

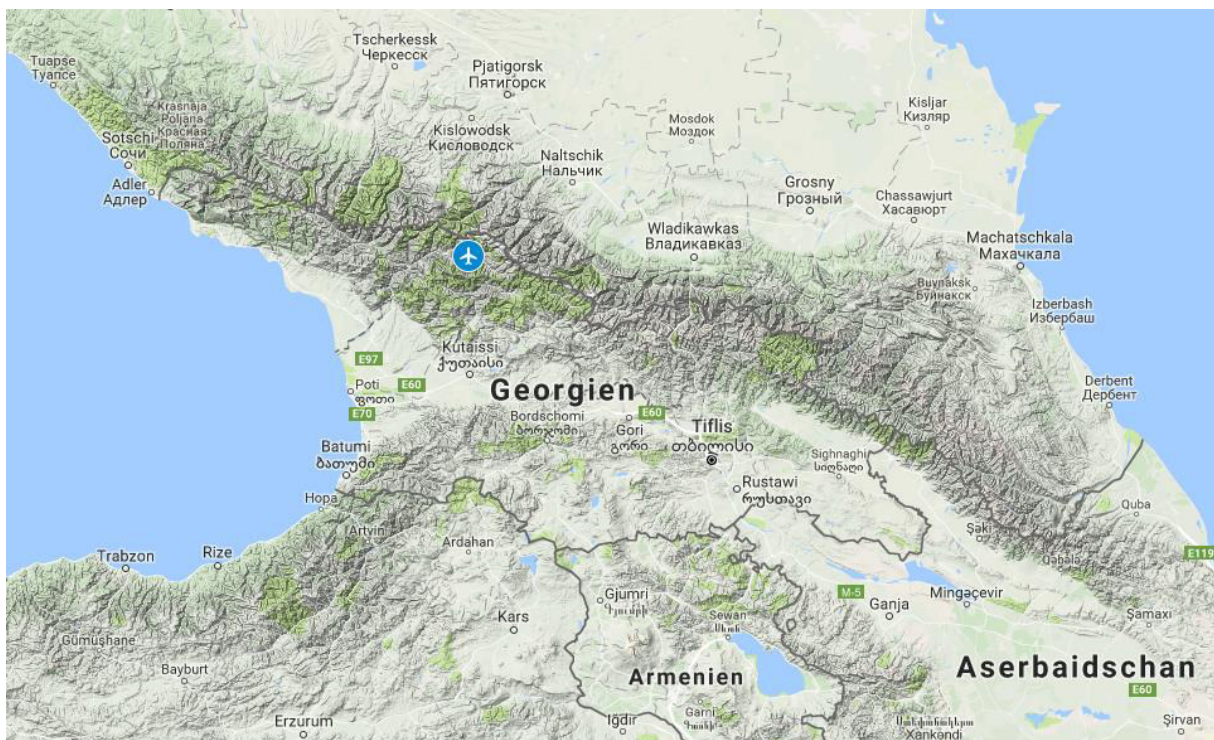


UGMS

Queen Tamar Airport

Mestia, Georgia

Mestia



Mestia (Georgian: მესტიის IPA: [mestʰiɑ]) is a highland townlet (daba) in northwest Georgia, at an elevation of 1,500 metres (4,921 feet) in the Caucasus Mountains.

According to the current administrative subdivision of Georgia, Mestia is located in the Svaneti region of Samegrelo-Zemo Svaneti province, some 128 kilometres (80 miles) northeast of the regional capital of Zugdidi. Mestia and the adjoining 132 villages form Mestia District (raioni). Its area is 30,444 square kilometres (11,754 sq mi); and its population is 14,248 (2,600 in the town itself), according to the 2002 Georgia census. It was granted the status of a townlet (Georgian: daba) in 1968.



Historically and ethnographically, Mestia has always been regarded a chief community of Zemo, or Upper Svaneti province. It was formerly known as Seti (სეტი). The population is mostly Svans, a cultural and linguistic subgroup of the Georgians. Despite its small size, the townlet was an important centre of Georgian culture for centuries and contains a number of medieval monuments, such as churches and forts, included in a list of UNESCO World Heritage Sites.

The Airport

Mestia Airport got built in 2010 and has one runway (02/20) with a length of 1150 m. It is named after the medieval queen regnant Tamar of Georgia. No IFR procedures are available and due to the weather and the mountainous terrain, approaches can get quite challenging. Cancelled flights are the rule and not the exception.

Since 2015 Vanilla Sky flies regularly to Natakhtari (near Tbilisi) and Kutaisi with a LET410. In 2017, more than 7,000 passengers were handled at Mestia Airport. A 70 percent increase over the previous year.



Airlines and Destinations

Vanilla Sky offers scheduled flights to Natakhtari (UGSA), near the capital Tbilisi and to Kutaisi International Airport (UGKO) several times per week with a LET410 aircraft.

<http://www.vanillasky.ge>

Natakhtari is not part of the simulator. If you want to recreate the real flight, you can download an AFCAD for UGSA from the Download-section of our website.



Compability

This version is made for and tested with Prepar3D v4 only. Older versions will not work and are not supported. However a FSX version will be worked on shortly after the release of this version.

The P3D Version should be compatible with the usual addons (ORBX FTX Global, ORBX Vector, FS Global Mesh). If you run into any problems, please let us know.

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 "UGMS-Mestia" folder anywhere you want. Nowadays there are a lot of ways to register a scenery properly in the simulator and this is only one of them.

Main Folder

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

 doc	26.08.2018 11:04	Dateiordner	
 Effects	29.08.2018 21:41	Dateiordner	
 images	31.08.2018 19:28	Dateiordner	
 scenery	30.08.2018 21:28	Dateiordner	
 scripts	26.08.2018 11:04	Dateiordner	
 SODE	25.08.2018 21:57	Dateiordner	
 texture	29.08.2018 22:24	Dateiordner	
 UGMS Scenery Configurator.exe	26.08.2018 11:04	Anwendung	1,652 KB

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 automatic seasonal changes of the 3D Grass. 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 SODE folder into "C:\ProgramData\12bpilot\SODE".

Effects

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

Settings

You will get the best results with a texture resolution of 2048x2048 (or higher) and a mesh setting of 5m.

Scenery Configurator

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

Elevation

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

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 (see chapter "Installation"). 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. It can have a slight performance impact so if you should have problems, just deactivate it.

Terminal

The interior of the Terminal is modelled with relatively little detail and should not cause any performance issues. But for weaker systems, this can be deactivated.

Static Aircraft

We placed a helicopter and a static Cessna on the main apron. If you wish to use this space, just deactivate them.

Trip Recommendations

The Caucasus Region is not very well known to a lot of people. 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 / Georgia

The natural choice, the capital of Georgia. Even with a slow Cessna, you can be there in around 50 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: UGMS BT GIMUR DF UGTB.

Distance: 135 nm

Duration: ca. 55 min (with a Cessna 172)

Scenery: <https://yadi.sk/d/FQmeN9ut3FzYuy>

UGGT Telavi / Georgia

The beautiful city of Telavi lies in the region of Kakheti and has a little airport where the Georgian Aviation University is educating its students. As of 2018 the airport does not have scheduled flights. But there are occasional helicopter flights to the mountainous regions of the country. This is our second scenery and is available on our website.



UGGT, TELAVI EREKLE II AIRPORT "MIMINO"

PREPAR3D®



Route: UGGT DF BT UGMS

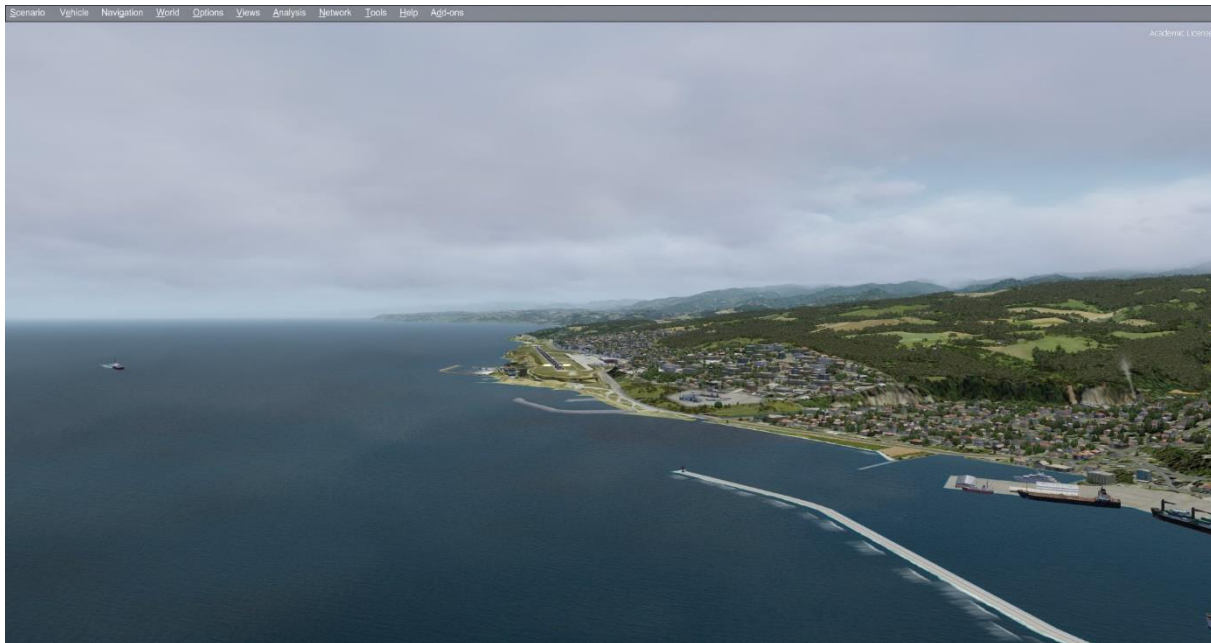
Distance: 155 nm

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

Scenery: www.georgianairports.com/projects

LTCG Trabzon / Turkey

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 one hour but if you come with a faster plane (e.g. Turbine Duke) you can be there a lot faster.



Route: Follow the valley till the Enguri Dam - IBERI J11 NEDEK W48 LU G67 TBN LTCG

Distance: 195 nm

Duration: ca. 45 min (with a Dash 8 Q400)

Scenery: <http://scenerytr.com/trabzonfsx/>

URMM Mineralnye Vody / Russia

You want to cross the Caucasus Mountains? Go ahead. Mineralnye Vody lies just behind the mountains on the Russian side. With the car you would need around 16 hours as there is no direct connection, with the proper plane, it is only half an hour. But make sure you have a good sight and your airplane can climb fast enough: Elbrus, the highest mountain of Europe with a height of 18,500 feet is near.

Route: Direct. Good Luck.

Distance: 71 nm

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

Scenery: <https://www.avsim.su/f/p3d-v2-scenarii-124/urmm-for-p3d-v-2-3-54849.html>

URSS Sochi / Russia

After the Winter Olympics 2014, Sochi 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 well worth a visit.

Route: Follow the valley till the Enguri Dam and just follow the coastline of Abkhazia till you reach Sochi

Distance: ca. 150 nm

Duration: ca. 30 min (with a Dash 8 Q 400)

Scenery: <http://www.avsimrus.com/f/fsx-sceneries-83/urss-sochi-fsx-reload-v1-1-more-orbx-lights-v2-55645.html>

UBBB Baku / Azerbaijan

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 one and a half hours from Mestia.

Route: UGMS BT M737 GND N996 SUBUT T923 ERLEV

Distance: 390 nm

Duration : ca. 1,5 hr (with a Turbine Duke)

Scenery: http://www.drzewiecki-design.net/prodBaku_X.htm

UDYZ Erevan / Armenia

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: UGMS BT OGEVI TABAS TIBLO UDYZ

Distance: 200 nm

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

Scenery: <http://www.avsimrus.com/f/fsx-sceneries-83/mega-zvartnots-udyz-fsx-v-2-57800.html>

Screenshots

As you can see, the Caucasus has a lot to offer. Although in real life only small planes start and land in Mestia, you can go wild in the simulator. The biggest plane that has landed there was an ATR 42-600. 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.

Support

If you encounter any issues whatsoever, you can contact me on david.hilker@web.de in English, German or Georgian or have a look in our Support section on the website (www.georgianairports.com).

Version

1.10

Author

Georgian Virtual Airports / David Hilker

david.hilker@web.de

Donation

If you like the scenery and enjoy flying there, you can consider a donation. All the new money goes towards new sceneries like Kutaisi or Batumi. You can find a PayPal link on our website.

Credits

Thanks to the people at fsdeveloper.com for their competent help. Especially Austin Sass, who has great tutorials on youtube. Another thanks to the people who helped me with pictures or helped me with testing the scenery in P3Dv4.

A big Thank You to Jörg Dannenberg for letting me use the animated windsocks of the old Flightport Library.

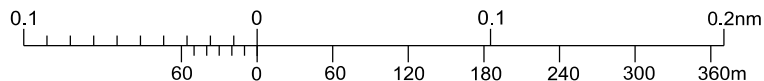
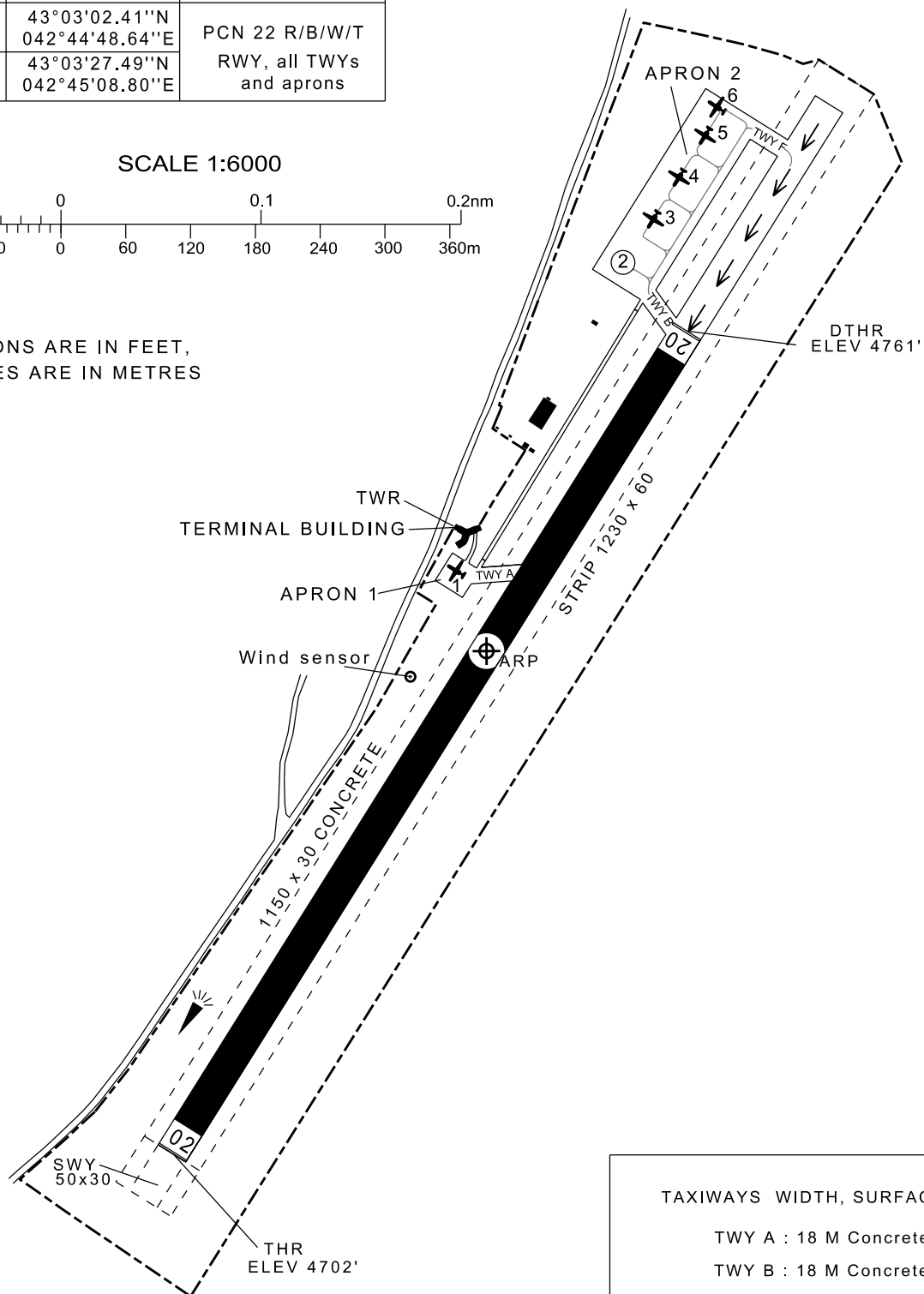
AERODROME CHART-ICAO43°03'17.73"N
042°45'00.95"E**ELEV. 4778'**

MESTIA INFO 121.1

MESTIA

RWY	DIRECTION (TRUE)	THR	BEARING STRENGTH
02	031°	43°03'02.41"N 042°44'48.64"E	PCN 22 R/B/W/T RWY, all TWYs and aprons
20	211°	43°03'27.49"N 042°45'08.80"E	

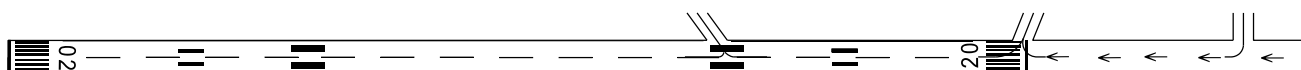
SCALE 1:6000

ELEVATIONS ARE IN FEET,
DISTANCES ARE IN METRES

TAXIWAYS WIDTH, SURFACE

TWY A : 18 M Concrete
TWY B : 18 M Concrete
TWY F : 18 M Concrete

MARKING AIDS RWY 02/20 AND EXIT TWY



Changes: Wind sensor added

VISUAL APPROACH CHART - ICAO

MESTIA (UGMS)

MESTIA INFO 121.100

AERODROME ELEV. 4778'

