



LOAB Dobersberg

Niederösterreich

Version 1.0

by oe3qsu





Austrian X-Plane Design Group

Content:

1. The example.....	3
2. The scenery	3
3. Functions (summary).....	4
4. Installation	4
5. Recommended settings	4
6. Necessary software.....	4
7. Hangar doors	5
8. Comments for the X-Plane 9 version	6
9. Libraries used.....	6
10. Recommended addons	6
11. Credits	6
12. Betatester-Team.....	6
13. License terms.....	7

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1. The example

The airfield Dobersberg (ICAO code: LOAB) is located two kilometers west of Dobersberg in Lower Austria's Waldviertel. 1969, a temporary flight operations of Club "Union Fliegergruppe Waldviertel" was taken, December 27, 1970, there was the final operating permit. In 2004 the runway was paved and built a new hangar and a new gas station.

(Source Wikipedia)



2. The scenery

The scenery is based on public available information and maps. The objects were completely rebuilt.

The package includes night textures and realistic lighting (X-Plane 10 only).

charts

can be found at <http://www.loab.at>, but are also included in this package.

To use the PCL function, either a plane with standby ADF2 or the LUA script on <http://www.x-plane.at/drupal/node/247> is required.



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3. Functions (summary)

- Photorealistic scenery
- Compatible to OSM+autogen from PilotBalu
- Realistic ground texture on the airport area
- Parkpositions, taxiways, runways, etc. conform to the Charts
- Realistic markings on the apron and taxiways
- Different buildings in the vicinity
- openable hangar doors (with [HangarOps Package](#)) *)
- Ground traffic (with [GroundTraffic Plugin](#) from marginal) *)
- Night textures and realistic lightning *)
- ATC-Taxilines for AI-Traffic *)

*) X-Plane 10 only!

4. Installation

Simply unpack the scenery-folder and copy the content into your 'custom scenery' folder of X-Plane. Restart X-Plane and enjoy.

For the operation of the hangar doors the addon "HangarOps Package" from BlueSideUpBob is needed (see Credits).

For ground traffic the plugin "GroundTraffic" from "marginal" is needed (see Credits). If the PCL function should be used via the LUA scripts, the script has to be copied to the "Scripts" folder in the directory "FlyWithLUA".

5. Recommended settings

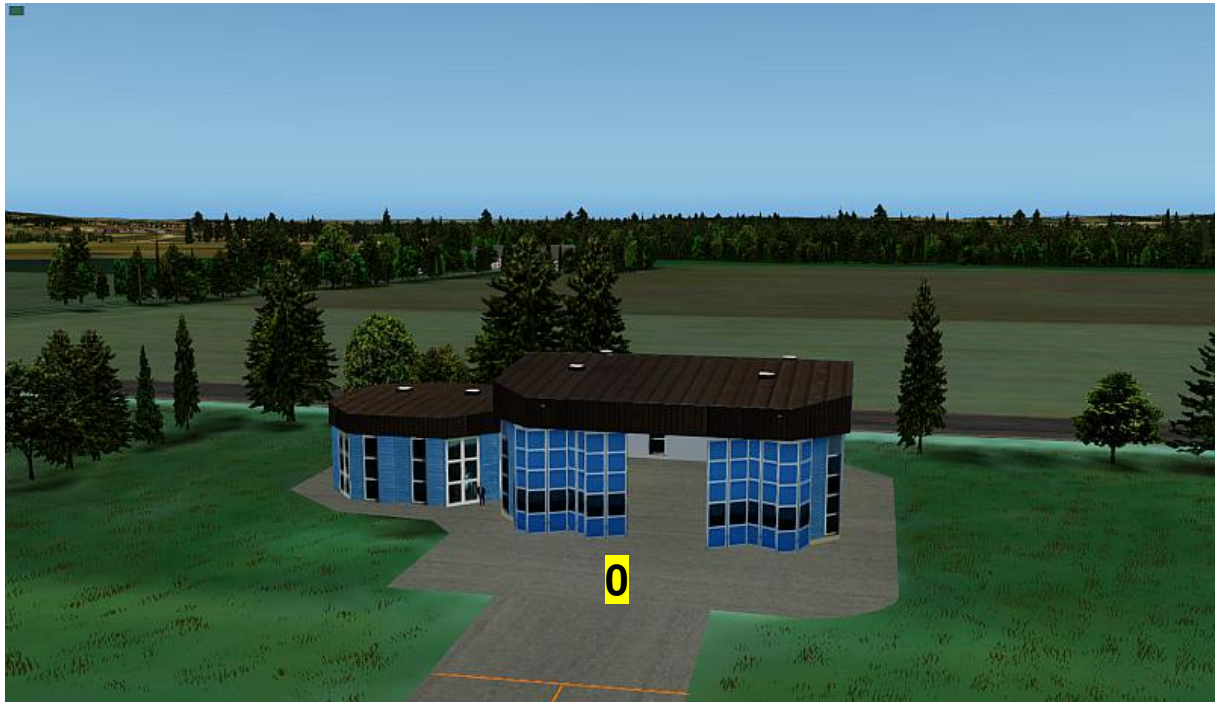
To visualize all light effects, HDR should be activated. The higher the settings for "texture resolution" and "airport detail" the better the quality of the scenery but the more affect on the FPS ratio. **"runways follow terrain contours" has to be OFF!**

6. Necessary software

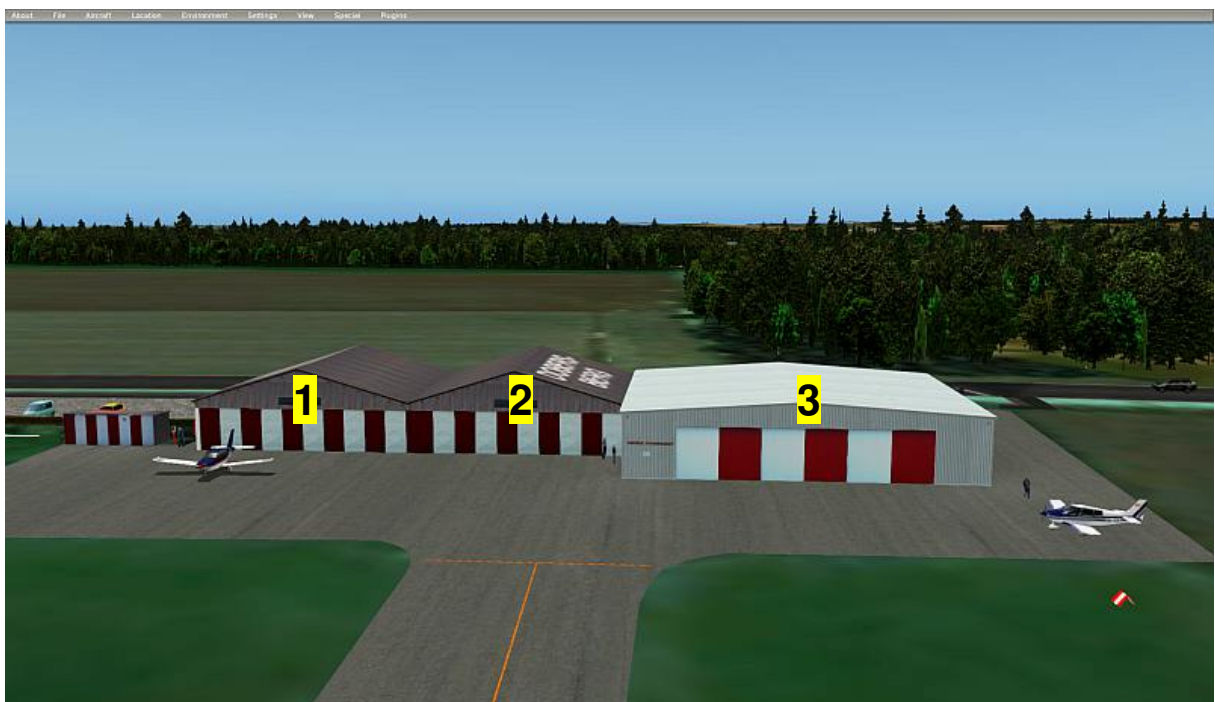
X-Plane® Version 10.25+ or 9.7

7. Hangar doors

The doors of the Hangars can be operated with the addon "HangarOPS Package". On the following pictures you can find the necessary „KeyCodes“ for operation:



"Testfuchs" Hangar



Hangar 1, 2 and 3



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8. Comments for the X-Plane 9 version

Unfortunately some functions of the scenery must be disabled for X-Plane 9 and therefore it will not look like on the pictures which were taken with X-Plane 10.25.

9. Libraries used

none

10. Recommended addons

Although the scenery will work without any addons, we recommend to use the following ones for the whole experience (pictures taken with addons installed):

OSM Europe osm+autogen by PilotBalu,

Download: http://simheaven.com/?page_id=23

to have streets and buildings from OSM and autogen where there is no coverage of such data.

Europe Library from LyAvain,

Download: http://simheaven.com/?page_id=14

to see European instead of US buildings.

11. Credits

LAMINAR RESEARCH®

Ben Supnik

marginal

BlueSideUpBob

Cami de Bellis

chimo

jpb63

vonhinx

X-Plane®

[WED](#) (Version 1.2.1r3 used)

[Sketchup-Plugin](#)

[GroundTraffic Plugin](#)

[HangarOps Package](#)

Vehicles

Playground Object

Tractor Mower

Glider Box Trailer Objects

12. Betatester-Team

DanielMan, greuff, PAA196, PetJedi, grissley, kalle
all member of AXDG.



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13. License terms

This scenery is freeware and stays in the possession of the developer/s. Upon installation of the freeware the user accepts the terms of use. It is not allowed to upload the scenery or parts of it to other websites without the explicit permission in writing of the developer/s. Furthermore it is forbidden to use the scenery or parts of it on a commercial basis without the explicit permission in writing of the developer/s. Changes and modifications for the private use are allowed. But it is not allowed to share such changed or modified versions without the explicit written permission from the developer/s.

Apart from that the respective terms of copyright law are applicable.

The developer/s are not responsible for any malfunctions or possible failures of hard- or software in connection with this scenery. Under <http://www.x-plane.at/drupal/forum> the developer/s are available for questions or remarks regarding this scenery but cannot give the guarantee that this scenery will work on all computer systems.

Have fun with arrivals and departures in Dobersberg

oe3gsu, Gerhard

