

HERAKLION

Heraklion International Airport for Microsoft® Flight Simulator X : Steam Edition



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INTRODUCTION

Crete is the largest of all the Greek islands with a rich culture and a history that is almost unrivaled in the world. From 130.000 years ago to the present day it has been a great place for people to live with a pleasant climate and even though it is an island, a very central position in earlier cultures. Today it still serves that 'hub' role as many tourists fly into Crete and take other flights or ferries to the islands. But unlike many smaller islands Crete is not totally depending in tourists, agriculture is still has an important economical factor.

HERALKION INTERNATIONAL AIRPORT

Heraklion International Airport, Nikos Kazantzakis is Greece's second busiest airport. Its roots go back to 1939 but are scheduled to close in 2015 because a new airport is being constructed. A good idea as Nikos Kazantzakis can be hopelessly overloaded in the height of summer and delays are common. The airport is located on the coast on a plateau and is shared, like many Greek airports, by military and civil aviation. Taking pictures for this project, as you can understand, was not easy. This is a remarkable scenery of a remarkable location!

All this, and much more is offered in this scenery add-on which will take you several days to explore and allow you to appreciate the beauty of the special city of Heraklion!



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CREDITS

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SYSTEM REQUIREMENTS

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with 512 MB or higher
- Flight Simulator X : Steam Edition
- Windows XP, Windows VISTA, Windows 7, Windows 8

SUPPORT

- Support is important to us. If you have any issues or questions concerning our products don't hesitate to visit our support forum:

<http://forum.flightsimdevelopmentgroup.com>

HERAKLION INT'L AIRPORT

Country: Greece
City: Heraklion
IATA: HER
ICAO: LGIR
Lat/Long: 35° 20' 23" N, 025° 10' 49" E
Elevation (ft/m): 115/35
Runway 09/27 (m): 2682x50
Runway 12/30(m): 1566x50

COMM

Tower: 120.85
Ground: 121.70
Approach: 123.975

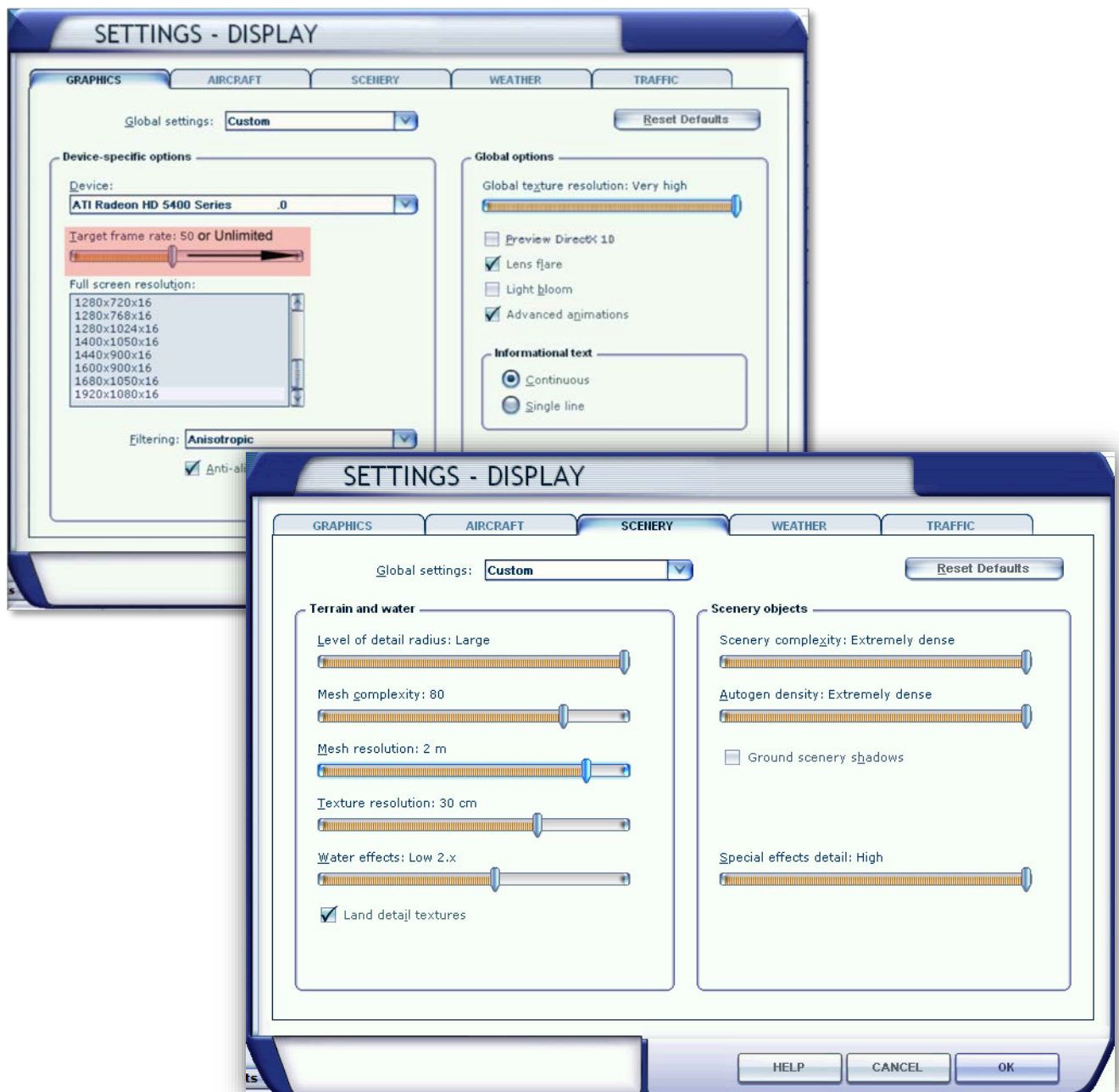


FSX SETTINGS

In order to change your scenery settings, first run FSX and then go to Settings -> Display

Note that these settings will influence the quality of the scenery. The higher the settings the more details will be visible. But keep in mind that frame-rate and overall performance might decrease depending on your PC system.

We suggest trying these settings to get the best visual results in FSX:



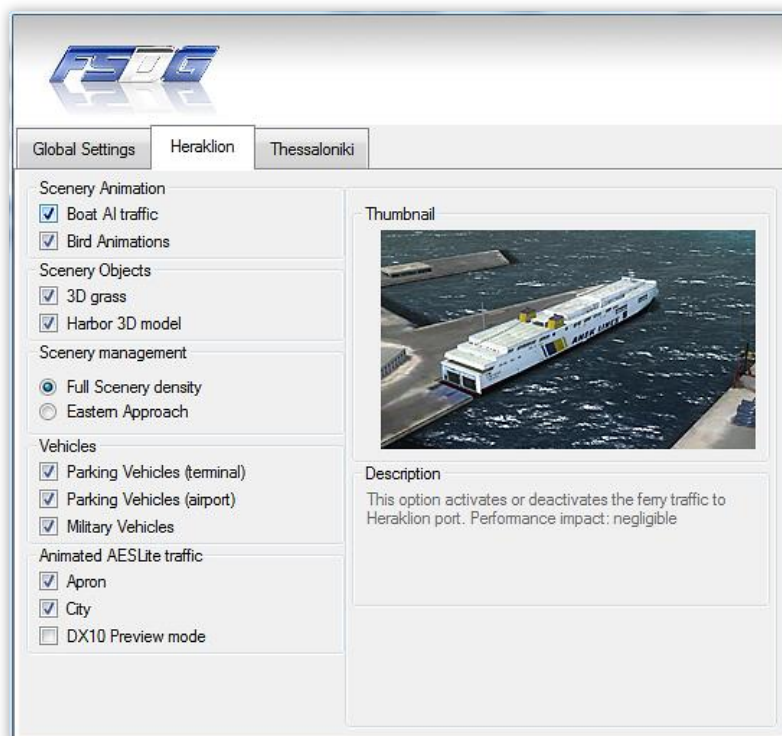
SCENERY CONFIGURATOR

FSDG-Heraklion offers a few switchable items via the FSDG Scenery Configurator, which allows you to control several elements of the scenery to suit your visual and performance needs.

No seasonal texture switch is required for Heraklion.

To be able to access this control panel, you need to have downloaded and installed the FSDG Scenery Configurator software. This is freely available in the **'Tools'** sections of our webshop:

<http://fsdg-online.com>



F.A.Q.

Q: *Is this add-on compatible with other add-ons like UTX, FTX or FS Global?*

A: There should be no problem with any other add-on.

Q: *I see objects popping in very suddenly if I change zoom levels, is this normal?*

A: If you use a negative zoom value of less than -0.5, the simulator engine will display some objects a few seconds later than we intended. A zoom value of -0.5, or above, is recommended for smoother experience.

Q: *The scenery library is not updated automatically on installation of the add-on. How can I fix this?*

A: If you use Windows Vista or Windows 7 you are strongly advised to start the setup as administrator (right-click in Win 7 and "run as administrator") and disable the User Account Control. Reinstall the add-on to make sure the setup added the Thessaloniki X areas to the scenery library of FSX.

Q: *I have technical problems with installing or running this add-on. Can you help me?*

A: Yes! Please contact us at <http://forum.flightsimdevelopmentgroup.com/index.php>

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.