

Ninoy Aquino International Airport

Manila, Philippines

FS2004 ONLY





IATA: MNL – ICAO: RPLL

NO. AQUINO INTERNATIONAL

The Ninoy Aquino International Airport (Filipino: *Paliparang Pandaigdig ng Ninoy Aquino*) or NAIA (IPA: /ˈnæɪjə/), (IATA: MNL, ICAO: RPLL) is the airport serving the general area of Manila and its surrounding metropolitan area. Located along the border between Pasay City and Parañaque City, about seven kilometers south of Manila proper, and southwest of Makati City, NAIA is the main international gateway for travelers to the Philippines and is the hub for all Philippine airlines. It is managed by the Manila International Airport Authority (MIAA), a branch of the Department of Transportation and Communications (DOTC).

In 2006, the airport handled 17.7 million passengers. This showed an 8.9% growth in passenger numbers from the 2005 figures of 16,193,611 and placed the airport as the 72nd busiest airport worldwide in terms of passenger traffic.^[3]

In 2007, the airport handled 21,261,133 passengers.^[4] This was a 20.4% growth in passenger numbers compared to 2006, placing the airport 59th worldwide in terms of passenger traffic.

Airport Background

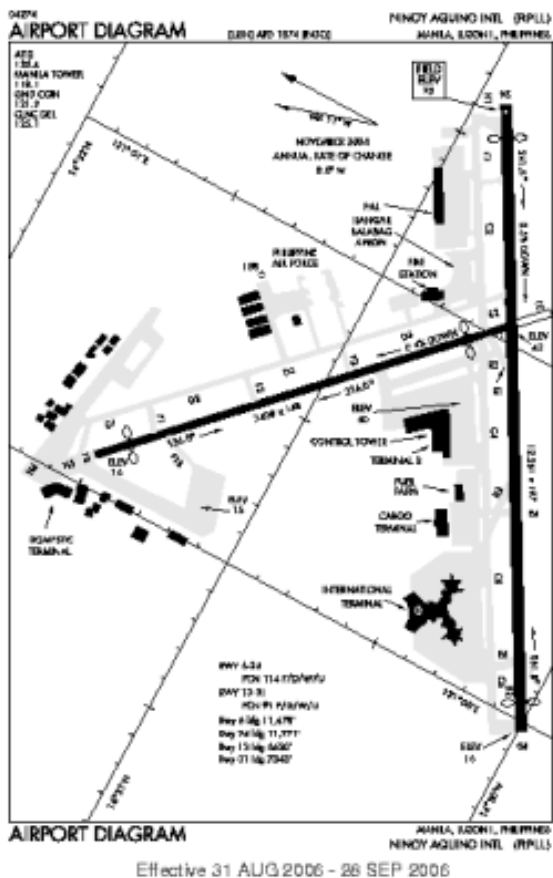
INSTALLATION

1. Double click MIA08Setup.exe to run the installer
2. Make Sure that the installer will be pointed to the proper root directory of your FS9 Folder
3. After Installation, it will be added to the FS9 Addon Scenery Folder. 2 folders are installed namely: **MIABase and MIAScenery**
4. Add MIABase and MIAScenery to your Scenery Library on FS9. On the main page please click under SETTINGS, on the settings page click the SCENERY LIBRARY button. In the SETTING-SCENERY LIBRARY page, click the ADD button(on right hand side 2nd from bottom), this will bring up a folder selection box... Please double click your Add-on Scenery folder then highlight the MIABase so the directory (second from the bottom) reads {yourFS root}\Addon Scenery\MIABase, and click ok. Do the same thing with MIAScenery.
5. Make Sure the two folder is added. Restart FS and the scenery will be ready to fly.

IMPORTANT!!!

Due to the immense number of objects being loaded in MIA Scenery. Users with **LOW-END HARDWARES** may experience lag or sudden decrease in FPS. This is due to the fact that your specifications must fall above or equal to the required system requirements of this product

If you experience any issues regarding decreased FPS or stutters, it is recommended not to add the "optional files" to your MIABase/SCENERY folders. Although no problems were encountered during weeks of testing, the author of this scenery accept no responsibility for any adverse affects these files may have on your computer. Use at own risk.



RECOMMENDED DISPLAY SETTINGS

FS2004 Menu: Click <SETTINGS> <DISPLAY> and set:
Scenery Complexity NORMAL to Very Dense .
Autogen Density NORMAL
MIP Mapping Quality to 6 or 7.
Global max texture size to massive or high.

SYSTEM REQUIREMENTS

- In order to run MIA08 without any problems your system will have to meet the following minimum requirements:
- Pentium 2.5 Ghz or faster - A Dual Core CPU is recommended for use in FS9
- 300 MB free space on your hard disk•
- 512 MB RAM - 1GB is recommended for use in FS9
- 3D video card with at least 128 MB - 256MB is recommended for use in FS9
- Microsoft Flight Simulator 2004 version 9.1
- Microsoft Windows XP with SP2 or Windows Vista
- Adobe Acrobat® Reader 6 or later version, available as a free download at: <http://www.adobe.com/products/acrobat/readstep2.html>

CREDIT

Many Thanks to Sir Lowil Espada for his RPLL5 for the base scenery of MIA08

ISSUES AND LIMITATIONS

The FPS will be affected depending on your SYSTEM SPECS. PAYWARE and FREEWARE AIRCRAFT you fly and the AI Traffic. Users with low-end system will greatly experience very slow FPS compared to HIGH-END SYSTEM.

TECHNICAL SUPPORT

PLEASE EMAIL ME IF YOU HAVE COMMENTS and SUGGESTIONS
EXPERIENCE TECHNICAL PROBLEM at
andreikwan@gmail.com and include your FRAMERATE COUNT.

Thanks

Michael Kwan