



LIEE 2004

Aeroporto Internazionale di
Cagliari Elmas
"Mario Mameli"

1. LIEE 2004

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1.1 Features

LIEE 2004 reproduces the majority of building and infrastructure of the airport with high realism: The hangars and military building, the post office, the fire brigade, the Sogaer buildings, the multifunctional building, the new terminal, the arrival building, the car parking near the airport, the Meridiana and Alitalia maintenance areas, the Aeroclub area, the Carabinieri helipad, all has been reproduced with photorealistic textures and positioned with almost 100% accuracy. A particular attention has been made on reproduce the layout of the apron, runway, taxiway and sign system.

Outside the airport area, the coastline of Cagliari has been remade, the stagno of Molentargius and the saline of Poetto were added. The harbor and the porto canale were also added and some road were corrected.

1.2 Performances

With an entry level machine (Cpu 1.8 Ghz, 512 Ram, GForce 3), the frame rate never drops below 14 FPS with the default 737 all the slider to the maximum and a resolution of 1280x1024 32bit. Anyway even if the scenery is designed to show only the elements that are not too far from the aircraft position it can be too heavy for old machines..

1.3 Afcad

In the LIEE 2004 package a Afcad2 file, a freeware tool from Lee Swordy which is used to modify the position of taxiways for AI traffic, is included. Of course it is impossible to force the AI traffic to follow all the odd taxiway procedures of LIEE.



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1.4 AI traffic

We suggest to install the ItalAI package from Sergio De Zordo, which includes real airlines and is optimized for Italian airports. For more information check his web site at the following address: <http://simflying.de-zordo.it/>

1.5 Compatibility with other add-on scenery

LIEE 2004 has been tested with the most common add-on without any problem, except with the adaptation by Francesco Mandelli of Italy 2000 where some boats are positioned on the ground rather than in the sea. To solve this problem it is necessary to delete from the scenery directory of Italy 2000 all the bgl files with name starting with "LIEE".

To ensure the correct display of the scenery the Sardinia mesh is needed, which can be downloaded from <http://www.portalis.it/daf/>.

We suggest the installation of the add-ons downloadable from the website Aliditalia by Francesco Mandelli <http://www.aliditalia.com/>: Casabella, Ferrovie Italiane, Italy Landpack 4, Cimitalia, Vele Italiane, Autogenius 2, and to follow the tutorial "Facciamo il lifting a FS2002" (in Italian).

The last thing to increase the realism of Sardinia land is to download and install the landclass for Sardinia, SardClass by Ignazio Puddu; available from his homepage at <http://www.geocities.com/%7Epuddu/FS2002/SardClass.html>.

1.6 Final notes

For any comment or extra information you are invited to visit Cagliari Elmas Virtual forum at <http://www.portalis.it/daf/> where you will find a dedicated area for the LIEE 2004 scenery.

Any bug can be reported directly to Davide Marras:
davide.marras@tin.it

Installation

Extract the files in a directory of your choice using the option 'Use folder Names'. Open FS and add the scenery to the scenery library.

We wish to thank all the people that helped us making this scenery.