



Tolmachevo airport is the largest airport complex in Siberia and the Far East of a Class A-1 with of a cargo capacity of more than 50,000 tonnes per year, 750 passengers per hour on international flights and 1,800 per hour on domestic routes. The airport has two runways, the second one was put into operation in autumn 2010. It doesn't have any restrictions on take-off weight, and is certified for ICAO CAT II. Tolmachevo airport is included in a list of international hubs of Russia. In 2011 the airport handled 2,765,884 passengers (22.3% more than in 2010).

Airport history

- The airport began operations on July 12, 1957. On that day the Tupolev Tu-104 airliner with 50 passengers on board departed for Moscow. Up to then the airport had been a military airfield.
- On 21 November 1963 the air terminal with a total area of 10,254 square meters with a capacity of 1,000 passengers per hour was put into operation.
- In 1972 the airport handled a million passengers for the first time.
- In 1992 the Tolmachevo enterprise was split into 3 separate companies: Airport Tolmachevo, Siberia airlines and Western Siberia Air Navigation. In September 1992 Tolmachevo gained the status of international airport.
- On 19 December 1995 the airport was transformed into Open-end-Joint-Stock Company with 51% of the shares left in state ownership.
- In 1997 the international terminal with a capacity of 450 passengers per hour was put into operation.
- In 2002 Tolmachevo was the first among the Russian airports to gain a quality system certificate in accordance with a GOST R ISO 9002-96.
- In 2004 a Conception of Airport development was approved and the construction of domestic terminal extension began.
- In 2005 the airport became a winner of a contest "The best airport of Russia and CIS - 2004" in a category of over 1 million passengers per year.
- In 2006 the domestic terminal extension № 1 and the jetways were put into operation.
- In 2007 the airport was awarded a "Leader of the Russian air transport" within the national Russian transport industry award "Golden Chariot".
- In 2009 the domestic terminal extension № 2 and the international terminal extension №3 were put into operation.
- On 25 September 2010 the second runway (16/34), that is certified for ICAO CAT II, was put into operation.

Installation

- 1.If you have installed any of the previous versions of the scenery, you need to delete it from the Flight Simulator's Scenery Library and then from the "Addon scenery" folder.
- 2.Extract all the files from this package to the Flight Simulator's main folder. **Note: this package includes fsuipc.dll (v. 3.81), so if you want to keep the one that is already installed in your "...FS9\modules" folder, be careful not to overwrite it while extracting the files.**
- 3.Add "UNNT-2012" and "UNNT-2012-terrain" folders to the Flight Simulator's Scenery Library. **Note, that the "UNNT-2012-terrain" folder must be above the "UNNT-2012" in the Addon scenery list.** After adding the folders, restart Flight Simulator.
- 4.To get detailed textures in the scenery and to avoid texture artifacts, set the Hardware Settings, as shown on the 3rd page of this manual.
- 5.**For "Zvartnots - Armenia 2008" scenery users:** the airport vehicles texturing conflict of "Tolmachevo-2012" and "Zvartnots - Armenia 2008" sceneries is solved by replacing the original "ugee-vhcls.bgl" file with one that comes within this package. Note, that the file is extracted by default to the "...FS9\Addon Scenery\Mega Scenery Zvartnots - Armenia 2008\scenery" folder, so, if you have installed the scenery in another folder, you need to apply the file manually.

Troubleshooting

1. Flight Simulator quits to desktop while loading the scenery at a certain time of the day/season of the year.

The problem occurs if Flight Simulator doesn't find all of the terrain textures that must be located in the "...FS9\scenery\world\texture" folder. To solve the problem, re-extract the "scenery" root folder from the package again.

2. Bushes and trees appear on the territory of the RWY 16/32.

To solve the problem, make sure that the "UNNT-2012-terrain" folder is listed above the "UNNT-2012" in the Flight Simulator's Scenery Library.

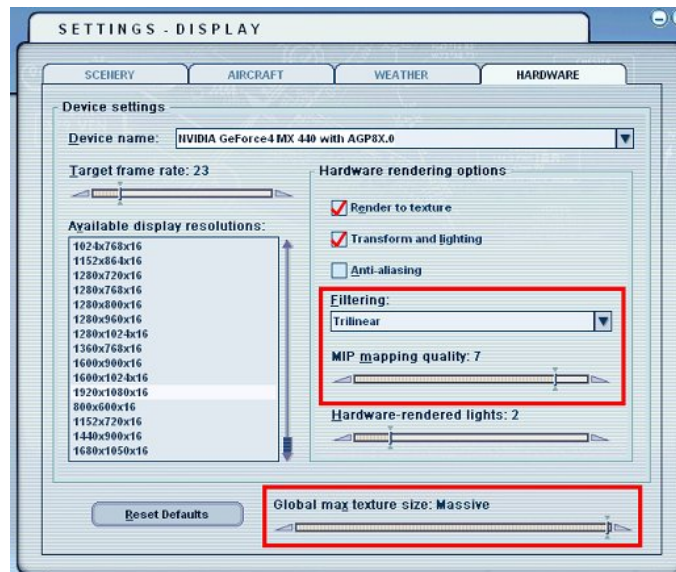
3. The transparent parts of an objects are filled with black, the transparency is recovering as approaching them.



To solve the problem, open a graphics card tweak utility (e.g. NVIDIA Inspector) and set the "Antialiasing - Transparency Multisampling" value to "AA MODE ALPHATOCOVERAGE DEFAULT".

Recommended graphic settings

To get detailed textures in the scenery and to avoid texture artifacts, set the Hardware Settings, as shown on the picture below:



Afcad

“**AF2_UNNT_2012_HiFlow.bgl**” is the Afcad file for offline flights, it's installed by default. Taking into account the remoteness of the RWY 16/32, we've had to make several simplifications to the the AI traffic movement in order to optimize it. In particular, Ai traffic moves through each other and through the user's plane (it's recommended to disable the crash detection when you move on the runway 16/34 and it's taxiways), Ai traffic starts to take off nearby the taxiways and so on.

“**AF2_UNNT_2012_blank.bgl**” is the Afcad file for online flights.

In order to make military aircraft to park correctly, it's recommended to specify their type as “*atc_parking_types=MIL_CARGO*” in the “aircraft.cfg” files.

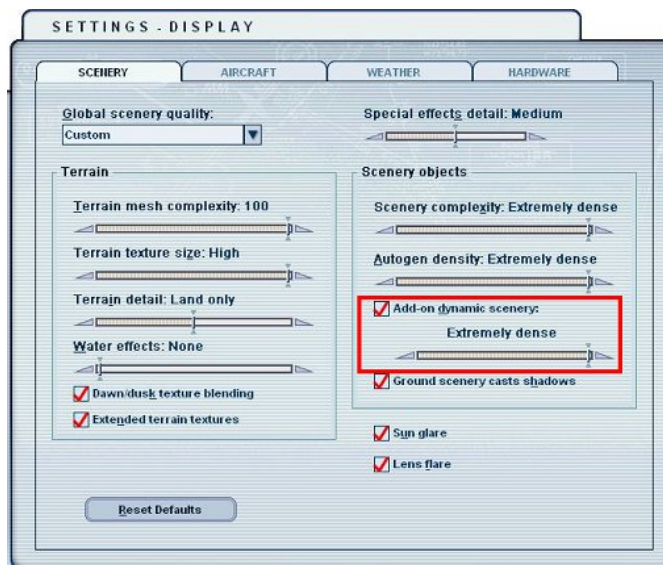
To avoid the duplication of nav aids, it's recommended to remove the “AP970120.bgl” file from the “...\\Fs9\\Scenery\\Asia\\Scenery” folder (don't forget to backup it).

Runway lighting under adverse weather conditions

You can request the lighting at any time of the day by tuning the NAV2 to 114.00 for the RWY 07/25 and to 113.00 for the RWY 16/34. At dusk and at night the lights are turned on automatically.

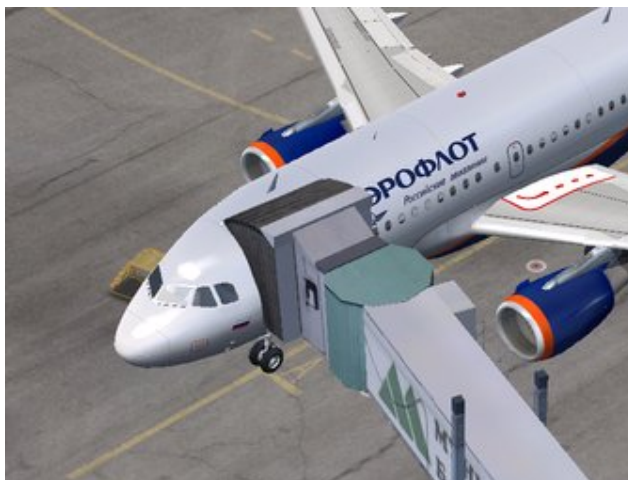
Dynamic scenery

To turn the dynamic scenery on/off, open to the Display Settings, activate the Scenery Tab, then check/uncheck the "Add-on dynamic scenery" option and move the dynamic scenery slider full-right:



Jetways

The scenery includes the active jetways. The parking instructions are given by the marshallers. Get to your parking position and tune **NAV1** to **112.00**.



The jetways are animated assuming that the nose gear of your plane is positioned on the line, marked with a letter "A".

The parkings, which are equipped with the jetways: 2, 3 and 36. Supported aircraft types: Il-86 (except parking 2), Tu-154, A-310, A-319, A-320, A-321, B-737 and B-757.

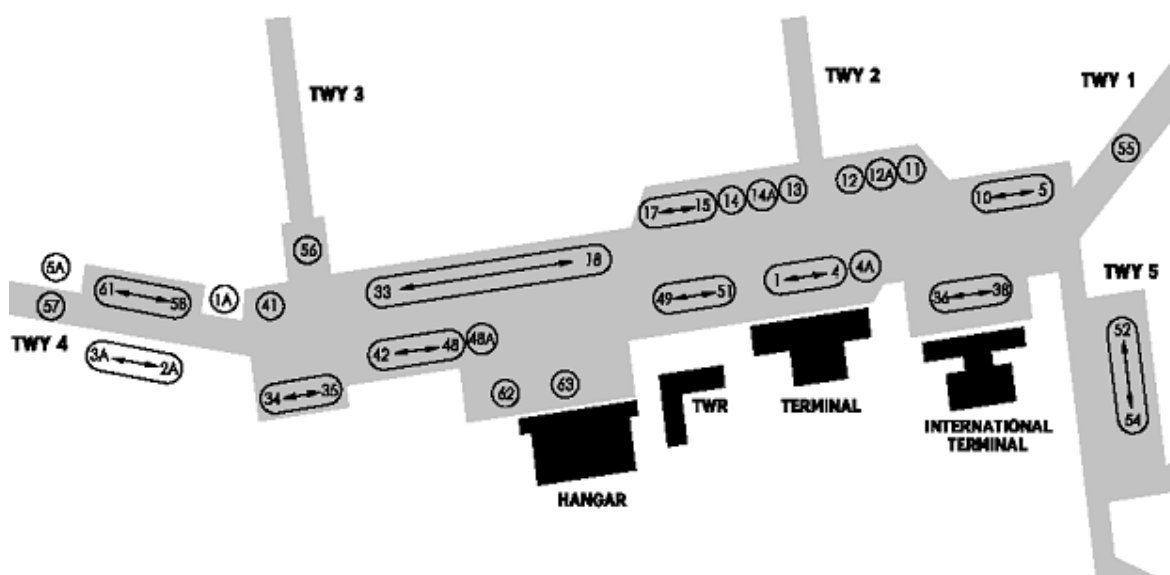
The servicing vehicles

The scenery includes it's own active servicing vehicles. It's displayed at the normal and higher scenery settings with the ActiGate module being enabled.

How to use the servicing vehicles

1. Tune **Nav2** to **112.00** for the marshallers' support.
2. Get to your parking position and tune **NAV1** to **112.00**
3. Using the Slew Mode ("Y" key), adjust your position relatively to the ladder(s) by pressing the arrow keys, then press "Y" key again to switch off the Slew Mode.

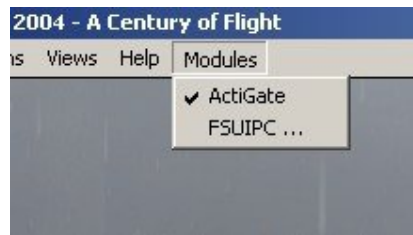
The servicing vehicles work on the following parking positions (see the table below):



Aircraft type	Parking positions	Aircraft type	Parking positions
Tu-134	1, 4, 4A, 11, 12, 18, 49-51	B-757	2, 3, 36
Tu-154	1-4, 5-10, 13, 14-17, 36-38, 51	B-767	5, 6, 8-10, 13, 14, 17
Yak-42	4A, 18, 49-51	A-310	2, 3, 5, 6, 8-10, 13, 14, 17, 36-38
IL-62	5, 6, 8-10, 13, 14, 17	A-318 - A-321	1-4, 5-10, 12-17, 36-38, 51
IL-86	3, 5, 6, 8-10, 13, 14, 17, 36-38	A-330/A-340	14A, 56
IL-96	12A, 14A, 56	Md-11	12A, 14A, 56
B-737	1-4, 7, 11, 12, 15, 16, 36-38, 51	Dc-10	5, 8-10, 14a, 17
B-747	14A, 56		

Disabling the vehicles

In case you would like to disable the vehicles (e.g. for AES usage in the scenery), uncheck the ActiGate option in Flight Simulator's "Modules" menu:



If the vehicles/jetways don't work

To play an appropriate animation, it's needed to define a type of your aircraft. The ActiGate module is used for that purpose. It defines the types of the most aircraft addons for Flight Simulator without a problem. If your plane, however, is not recognized by the module, the vehicles/jetways won't work. In this case:

- quit Flight Simulator and open the file "actigate.ini", which is located in the "...\\FS9\\modules" folder
- find the line that contains the title of your aircraft and change "0" with an ID number of your aircraft type (see the table below)
- save the changes and restart Flight Simulator

For example, the "Project Tupolev 154b-2 85508" is not recognized by the ActiGate module. Find the line "0 154b-2 85508" in the "actigate.ini" file and change "0" with "67", getting "67 154b-2 85508". Save the changes and restart Flight Simulator.

Aircraft type	ID number for actigate.ini	Aircraft type	ID number for actigate.ini
Tu-134	66	B-757	38
Tu-154	67	B-767	43
Yak-42	71	A-310	2
IL-62	129	A-318 - A-321	3
IL-86	76	A-330/A-340	7
IL-96	77	Md-11	15
B-737	27	Dc-10	14
B-747	36		

Design:

Fedor Burakov aka Hawker

Afcad:

Petrovich

Photographic material:

Arnage

JohnVB

SVO-FSK

Vovansvr

Alexey 'AD191' Derevyanchenko

Artem 'artemoperus' Orlov

Zheka aka jonny247

Nicolai 'INS' Samsonov

Pavel Usachev

Fedotov A.A. aka Phantom

Kholodov Nikita aka Nik007

Testing:

JohnVB

Vovansvr

Victor Soshnikov aka Vic

Zheka aka jonny247

Zhenya aka Digital

Nicolai 'INS' Samsonov

Petrovich

Sergey Afanasiev aka Intel_Rus

Fedotov A.A. aka Phantom

Kholodov Nikita aka Nik007

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We Invariably thank Our Lord Jesus Christ!

Tolmachevo TEAM wishes you pleasant flights!

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