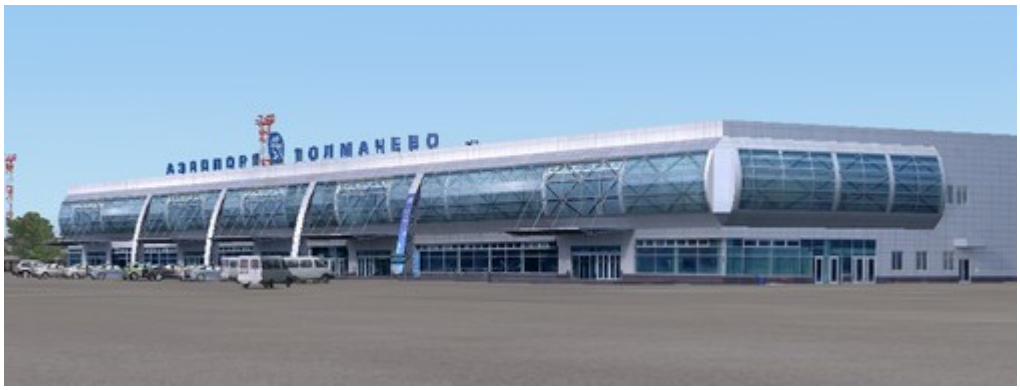
The main features of "Tolmachevo-2008" scenery are:

- the scenery has been developed considering changes that have taken place within the last three years
- a photo-terrain of the airfield and surroundings has been created
- the airport has been moved to it's actual position according to GoogleMaps
- the scenery's area has been noticeably extended: a complex of warehouses to the south of the airport, military area buildings and the city of Ob have been added
- a visual model of the runway lighting equipment has been created. It consists of runway lights, aproach lights and PAPI lights
- moving airport vehicles and active jetways have been introduced
- new models and textures of the airport vehicles have been made

<u>Key changes that have taken place in Tolmachevo within the last three years</u>:



The old internal airlines building has been extended, restored, faced and equiped with two jetways.



The international airlines building has been equiped with one jetway either.

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The catering department building that also serves as a hotel, has been completed.



A new hotel building is still being built.



A new cargo terminal was finished at the end of last year.

Installation

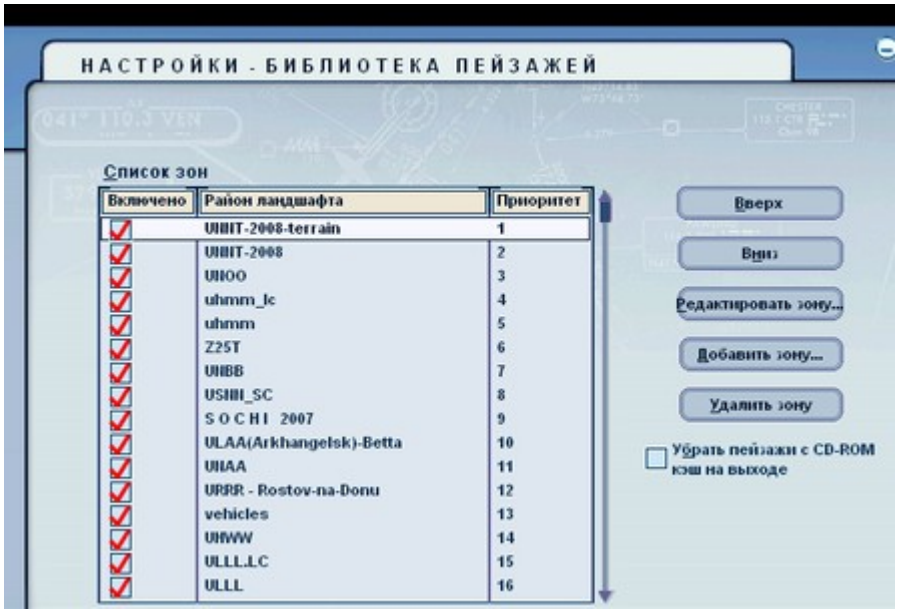
1. If you have installed any of previous versions of the scenery, delete it from the scenery library and uninstall. Make sure that the folder “fs9\addon scenery\UNNT – Novosibirsk” no longer exists.

2. If you have cached the old scenery, just delete all UNNT files from “...\Documents and Settings\User\Application Data\Microsoft\FS9\SceneryCache\” folder, where "User" is your profile in Windows.

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3. Extract files from «UNNT-2008.zip» into the main FS folder. **Note: the scenery includes fsuipc.dll (v. 3.81), so if you want to keep the one already installed in your "...\FS9\modules" folder, be careful not to overwrite it while extracting the files.**

4. Start FS and add "UNNT-2008" and "UNNT-2008-terrain" folders into the scenery library. These folders are located in "...\fs9\Addon scenery" folder. Exit FS.



5. Restart FS. Congratulations, you have just installed the scenery.

The Jetways

The scenery includes working jetways. The ways to jetway-equipped parkings are led by marshallers. When you get to your parking position, just turn the parking brakes on and a jetway will move towards your plane.



The jetways are animated assuming that the front undercarriage of a plane is on the line marked with the letter "A".

The jetway-equiped parkings are numbered 2, 3 and 36. Here's a list of plane types that are supported by jetways: Il-86 (except parking 2), Tu-154, A-310, A-319, A-320, A-321, B-737 and B-757.

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If a jetway doesn't work:

To play appropriate animation of a jetway, it's needed to define a type of your aircraft. We use the "actigate.dll" module for that. It successfully defines types of the majority of FS addon aircrafts.

If your plane is not recognized by the module, the jetway won't work. In this case:

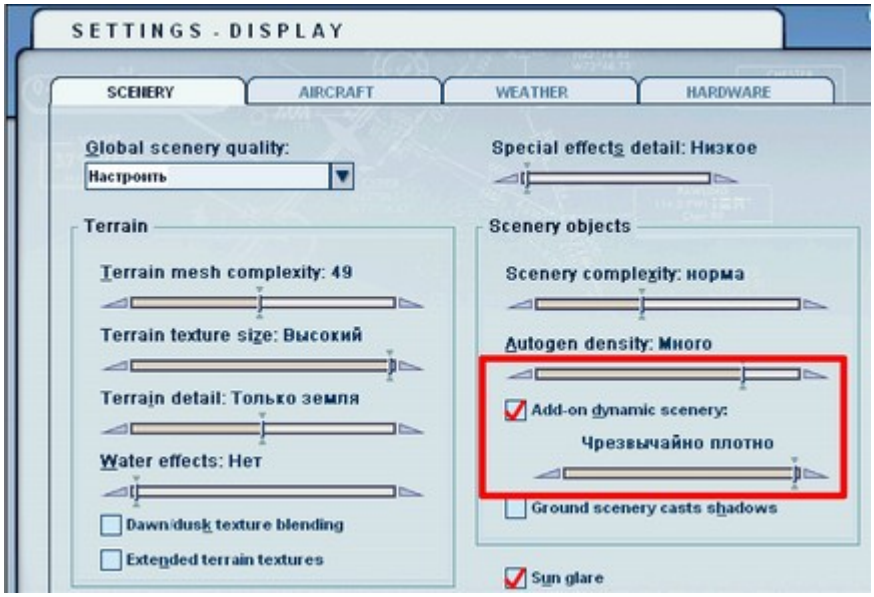
- quit the FS, in the folder "...\FS9\modules" find and open the "actigate.ini" file.
- find the line containing your plane's title and change "0" in the begining of it with an ID number of your aircraft's type (see the table below).
- after saving changes in "actigate.ini" file and starting FS, the animation that corresponds to the ID number you've just typed in, will be played for you.

Aircraft type	ID number for actigate.ini
Il-86	76
Tu-154	67
A-310	2
A-319	4
A-320	5
A-321	6
B-737	27
B-757	38

For example, the "Project Tupolev 154b-2 85508" is not recognized by ActiGate. In the "actigate.ini" file find the line "0 154b-2 85508" and change "0" with "67": "67 154b-2 85508". Save changes and restart FS.

The dynamic scenery of the airport vehicles

To turn the dynamic scenery on/off, open to the display settings of the FS, activate the scenery tab and check/uncheck the "add-on dynamic scenery". Then increase settings of the dynamic scenery preferences below it:



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We thank:

For the ActiGate module, a CAT tool and for a site “fsdeveloper.com” -

Arno Gerretsen

For detailed photocall that came in handy to us -

Aleksey ‘AD191’ Derevyanchenko - transport support
Artem ‘artemoperus’ Orlov - professional photography
Nicolay ‘INS’ Samsonov - the director of the photocall

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Pavel 'kamikadze'

For some airport vehicles footage -

Mikhail ‘Wishmaster’

For improving the afcad file -

Petrovich

Especially we thank Jesus Christ, who has invigorated us to finish the scenery.

The scenery is already checked by Russian MSFS community and has all bug-fixes of the patch v.1.01 included in this pack.

We hope that you will like this scenery and will be a frequent visitor to the Tolmachevo virtual airport.

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