



# LOLT Seitenstetten

## Lower Austrai

Version 2.1

by oe3gsu





# 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.....	5
7. Hangardoors .....	5
8. Comments for the X-Plane 9 version .....	5
9. Used Libraries .....	5
10. Recommended addons .....	5
11. Credits .....	5
12. Betatester-Team.....	6
13. License terms.....	6

# Austrian X-Plane Design Group

## 1. The example

Seitenstetten Airport (German: Flugplatz Seitenstetten, ICAO: LOLT) is a private use airport located 2 kilometres (1 mi) north-northeast of Seitenstetten, Lower Austria.

(Source Wikipedia)



**Frequency:** 123.60 MHz

**Language:** Deutsch

**Aerodrome authorized for:** airplanes, motor gliders, gliders, helicopters MTOW: 2t (higher on request)

**State:** Niederösterreich

**Location:** Seitenstetten apx. 1,5 km; Amstetten apx. 17 km

**Height:** 1050'

**Runway info:** Rwy 10 (700m); Rwy 28 (830); GRASS

**Operating times:** PPR; Mo - Fr 10:00 - ... LT; Sa, So and holidays 9:00 - 20.00 LT

**Fuel/ price in €:** Daily price - cash only

**GPS Coordinates:** N48 03.0 E14 39.7

(Source <http://www.flugunion-seitenstetten.at>)

## 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, 11 only).

### charts

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

To use the PCL function, either a plane with standby ADF1 or the LUA script on <http://www.x-plane.at/drupal/node/247> is required.

To switch the parked aircrafts, either a plane with standby ADF2 or the LUA script on <http://www.x-plane.at/drupal/node/242> is required.



## Austrian X-Plane Design Group

### 3. Functions (summary)

- Photorealistic scenery
- Compatible to "OSM+autogen" or. "Osm\_Austria\_beta3.1" by PilotBalu
- Realistic ground texture on the airport area
- Parkpositions, taxiways, runways, etc. conform to the Charts
- parked aircrafts on the apron removeable for online-flying
- openable hangar doors (with [HangarOps Package](#)) \*)
- PCL (Pilot Controlled Lights) \*)
- Night textures and realistic lightning \*)
- ATC-Taxilines for AI-Traffic \*)

\*) X-Plane 10, 11 only!

### 4. Installation

Just copy the folder " LOLT Seitenstetten 2.1" " in the compressed file after unpacking in the "Custom Scenery" - folder.

#### directory structure:

```
<X-Plane-Verzeichnis>/
  Custom Scenery /
    LOLT Seitenstetten 2.1/
      Earth nav data and others)
```

and restart X-Plane.

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

If the PCL function should be used via the LUA script, the script has to be copied to the "Scripts" folder in the directory "FlyWithLUA".

If you want to witch the parked aircrafts on and off via the LUA script, you have to copy it 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.



## Austrian X-Plane Design Group

### 6. Necessary software

X-Plane® Version 11.11+, 10.25+ or 9.7

### 7. Hangardoors

The doors of the hangar can be opened and closed with "KEY-Code = 0" of the STMA HangarOps-Plugin.

### 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. Used Libraries

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 from: [http://simheaven.com/?page\\_id=23](http://simheaven.com/?page_id=23)

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

or

Osm Austria beta3.1 by PilotBalu

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

HD Mesh Scenery v2 by alpilotx

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

Europe Library von LyAvain,

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

to see European instead of US buildings.

### 11. Credits

LAMINAR RESEARCH®

Ben Supnik

marginal

BlueSideUpBob

uwespeed

chimo

vonhinx

X-Plane®

[WED](#) (Version 1.6.1 used)

[Sketchup-Plugin](#)

[HangarOps Package](#)

Cars

Playground Object

Glider Box Trailer Objects



## Austrian X-Plane Design Group

### 12. Betatester-Team

all Member of AXDG.

### 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 Seitenstetten

*oe3gsu, Gerhard*

