

NEW LGAV WEATHER TRIGGERS

A. Introduction:

Weather triggers are an integral part of FS2004, they are included in FS2004 SDK and their role is – if installed correctly- to increase the level of realism in virtual flying.

As far as we know, weather triggers do not affect frame rates.

The **HSP Base Scenery** includes, so far, weather triggers for four Hellenic airports: **LGMT**, **LGRP**, **LGSM**, **LGIR**.

The **HSP Base Scenery V2** adds new weather triggers in the areas of **LGAV (El. Venizelos Int. airport)** and **Karystos**.

B. Operation:

Weather triggers are adjusted in such a way as to provide the following:

1. Rising thermal currents
2. Directional turbulence
3. Non-directional turbulence

In the case of the new **"LGAV WEATHER TRIGGERS"** the third parameter was used for greater realism.

Weather triggers are activated only if the appropriate circumstances for which they are preset arise and their strength depends on the level of intensity of weather phenomena present at that time.

In other words, if a trigger has been preset to provide directional turbulence when wind is blowing from 270 degrees then, depending on the weather phenomena, the following may occur:

1. If wind is blowing from 270 degrees at 05kts then the trigger is almost inactive.
2. If wind is blowing from 270 degrees at 15kts then the trigger is partially active at approximately 50-60%.
3. If wind is blowing from 270 degrees at 25kts then the trigger is active at 100%.
4. If wind is blowing from 200 degrees at 25kts then the trigger is partially active at approximately 30%.
5. If wind is blowing from 200 degrees at 15kts then the trigger is partially active at approximately 10%.
6. If wind is blowing from 090 degrees at 25kts then the trigger is inactive.

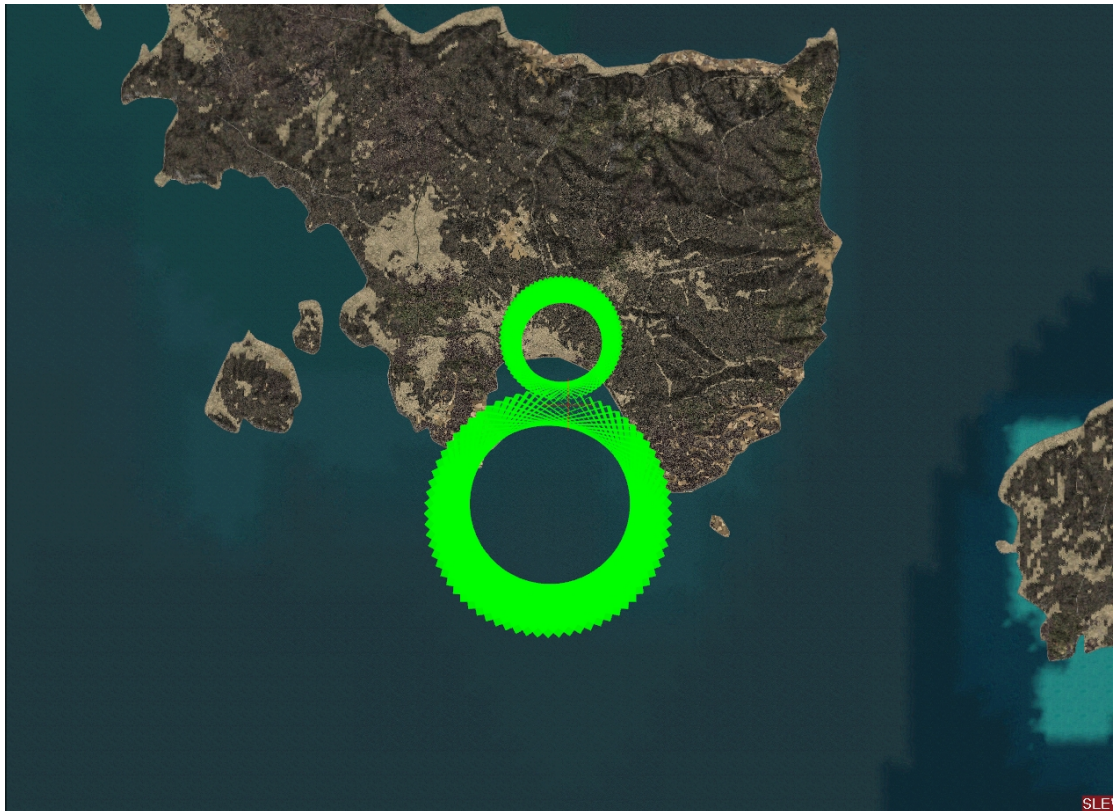
Thus, the degree of activation depends both on the wind direction and its intensity.

*Note: The example provided above is a product of self-observation of the weather trigger, due to insufficient data provided by **Microsoft Flight Simulator 2004 SDK**. Thus, all percentages are approximate.*

C. Information:



The new **weather triggers** for **LGAV (El. Venizelos Int. airport)** are activated at fifteen points in the area of Attica and two points in the area of Karystos.



D. In more detail:

POSITION AFFECT	ARC	START	END	RANGE/Max Altitude	PROVIDE
YMITTOS mount A,B,C,D,E (Intercept ILS 03L/R)	350' – 015'	-	-	1.0 X 2.0 km/6000ft	NON Directional Turbulence
ILS03L (Varkiza Area)	350' – 015'	8.6 miles final	7.0 miles final	1.0 X 2.0 km/4000ft	NON Directional Turbulence
ILS03R A Outer	060' – 110'	7.8 miles final	5.2 miles final	2.0km/3000ft	NON Directional Turbulence
ILS03R B Inner	060' – 110'	4.8 miles final	2.3 miles final	2.0km/3000ft	NON Directional Turbulence
ILS 21L (RAFINA Area)	200' - 270'	6.3 miles final	2.5 miles final	3.0km/4000ft	NON Directional Turbulence
ILS 21R (RAFINA Area)	200' - 270'	7.6 miles final	3.3 miles final	3.0km/4000ft	NON Directional Turbulence
ILS21L (Short Final)	150' – 180'	1.1 miles final	0.7 miles final	0.5km/1000ft	NON Directional Turbulence
ILS21R (Short Final)	150' – 180'	2.4 miles final	1.6 miles final	0.6km/2000ft	NON Directional Turbulence
Dep.03R - 03L (LOUTSA Area)	330' – 015'	-	-	2.0km/6000ft	NON Directional Turbulence
Dep.03R - 03L RAFINA Outer	330' – 015'	-	-	3.5km/7000ft	NON Directional Turbulence
Dep. 03R - 03L KARYSTOS A Arr. 21R – 21L KARYSTOS A	090' – 280'	-	-	4.0km/12000ft	NON Directional Turbulence
Dep. 03R - 03L KARYSTOS B Arr. 21R – 21L KARYSTOS B	090' – 280'	-	-	2.0km/12000ft	NON Directional Turbulence
Visual Arrivals (PORTO RAFTI)	330' – 045'	-	-	2.0km/4000ft	NON Directional Turbulence

E. Installation

Weather triggers are installed with **HSP Base Scenery V2**.

If you already have installed the **HSP LGAV** scenery then you have to do the following:

1. Copy **LGAV_TRIGGERS.BGL** located in the folder:
HSP Greece (no texture) →Scenery and
2. Paste it inside **HSP LGAV\Scenery**.

This is necessary because some of the triggers are partially disabled by **HSP LGAV** which is always set to a higher priority than **HSP Base Scenery V2**, inside the FS2004 scenery library.

That is all...Have fun!!!

On behalf of Hellas Scenery Team (HST)

Vangelis Dokos
[Hellas Scenery Team \(HST\)](#)
[HSP Base Scenery](#)

F. Credits

I would like to thank Pavlos Stambolidis for translating this document to English.