

International airport of Ashgabat city, ICAO code - UTAA

Actual version of scenery: UTAA-Ashgabat v1.0 for P3D



SPECIAL THANKS TO:

- Гуляницкий Кирилл
- Андреев Роман
- Джепбаров Максат
- Быковченко Павел Юрьевич
- Рахманкулов Вепа
- Губиров Овез
- Алексей Юрьевич
- Лысенко Алексей
- Осипов Сергей

UTAA-ASHGABAT V1.0

Scenery creators:

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Special thanks to people, who donated for creating this scenery:

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Installing:

- 1) Copy folders "Addon Scenery", "Effects", "Scenery" to the root folder of P3D and agree with the replacement;
- 2) Add scenery to scenery library in simulator.

Note

* In this scenery, all city is illuminated with flashlights, but they greatly affect on FPS of weak computers, so we decided to leave the flashlights of all city, but only at high "scenery complexity" settings. With normal "scenery complexity" settings, flashlights will be visible only at the near airport area.

* The backup folder stores files that have been replaced. If you decide to delete the scenery, you can easily restore the source files.

* The folder "UTAA-Ashgabat v1.0 Light" is intended for "weak" computers, copy the contents of the folder "Scenery" to "C:\Program Files (x86)\Lockheed Martin\Prepar3D v3\Addon Scenery\UTAA-Ashgabat v1.0\scenery" and agree with the replacement. This fix adds 2-10 fps depending on the computer settings, but it does not show cars parked at the 2nd terminal, and flashlights will be visible only at the near airport area.

Contact us:

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Visit our community (<https://vk.com/fsxturkmenistan>), where you can find other scenery of Turkmenistan airports.

Thanks for using our scenery, welcome to international airport of Ashgabat!!!