

Add-on for
**XPLANE
10**



AIRPORT MYKONOS



Manual

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Introduction

In Greek mythology, Mykonos island named from Mykons, son of Greek God Apollo. The place of a big battle between Zeus and Titans, where Hercules killed the powerful Giants. Even now it is rumored that the large rocks over the island are corpses of the Giants.

Mykonos is the most famous island in the heart of Cyclades and Aegean Sea, which attracts thousands of tourists every year, as many of the most famous people in the world.

Icarus Development Team in collaboration with Aerosoft proudly presents you "Mykonos International Airport".

Features

This scenery package has been designed to take advantage of the most modern X-Plane technologies, like HDR lighting, texture detailing, object instancing, and many more.

In order to experience the feeling of the actual airport during the night, the HDR option, in the rendering options, should be checked on. The night lighting was carefully designed to represent the real life lighting with the minimum affect on frame rates.

The Airport is represented as close as possible to the real counterpart, with the combined use of Ultra High Definition (UHD) textures and High Definition (HD) textures. The ground is represented with custom textures with resolution 3-5cm/pixel.

The whole island is covered with 50cm/pixel satellite imagery (ortho-photos) with added shaders for increased resolution, with hundreds of the well known white/blue "Aegean Sea" type houses and local vegetation (trees), giving an accurate representation of the island. For the towns of Mykonos (Chora), houses are almost 1-to-1 ratio to the real world, giving you the feeling of the dense town.

Moreover, every light is a “real” light, emitting and lighting the surroundings.

There are plenty animations providing a “living” environment, like the windmills. Also there is maritime traffic around the island.

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The “GroundTraffic kit” plugin is used under the GNU LGPL 2.1 license.



System Requirements

Minimum System Requirements

- X-Plane 10.25 32/64 bit.
- Windows XP (SP2), Windows Vista, Windows 7 or Windows 8 (with the latest Service Packs).
- Mac OS X Snow Leopard (10.6.8) or later.
- Linux 32/64 bit.
- Dual core processor or better.
- 2 GB RAM
- 3D graphics card with 512 MB.

Recommended Hardware For Good Performance

- Processor: Intel i5 or better (or AMD equivalent).
- RAM: 4 GB
- Graphics Card: Nvidia or AMD with at least 1 GB VRAM and hardware instancing.

Installation

Installation and Removal

Installation is simple. Start the exe file you downloaded and follow the instructions on your screen. Make sure X-Plane is closed and we do advise you to reboot your system before installing. Make sure you are logged on as Administrator on the machine! Removal should never be done manually but only using the software removal applet you will find in the Windows Control panel.

How to Remove the Scenery Under Mac

For the de-installation under Mac, please go into the directory "X-Plane 10\Custom Scenery\Airport Mykonos_Airport Mykonos_installation\" and execute the file "Change Airport Mykonos Installation" and select the option "Uninstall Product".

scenery_packs.ini

This scenery package consists of 3 folders:

- Mykonos Airport
- Mykonos Island
- Mykonos Mesh

Run X-Plane 10 and go to Mykonos Airport. If the scenery is not appearing correctly (Airport is missing, or orthophotos etc.), exit X-Plane 10.

Go to X-Plane 10/Custom Scenery folder and find and open scenery_packs.ini file with a text editor.



The first lines should read:

I
1000 version
SCENERY

SCENERY_PACK Custom Scenery/ Mykonos Airport/

SCENERY_PACK Custom Scenery/ Mykonos Island/

SCENERY_PACK Custom Scenery/ Mykonos Mesh/

If the above 3 lines are not these 3 as above, move them on top of all other lines in the exact order above.

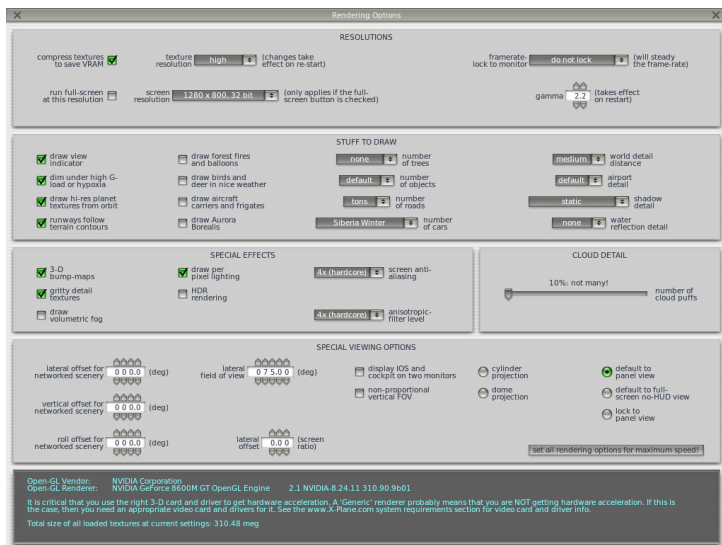
For more support, go to Chapter 9 (F.A.Q.) and Chapter 10 (Support).

Settings

The settings below are general recommendations for the best possible experience of this scenery depending on the available hardware. Use this as a guide to get the best experience and performance out of this package, although it is not guaranteed, since there are other factors that affect performance (aircraft-in-use complexity, other programs running simultaneously, screen resolution, plugins, etc.). You can change these settings the way that suits better to your hardware.

We recommend, if you have a 64-bit processor, to use the 64-bit version of X-Plane.

1. LOW END MACHINES (Dual core CPU and/or less than 1 GB video RAM)

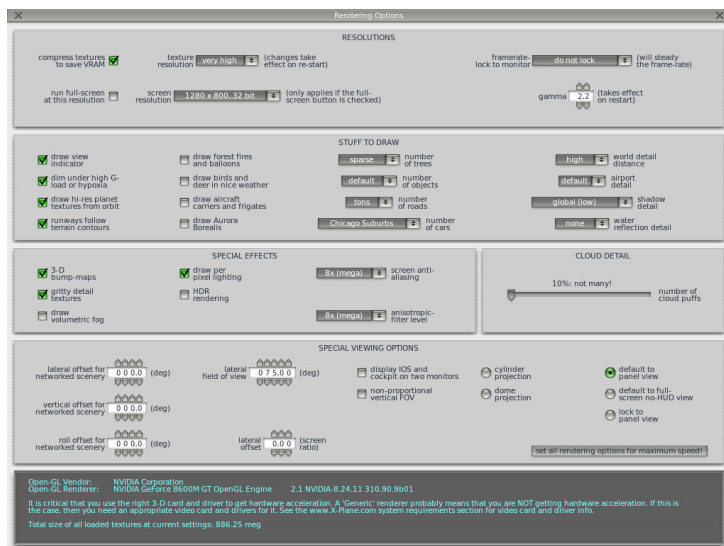


- Always checked compress textures to save VRAM.
- Texture resolution high or normal.
- Run full-screen at this resolution unchecked. Running in windowed mode and with the window smaller than full screen, will improve frame rates. In full screen mode it is better to use lower resolution rather than the maximum.
- Number of trees set to none. This setting affects the CPU and will hide the grass in the airport, but will not have any effect on the trees around the island.
- World detail distance set to medium.
- Number of roads set to tons. This setting is the minimum required to display any roads on the island.



- Shadow detail set to static.
- Number of cars set to Siberia Winter.
- Water reflection detail set to none.

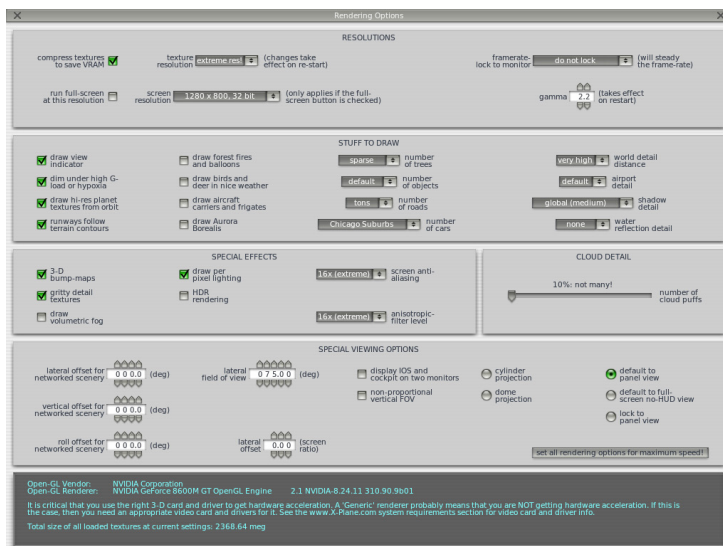
2. MID-RANGE MACHINES (Dual/Quad Core CPU and/or 1 GB VRAM)



- Always checked compress textures to save VRAM.
- Texture resolution very high.
- Number of trees set to sparse.
- World detail distance set to high.
- Number of roads set to tons. This setting is the minimum required to display any roads on the island.

- Shadow detail set to global (low).
- Number of cars set to Chicago Suburbs.
- Water reflection detail set to none.

3. HI-END MACHINES (Top quad core CPU and 2GB VRAM or more)



- Always checked compress textures to save VRAM.
- Texture resolution set to extreme res!.
- Number of trees set to sparse or higher.
- World detail distance set to very high.



- Number of roads set to tons. This setting is the minimum required to display any roads in the island. Setting this higher will not present more roads
- Shadow detail set to global (medium) or higher.
- Number of cars set to Chicago Suburbs. This gives a good representation of the road traffic in Mykonos. You can set it higher.
- Water reflection detail set to none.

Airport Information

The Airport has a single runway 1902 meters long and 30 meters wide (6240x98 feet), connected with 2 short exits about at the middle with the APRON. Airport altitude is 405 feet.

Runways magnetic bearings are 157° (runway 16) and 337° (runway 34). At each end of runway there is a wide area for aircraft to turn around. The turn radius of both areas is 40 meters (131 feet). The approach end of runway 34 is significantly lower than Apron altitude, making the first meters of the runway almost invisible from the tower.

Both runways have PAPI lights, but only runway 34 PAPI is operational.

The Apron does not have any taxi lines. The guidance to parking spots is done by a follow-me car or ground crews.

There is one Terminal VOR (frequency 110.00 Mhz) located abeam and to the right of runway 16 touchdown zone. There is also a short range NDB (Locator, frequency 401 Khz) located at Apron).

The airport provides very interesting and challenging departures and approaches. Departing from runway 16, the departure end has a significant downhill. Moreover within about a nautical mile from the runway, you will be flying above the sea or from 400 feet to none, meaning a steep downhill. That makes the aircraft to lose the ground effect more rapidly than normally.

Approaching runway 16 is even more challenging. About 1.5 nautical miles at runway's centerline extension, starts a hill with altitude 140 feet above airport level and higher hills a bit further. Due to that, pilot should come from west and turn in and line up with the runway within 2 miles. Because of that, only runways 34 have instrument approaches. Runway 16 approaches are allowed only under VFR. For that reason runway 16 PAPI lights are not operational.

Departing runway 34 is also challenging. Since there are hills direct ahead and in a small distance, pilots should turn left as soon as possible (a good rule of thumb is immediately after raising the landing gears), and avoid to overfly the dense town of Chora!

Approaching runway 34 you have to touchdown on an uphill runway, making it hard to judge the right height to set power levers to idle and flare! And the runway ahead is short!

To add to the challenges, the nickname of the island of Mykonos is 'Island of the Winds'! It is very common, especially during summer, to confront with strong winds and gusts. A hill, half nautical mile east of the airport, creates the conditions for downdrafts, while winds are coming from the east.

The biggest aircraft landing here are B737/A320 type aircraft. It is very common to meet all kind of business jets, since Mykonos is visited by the most famous people on earth!



On The Island

The island of Mykonos has very dense morphology with a lot of sand beaches and hills. The iconic white houses with the blue windows and doors, the intense day and night life, especially during summers, and the fact that Mykonos is the destination for a lot of tourists, put Mykonos between the most known vacation destinations in the world! For 2014, Mykonos is on the top ten of Tripadvisor's islands list! It is the destination of choice to the world's jet set!

The bright white houses, with the vivid blue doors and windows, are not only iconic, but are even enforced by the law, that every house to be build must comply with those rules, to maintain the traditional look of the island. The white color is used more from a need to anticipate (reflect) the heat during the summer and the vivid blue colors to represent the blue sea and sky that surround the island, matching also with colors of the Greek flag.

The coastline of the island is very intense with small and big curves. There are innumerable beaches, most of them with short span. Most known is Psarou beach, where the party starts in the morning and is going all day long! Another innumerable feature of the island are the small chapels spread around the island. The difference with the houses is that mostly they have a very distinct red rooftop. Many are in remote locations, but many are located on private properties.

Windmills is another distinct feature of the island. There are five of them in a row down to the Chora, close to the beach and one just south of the airport's apron. In our scenery, we have animated them to give you a more 'living' experience.

F.A.Q.s

1. Is this scenery package compatible with X-Plane 9?

No. We are using the latest available X-Plane 10 technologies, making it incompatible with the previous X-Plane version.

2. I am changing the settings 'numbers of objects' or 'airport detail', but I cannot see any changes.

You are right! The way that this airport has been designed is to provide you with the full experience, whatever settings you are using. By taking advantage of some modern technologies, implemented by Laminar in X-Plane, we were able to fill the area with a lot of objects without any noticable drawback even to low-end computers. Since Mykonos airport is in general a small airport, we wanted to look complete, again using the same technologies.

3. Some objects seems to pop up.

If your settings at 'world detail distance' are high or higher, this should not have happened. In settings lower than that, this is possible to have happened. That is a necessary trade off that we had to make, so low-end machines with older graphics cards are able to use these scenery packages.

4. Is this scenery package compatible with HD Mesh 2?

Yes. Actually we are providing you with the right mesh for this airport, so any other addons do not interfere with this scenery package, as long as this package remains on top of the list of such scenery add ons (see installation instructions).

Support

Support for this scenery package is provided by Aerosoft. Please use the link below:

forum.aerosoft.com

Our development team is present there where we can address any problems as soon as possible.



Links

Aerosoft Website/Webshop: www.aerosoft.com

Aerosoft Support Forum: <http://forum.aerosoft.com/>

Follow Icarus Development Team at Facebook:

<https://www.facebook.com/icarus.development>

Aerosoft XPlane News: <http://asn-xp.aerosoft.com/>

FroogleSim (How to tweak XPlane): http://youtu.be/mMthOjeB_ig

FroogleSim: <https://www.facebook.com/Frooglesim>

X-PLANE 10



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