

# The *EDDF* Airport Update Version 20151120

This is an advanced distribution for the new/changed scenery details at EDDF!

***This change may not be used for FGFS-versions prior 3.0 nor without scenery-2 !***

***We may issue some more upgrades prior to bringing it into "TerraSync"***

Please use it and tell us when you find problems or if you miss something.

The changes concentrate around:

## 1. A total revision of the taxi-signs:

- This was a major handicap for casual visitors to EDDF. There is a very big amount of new signs now - so for sure some may still be incorrect/marginal! Please tell us if we need to correct some!
- New are especially some "Red-Signs" at the runway entrances: e.g.:



During bad weather-conditions traffic will use the "**High Precision ILS-approach**" (CAT meaning "Category"), that may be disturbed if you taxi beyond that line. For our EDDF-events we will not use those as a STOP - just continue to the Holding Point!



This is the official "**Holding Point**" - crossing it without clearance will make ATC's very "unhappy"!



"**No Entry**" !!! This taxiway is a One-Way only – do not enter!

For more details on signs see: <http://developer.x-plane.com/manuals/wed/#tableofexamples>

## 2. Jetways

- If you cannot see them, make sure to enable them in the menu-bar:  
*AI --> Jetway Settings --> Enable animated jetways !!*
- The high amount of those jetways may add a noticeable load to your system - so if you are already at the edge of your PC-sizing - just disable them!

3. Add some "**dummy planes**" to show the general orientation at that parking-lots.!

4. correct some "**blast deflectors**"

5. + some minor changes!

# Installing

The changes are contained in 2 Folders – for installation see the following items a) + b):

## a) Installing the “Update\_EDDF”:

Just copy the folder into your FGFS-Scenery-Folder:

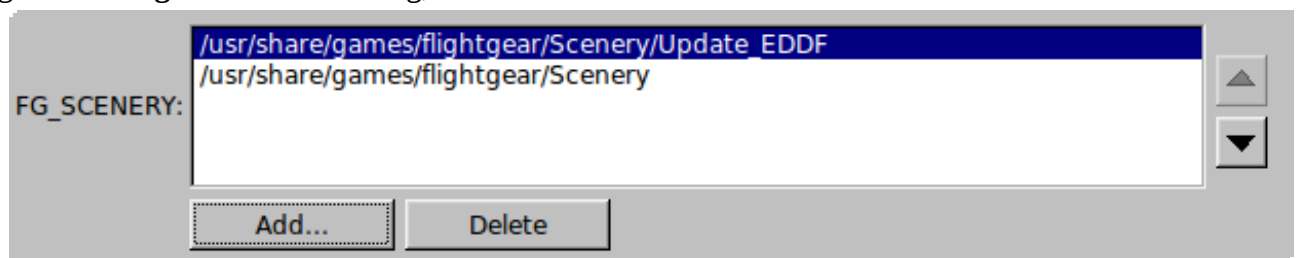
e.g. Standard for LINUX is: '/usr/share/games/flightgear/Scenery'

Standard for Windows is: .../flightgear/scenery

*(If you do not have the Admin-Rights to do so, you may copy the folder to any other directory for which you have unlimited access-rights!)*

Then set a pointer to that “Update\_EDDF”-folder before the normal scenery in your StartUp:

e.g. **if using FGrun** for starting, use:



**if using Text-files** for starting, set both into **1 line**, e.g.:

```
--fg-scenery=/usr/share/games/flightgear/Scenery/Update_EDDF:  
/usr/share/games/flightgear/Scenery \
```

For LINUX you need as separator the “:”

For windows you need a “;” instead!

AGAIN: both parts (before and after the separator) must be in 1 line!

## b) Installing the “Add\_Jetways”:

*(You may need Admin-Rights for the following!)*

Copy the files from the included “Add\_Jetways”-folder:

- “EDDF.jetways.xml” into “.../flightgear/Scenery/Airports/E/D/D/”
  - if that directory does not exist (i.e. if you are on FGFS 3.6 or higher – or you never have been in EDDF before!)  
→ then pls. create it manually.
- “generic.xml” + “generic.ac” + “generic.png”
  - into “.../flightgear/Models/Airport/Jetway”
  - and also into “.../flightgear/Scenery/Models/Airport/Jetway”
- “jetways.nas” into “.../flightgear/Nasal/jetways”
- “jetways\_edit.nas” into “.../flightgear/Nasal/jetways\_edit”

# The first Start

At first start your system must initialize your “privat” settings of the movable jetways – that may take several seconds!! (*There are 120 jetways to be setup!*). If after a while not all jetways show up – restart FlightGear – then all should show up!

***If the Taxiway- and street-lines do not show nice*** → adjust in the FGFS-menu-bar:

→ View → Rendering Options                      → Custom settings = active  
   → Shader Options → Landmass → move to right

Watch it: The further right you move here – the more the system needs to work, i.e. slows down!!!

***If you do not see the MP-aircrafts*** try: FGFS-menu-bar → Adjust LOD Ranges → AI/MP Aircraft = 0

## Disabling in case of problems:

In case you run into problems:

if the **scenery does not work**, you just need to remove that pointer to the “Jetways Add-on” in your FGrun or Start-Program. (See above a)

If the **jetways cause problems** disable the “Enable animated jetways” in the  
FGFS-menu-bar → AI → Jetway Settings

I hope that makes taxiing/navigation on EDDF much easier – it definitely looks better.

Have fun

*ATCjomo*