

# INSTRUCTION

**Installing and using Sochi\_2007 (Adler, URSS) scenery  
for MSFS 2004**



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## MAIN SECTION

### 1 Purpose of the program

Content of the archive is an add-on to MS Flight Simulator 2004: the Century of Flight.

### 2 General information

#### 2.1 *Historical notes*

Sochi is the international resort city. As a health resort it's impossible to develop the city without the organization of the transport communication. Adler airport is founded in November 23, 1945 for maintenance a service of Li-2 and Il-12 airplanes. Obvious necessity of airport construction was caused by prompt development of the Black Sea resort with the centre in Sochi. At first, all airport services settled down in a one-storied small house with the area of 20 square meters. The ATC service was carried out with the help of radio station command only at daytime period. 7 flights were carried out in summer. During 1946 17036 passengers were served.

Only when dispatching office and first airport building were constructed (1956), the regular flights by Il-12 and Il-14 aircrafts started. Il-18 and An-10 aircrafts started to fly in 1960. At this time technology and culture of passenger service improved and as a consequence the transportation has increased. In august 15, 1966 the Sochi airport collective was awarded with the order "The Labor Red Banner" for successful 7-years plan performance, considerable growth of air transportations, mastering of new aviation techniques and technology of air passengers service. From 1971 till 1980 during the course of further development of the Adler airport, Tu-154 and Yak-40 service was successfully performed. From 1980 till 1990 the development of the airport continued. The second and third passenger pavilions were constructed during this period. Regular flights of Il-86 also began.

Further reconstruction pavilions complex of new generation the construction of which until recently has been suspended also began (at the present time in connection with the promotion of Sochi city as a candidate city for Olympic Games in 2014, the building in the shortest urgent terms was completed). Service of foreign aircrafts has been mastered.

Sochi airport is certificated on suitability to the international flights; it is suitable to operation with aircrafts Il-96-300 PU, Il-86, Il-76, Il-62 (130 tons), Tu-154, Boeing 757-200, 737-200, Tu-104, Tu-134, Yak-42 and other aircrafts of III and IV classes.

The airport of Sochi is a unique one serving the largest resort region of Russia from the city of Tuapse to the border with Georgia with common extent over 200 km.

## 2.2 File structure

You can use Sochi\_2007 add-on with or without Caucasian mesh however to underline more reality it is recommended to use mesh. You can download this file from site: [www.avsim.ru](http://www.avsim.ru). File-name: caucasus\_mesh.zip, author: Aleksandr Bondarenko

### Installer features:

To start the installation process double-click the Sochi\_2007 icon. In the process of the installation it is necessary to point folder with installed FS2004. After that button “Install” is activated. While pressing it files in accordance with the given below file structure will be copied and the following strings are added to file “**scenery.cfg**”:

```
[Area.XXX]
Title=Sochi_2007.LC
Active=TRUE
Layer=XX
Local=Addon Scenery\Sochi_2007.LC
```

```
[Area.XXX]
Title=Sochi_2007
Active=TRUE
Layer=XX
Local=Addon Scenery\Sochi_2007,
```

X – Your own numbers in scenery.cfg file.

In other words, **it is not necessary** for you to add Sochi\_2007 in scenery library in FS2004!!!

Note: If you want installer to work correctly, check this: FS shouldn't shows up this “Building database for new scenery files” during loading. This process may take a few moments). This may happen, if you just installed or deleted some sceneries from your scenery library in FS.

### File structure:

**Fs2004\scenery\generic\scenery\Approach\_URSS.bgl** – This Approach\_URSS.bgl file (beta) - is a nice try to make real approach to URSS airport from the sea as in reality. This file gives you an opportunity to select an approach on 06 or 02 runway when you are flying IFR flights. You can also add various waypoints when you plan your flight with Flight Simulator's Flight Planner (for example BIDUS, DIBAT, point of entry to glide path, etc). If you don't want play with beta version file, simply leave this checkbox unchecked. If traffic works incorrectly with you (airplanes don't land, dispatcher directs airplanes only from mountains etc) simply don't install this file (installer will give you such possibility). Scenery will work without it.

**Fs2004\addon scenery\Sochi\_2007\JeppView\_URSS.pdf** – Adler charts;

**Fs2004\addon scenery\Sochi\_2007\scenery** – scenery files;

**Fs2004\addon scenery\Sochi\_2007\texture** – texture files;

**Fs2004\addon scenery\Sochi\_2007.LC\scenery** – landclass file only;

**Fs2004\addon scenery\Sochi\_2007\Readme\_eng.doc** – this readme file;

**Fs2004\addon scenery\Sochi\_2007\Readme.doc** – Russian version of this instruction.

### Removing the scenery:

To remove the scenery, make the following:

- Remove all lines containing from scenery library in FS.
- Delete folders:

Fs2004\addon scenery\Sochi\_2007;

Fs2004\addon scenery\Sochi\_2007.LC;

- If you installed an Approach\_URSS.bgl file, delete it from:

Fs2004\scenery\generic\scenery\Approach\_URSS.bgl.

### Low fps problem:

If you have low fps in scenery, you can partially solve this problem deleting these files:

- VSS\_019.bgl,
- VSS\_020.bgl,
- VSS\_021.bgl,
- VSS\_030.bgl,
- VSS\_031.bgl

from Sochi\_2007 folder. This is only plafonds. You can delete them, but at night lights will be still visible.

## **2.3 Changes as compared with default version**

This scenery includes: custom shoreline, Mzymta river, mesh, landclass, fully customized lights, trees with seasonal textures, buildings, runways and taxiways, runway and taxiway markings. All roads around airport fully correspond with satellite photos. Also landclass in Sochi city was changed. Sochi city contains only Akhun tower and television tower custom objects.

### Real area changes:

Last changes in Adler airport: because Sochi became the capital of Winter Olympic games 2014, Russian government decides to reconstruct URSS airport. Builders have expanded runway 06-24, replaced the light-signal equipment, a new building and the territory "have around put in order", cut the tree with all spotters like, pill huge mountains of sand near the lake on the territory of the airport for further reconstruction, made of stone a foolish inscription «СОЧИ» on the mountain nearby, etc. One can say, that the scenery corresponds to the Adler airport as to 2006 year.

Scenery includes test AFCADs (only for traffic):

- URS1 – Adler airport helipad
- URS2 – Krasnaya Polyana's helipad
- URS3 – Bocharov ruchey's helipad
- URS4 – Krasnaya Polyana's helipad (near cableway)

## **2.4 Used add-ons and programs of non-VSS's developers**

### Used programs:

AFCAD v2.21, gmax, scenery builder v2.05, photoshop v8.0, SDK, Delphi 6.0, BGLC\_9, SCASM.

### Third party development add-ons (thanks for your products!):

RusEquipmentV2.0 – Russian airport equipment (authors - Tolmachevo TEAM: material by Usachev Pavel, models by Hawker);

RusVehiclesV4.0 – Russian airport vehicles (authors - Tolmachevo TEAM: material by Usachev Pavel, models by Hawker);

MFS\_Birds – birds for URSS and other airports in Russia. Search [www.avsim.ru](http://www.avsim.ru) for details (author - ArtSur);

Tipovuha – typical soviet buildings (authors - Antonio Totingue (design and models) & Desperado (macros));

Tu-134 model for FS98 (unfortunately, author is unknown).

All these add-ons are already in Sochi\_2007 package.

Note. If you have already installed some of these add-ons on your computer, don't install any of them during scenery setup. You can install any of these components later by copying folders scenery and texture in «RusVehicles», «RusEquipment», «Tipovuha», «Birds» to Sochi\_2007 installation folder. Confirm any replacements.

## ADDITIONAL SECTION

### 3 Work team

#### 3.1 Initiator

Samarin Vasily (aka Versus).

#### 3.2 Developers

Samarin Vasily Versus (Gmax, Landclass, Mesh, approach scheme, Installer, textures, AFCAD);

Gromov Denis aka Densu817(photos, advices, advertising textures, AFCAD);

Lelyakova Svetlana aka Swilly (Sochi historical notes, readme file, topos seasonal tree textures, translating readme file and website, Encouragement ☺).

#### 3.3 Beta-testers

Densu817, mashkov, Renat, Andrei, Alpet, ALF.

### 4 Others

#### 4.1 Thanks to:

Gromov Denis (aka Densu817) — for the active help in the scenery creation: many photos of Adler airport, advertisement textures, searching for mistakes and bugs, encourages;

Lelyakova Svetlana (aka Swilly) — for the help with work in Photoshop, for Encouragement;

James Vile — for the help with writing an approach data, XML language;

Mashkov Evgeny (aka mashkov) — for beta-testing and [www.urss.org.ru](http://www.urss.org.ru) site;

Voloshin Andrey — for the help with programming on Delphi 6.

I wish to thank all, those who was not included into the list. My family and friends. They also helped the author with the ideas and advices. All, who has taken part in many discussions at [www.avsim.ru](http://www.avsim.ru) forums, all simmers, arrived in Sochi and kindly given the photographic materials of the Adler airport.

Thanks for your help! Without your support, possibly, the scenery would not be released! ☺

## **4.2 Obstacles**

General obstacles in a way of developers were: weather conditions, and also extreme "unavailability" of services of the airport to assist. Work became very hard, when during the development of scenery on the territory of Russian Federation a cession of terrorist attack was made as well as some catastrophes happened. Actually for this reason the presence of persons at port with the camera in hands for all aviation security was perceived as direct threat of national safety. For this reason the majority of photos of which textures were made then, were taken at a large distance and improper positions. Unfortunately, for this reason the scenery has turned is out not such rich as it would be desirable. But we shall try to correct it in process of our opportunities in the future versions.

I also thank to LOVD chief in his understanding of my business problem. Owing to his understanding and the permission for it has turned out to finish shooting free a good photographic material from parking near pavilions. These photos of pavilions were the base texture material for Sochi 2004 scenery from Dancer, and now they are a part of package Sochi\_2007.

## **4.3 Failures**

Approach pattern for traffic (as before, sometimes traffic don't work correctly).

## **4.4 Future plans**

Planned developments:

- Sochi city: circus, Zhemchuzhina hotel, Zimny theatre, central stadium, Neva pension, sea port, etc.
- All helipads with nearby buildings.

## **4.5 Note**

Please note that all advertisement in scenery is only for the realism, not for advertisement itself.

For all updates and patches contact Versus Scenery Studio on the Web: [www.virtualvss.com](http://www.virtualvss.com).

## **4.6 End-user license agreement for freeware**

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