



LGKO

Kos International Airport for Prepar3D v4

USER GUIDE FEBRUARY 2020



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Thank you!

Gaya Simulations and Orbx would like to thank you for purchasing Kos International Airport for Prepar3D v4.

Located just outside Andimachia Village in the centre of the Dodecanese Islands' second largest landmass, Kos International Airport began life in 1964, serving as a new access route to the island. In 1974, the runway was extended before larger changes in 1980 and 1997, adding and renovating a new terminal. The latest additions began in 2017, under new ownership.

LGKO is the only airport on the island, thus serves as a main access point not only for the 33,000 residents of the island, but also for the over 1,000,000 tourists which visit each year. In the 25 years since records began in 1994, aircraft movements have more than doubled, from 1,255,267 to 2,676,644 over a one-year period.

The airport only offers nine destinations during the winter months, but more than makes up for the deficit during the summer with almost 50 cities having direct flights. From Riga to Rome, Stockholm to Stansted or Milan to Maastricht, there's always a destination to suit!

Aircraft seen operating at the airport range from general aviation craft to the small end of commercial airliners (Embraer E-Jet series) and all the way up to long-haulers such as the 787 Dreamliner.

Also included in the package is a fully custom recreation of the entire island, utilising custom autogen to get the most accurate recreation available.



Product Requirements

This scenery addon is designed to work with **Prepar3D version 4**.



NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 3 or Laminar Research's X-Plane 10 or 11, nor Aerofly FS2.

Quick Installation Guide

Orbx Central

Installing Gaya Simulations' LGKO is all managed by the Orbx Central application. This app is responsible for many aspects in maintaining your scenery installation. Please visit the support forums to learn more.

Once you have purchased LGKO it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.

You may also manually download LGKO and then have Orbx Central manage the installation for you once downloaded.

An internet connection is required for Orbx Central to validate your license.

Gaya Simulations Website (Giveaway Copies only)

Run the installation file.

The wizard will install Kos scenery into your Users\USER_NAME\Documents\Prepar3D v4 Add-ons folder. It's very important to keep it the scenery in that folder.

At the first up you loading Prepar3D it will ask you to activate Kos. Confirm this action.

Optional: Kos smoothly blends to the this freeware photoreal package, which you can find here:

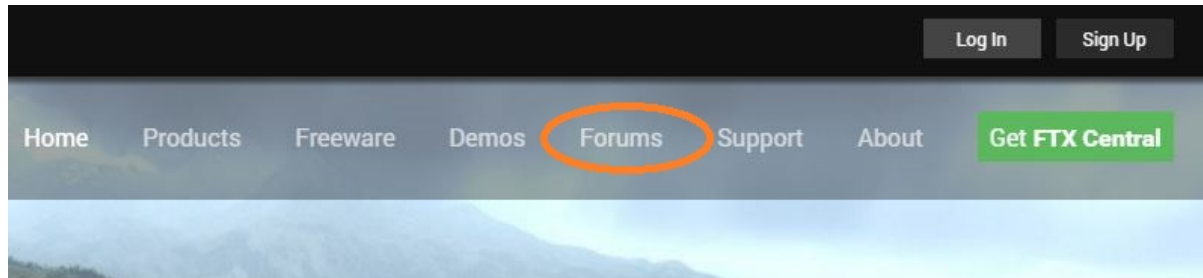
<https://eyalsimdesign.weebly.com/>

Detailed Scenery Coverage



Product Technical Support

Orbx & Gaya Simulations share a very simple support policy: no question unanswered. That means, should you have any questions about LGKO or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Payware Support Forum section. Our scenery experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

We provides world-class support on our forums, and it’s the only way in which you can receive support for LGKO. Provided you adhere to the forum terms of use and have a legitimate copy of Kos, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum’s built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we’d like to see provided for each request you log:

- A separate post on the support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

Our support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 88,000 members as of November 2019. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

You don’t need a user account to view other people’s posts and information posted by staff members, but if you’d like to join in on the discussion there, simply create an account. It’s instant and no validation email is required. We like to keep things simple 😊.

We hope to see you there soon!

Thanks for reading!

You’ve stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!\



End User License Agreement (EULA)

For the most recent version of the EULA, see orbxdirect.com/eula.

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- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

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 - d) not to provide, or otherwise make available, the Software Product in any form, in whole or in part (including, but not limited to, program listings, object and source program listings, object code and source code) to any person without our prior written consent;
 - e) not to disassemble, de-compile, reverse engineer or create derivative works based on the whole or any part of the Software Product nor attempt to do any such thing; and
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- b) you must cease all activities authorised by this EULA; and
- c) you must immediately delete or remove the Software Product from all computer equipment in your possession and immediately destroy or return to us (at our option) all copies of the Software Product then in your possession, custody or control and, in the case of destruction, certify to us that you have done so.

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- 6.6. The above disclaimers do not exclude or limit in any way our liability to you where it would be unlawful to do so.
- 6.7. You acknowledge that the Software Product has not been developed to meet your individual requirements, and that it is therefore your responsibility to ensure that the facilities and functions of the Software as described in the Documentation meet your requirements.

7. INDEMNITY

You agree to defend, indemnify, and hold us, our members, managers, officers, employees and agents harmless from and against any claims, actions or demands, including, without limitation, reasonable legal and accounting fees, arising or resulting from your breach of this EULA or your uploading of, access to, or use or misuse of the Software Product.

8. COMMUNICATIONS BETWEEN US

- 8.1. If you wish to contact us in writing, or if any condition in this EULA requires you to give us notice in writing, you can send this to us by email to Orbx Simulation Systems at info@orbxsystems.com. We will confirm receipt of this by contacting you in writing, normally by email.
- 8.2. If we have to contact you or give you notice in writing, we will do so by email or by pre-paid post to the address you provide or confirm to us.

9. HOW WE MAY USE YOUR PERSONAL INFORMATION

We will only use your personal information as set out in our privacy policy, a copy of which is contained on our website.

10. OTHER IMPORTANT TERMS

- 10.1. We may transfer our rights and obligations under these terms to another organisation. We will always tell you in writing if this happens and we will ensure that the transfer will not affect your rights under this EULA.
- 10.2. You may only transfer your rights or your obligations under this EULA to another person if we agree in writing.
- 10.3. Each of the paragraphs of this EULA operate separately. If any court or relevant authority decides that any of them are unlawful, the remaining paragraphs will remain in full force and effect.
- 10.4. If we do not insist immediately that you do anything you are required to do under this EULA, or if we delay in taking steps against you in respect of your breaking this EULA, that will not mean that you do not have to do those things and it will not prevent us taking steps against you at a later date.
- 10.5. This EULA constitutes the entire statement of the agreement between you and us on the subject matter, and merges and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.