

Kuala Lumpur International Airport v2.1

for FSX, P3D

(KLIA2 included)

(IATA:KUL, ICAO: WMKK)

By Asian Airport Sceneries



Main airport



KLIA2

If you have questions, please go to Q&A section via this [link](#).

Introduction

Kuala Lumpur International Airport (KLIA) is Malaysia's main international airport and one of the major airports of South East Asia. It is located approximately 45 kilometres (28 mi) from Kuala Lumpur city centre in Sepang district of Selangor. KLIA was started in 1993 to replace Subang International Airport (now Sultan Abdul Aziz Shah Airport).

The airport has the capacity to handle 70 million passengers and 1.2 million tones of cargo a year. It was ranked the 11th busiest airport in the world by international passenger traffic, and is the 10th busiest international airport in Asia. It was ranked the 28th busiest airport by cargo traffic in 2013. There are three terminal in KLIA; The Main Terminal, Satellite Terminal and Low Cost Carrier Terminal. Nowadays, AirAsia has moved their fleets to the new terminal and the third runway, KLIA2. It is the major hub of Malaysia Airlines, MAS kargo, AirAsia, AirAsia X, Malindo Air and Department of Civil Aviation (DCA).

Features:

- High detail photoscenery with 60 cm/pixel (higher than this is not available throughout this region.)
- Ground poly of the runway and taxiways with high detail custom made textures. FSX native material is used to have rain effect (water reflection), and bump mapping. You need to move some file to see the effect. By default is normal ground poly which causes fewer problems.



- Almost all the buildings in the airports have been modeled to detail including Main Terminal, Satellite Terminal and Low Cost Carrier Terminal (LCCT) which is now converted to cargo area.
- Real 3D grass changes its color through the season.
- Custom made 3d taxiway edge lights. Light splash from light poles, illuminate the entire airport with realistic night light.
- Service vehicles in parking ramps.
- Real 3D ALSF-2 landing light system.
- Runway guard lights to all runway holding points.



- Surrounding of the airport including observation hill, Sepang International Circuit and Masjid Sultan Abdul Samed.

KLIA2 features:

- KLIA2 is included in this version. New Terminal for low cost, budget airliners such as Air Asia, Tiger Airlines, Lion Air, Cebu Pacific, etc. The new KLIA2 terminal is measured to be at least 257,000 sqm, with 60 gates, 8 remote stands, 80 aerogridges. Costing around 4 million Malaysia Ringgit, the new KLIA2 terminal was officially opened on May 2, 2014.
- Animated jetways are available. You can activate them by pressing CTRL-J and the jetways will come to connect to your aircraft. However, the jetway is made by the default jetway method. There are some known bugs such as wheels sink to the ground and the precision of the aircraft door locator. Animated jetways serve the AI aircraft as well.
- Skybridge has volume shadow. When you aircrafts pass under the bridge, there will be shadow cast over the airplanes. At night, Skybridge shows its lights which changes colors through times.
- Rain effect surfaces of the runway and taxiway are provided.
- KLIA express trains have extended their service to KLIA2 as well.

What is not included in the scenery package:

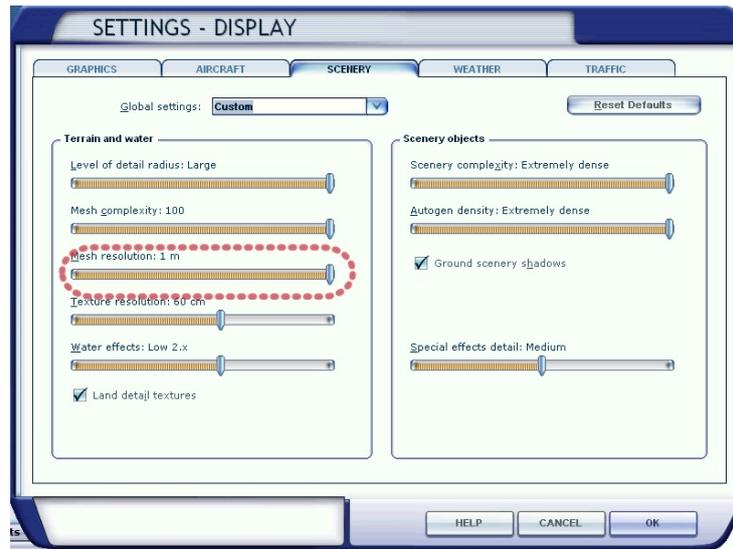
- Traffic is not included. You might have your own traffic. More traffic from the scenery might add more chaos.
- Mesh is not included. You can use any third party terrain or mesh from flightsim.com or simviation.com

Version 2.1

- Fix bugs of signs both on the jetways and on the ground.
- Fix crash when park on gate P4-12
- Add tower view of KLIA2 by choosing WMKT airport list.
- Fix vehicle links preventing vehicle using taxiway.
- Water reflection surface working with Sim Object Display Engine (SODE). You need to download SODE from <http://sode.12bpilot.ch/>? By Jeffrey Stahl.

Specification of Computer:

At least should be Core Quad Q8200 2.33Ghz with Nvidia 9500GT or better. You have to tweak your FSX to suit your hardware and you preference. You can adjust the slider to suit your hardware. The faster machine, the further you can put your slider to the right. However the only recommendation is Mesh resolution MUST be 1 meter since there is a tunnel of Aerotrains traveling from Main Terminal to Satellite Terminal. If you set it lower the tunnel will be jagged and spiking inside the tunnel. I don't eliminate the shadow out to help frame rate. If you wish to increase fps, you can turn it off in the game.



Installation

Installer will do all the task for you. If you want to check if it is working right or if you have zip version you need to unzip it into main folder of FSX where fsx.exe is. Then add these folders to the library.

KLIA_tunnel should be the top priority.

KLIA International Airport should be the second one lower than tunnel.

KLIA land class should be the lowest one.

Available scenery areas:

Enabled	Scenery area	Priority
<input checked="" type="checkbox"/>	WMKktunnel ← Tunnel	1
<input checked="" type="checkbox"/>	WMKK_FSX ← Airport	2
<input checked="" type="checkbox"/>	WMKK_FSX_landclass ← Landclass	3
<input checked="" type="checkbox"/>	VHLL_2014	4
<input checked="" type="checkbox"/>	New York City 1 2000	5
<input checked="" type="checkbox"/>	VHLL_FSX_2012	6
<input checked="" type="checkbox"/>	Paris_2011	7



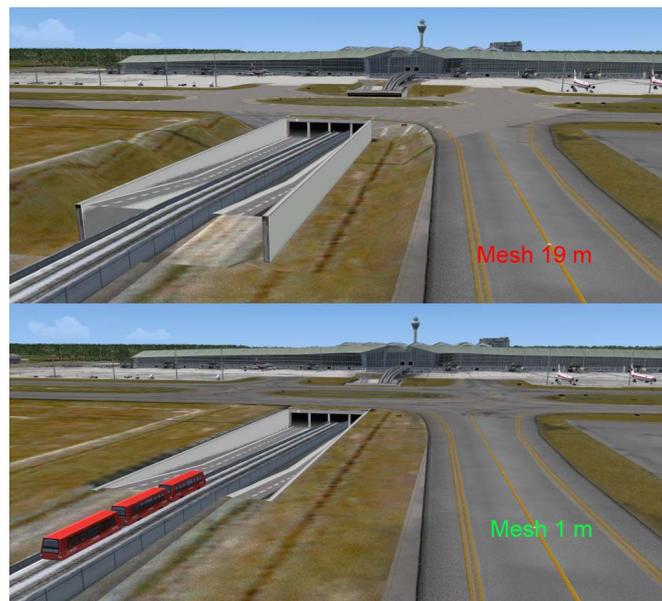
Problems

Why my airport is empty? No AI traffic at all.

Most of the traffic program use FS9 model. **There is a bug in FSX that if you set aircraft cast shadow on the ground, FS9 aircraft using in AI will disappear.** You need to turn it off.

Why I got a big hole in the area of tunnel?

You need to set up terrain mesh to 1 m.



Why I do not get rain effect when it rains as advertised?

- You need to download SODE engine from <http://sode.12bpilot.ch/>? It control the wet surface via the weather. If you set precipitation as rain, it will appear to your eyes and disappear when the rain stop.
- It does not illuminate with the taxi lights from aircraft. And they cause flickering in high altitude and landing light does not illuminate over them.



Why the hangar is dark during the night?

I used night texture to the ground poly. Unfortunately, Dx11 preview will cause night texture invisible. You need to turn Dx11 preview off.



I can see some background arrows and marks on the runway. Why that happens?

You are using Dx11 preview. Just turn it off and the underlying Scasm Runway that provide lighting to the runway will be invisible.

Why wheels of the jetway sink to the ground and it hits on the aircraft wing?

It is the default jetway bugs in FSX. You need AES for those jetway if you want. I hope Aerosoft will support that but I have no control over them.

Why my low cost carrier AI does not use KLIA2 runway as it supposed to?

In FSX there is no control to assign runway for specific airline to use. AI will use whatever runway that is close its course.

Charts

You can download from Aeronautical Information Publication Malaysia <http://www.aip.dca.gov.my> You can get the most recent chart for free.

Support

Please go to our facebook at http://www.facebook.com/page/A_A-Sceneries. You can drop your problem or see our future plans.

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