



OLBAX V1.0

Rafik Hariri (Beirut) International Airport / Lebanon

ICAO: OLBA

IATA: BEY

A Scenery For Microsoft Flight SimulatorX (FSX)

By Lebor Simulations

Jad Abizeid & Michel Karam





THIS SCENERY IS FREWARE! IF SOMEONE SOLD YOU THIS ADD-ON OR IF YOU HAD TO PAY ANY FEE TO AQUIRE IT, PLEASE CONTACT LEBOR SIMULATIONS NOW!

YOU NEED TO READ AND AGREE TO THE INCLUDED EULA BEFORE INSTALLING AND USING THE SCENERY

OLBAX V1.0 IS ONLY COMPATIBLE WITH MICROSOFT FLIGHT SIMULATOR X (FSX). OLBAX IS NOT TESTED AND IS NOT DESIGNED TO RUN IN FS2004!



BEFORE INSTALLING OLBAX, BE SURE TO HAVE LEBANON TERRAINX V1.5 BY LEBOR SIMULATIONS (AVAILABLE ON MAJOR FLIGHT SIMULATION WEBSITES) . IF YOU HAVE V1.0, YOU WILL NEED TO UNINSTALL IT AND THEN INSTALL 1.5.

DO YOU HAVE LEBANON TEMPORARY AIRPORTS BY LEBOR SIMULATIONS INSTALLED? IF YOU DO, PLEASE UNINSTALL IT BEFORE PROCEEDING WITH OLBAX V1.0 INSTALLATION!



ABOUT OLBA

Beirut–Rafic Hariri International Airport

ICAO: OLBA

IATA: BEY

Français: Aéroport International de Beyrouth–Rafic Hariri

Arabic phonetic: Matar Bayrūt Rafiq al-Hariri ad-Dowaly

Airport type: Public

Owner/Operator: Directorate General of Civil Aviation (DGCA) (<http://www.lebcaa.com/>)

Serves: Beirut, Lebanon

Hub for:

- Med Airways
- Middle East Airlines (MEA)
- TMA Cargo
- Wings of Lebanon

Elevation AMSL: 27 m / 87 ft

Coordinates: 33°49'16"N 035°29'18"E

Website: www.beirutairport.gov.lb

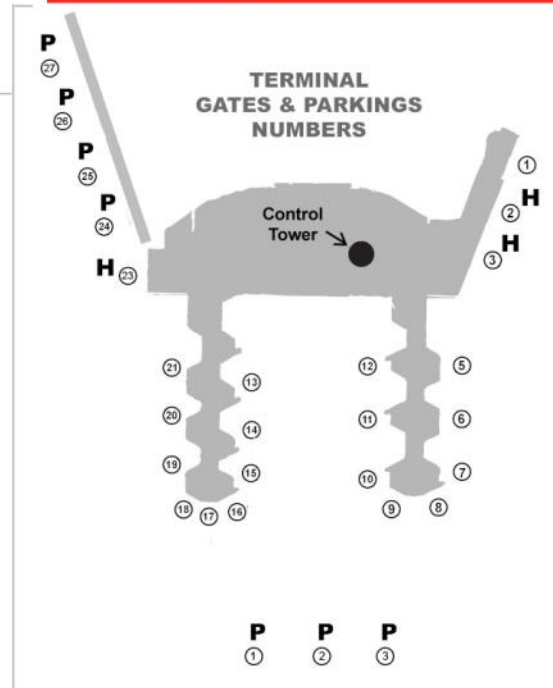
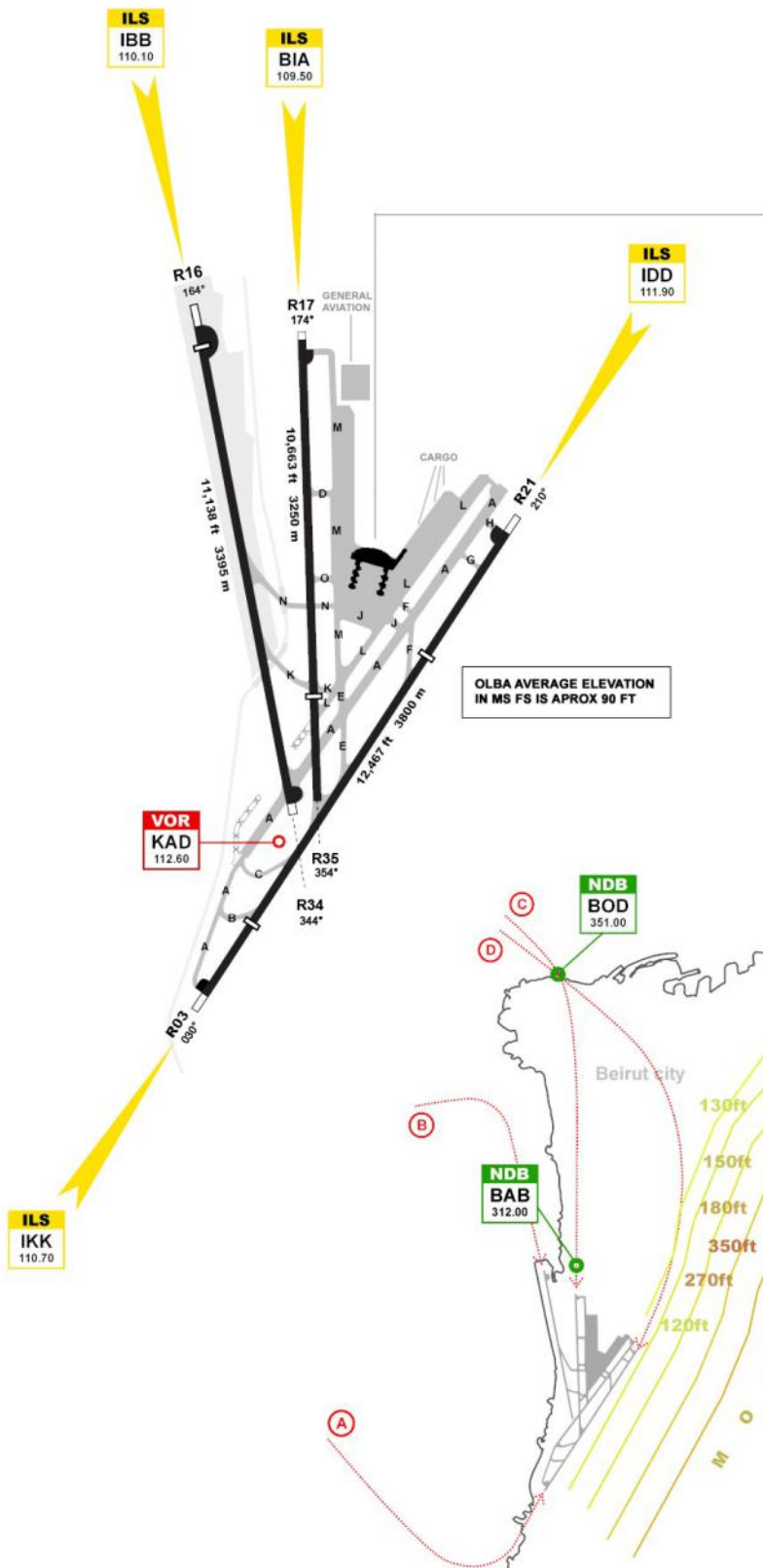
Wikipedia information: http://en.wikipedia.org/wiki/Beirut%E2%80%93Rafic_Hariri_International_Airport

OLBA

RAFIK HARIRI (BEIRUT) INTERNATIONAL
AIRPORT / LEBANON

CHART FOR LEBOR SIMULATIONS OLBAX SCENERY

TO BE USED WITH MICROSOFT FLIGHT
SIMULATOR ONLY!



P = Parking (no jet bridges)
H = Gates for Heavy aircraft only

OLBA ATIS	120.60
BEIRUT CENTER	119.30
BEIRUT APPROACH	120.30
BEIRUT TOWER	118.90
BEIRUT GROUND	121.90

PREFER: Take Off Rwy : 21 & 34
Landing Rwy : 03 & 16

- (A) Rwy 03 is Left hand circuit
- (B) (C) (D) Rwy 16 - 17 and 21 are Right hand circuits
- Rwy 21 is parallel to high terrain. Landing with ILS is on pilot's discretion.
- (D) Visual Landing pattern is permitted on Rwy 21. Cross BOD no less than 1400 ft then if visual with R21 get clearance and land



ABOUT LEBANON

Lebanon is a country in the East Mediterranean. It is bordered by Syria to the north and east and Palestine / Israel to the south. Lebanon's location at the crossroads of the Mediterranean Basin and the Arabian hinterland has dictated its rich history and shaped a cultural identity of religious and ethnic diversity.*

Lebanon 's diverse patchwork of Mediterranean-lapped coast, rugged alpine peaks, and green fertile valleys is packed into a parcel of land some 225km long and 46km wide – an area approximately the size of Cyprus or Connecticut. An ancient land, Lebanon features in the writings of Homer and in the Old Testament. Its cities were major outposts and seaports in Phoenician and Roman times, just two of the great civilizations that touched this important Middle Eastern crossroads.

The cosmopolitan flair of modern-day Beirut, the gastronomic renown of the country's food and wine, and an educated and outward-looking population complement a country that is both traditional and progressive in outlook. For all the flavors of its storied past and rugged natural beauty, Lebanon is a well-kept tourist secret that begs exploration.

There are four main geographic regions in Lebanon, differentiated by topography and climate. From west to east, they include: the coastal plain, the Mount Lebanon Range, the Békaa Valley, and the Anti-Lebanon Range... (read the rest of the article here) **

- **Capital:** Beirut
- **Population:** Approximately 3.8 million
- **Languages:** Arabic (official), French, English, Armenian
- **Area:** 10,452 square kilometers
- **Climate:** Mediterranean climate, with cool, wet winters and hot, dry summers.
- **Elevations:** Highest point – Qornet Es-Saouda (3,090m).
- **Lowest Point:** Mediterranean Sea (0m).

Wikipedia information: <http://en.wikipedia.org/wiki/Lebanon>

Lebanon Ministry of Tourism: <http://www.lebanon-tourism.gov.lb/>

Destination Lebanon: <http://www.destinationlebanon.gov.lb/>

* Wikipedia

** Lebanon Ministry of Tourism





ABOUT LEBOR SIMULATIONS

Lebor Simulations are two flight simulation enthusiasts, Jad Abizeid, an airline pilot and Michel Karam, a graphic / U.I designer.

Lebor exists since 1998, when our first OLBA scenery for FS98 was released. After that we released many other projects representing Beirut and OLBA as well as some VFR and Terrain add-ons available on major Flight Simulator portals.

We design scenery for our own pleasure and as a hobby. For every project, we try to raise the bar, as high as time and resources allow. We have almost no budget to design our projects however we enjoy every moment we spend working on our scenery.

Our reward is to see used the FS community use and enjoy the scenery we release . Our frustration grows when people complain about the lack of this and that when they know that we are not commercial add-ons developers.

Timeline and achievements:

- **1998:** Lebor Simulations was founded and was known as Lebor
- **1999:** Beirut99 scenery released for MSFS98
- **2000:** OLBA/OLKA/OLRA 2000 released for MSFS2000
- **2001:** Lebanon elevations released for MSFS2000
- **2003:** OLBA2002 released for MSFS2002
- **2004:** Our Lady of Lebanon shrine released for MSFS2002 and MSFS2004
- **2005:** Lebanon coastlines and landclass released for MSFS2004
- **2007:** Lebanon package for MSFS2004 compiled and released by Mr Ali Hoteit
- **2008:** A new scenery project for MSFSX was initiated (OLBAX)
- **2009:** Lebor became Lebor Simulations and got a new logo
- **2010:** Lebanon TerrainX V1.0 released
- **2013:** Lebanon TerrainX V1.5 released
- **2013:** OLBAX V1.0 released

Current project(s):

- **2013:** BeirutX, a detailed representation of Beirut city (under development)

OLBAX STORY

In the spring of 2008, Jad Abizeid, my friend and Lebor Simulations partner, started sending me (Michel Karam) emails with screen captures from 3D Studio, previewing the early shape of OLBAX's terminal. Back then, I was preparing with my fiancée for our wedding...

Because the last time we could design and release a major scenery for Beirut International Airport was for FS2002, Jad's initiative lit that fire of scenery design passion in me! However, considering the new way of life I was switching to (the married life), all I could do back then, is to encourage my friend and to try to give him very little help and assistance in this ambitious scenery design process. And the scenery started to grow...

Yet things were not easy; from the summer of 2008 until fall 2012, OLBAX scenery saw ups and downs during the process of its development. Jad himself, who was into career transition and heavy work schedule, had to pause so many times his design work on the scenery... The project was placed on hold without any clue if it would be revived or not... And the months passed by... And then Jad got married.

During the fall of 2012, and after a discussion with Jad about the fate of the scenery, and then an agreement with my wife, I decided to give some of my personal time, working on the project in order to complete it (to try at least).

I certainly did not want to see Jad's hard and brilliant work on OLBAX, wasted...

But even if I was willing to complete the remaining parts, one major blocker stood in front of us and could have made us wait forever before releasing the scenery; That was the lack of availability of a satellite image that we could use for OLBA's layout and that we could of course afford, as a freeware group...

At our greatest surprise and joy, we finally had one, offered by an imagery provider in Beirut, Bureau Stephane, and for free!

In the early days of January 2013, we completed a V1.0 Beta of OLBAX, and made it go through a month of beta testing...

And now, we are relieved that, after four years of ups and downs, we could finally launch our completed V1.0 of FSX Beirut International Airport.

OLBAX would have never existed without the hard work and determination of Jad Abizeid. This is Jad's scenery and I was happy and proud to help him finish it.

We are in Winter 2013 and OLBAX is certainly the most detailed and accurate OLBA scenery you can find anywhere in the PC flight simulation world and perhaps in the professional simulation world as well!

OLABX V1.0 is 100% freeware. It is a sort of gift, to the FS community. This is also a gift to all those who downloaded and made our previous scenery one more destination in their virtual flights!

So here is one more for you to enjoy!

OLBAX V1.0 FEATURES

- 1m resolution Satellite ground layout of the airport, courtesy of Bureau Stephan (Beirut, Lebanon)
- Airport ground layout has the 4 seasons versions
- Accurate and custom made terminal, hangars and buildings covering almost 95% of the airports infrastructures.
- Accurate and custom ADE file with the gates and parking assignments (whiting FSX limitations)
- A rich environment with static objects based on default FSX library to maximize performance
- Extra static custom (3rd party) objects to increase realism

OLBAX V1.0 REQUIREMENTS

Basic requirements:

- Microsoft Flight Simulator X with Service Pack 2 or Acceleration installed
- About 250 MB of free Hard Drive Space
- Lebanon TerrainX V1.5 installed and added to the FSX Library
- A PC setup that is capable of handling complex add-on scenery...

We know that FSX was released 7 years ago but the real age of FSX, counting from the time its development began, should be 10 years easily... Indeed, 10 years is allot of time when we talk about software technology. Not mentioning that FSX graphic engine was most probably based on an older version perhaps dating from FS2000. Despite its age, FSX struggled to run on the PCs until too recently... FSX loves CPU power more than any other component in a PC... This is the way it was coded!

Now thanks to the i5 and i7 Intel CPUs, especially the unlocked ones (making overclocking possible), we consider that FSX is now running (or flying) comfortably on most of today's simmers setups.

Thus we decided to make OLBAX scenery as detailed as possible to take advantage of the gaming PCs of today. We did not hesitate to add details and make the environment rich enough to simulate the real airport as much as possible.

PRE-INSTALLTION CHECKLIST

- Install Lebanon TerrainX V1.5 by Lebor Simulations (available on major Flight Simulation websites) . If you have V1.0, you will need to uninstall the package and then install 1.5.
- If you have Lebanon Temporary Airports by Lebor Simulations, you need to uninstall it. It is located in *../Addon Scenery / Leb_TempApts*
- If you have any A.I traffic Add-On with an entry in the scenery library, be sure it is NOT over OLBAX in the scenery list

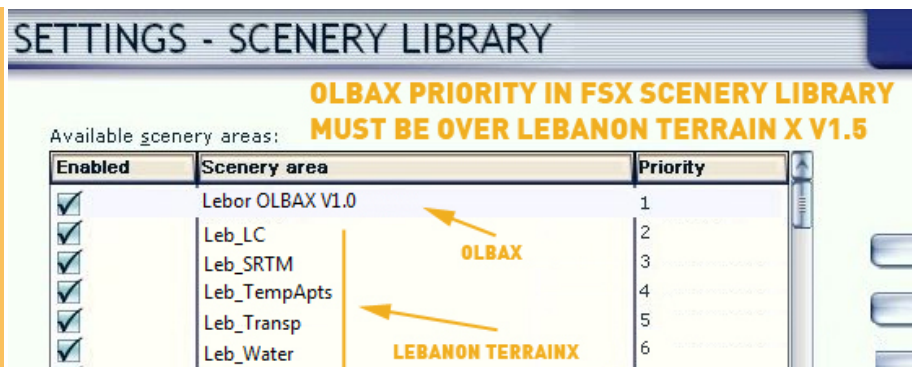
INSTALLING OLBAX V1.0

- If you have any other add-on scenery representing Beirut Internation Airport and you choose to use this one, or at least try it, be sure to disable that other scenery from FSX Scenery Library.
- Be sure FSX is not running
- Run OLBAX Installation and follow the instructions carefully (The installer will detect the root folder of your FSX)
- When the scenery is installed successfully, run FSX
- Go to the scenery Library and add the scenery

Note: If you use Windows 7, you will need to follow these instructions as for adding a scenery in FSX:
<http://aussiex.org/forum/index.php?/topic/6035-how-to-add-scenery-to-fsx-with-windows-7/>

IMPORTANT

OLBAX_V1.0 SCENERY MUST BE SET AS HIGHER PRIORITY THAN LEBANON TERRAINX V1.5 IN THE FSX SCENERY LIBRARY. IN OTHER WORDS, OLBAX MUST BE ABOVE LEBANON TERRAINX IN THE LIST OF SCENERY ADD-ON



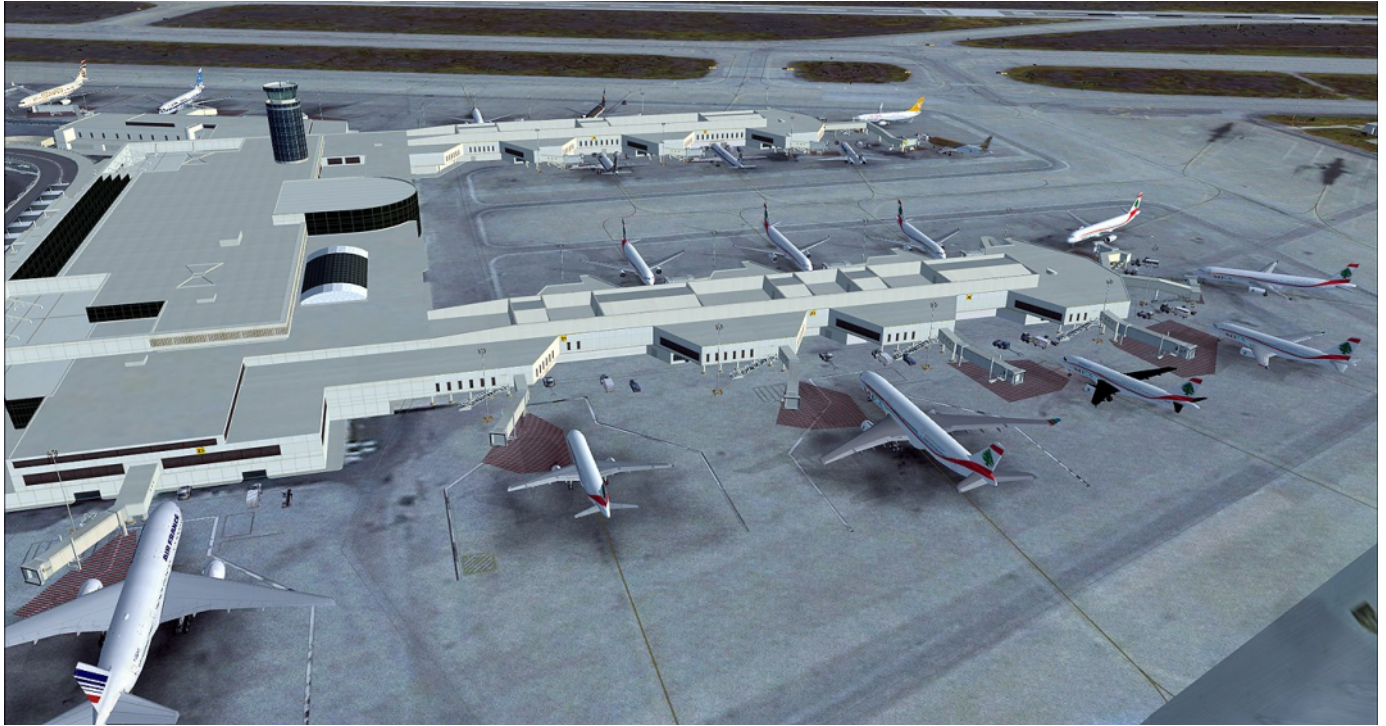
Disabling Static Objects:

OLBAX contains many static objects spread around the airport. Most of these objects come from the default FSX library to maintain a balance between eye candy and performance. However, we customized and included few other freeware 3rd party static models as well. If you have issues with performance / frame rate, own a dynamic ground service add-on or for any other reason you wish to disable the static objects or some of them, please do the following:

- Disable the OLBAX scenery in FSX library and shut down FSX
- Go Lebor OLBAX V1.0/scenery and move the files starting with *OLBA_Stat3D-....BGL* to a safe folder outside FSX
- Start FSX and enable back again the OLBAX scenery in the library...

Uninstalling Lebor OLBAX V1.0:

Delete the scenery entry in the FSX scenery library, close FSX and then run UNINSTALL LEBOR OLBAX V1.0 located in FSX main folder or delete the folder Lebor OLBAX V1.0 from the Addon Scenery folder in FSX...



A.I Traffic not included

SOME OF OLBA V1.0 LIMITATIONS

- Awkward sea elevation underneath Rwy16: OLBA is an airport located on the edge of a narrow coast climbing impatiently toward hills and mountains. And to add to the complexity of the composition, one runway is built over the water, placed on a sea platform (Rwy 16). In real life the platform part that is over water, is only few feet high, climbing toward the interior portion of the airport. Making sloping runways and airports with variable altitudes is possible in FSX but this will make many different things not work as intended (smoothness of the ground when taxiing, Aircraft acceleration and stability, A.I traffic won't land or take off, etc etc...) FSX dynamics and A.I components are not programmed for slopes, they need to have a smooth and perfectly flat airport. Thus we had to put an average elevation for the whole OLBA and that is about 90ft. Now with this uniform elevation, Rwy16 pulls up the sea underneath it and that results in a not so realistic and pretty result. This is the simulator limitations!
- The Satellite image may seem a little blurry if FSX settings and PC specs are not optimum. The resolution of the ground layout is fair enough if you have FSX graphic settings and .CFG tweaks toward the high ends. We were after all happy to have received from Bureau Stephan, for free, this satellite imagery.
- No moving Jet ways. We encountered obscure technical issues when we tried to make the custom jetways animate and interact with the parked aircraft. We hope with an update, we will animate those.
- A.I gates assignments and ATC clearance for takeoff and landing is at the mercy of the way FSX is programmed. For airports with the conditions and rules such as OLBA's, the simplistic way FSX manages clearances in takeoffs and landings or parking and gates assignments is not the best. Therefore one has to live with the limitations.
- No automatic docking systems or interactive marshall there yet. We plan to add those. They will be part of an update most probably...

CREDITS:

- Satellite imagery OLBA/Beirut courtesy of Bureau Stephan (Beirut / Lebanon) <http://www.bureaustephan.com/>
- Fences by Arno Gerretsen, others by Aldo Della Vedova / Converted & Published by Martin Gossmann
- TMA 707s by Waldron Dee / Paint by Ben Hartmann / HJG Group (Many thanks to Tony Madge and Mark C)
- Static Stairs Truck by maceo / FSDeveloper ressources
- Static Bell Hueys by Guy Diotte

Jad Abizeid thanks:

- Carl Stephan from Bureau Stephan for what I learned from this bureau since the year 2002 and for the satellite imagery.
- ACES, developers of the SDK.
- FSdevelopers.com community.
- Developers of freeware tools that I used like fsxplanner and ADE.
- People who tolerated me during the long days and nights of work for being absent in the years 2008 and 2009.
- Head of airport security then Brigadier Gen. Wafic Shoucair, for controlling the photos I took, for providing military escort and for trusting me and my sense of patriotism.
- Dr. Hamdi Chaouk, Director General of Civil Aviation for allowing me to acquire some airport charts
- Mr. Wadih al Haddad for providing useful resources.
- last but not least Michel Karam for giving me the drive to move forward and for being generous enough to salvage the project.

Michel Karam thanks:

- Bureau Stephan for their very generous donation of the OLBA/Beirut Satellite imagery!
- Arno Gerretsen for his endless advises and help on FSDevelopers forum and for his wonderful FS design tools including the FS Swiss Knife called Model CoverterX
- ADE and the Scruffy Duck team
- The unique and innovative Whisplacer tool and it's author (hoping you will revive this special tool one day!)
- FSDeveloper community and every member of the forums who are keeping the wheel turning
- Luis Sá's SBuilderX and the PTSim forums community
- Every soul that is dedicated to extend the life line of FSX
- Ali Ezzedine and his great contribution to the world of Google Earth (Lebanon)
- All the beta testers who helped me solve the many strange issues in the scenery
- All the members of Lebor Simulations Facebook page
- Every person who crossed Lebor's Simulations path at one point of its existence
- Mr Nassif & Mr. George Hamaty
- Mr Elie Nakhleh

And last but not least, I like to say a 1000 thanks to my Lebor Simulations partner and friend Jad Abizeid, the father of this scenery. He did not give up, despite his heavy work, life commitments and all the blockers that halted the project so many times, since 2008! He surely crafted with precision and passion almost all what you will enjoy in this scenery! And thank you for allowing me to put the final touches on it, I surely had the easy part ;)

And a big thank you to my lovely wife Betty who could not understand what was all that late work for :) and to my 2 years old treasure, my son Amadeo, for helping me work on the project in his own way !



CONTACT LEBOR SIMULATIONS:



leborsim@gmail.com

To follow our projects' evolution, versions updates etc:
www.facebook.com/Leborsim