

# Handbuch / Manual ETNL Rostock



## ENGLISH:

The Airport Rostock-Laage is a regional Airport in Mecklenburg-Vorpommern, Germany.

The Airport is located in the County Rostock between the villages Krons Kamp and Weitendorf. The Airport is used for civil Air Traffic and as well for military Air Traffic (Homebase of the JG73)

This Addon Airport is Freeware/Donationware and it is useable in P3Dv2 and onwards only! The Airport has been tested upto P3Dv3.3.5 and has been compiled based on the P3D SDK.

The Airport has been developed with the full civil and military part, the Commercial centers in the North and South near the the Airport are included as well.

## **Feature List ETNL Rostock**

### Ground:

- 100% P3D v3.3 und 3.3.5 SDK z-Bias gesteuerter own Ground
- Aerial image high resolution with automatic Winter textures
- Exact placed Autogen without suspension
- More than 10 km useable road network
- 3D Roadlights

### Aiport facilities:

- 3D Approach lights in both directions
- At poor visibility during day automaticly switching default Approach lights
- 3D Runwaylights
- 3D Taxilights

- Groundlight at Aprons
- 3D Apronlights
- Animated own Jetways (STRG+J)
- Animated windsocks, Direction and strength (SODE)
- Markings and Signs

#### Military Part in use:

- Aprons
- Hangars with Pass Through Parkings useable
- Bunker partially useable
- All 3D Buildings created by my own
- Walls, fences
- Animated Radar

#### Military part in Demolition

- Realistic Ground
- Demolition work partially animated
- Bunker and Ruins (fiktiv)

#### Zivil part:

- Terminal with fictiv Interior and night lighting
- Tower Complex
- Cargobuilding / Customs office
- Catering- and Service building
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#### Commercial Area South:

- Solarfield
- TNT
- ADAM
- Oberaigener Automotive
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#### Commercial Area North:

- Complete Commercial Centers in 5 modells
- Animated road traffic
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#### Road Traffic 7/24:

- Bus traffic to Rostock
- Military traffic within the military part
- Truck traffic between Demolition area and Commercial Area

#### Air Traffic:

- Civil Airliner Traffic
- Military traffic, Eurofighter, MIG-29 , Phantom (see instructions for AI Traffic below)
- Transport traffic A400M
- Full GSX Support

## **Installation**

Unpack the content of the archive into a temporary location

- Copy the content of the effect folder to the effect folder of your sim
- Copy the content of the simobject folder to your Simobject folder or your AI simobject folder like any Traffic addon (WOAI, MT etc).
- Attention! The Groundvehicles need to be copied in the Simobject/Groundvehicles of the P3D.
- Copy the Folder " Rostock\_Laage\_ETNL" into the Addon Scenery Folder or wherever you like and add the scenery in P3D into your scenery library.

The package contains a folder „Sode files and installer“ including an installation advise. Sode is used for the animated Windssocks. The SODE folder contains the xml.file and the simobjects for SODE control

Case 1:

SODE already installed on your computer?

Copy the content of "ProgramData" into the SODE Folder found in ProgramData on your Computer

Case 2:

SODE not yet installed on your computer?

Run the Installer of SODE (it is the latest release) and copy the content of the "ProgramData" into the Sode folder now existing in your ProgramData folder on the C drive.

After starting the P3D you have to add the scenery to the library and for user of VFR Germany you need to place ETNL above AS AFD.

## **Deinstallation**

Just delete all files copied into your directories during installation

## **Advise for AI**

The Addon contains its own Road and Air Traffic.

Following Settings are valid:

- Civil AI Air Traffic from 10% Density.
- Actual military AI Traffic including "Touch and Go" from 20% Density.
- Additional military Transport Traffic (A400M) from 21% Density.
- Historical MIG29 Traffic GAF from 30% Density.
- Historical Phantom F4 Traffic from 40% Density.
- Historical MIG29 Traffic of NVA (Former GDR) from 50% Density.

Who is using high settings anyway and would like to have less traffic at ETNL could either delete or disable the .aix traffic files in the ETNL scenery folder

The road traffic is controlled by the Ship traffic slider and starts at 5%.

## **Thanks**

My thanks are going to all persons involved into the project

Special thank to Holger (Holi) for the complete Air AI Traffic and the Betatesters, as well to Eik for the supply of the real world fotos which were used to develop the scenery.

## **Donation**

This Addon can be used free of charge but Donations for to maintain and keep the website [www.simmershome.de](http://www.simmershome.de) alive, are most welcome.

## **Copyright**

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The Scenery contains items and objects of the freeware libraries of, Runway12, EZ-Library, CeyX and KH, JS and adjusted for use in P3D.

The use of the Addon is at your own risk and no liability is granted even the software has been tested intensive.

There is no claim of Support.

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