CARGO
 GATE 17 -- RAMP CARGO
 GATE 31 -- GATE MEDIUM

Select a gate, parking area, or runway as the starting point for your flight.

ANCEL OK

STARTUP FLIGHTS

There are two startup flights provided with this scenery, you will find them in the Open Flight menu. Look for flights that start with (Aerosoft) in the name.

WEATHER

Flying into Central Europe means you can get some severe weather. Although winds are usually moderate, temperatures can vary between -25° and +40° and in winter heavy snows can cause problems. For full realism always use actual (real) weather.

SURROUNDINGS

This scenery covers a larger area than just the airport terrain. We added a photo realistic scenery for the surrounding (with high density mesh) so you will have more realistic views during your approaches. This section covers the complete city of Budapest. Do note that due to limitations the border between default scenery and area covered by this project can be visible.

FSX LIMITATIONS

It is well known by now that FSX is not very kind on frame rates and that it has some bugs that cause serious issues for a scenery like this. Most of these problems were circumvented by Andras Kozma but some limitations remain;

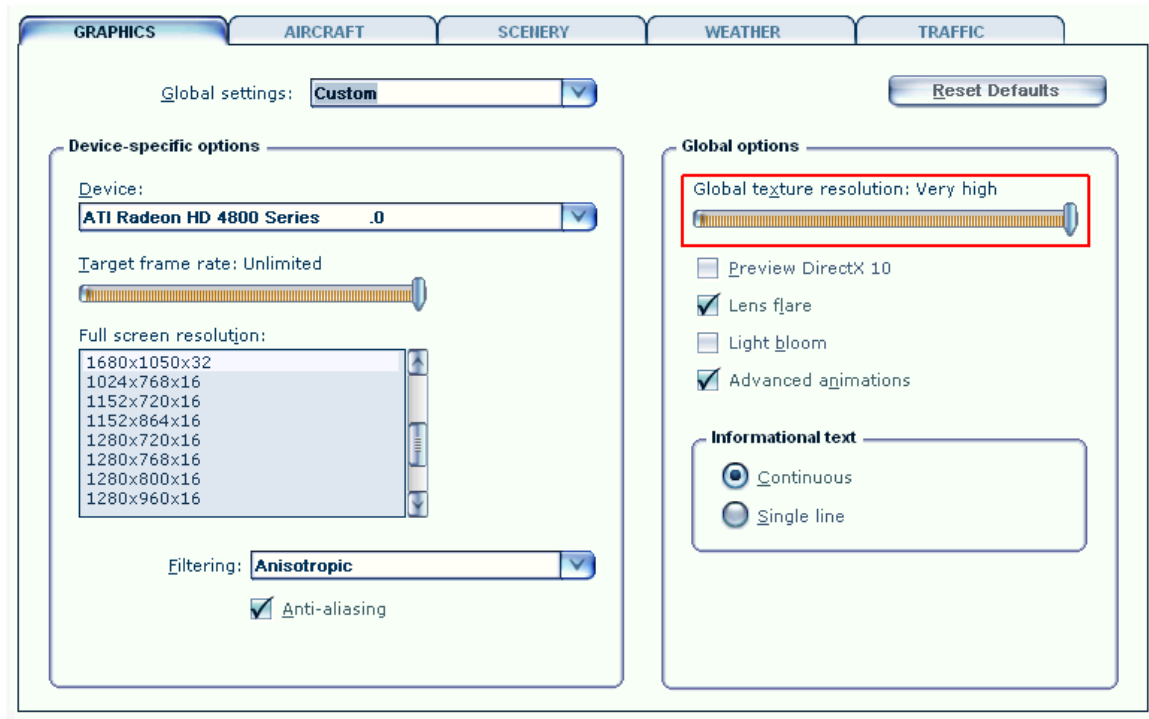
Near the edges of the airport it might be possible that objects are slightly shifted or not fully locked on the ground. This is caused by problems introduced by the new 'round world' model of FSX.

On the airport you might see objects that block roads or airport vehicles in slightly strange locations.

DISPLAY SETTINGS

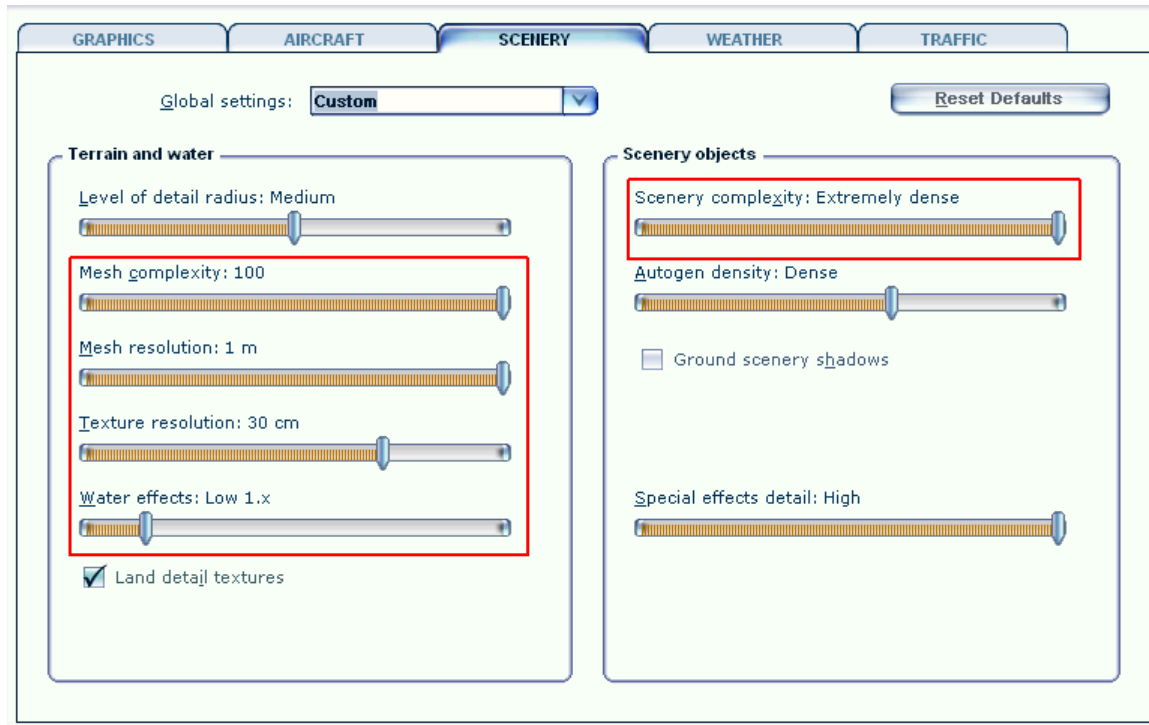
In order to change your scenery settings, go to Settings -> Display. All settings that are important to see this scenery correctly are marked in red and need to be shown. All other settings are to your own liking.

GRAPHICS MENU



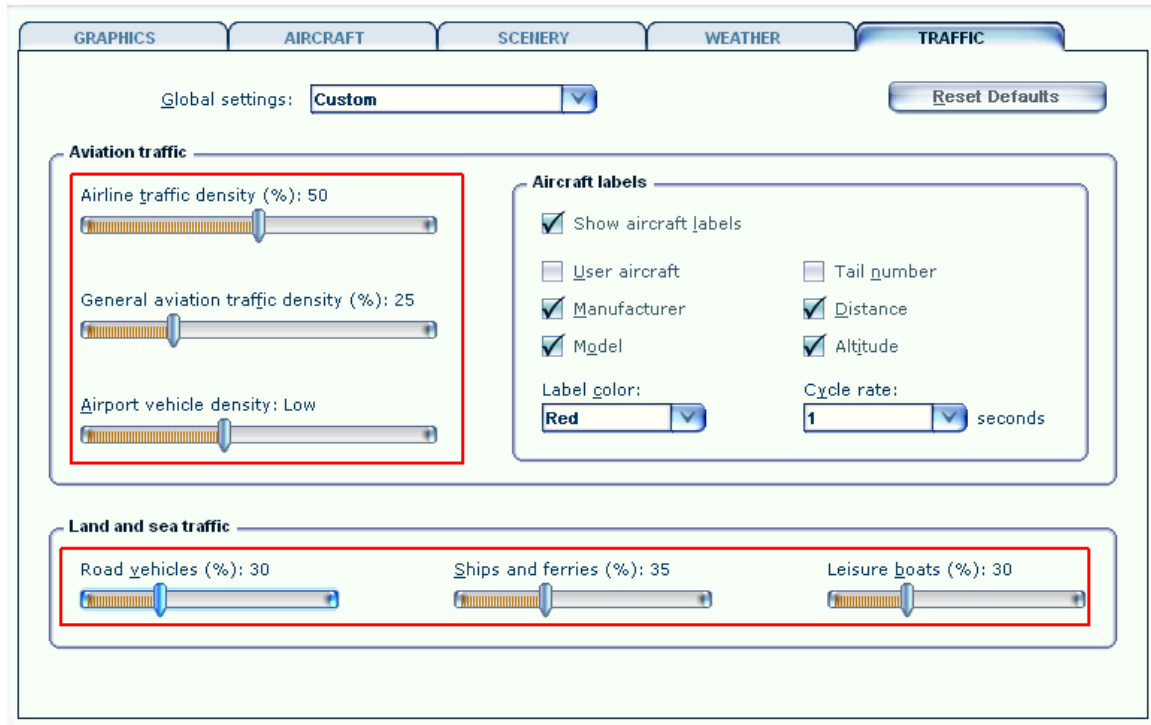
- We advise to keep **Target frame rate** set to **Unlimited** when your hardware is not very fast. If you see your framerate wildly fluctuating **and** over 50 fps we advise you to limit the framerates to 40. This will allow FSX to calculate a few things in advance.
- **Global texture resolution** has to be to **Very high**.

SCENERY SETTINGS



- Mesh is important for this scenery. Set **Mesh Complexity** to **100** and **Mesh resolution** to **1 meter**.
- **Texture resolution** should be at **30 cm** or less to get the best resolution of the aerial image under the 3D objects.
- **Special effects details** should be on **High** to see all the special animations.
- For best results we recommend to set **Autogen Density** to **Normal** or **Dense**.
- The river looks best at low water effect settings, **Low 1.x**, it is after all not the Caribbean.

TRAFFIC

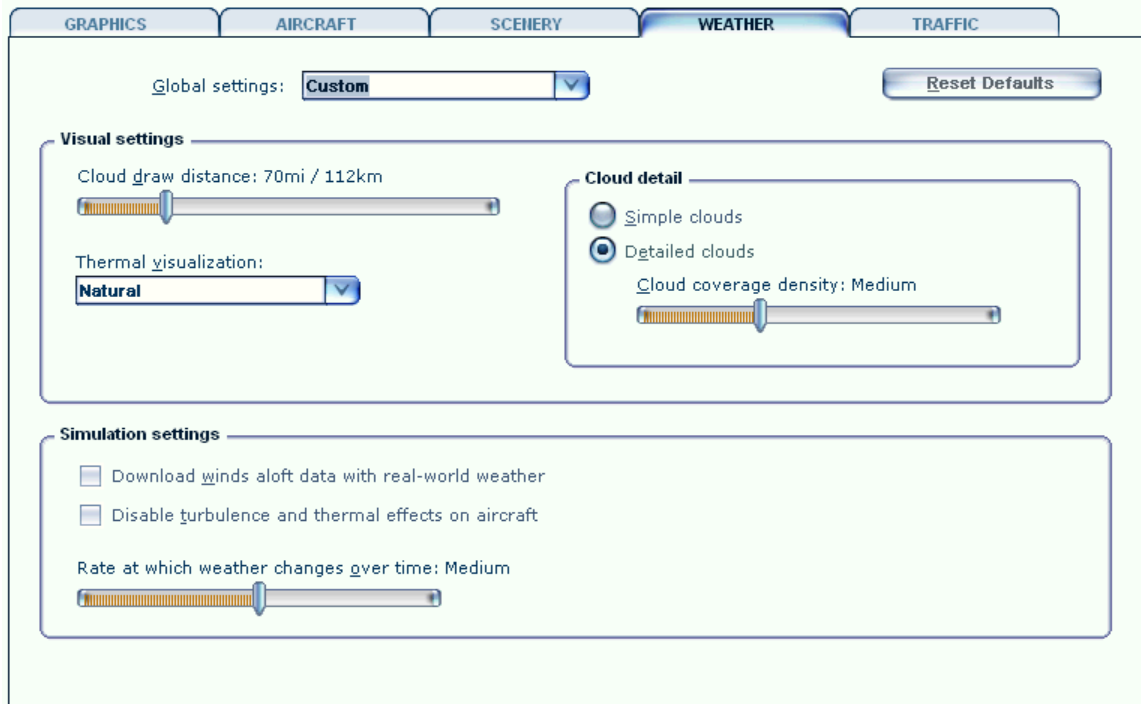
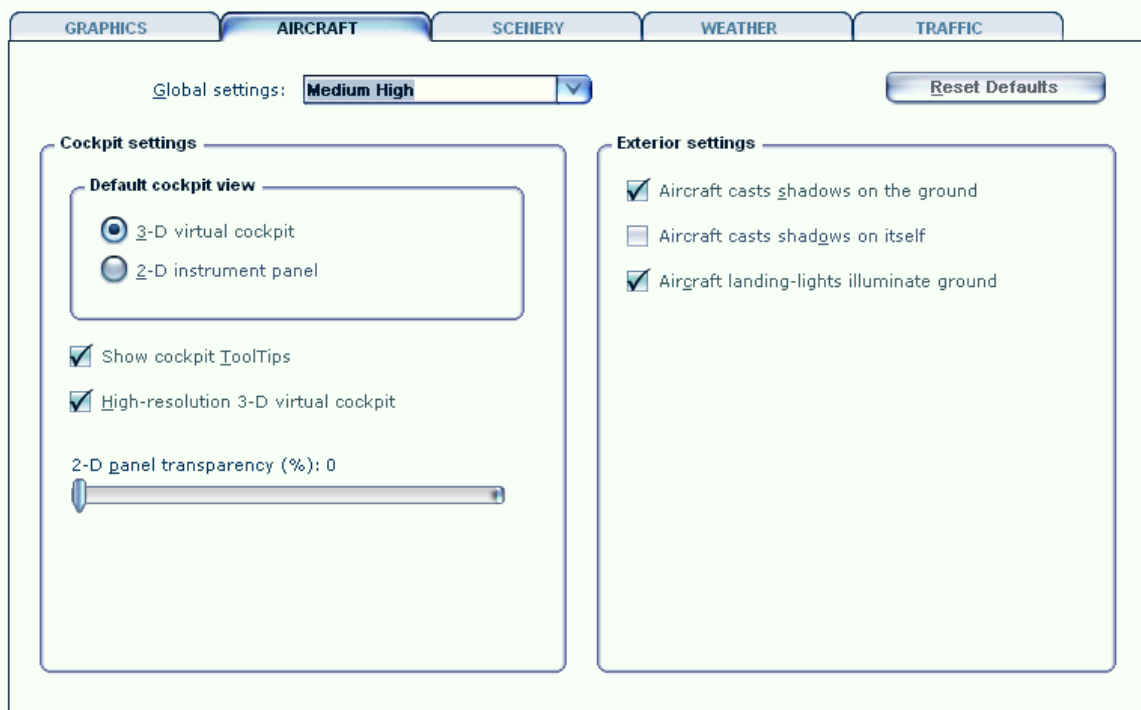


Traffic settings as shown are advised. This will make the project look best and will avoid problems.



AIRCRAFT AND WEATHER SETTINGS

Aircraft and weather settings are not very important for a scenery but for completion we added the settings our testers found to be most suitable.



F.A.QS.

Q: Is this add-on DX10 compatible?

A: No, the high resolution textures will cause problems

Q: Is this add-on compatible with other add-ons in the area?

A: As far as we know, yes.

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.

Q: The border between the default scenery and the Budapest scenery seems to be very visible.

A: Yes, there are certain limitations we could not totally avoid. You will find however that during normal use the approach and departure routes are fully covered.

CHARTS

Following are all the charts you need to approach to, depart from or navigate on Ferihegy. You can find a few more at <http://ais.hungarocontrol.hu/en/> but you will need a (free) registration to access the chart sections. Where needed we can assist you on the forum to find them as the site is not easy to navigate.