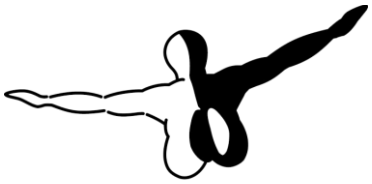
Aerosoft

Corfu X



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INTRODUCTION

Located in the Ionian Sea and not far from Italy, the island of Corfu has been a favorite holiday destination ever since air travel got cheap enough for the masses. Of course, as the rest of Greece, it has a long, often bloody and very rich history that is clearly visible all over the island.

Ioannis Kapodistrias International Airport is a typical holiday airport. Off season it's quiet with just a few flights every day while in the holiday season (and certainly on Monday and Friday) the airport is running at full capacity. The runway is built in a small bay and the approach from the south is spectacular as some of the best known landmarks are only a few hundred meters away. Though weather conditions are seldom a problem, wind can be an issue as it flows around and over the mountains that are close to the airport. In high summer turbulence can be severe close to the ground. As the runway has no ILS all approaches are visual and certain the VOR DME NDB approach to runway 35 is not easy

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CREDITS

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Manual, documentation:	Mathijs Kok (Aerosoft)
Installer:	Andreas Mügge
Testing:	Several good folks who will all be getting a copy

Visan Andrei, FSGenesis and Justin for the provision on Corfu terrain mesh.

SYSTEM REQUIREMENTS

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with minimal 512 MB
- Microsoft FSX (with SP2 or Acceleration), FS2004
- Windows XP, Windows VISTA, Windows 7 (fully updated)
- Adobe Acrobat® Reader 8 minimal to read and print the manual [(1)]

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

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

INSTALLATION AND REMOVAL

Installation is simple. Unzip the file that you downloaded and start the exe file you downloaded and follow the instructions on your screen. Make sure FSX (or FS2004) is closed and we do advise you to reboot your system before installing. Make sure you are logged on as Administrator on the machine! After installing it can help to defragment your hard disk. **Do note that the files are personalized on installation**. When you share them with others you also share personal details.

After installation has finished the Aerosoft Launcher will start and it will be installed (or updated). See Appendix A for a detailed explanation.

Removal should never be done manually but only using the software removal applet you will find the Windows Control panel.

CORFU X MANAGER

There are many elements of this scenery that you can toggle on/off. You can find the Corfu X Manager in the Windows Start Menu (Aerosoft | Corfu X) or you can start it via the Aerosoft Launcher.

- **RWY Specular Level**: With specular effect on the runway you will see the new FSX options that add water and sun effects to the runway. However you can also choose to have the highest possible textures that are not possible in combination with the effects.
- **3D Grass**: Although it looks real good 3D grass will take up a lot of FPS so it is best left off on systems that are not very powerfull.
- **Apron Animation**: Toggles all animations on the apron area. Can be left on unless you are running low on FPS.
- **Parking Animation**: Toggles all animations on the car park area. Can be left on unless you are running low on FPS.
- **Plane Spotting**: If you like to sit on the pier and watch the aircraft land you can activate this option and it will add sound effects to that location. Best to leave off if you are not plate spotting.
- **Sailboat Animation**: Close to the threshold of runway 25 there is a small harbor. With this animation activated there will be sailing boats moving around.
- **Sea Animations**: This animation will show small boats around the island. Normally you can leave this activated.

FINDING THE AIRPORT

You will find the airport using either the airport name (Ioannis Kapodistrias), the city name (Kerkira) or the airport ID (LGKR).

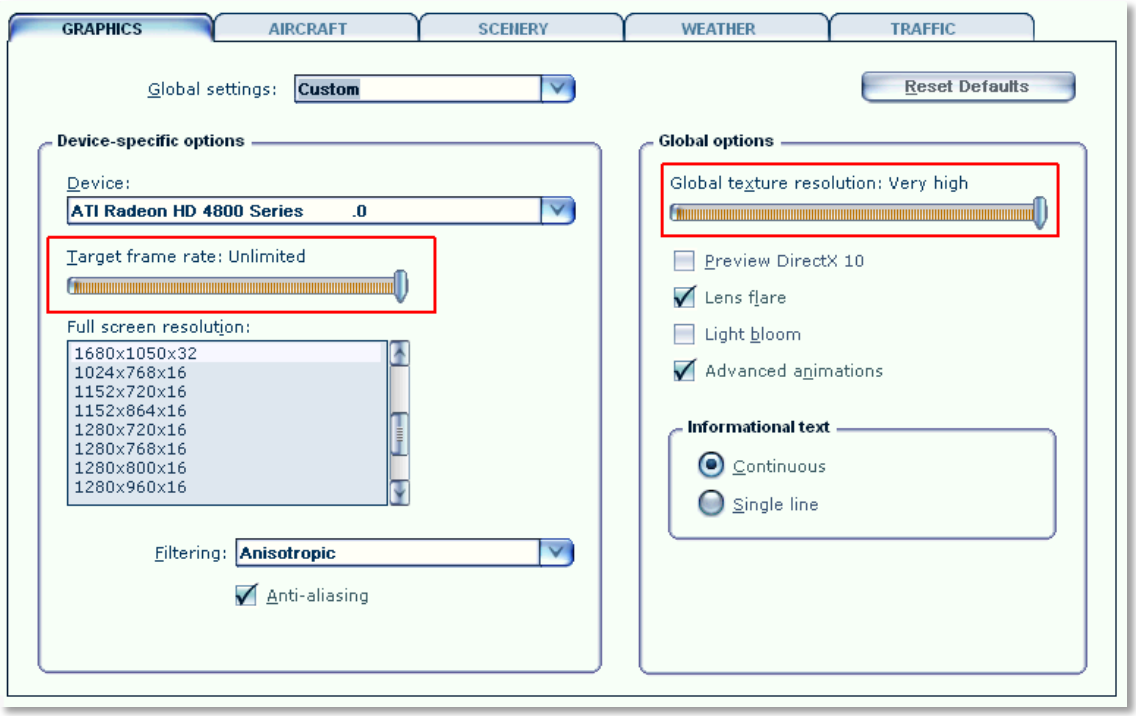
CHARTS

The Greek aviation authorities do not have all aviation related charts online but finding them is not hard using Google or another search engine. Just use ‘LGKR’ and ‘CHARTS’ as search terms.

DISPLAY SETTINGS

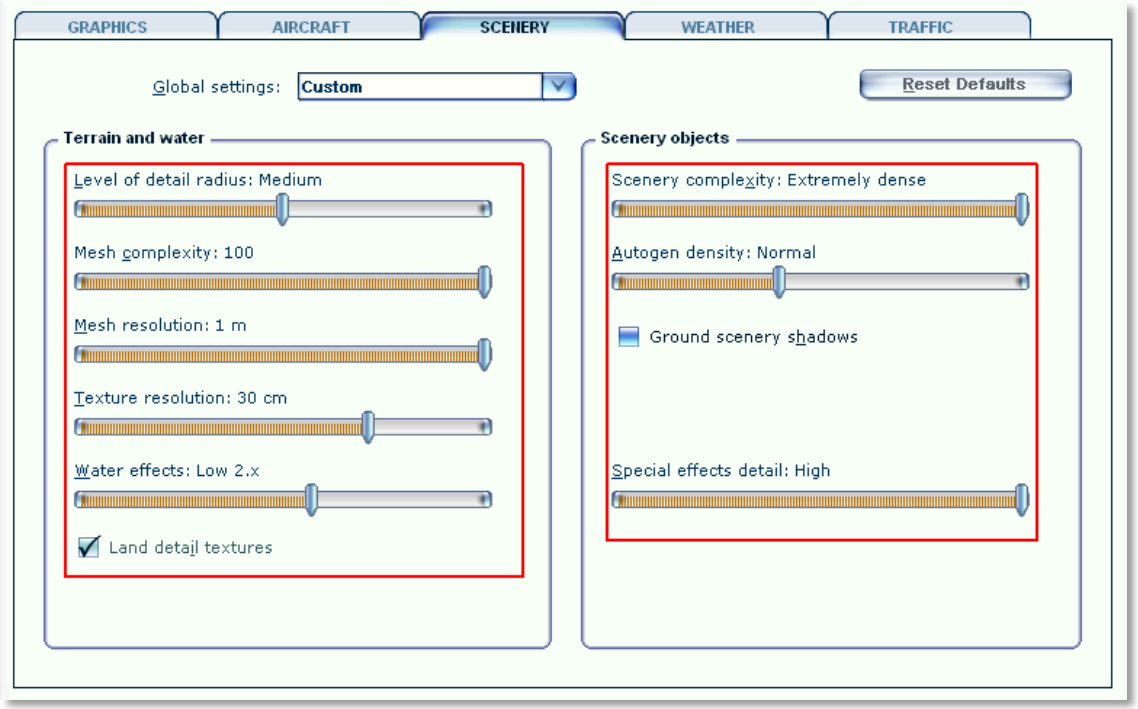
In order to change your scenery settings, go to Settings -> Display. All settings that are important to see this scenery correctly are marked in red and need to be shown. All other settings are to your own liking.

GRAPHICS MENU



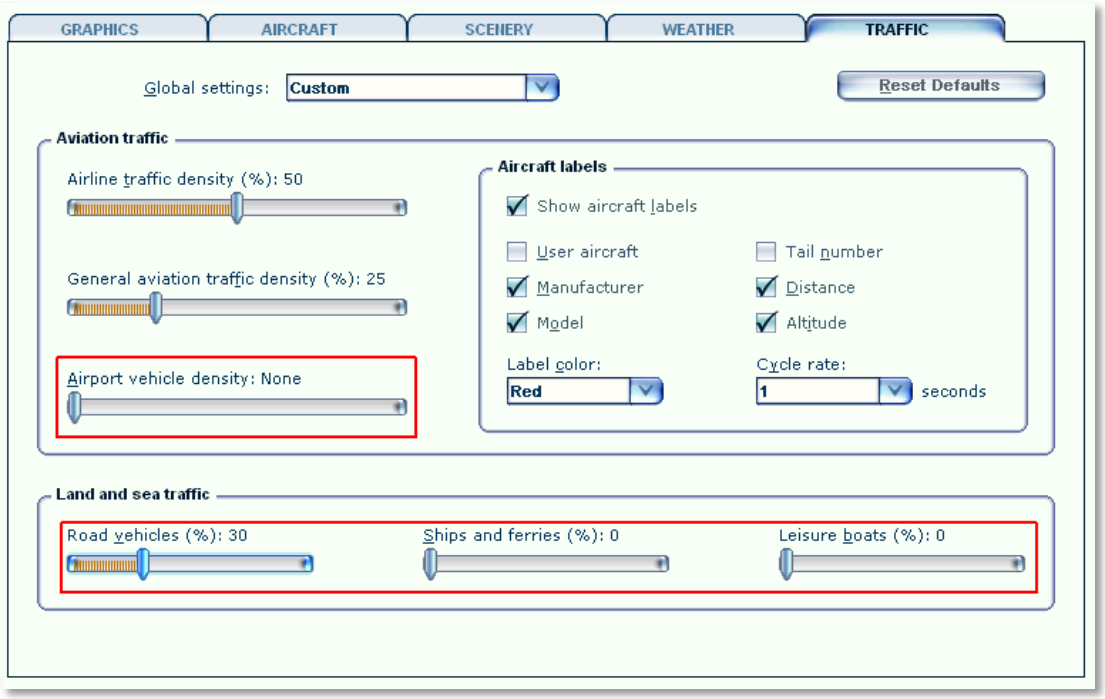
- We advise to keep **Target frame rate** set to **Unlimited** when your hardware is not very fast. If you see your framerate wildly fluctuating **and** over 50 fps we advise you to limit the framerates to 40. This will allow FSX to calculate a few things in advance.
- **Global texture resolution** has to be to **Very high**.
- As this project is easy on FPS you most likely will be able to activate Lens flare that adds some nice sun effects.

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 textures.
- **Special effects details** should be on **High** to see all the special animations.
- For best results we recommend to set **Autogen Density** to **Normal**.
- This being an island water is very important and in our opinion a Low 2.X is best suited.

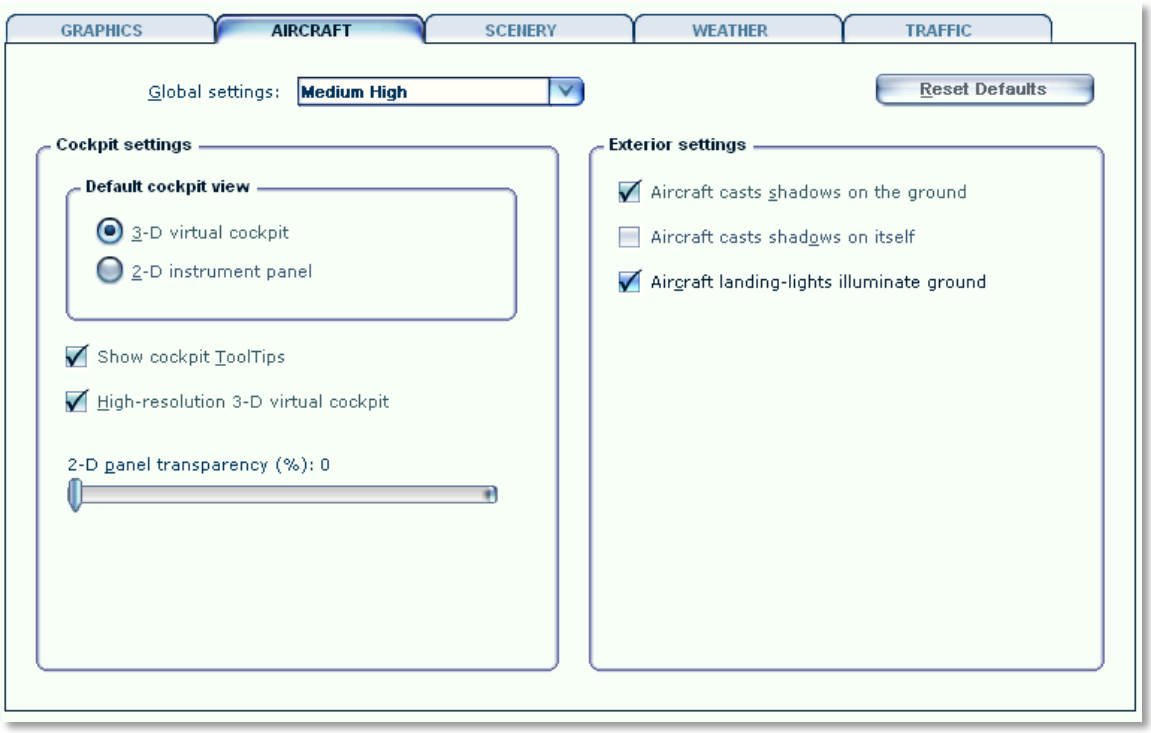
TRAFFIC

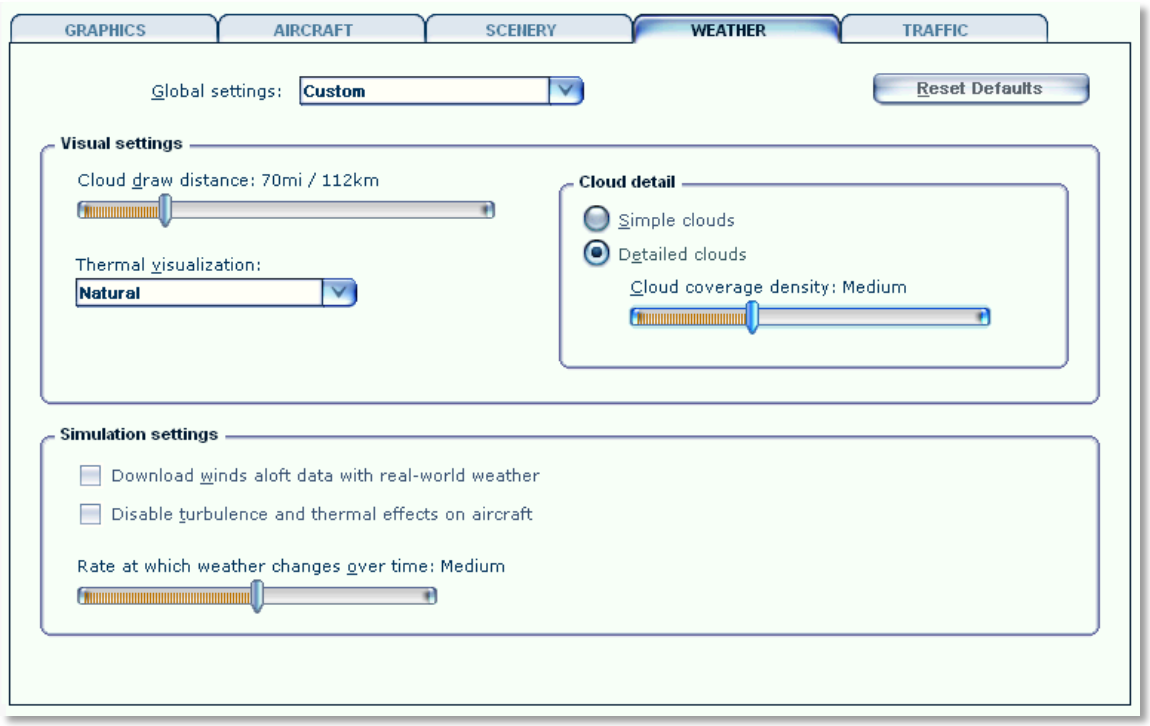


Traffic settings as shown are advised. This will make the project look best and will avoid problems.

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.





INFORMATION FOR KERKYRA KAPODISTRS INTERNATIONAL

- Airport: Ioannis Kapodistrias International Airport
- Country: Greece
- City: Kerkyra, Corfu, Greece
- ICAO ID: LGKR
- IATA ID: CFU
- Time: UTC+2(+3DT)
- Location: 39°36'07"N (39.601944) Longitude:19°54'42"E (19.911667)
- Elevation: 6 feet (2 meters)
- Type: Civil
- Magnetic Variation: 005° E (2008)
- Beacon: Yes

RADIO COMMUNICATION FREQUENCIES

- Tower 120.85
- ATIS 126.35
- Ground 121.7

RUNWAYS

- **Runway 17**: 1963 x 50 meters (6440’ x 164’ feet) Asphalt , displaced threshold
    - Lights: MIRL PAPI-L (3.00°)

- **Runway 35**: 2314 x 50 meters (7592’ x 164’) Asphalt
    - Lights: MIRL REIL PAPI-L (3.08°)

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: The Greek HSP Mesh (fhttp://www.fsgreece.com/genscenx.htm) and coastlines for Greece (http://www.fsgreece.com/genscenx.htm) should be either de-activated or placed at a lower priority than Corfu X in the scenery library.

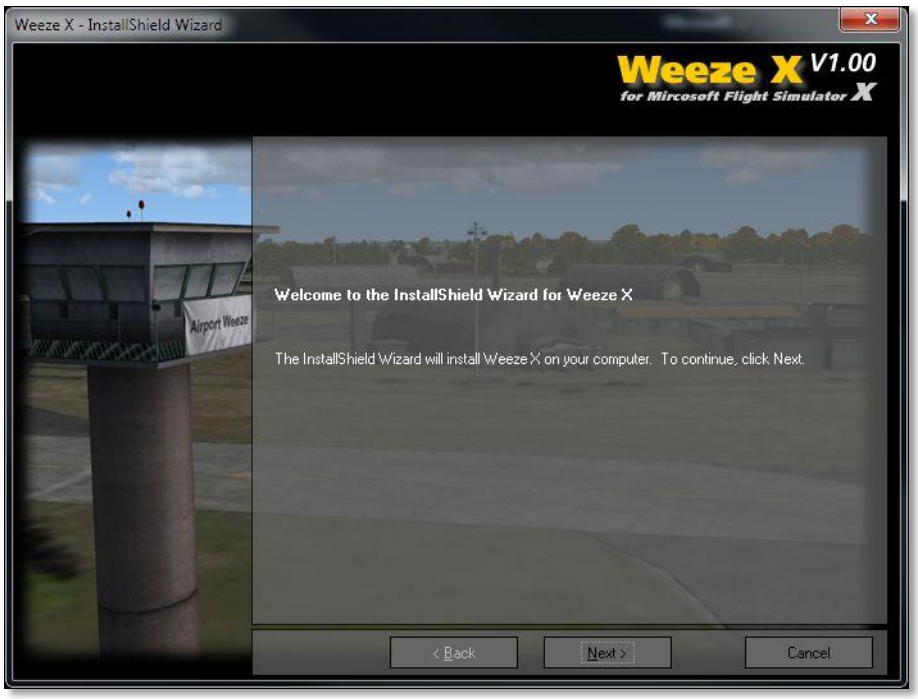
Q: There seem to be issues with the airport lighting at day/night transitions. Is this normal?
A: No but it isn't curable. FSX sometimes has its own ways of switching day/night textures. If you face any texture or scenery problems, open the scenery library and click OK (or use the "refresh scenery" shortcut) to reload scenery and textures.

APPENDIX A: AEROSOFT LAUNCHER

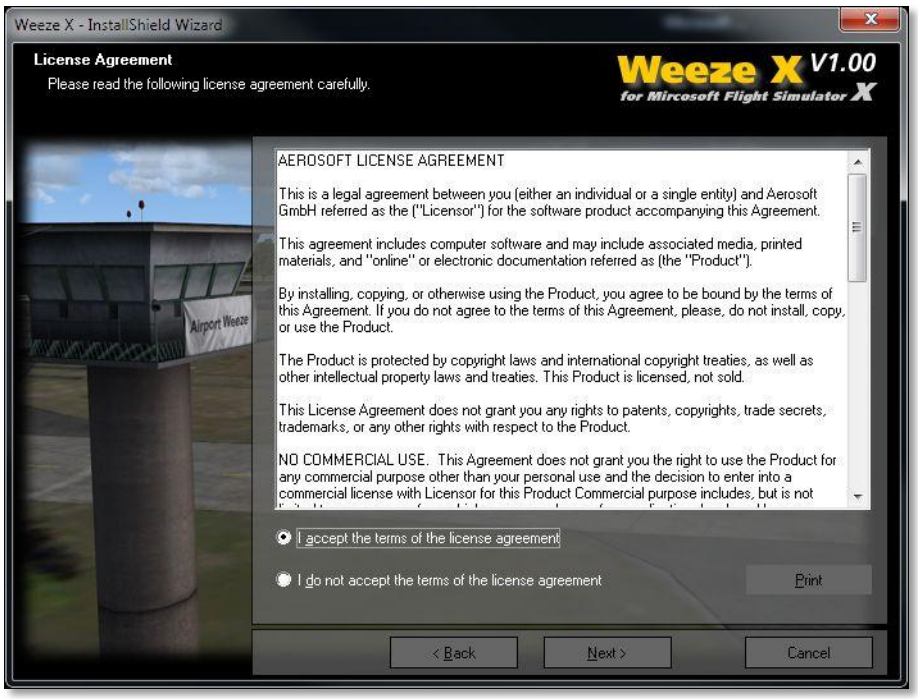
The new installer and launcher system has advantages for Aerosoft (it protects our copyrights better) and for the customers (makes it easier to see what is installed and what updates are available. Using the new system is simple and only adds a few steps to what was used before. There are however four things that you have to keep in mind.

- You need to **be connected to the Internet while the installing and activation takes place** (there is an offline option via email, more on that later).
- You need to be **logged on as Administrator** on your system.
- You need to understand that **the product needs to be activated before it can be used**. Scenery products will just not show until the files are activated and aircraft products will have other limitations.
- You need to know **the installed files are customized** to your order. Multiple files of the product will be marked so if they ever ended up on the Internet we know where they came from.

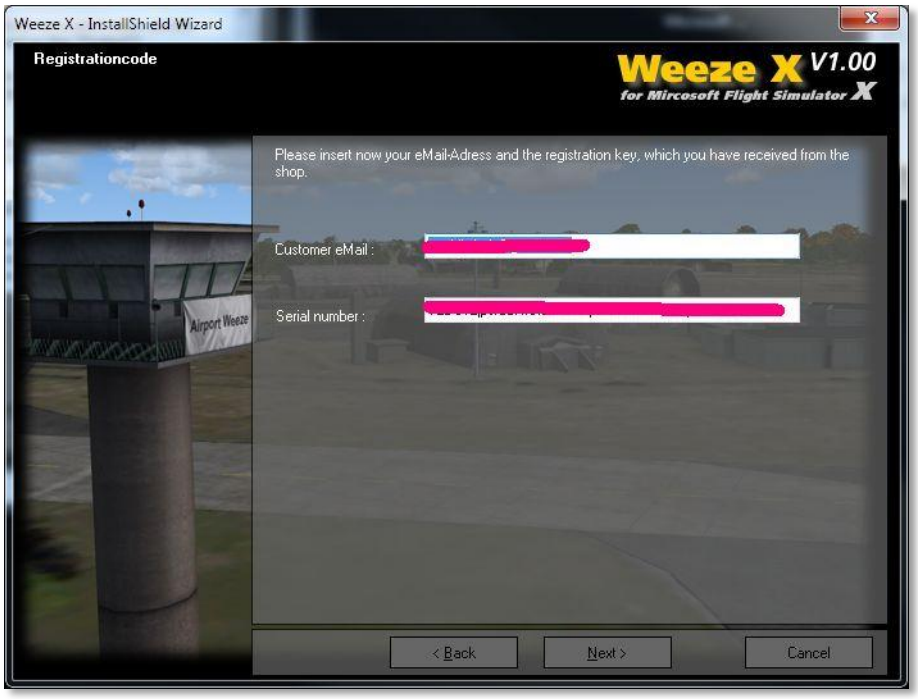
After the SETUP.EXE is started you will see this screen (of course the actual product might differ):



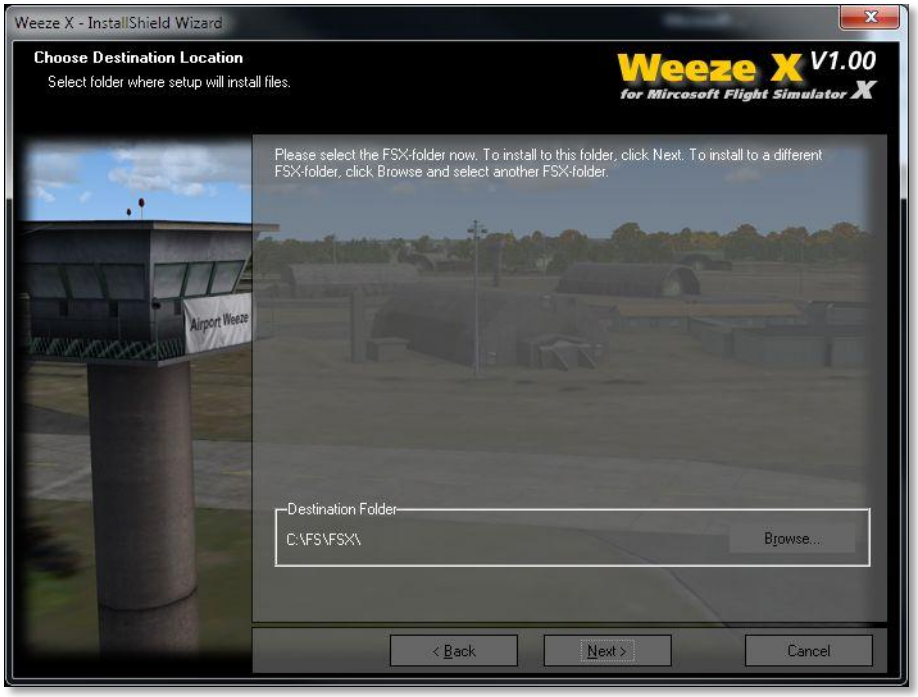
Click [Next] to continue, you expected that right?



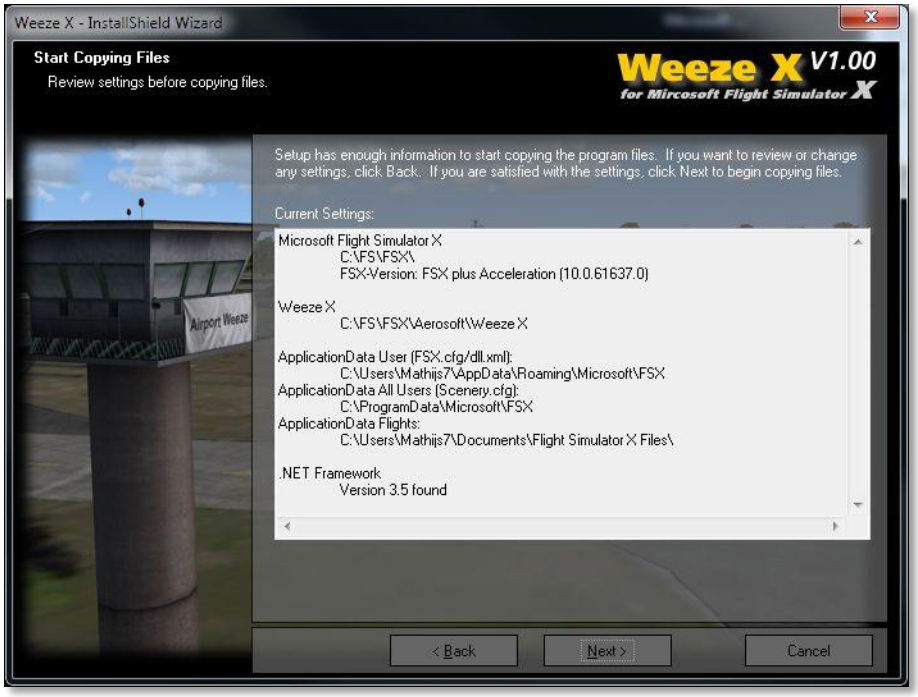
Now you have to accept the license agreement. Easy to click [I accept....] but you might like to read the text at least once, okay?



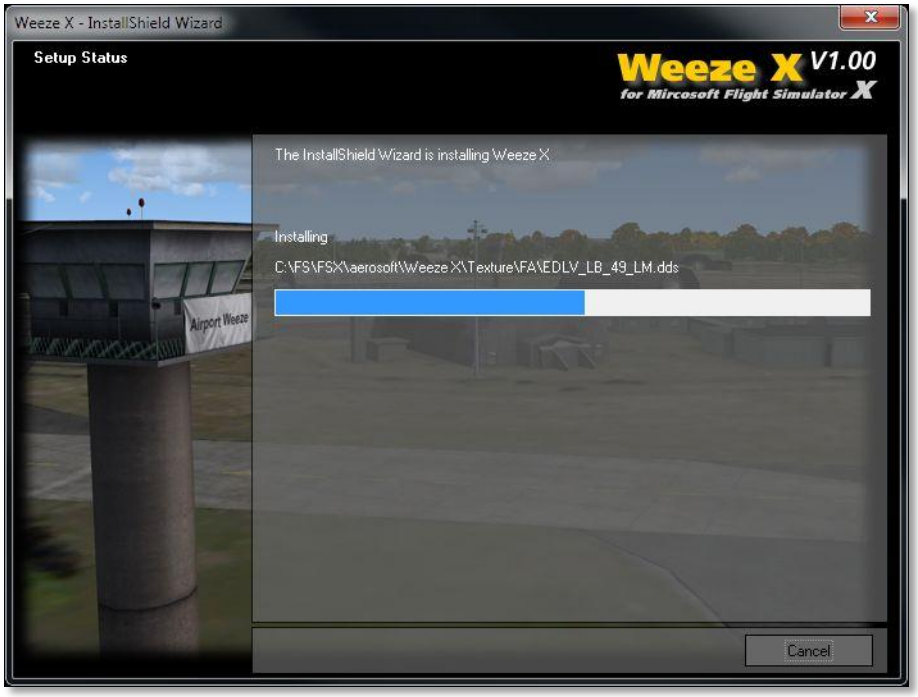
Enter your email address and the serial code we have sent you.



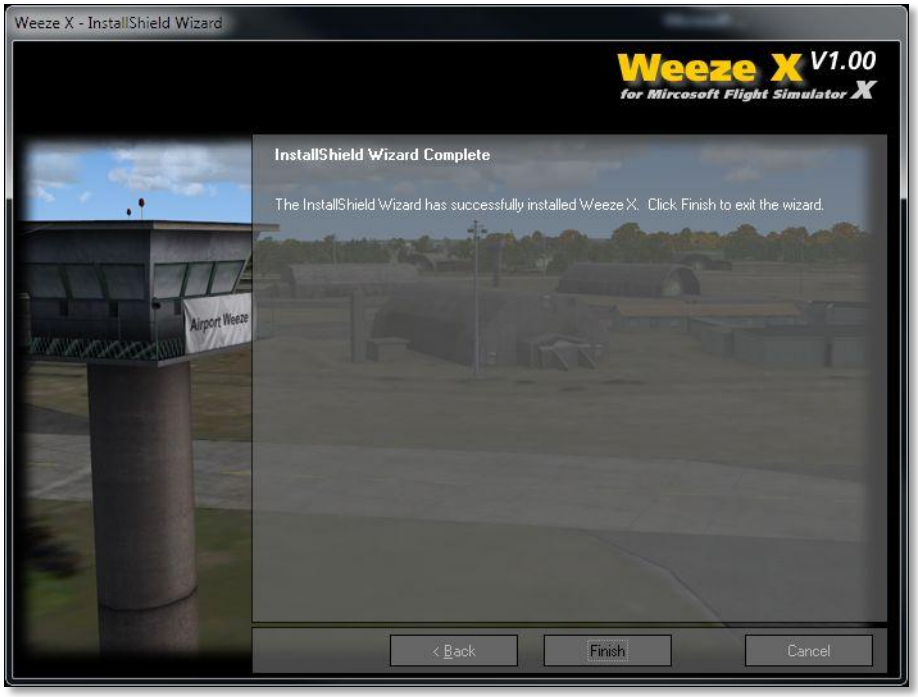
A few screens that tell you what will happen. Click [Next] unless you see an obvious issue.



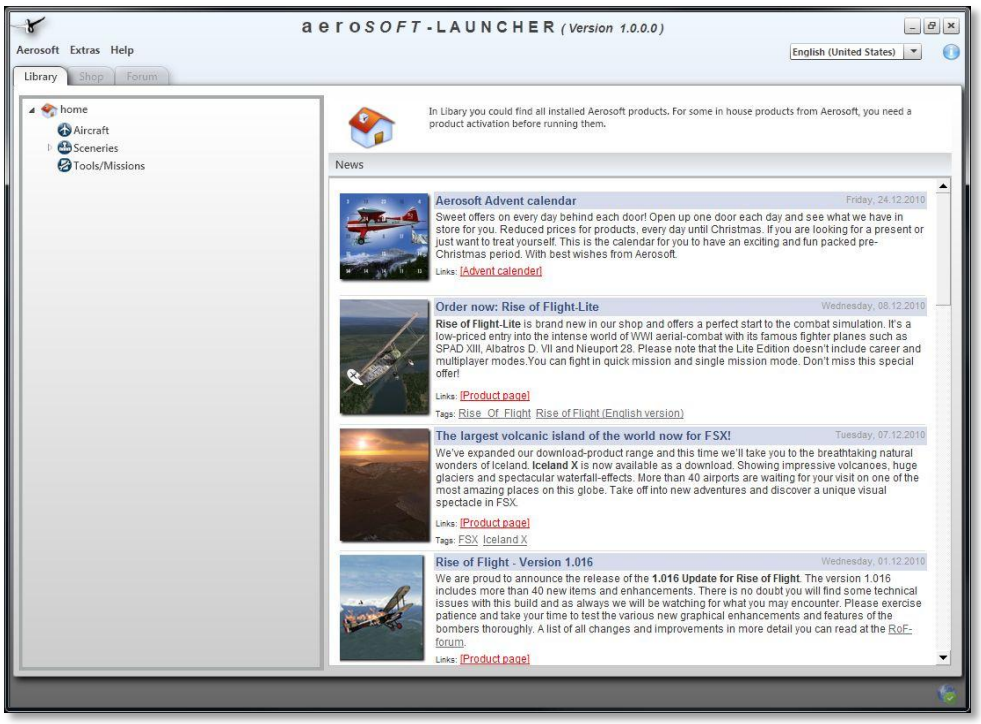
One more...



The files are now installed. Will take a few seconds.

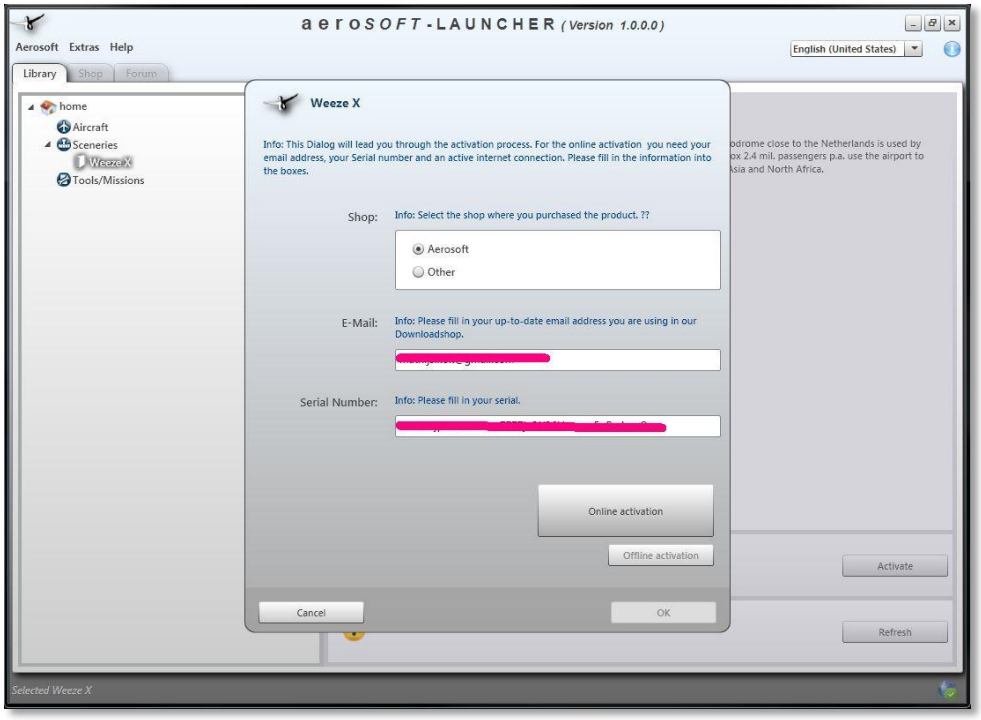


And you're done. Click [Finish] to close the installation part of getting the software in FSX.
Now Aerosoft Launcher will start and you will see this.

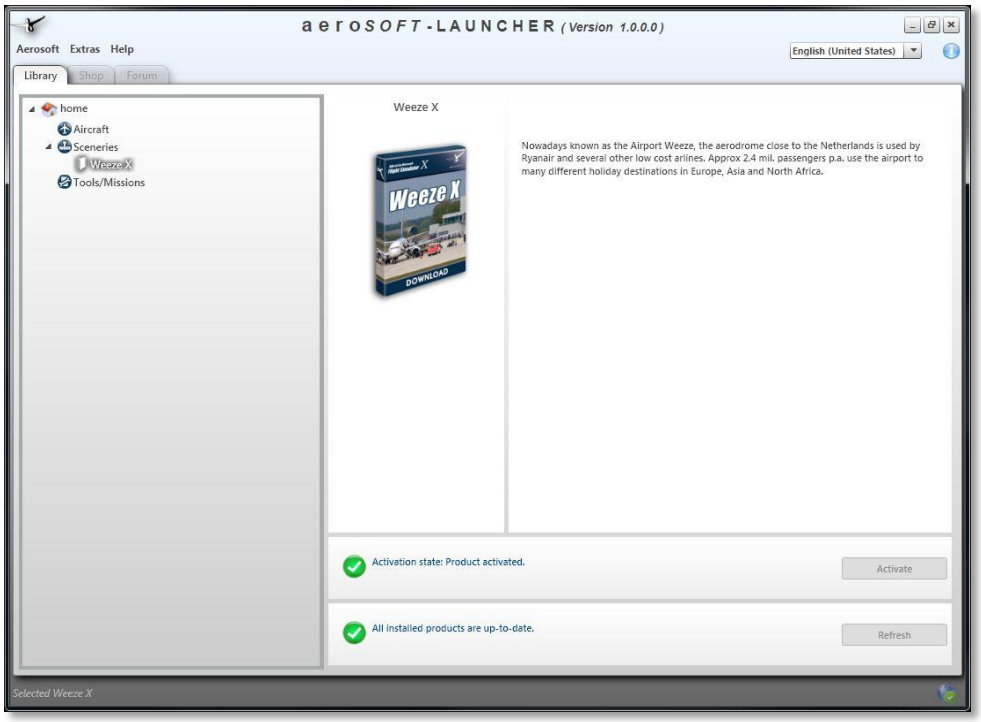


Click on the [Sceneries] to open that section of the product tree.

And there is the product we have just installed. By clicking on the [Activate] button the launcher will activate the software.



Select the download shop you used, enter the email address used when buying and the serial code and click [Online activation]. You will see the program contact the server and do its work. Note that only appropriate information is sent. Product code, email address etc.



Eh voila, the product shows in green and you can now start FS to start enjoying the product.