



# **LOGI Trieben**

## **Steiermark**

Version 2.0



# Austrian X-Plane Design Group

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## 1. The Original



The airfield Trieben (LOGI) is certainly one of the best starting points for distance flights in the Eastern Alps. Above all, the haul flights always made with more than 12 hours flight time and many flights over 1000km This has been impressively demonstrated. 760m asphalt track allow for a smooth flight operation.

(Source: <http://fly.logi.at>)



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## 2. The scenery

The scene is based on publicly available information and pictures. All items have been re-created on the basis of photos <http://www.wildbergair.com/>.

The scenery includes night textures and realistic lighting (Only X-Plane 10, 11).

**Charts**  
included

## 3. Functions (summary)

- Photorealistic Scenery
- Compatible to OSM+autogen V6.0 from PilotBalu
- Realistic Groundtextures at the airport
- Parkpositions, Taxiways, Runways, ... conform to the Charts
- realistic Markings at the apron and the taxiways
- various buildings in the area
- nighttextures
- realistic lighting \*)
- ATC-Taxilines for AI-Traffic \*)

\*) X-Plane 10, 11 only!

## 4. Installation

Just copy the folder "LOGI Trieben 2.0" in the compressed file after unpacking in the "Custom Scenery" - folder.

### **directory structure:**

```
<X-Plane-Verzeichnis>/
  Custom Scenery /
    LOGI Trieben 2.0 /
      Earth nav data and others)
```

and restart X-Plane.



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## 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.

## 6. Required Software

X-Plane® Version 11.10+, 10.30+ or 9.7

## 7. Used Libraries

none

## 8. 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](http://simheaven.com/?page_id=23)

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

or

Osm\_Austria\_beta6.0 by PilotBalu

Download: <http://simheaven.com/experimental/>

HD Mesh Scenery v2 by alpilotx

Download: <http://www.alpilotx.net/downloads/x-plane-10-hd-scenery-mesh-v2/>

Europe\_Library von LyAvain,

Download: [http://simheaven.com/?page\\_id=14](http://simheaven.com/?page_id=14)

to see European instead of US buildings.

## 9. Credits

LAMINAR RESEARCH®

Ben Supnik

marginal

uwespeed

X-Plane®

[WED](#) (Version 1.6.0 verwendet)

[Sketchup-Plugin](#)

European vehicles



## Austrian X-Plane Design Group

### 10. Betatester-Team

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

### 11. 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://forum.aerosoft.com/index.php?/forum/621-freeware/> 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 Trieben

*oe3gsu, Gerhard*

