

Airport LSZH Zürich / Switzerland

This is a puristic, frame rate friendly scenery. Terminals A, B and E have gate signs to show the number of the gate and ground painted taxiway signs for better orientation.

In FSX gates must have numbers so the gate B3A has the number B30, B3B=B31, B3C=B32 and B3D=B33.

I made this airport for myself to have better orientation when flying with IVAO or VATSIM. That is why I did not take care of AI traffic or moving Jet Ways .

ILS 14 IKL 108,300

ILS16 IZH 110,500

ILS 28 IZW 109.750

ILS 34 IZS 110,750

Installation

- 1.)unzip the contents of the zip file to an temporary folder.
- 2.)Copy and paste the the folder LSZH and its sub folders to FSX/Addon Scenery
- 3.) Open the scenery library and add the folder LSZH and set it active.

Hints

To get a better viewing angle out of my cockpit I have changed the file FSX.cfg. If you change this parameter you have a wider angle of view which makes orientation on the ground much easier.

In the section for the DISPLAY parameters I have set the parameter for wide view to true. You can change this only in the FSX.cfg itself. Please make a copy of the FSX.cfg before changing it.

The place where the FSX.cfg is stored depends on the OS it is different if you have XP or Vista. If you are not so familiar with the FSX.cfg please don't touch it.

[Display]

WideViewAspect=True

Copyrights and Disclaimer

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Without my explicit permission, it may NOT be sold, re-distributed and/or uploaded to another website or bulletin board (in ANY shape or form).

And obviously, installing & using of the scenery is at your own risk

Credits

I have searched long-time for airport lights who make a bright shine on ground. I have found only one and that is fsx-lts.zip from Jim Dhaenens who has the Copyright. Thanks for his permission to use it.

Many thanks to the programmers of the following software:

FSX Planner; Wishplacer; Library CreatorXML, ModelConverterX

These tools make scenery design much easier.

Finally

I hope you enjoy the scenery. If you have questions or suggestions for improvement please let me know.

Please read the above carefully before you contact me reporting any bugs.

Have fun and happy landings

Stefan Liebe

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