

Technical Manual

Stuttgart Airport

X-Plane 11 Version

Developed by German Airports Team

Conversion Work Done by Omar Masroor:

- Fixed 62 floating/sunken OBJs.
- Updated ground layout.
- Added X-Plane 11 ground service vehicles with ground routes and destinations.
- Added animated AutoGate Passenger Boarding Bridges, A-VDGSs and Marshalls to all eligible gates and stands.
- Added full X-Life compatibility.
- Overhauled Taxi Routes for better compatibility with X-Life and X-Plane default AI traffic.
- Added missing apron floodlights and helipad lights. Also added 92 obstacle lights.
- Changed runway edge lights from in-pavement MIRLs to above-pavement HIRLs.
- Improved positioning of Runway Guard Lights.
- Removed non-existing Runway Distance Remaining Signs.
- Changed spacing of Taxiway Centreline Lights to 15m on straight sections and 7.5m on curved sections. Also, hand-placed all Taxiway Edge Lights.
- Added 4,370 X-Plane default parked cars, replacing the old low-quality cars.
- Added the ability to turn Parked Cars on or off to optimize performance.
- Added 67 road segments for X-Plane's road traffic including highways, primary and secondary roads.
- Added missing streetlights, shacks and containers.
- Removed static apron vehicles visible in the orthoimagery.
- Corrected location of the aerodrome beacon.

- Disabled LOAD_CENTER commands from orthoimagery POLs to fix blurry ortho textures.
- Removed unnecessary SURFACE commands from POLs to improve performance.
- Fixed some trees disappearing too soon because of LODs.
- Simplified Exclusion Zones.
- Converted BMPs to DDSs.
- Cleaned up layer grouping of POLs, LINs and draped OBJs.
- Fixed SSAO artifacts on 6 vehicle OBJs.
- Fixed incorrect blending mode on 9 OBJs.
- Added missing layer group commands to 10 draped geometry OBJs.
- Changed TEXTURE commands to TEXTURE_DRAPED in 10 draped OBJs.
- Removed incorrect TEXTURE_LIT_DRAPED commands from 8 draped OBJs.
- Fixed translucency issue with 1 OBJ.
- Removed unused files.

Installation

Installing Core Files

Move the

Aerosoft_Stuttgart_1_Parked_Cars,
Aerosoft_Stuttgart_2_Roads,
Aerosoft_Stuttgart_3_Scenery and
Aerosoft - Static Aircrafts

folders into your **X-Plane 11/Custom Scenery/** folder.

scenery_packs.ini

Your **scenery_packs.ini** file in the **X-Plane 11/Custom Scenery/** folder should look like:

```
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SCENERY

SCENERY_PACK Custom Scenery/Aerosoft_Stuttgart_1_Parked_Cars/
SCENERY_PACK Custom Scenery/Aerosoft_Stuttgart_2_Roads/
SCENERY_PACK Custom Scenery/Aerosoft_Stuttgart_3_Scenery/
SCENERY_PACK Custom Scenery/Aerosoft - Static Aircrafts/
SCENERY_PACK Custom Scenery/Global Airports/
SCENERY_PACK Custom Scenery/KSEA Demo Area/
```

Important X-Plane 11 Settings

Number of World Objects slider

This setting must be set to **Low** or greater, otherwise, scenery objects will not appear.

Visual Effects slider

This setting must be set to **High (HDR)** or greater to see light spills on the apron at night.

Draw Parked Aircraft checkbox

This setting must be **Checked** to see static aircraft. **Uncheck** this setting when using X-Life traffic.

Animated Passenger Boarding Bridges and Marshalls

To use the animated passenger boarding bridges and Marshalls, you must install the freely-available AutoGate Plugin by Jonathan Harris. To do so:

1. Download the **AutoGate.zip** file from <https://marginal.org.uk/x-planescenery/AutoGate.zip>
2. Extract the downloaded file.
3. Open the extracted **ReadMe.txt** file and follow the Installation and Operation instructions to install and use the plugin.

X-Life AI Traffic

It is recommended to use the X-Life AI traffic plugin by JARDesign in combination with the Bluebell XL AI aircraft library. Follow these three steps to get both in X-Plane 11:

1. Install X-Life

1. Download X-Life for free from: <http://jardesign.org/x-life/www/>
2. Extract the **xlife.zip** file.
3. Copy the **X-Life** folder from **xlife/OpenMeAndRead/** and paste it in **X-Plane 11/Resources/plugins/**
4. Start X-Plane 11 and wait while X-Life downloads the required files. The X-Plane 11 splash screen will display **Will initialize plugins.** while the files are being downloaded. Please be patient while this process completes.
5. Quit X-Plane once the process is complete.

2. Install EDDS data for X-Life

1. Download the **EDDS.xlf** file from <http://jardesign.org/forum/viewtopic.php?pid=18750>
2. Place the downloaded file in your **X-Plane 11/Resources/plugins/X-Life/Airports/** folder, overwriting any previous file.

3. Install the Bluebell XL AI traffic library

1. Download these three files:
 - a. <http://jardesign.org/downloads/BBXL/BBXL-1.zip>
 - b. <http://jardesign.org/downloads/BBXL/BBXL-2.zip>
 - c. <http://jardesign.org/downloads/BBXL/BBXL-3.zip>
2. Extract the three files and arrange the extracted folders so that they have the following hierarchy:

```
Bluebell XL/  
    Custom/  
    PackA/  
    PackB/  
    PackG/  
    PackJ/  
    PackP/
```

Copy the **Bluebell XL** folder and paste it in your **X-Plane 11/Custom Data/** folder.

Turning Scenery Features On/Off to Optimize Performance

The parked cars included in this scenery can be turned on or off to optimize performance for your system. To do so:

1. Quit X-Plane.
2. Open the **scenery_packs.ini** file in your **X-Plane 11/Custom Scenery/** folder
3. Find the following line:

```
SCENERY_PACK Custom Scenery/Aerosoft_Stuttgart_1_Parked_Cars/
```

4. To turn parked cars off, change the beginning of the line from **SCENERY_PACK** to **SCENERY_PACK_DISABLED**. Like this:

```
SCENERY_PACK_DISABLED Custom Scenery/Aerosoft_Stuttgart_1_Parked_Cars/
```

5. Save the file and start X-Plane to see if there is a performance improvement.

Acknowledgements

- *****AutoGate Kit by Jonathan Harris**
<http://marginal.org.uk/x-planescenery/tools.html>
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1. The author of the software be credited
2. A link to the source of the software be provided
3. A link to the license of the software be provided

Hence you **must** include this information in the add-on's user guide.