

# Airport LSZH Zürich / Kloten / 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.

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.

ILS 14 IKL 108.300

ILS 16 IZH 110,500

ILS 28 IZW 109,750

ILS 34 IZS 110,750

## Installation

- 1.)Unzip the contents of the zip file to a temporary folder.
- 2.)Copy and paste the folder LSZH\_V3 and its sub folders to FSX/Addon Scenery
- 3.) Open the scenery library and add the folder LSZH\_V3 and set it active.

## AI-Traffic,

I have made this scenery for my own purpose and that is flying online with IVAO or VATSIM. So I don't need AI traffic. That is why I have not taken care of these functions and I cannot say if and how it is working in that scenery.

## Changes to previous version

All terminals A,B and E new. Taxiways as per January 2013

## Known Issues.

One user reported that he has are large areas of white where the aircraft wheels disappear instead of the round shine of the apron lights. I was not able to analyse why he has this problem but I presume that this is because this user has DX9 on his system.

If you have this problem please remove from folder scenery the files LSZH\_A\_light\_placement.bgl, LSZH\_B\_light\_placement.bgl, LSZH\_E\_light\_placement.bgl".

This removes the apron lights and solves the problem.

## Copyrights and Disclaimer

These scenery is freeware, NOT Public Domain and it is available for your personal use.

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

Many thanks to **Bill Leaming** for the permission to use his **RampLight\_Library**

And many thanks to the programmers of the following software: **ADE Airport Design Editor**, **ModelConverterX**, **Wishplacer**, **Library CreatorXML**.

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.

Have fun and happy landings

Stefan Liebe

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