

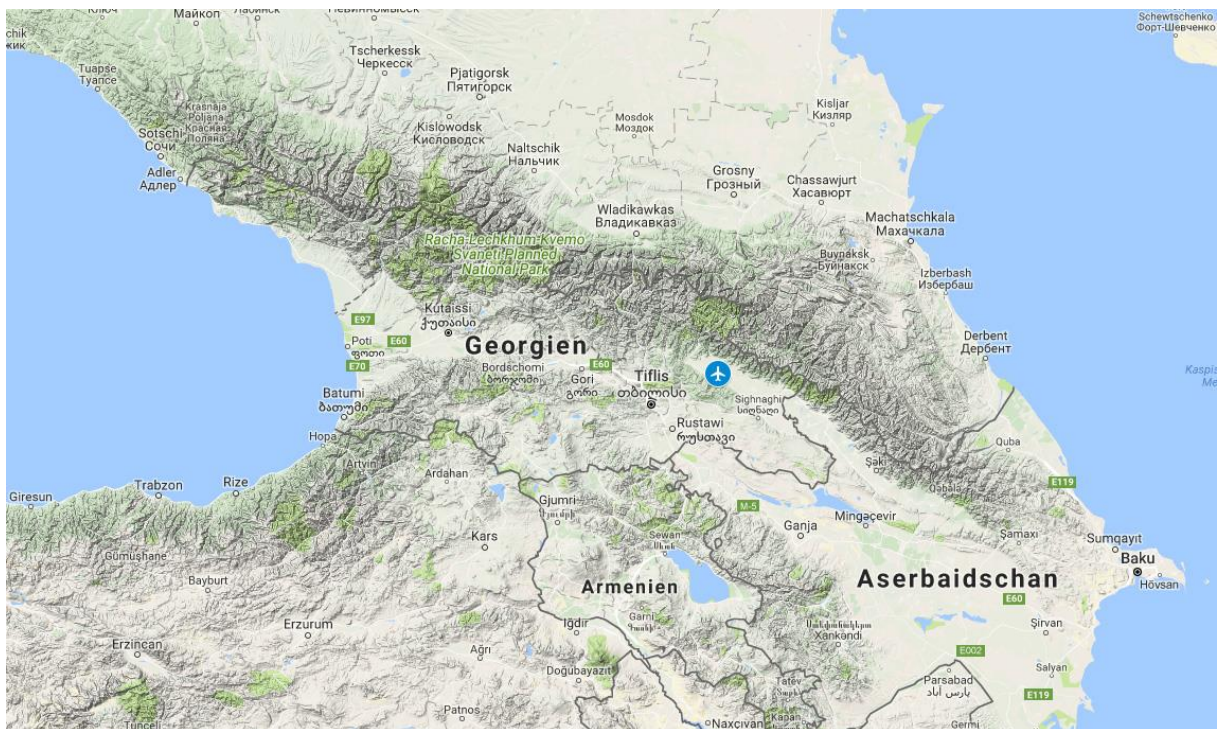


UGGT

Telavi Erekle II Airport “Mimino”

Telavi, Georgia

Telavi



Telavi (Georgian: თელავი [tʰɛlavi]) is the main city and administrative center of Georgia's eastern province of Kakheti. Its population consists of some 19,629 inhabitants (as of the year 2014). The city is located on foot-hills of Tsvi-Gombori Range at 500–800 meters above the sea level.

The landscape of Telavi is scenic. The city is wrapped in picturesque landscapes from all sides. Telavi faces the Tsvi-Gombori Range to the south and south-west and borders on the Alazani Valley to the

north and east. The Greater Caucasus Mountain Range, which runs to the north of the Alazani Valley, can be seen from most of Telavi.

Because of its beauty, historical monuments and most importantly, the hospitality and the reputation for kindness of its residents, the city is a popular tourist destination in Georgia.

Telavi serves as the hometown of the Georgian bush pilot Mimino (Vakhtang Kikabidze) in the 1977 Soviet comedy Mimino.

The Airport

The airport located in Georgia's eastern Kakheti region reopened in 2016. Named after an 18th century regional monarch, the Erekle II Airport mainly services domestic charter flights as well the occasional international flight using 6-seater Piper Seneca airplanes.

The small airport is equipped with modern service hangers and air traffic control equipment and navigation tower, as well as a small passenger terminal and dormitory for pilots, ground crew and flight students.

Local officials hope to open a helicopter aviation school in the future, which would work alongside the airport's existing fixed-wing academy.

Airlines and Destinations

None. At this point in time there is no scheduled service from Telavi Airport. Most of the flights are done by the Georgian Aviation University. There is however the private company "Aviator" that offers charter flights in its Beechcraft King Air to all the other Georgian airports.

Compatibility

This version is only tested with **P3D v4.1**. FSX is not supported at this time. The P3D Version should be compatible with the usual addons (ORBX FTX Global, ORBX Vector, FS Global Mesh). If you run into any problems, check the scenery configurator if you chose the right setting or let us know.

Drzewiecki Design UBBB Baku

If you are interested in the Caucasus Area, you probably own the beautiful scenery of Baku from Drzewiecki Design (if not, we highly recommend it). It comes with an additional photo scenery that stretches till Telavi. We would recommend however to turn off (or uninstall) this feature as it is not made for VFR-Flights. It will work, though. It just will not look very good.

Installation

The scenery comes with a lot of features and that's why the installation needs a little more steps, if you want to make use of all of them. We try to describe it as clear as possible. But if you have any questions, just contact us. First Step is to copy the "UGGT-Telavi" folder anywhere you want.

Main Folder

All these elements and folders have to stay in the main folder and should not be moved or deleted:

 doc	30.12.2017 08:33	Dateiordner	
 Effects	30.12.2017 08:35	Dateiordner	
 images	17.12.2017 20:08	Dateiordner	
 LET410	30.12.2017 08:23	Dateiordner	
 scenery	10.01.2018 12:07	Dateiordner	
 scripts	23.12.2017 10:44	Dateiordner	
 SODE	14.12.2017 19:13	Dateiordner	
 texture	10.01.2018 12:24	Dateiordner	
 Scenery Configurator.exe	16.12.2017 12:13	Anwendung	927 KB

AI-Traffic

The AI-Traffic around Telavi consists of two airplanes. The Beechcraft 58 ist part of any standard P3D installation and does not require any further action on your side. The second plane however is a Let-410 from Vanilla Sky. Usually this plane (UR-LSA) is based on the Natakhtari Airfield (UGSA) and is being used for the domestic flights from Natakhtari to Mestia (UGMS) or Ambrolauri (UGAM). Since Telavi has no scheduled flights, we created a fictional schedule that brings Vanilla Sky from Telavi to Batumi, Tbilisi, Mestia and Ambrolauri. If you want to see the Vanilla Sky Let 410 in Telavi you have to download the UTT Let-410 from this website:

https://unitedtraffictteam.com/images/Files/UTT_AI_L410_FSX.zip

Install this in your P3D v4 ([Prepar3D-folder]\SimObjects\Airplanes) and if that is finished, you can install the Vanilla Sky Livery from the LET410 folder in the installation files. Copy the folder "texture.VSK" and the aircraft.cfg in the main folder of the LET-410. You can overwrite the old one without problems. If you have the LET 410 installed already however, you should not overwrite the aircraft.cfg. Then just copy the [flightsim.2] part and paste it into your existing aircraft.cfg. Don't forget to activate the Let-410 in the scenery configurator, if you choose to use it.

3-D People

If you want a little more life around the airport, you can choose to use the 3D-People feature. To do so, you have to download the 3D-People-Library (and the Bugfix) from avsim under this link:

<https://library.avsim.net/search.php?SearchTerm=3D+People+Library&CatID=fsxsd&Go=Search>

Install it, as you would install any other scenery (activate it in your library) and don't forget to turn on the 3D-People in the scenery configurator. But be aware that these people can create a performance impact, if your system is not strong enough.

SODE

The scenery uses SODE for the animated windsocks and the custom runway lighting. SODE is a pretty standard tool and if you have any modern add-on airports installed, you probably have SODE installed as well. If not, it can be found here:

https://sode.12bpilot.ch/?page_id=9

It comes with an easy installer that is doing all the registering in the simulator for you.

After you have SODE installed, you have to copy the content of the UGGT_SODE folder into "C:\ProgramData\12bpilot\SODE.

Effects

Copy the content of the Effects-folder in the Effects-folder of your simulator.

	doc	30.12.2017 08:33	Dateiordner	
	Effects	30.12.2017 08:35	Dateiordner	
	images	17.12.2017 20:08	Dateiordner	
	LET410	30.12.2017 08:23	Dateiordner	
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Scenery Configurator

The scenery comes with a scenery configurator that gives you some options to improve your experience with our Telavi scenery.

Elevation

Here you should only change something, if you see elevation problems, while you are on the airfield. Just choose if you are using Orbx Vector or not.

AI-Traffic

Here you can turn on (or off) the AI-Traffic for the airfield. If you want the LET410 from Vanilla Sky to show up, don't forget to install it separately (see above). The performance impact of these two AI planes should be negligible.

3-D People

If you want to see the 3D-People around the airport you first have to install them manually, as they are from another developer. As they are very detailed, they can have a impact on your performance, depending on your system. If they are too hard on your system, just deactivate them in the configurator

3-D grass

The scenery comes with 3-D volumetric grass around the airport. Unfortunately it can be very heavy performance wise. You can choose to turn the feature off. We recommend to start with the high density as it gives the best results. Just turn it off, if you see performance problems.

Settings

You will get the best results with a texture resolution of 2048x2048 (or higher) and a mesh setting of 2m.

Trip Recommendations

If you are new to the area, you might ask yourself? “Where the heck is Telavi and why should I go there in the simulator?”. The good news for you is, that there are a lot of sceneries available, to explore the area. And most of them are FREE.

UGTB Tbilisi

The natural choice, the capital of Georgia. Even with a slow Cessna, you can be there in around 15 min. The freeware scenery (author unknown) is one of my personal favorites and is on par with the best payware sceneries out there. It is fully compatible with P3Dv4.



Route: Either along the main road or you are just flying direct. Just be aware of the mountains.

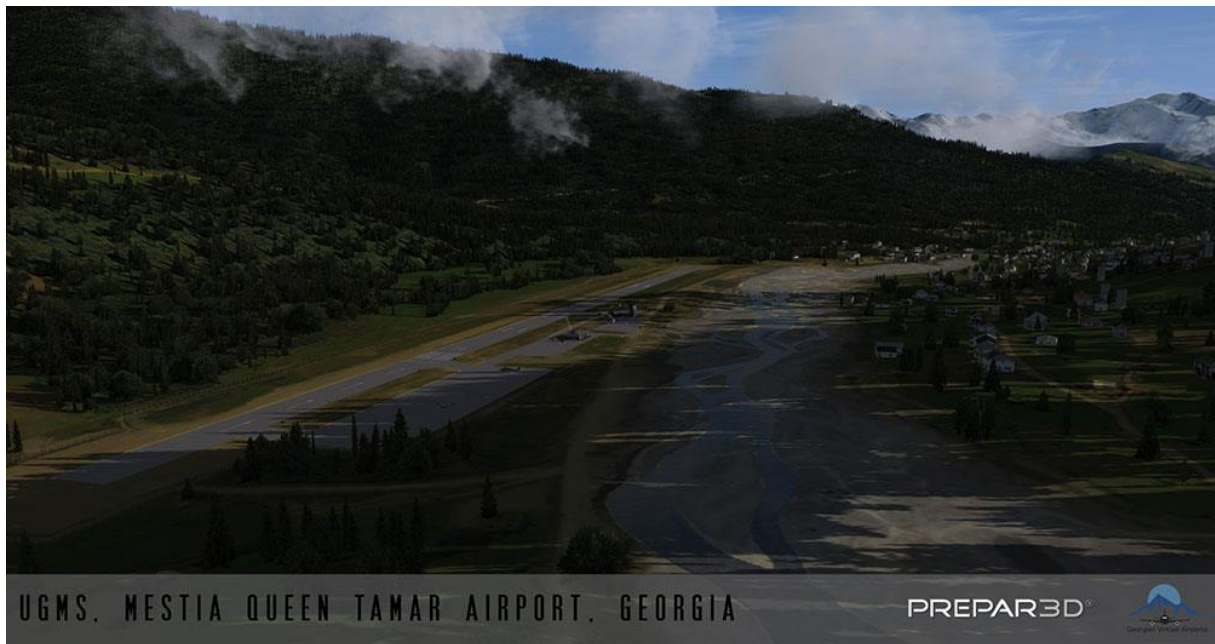
Distance: 30 nm

Duration: ca. 15 min (with a Cessna 172)

Scenery: [LINK](#)

UGMS Mestia

The beautiful mountainous village Mestia lies in the region of Svaneti and has a little airport to cater domestic flights with little turboprop aircraft. The approach is very challenging and needs a little practice but is very rewarding in the end. The scenery was our first P3D-scenery.



Route: UGGT DF BT UGMS

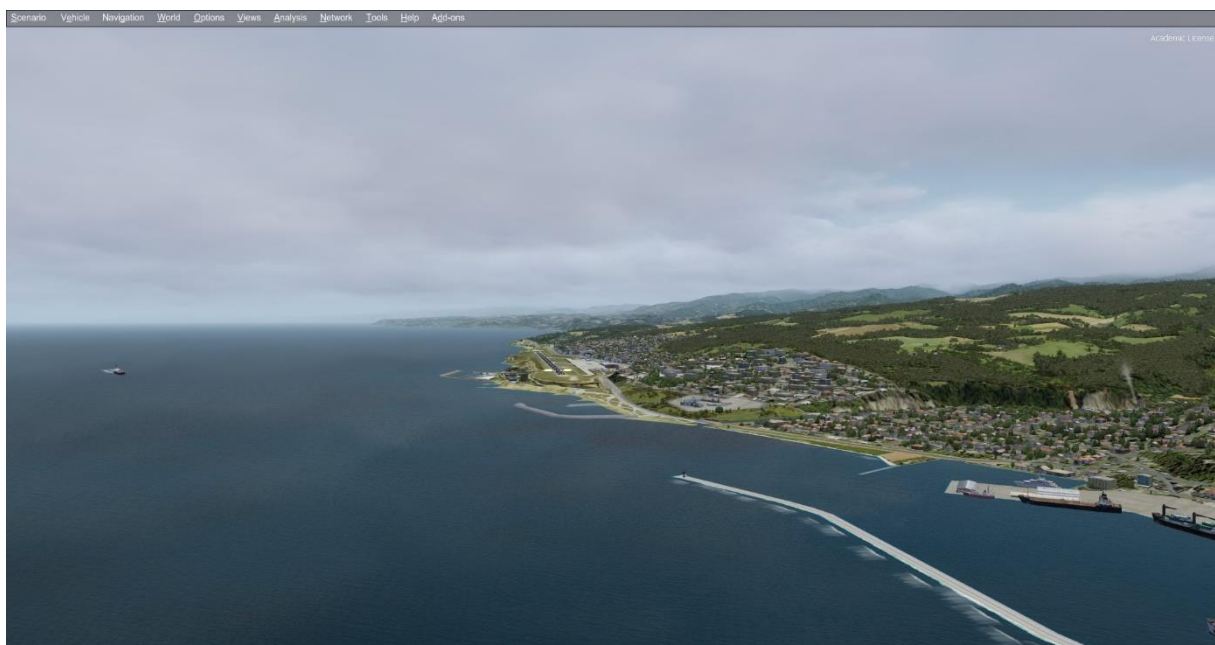
Distance: 155 nm

Duration: ca. 60 min (with a DHC6 Twin Otter)

Scenery: [LINK](#)

LTCG Trabzon

Trabzon is a Turkish city at the Black Sea. The scenery can be downloaded here and was created by SceneryTR for free. With a slower plane you will need around two hours but if you come with a faster plane (e.g. Turbine Duke) you can be there in under an hour.



Route: UGGT DF B143 BT G67 TBN LTCG

Distance: 270 nm

Duration: ca. 1 h 5 min (with a Dash 8 Q400)

Scenery: [LINK](#)

URMO Beslan / Wladikawkaz

You want to cross the Caucasus Mountains? Go ahead. Beslan lies just behind the mountains on the Russian side. With the car you would need at least six hours, with the proper plane, it is only half an hour. But be aware. The mountains can get up to 16.500 feet here. So bring enough power to climb that high!

Route: Direct. Good Luck.

Distance: 85 nm

Duration: ca. 35 min (with a DHC6 Twin Otter)

Scenery: [LINK](#)

URSS Sochi

After the Winter Olympics 2014 it should be known to everyone. Right at the Black Sea Coast at the border to Abkhazia lies Sochi. The landscape is very scenic and the approach can be very challenging due to the mountains to the one side and the Black Sea to the other. The freeware scenery is very detailed and worth a visit.

Route: UGGT DF B143 BT G67 BARUS A277 BANUT URSS

Distance: 290 nm

Duration: ca. 1 hr 10 min (with a Dash 8 Q 400)

Scenery: [LINK](#)

UBBB Baku

The only payware scenery in the area. The Azerbaijani Capital was faithfully recreated by Drzewiecki Design. It also comes with light versions for most of the Azerbaijani airports, so you will have even more airports to fly to. The most detailed one of course is in Baku and you will need about an hour from Telavi.

Route: UGGT DISKA M737 GND N996 SUBUT T923 ERLEV

Distance: 270 nm

Duration : ca. 1 hr (with a Turbine Duke)

Scenery: [LINK](#)

UDYZ Erevan

Erevan, the Capital of the neighbor country Armenia is also worth a visit. The scenery is also very nice although we are not sure, if it is fully P3D v4 compatible. Give it a try!

Route: UGGT TBS G261 LAGAS M54 SEVAN UDYZ

Distance: 170 nm

Duration: ca. 45 min (with a Turbine Duke)

Scenery: [LINK](#)

Screenshots

As you can see, the Caucasus has a lot to offer. Although in real life only small planes start and land in Telavi, you can go wild in the simulator. The runway is long enough for even a Boeing 737, you just have to be skilled enough, to stop it in time. No matter, which tour you fly and which plane you use, we would be very happy if you share your screenshots on our [facebook page](#) or via E-Mail.

Movie

The airport is named after a figure of a famous Soviet/Georgian comedy movie “Mimino”. It is about a local pilot from Telavi. You can watch the movie with English subtitles on [Youtube](#).

Support

If you encounter any issues whatsoever, you can contact me on david.hilker@web.de in English, German or Georgian

Version

1.00

Author

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Credits

Many thanks go to

- The Georgian Aviation University that allowed a photoshoot on the airport's premises. This allowed us to make the scenery even more realistic
- Christian Bahr and the Forum on www.bahrometrix.de. A lot of things have been learned there, especially about the autogen and the different lighting methods. He also provided the textures for the runway lighting.
- Jörg Dannenberg from Flightport. He allowed to use the FlightPort-Windsocks in our scenery.
- The betatesters, esp. Phiruz Bolkvadze, Kyrill Nikolaev and Ali Gaffour who provided valuable feedback and screenshots during the end of the development.