Vienna Schwechat Airport

User Manual – X-Plane 11

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Contents

Thank you! 3

Product requirements 4

Quick Installation Guide 4

LOWW Control Panel 5

Product Technical Support 6

- Please do NOT email support requests 6
- Use the forum search function 6
- What to include in your support requests 6

Thanks for reading! 7

End User License Agreement (EULA) 8

Thank you!

From all the team at Gaya Simulations, thank you for purchasing this scenery, Vienna for X-Plane 11.

Join us on our latest adventure in Europe: situated just 18km southeast of the capital of Austria, Vienna-Schwechat Airport is an exciting destination in central Europe. Numerous airlines visit the airport including KLM, Lufthansa, Eurowings, Lauda, Level and of course, Austrian Airlines. The two long runways and multiple terminals mean that there are plenty of opportunities to reach new destinations from Vienna Airport. You have complete control over the choice of aircraft you want to use to recreate your favourite routes. From short-haul 737/320 routes to long haul cruises in your favourite 747 or 787.

All of Vienna's buildings have been reproduced with an exquisite level of detail, including a highly detailed rendering of the main airport terminal's interior. With photos, experience and guidance from staff at the airport itself, this product features the latest updates to the ground layout, including the new Bravo cargo parking stands.

Plenty of innovative new techniques have been used in developing such a large scale airport, including highly detailed 3D ground vehicles, immersive ground texturing and stunning HD buildings. A lot of attention has been given also to the surrounding of the airport - "beyond the fence": animated trains and offices are included and amongst some of the areas that you will be able to explore! Another example are the bright purple tones of the Moxy hotel just down the road from the airport are there also, as they represent a well-known landmark to pilots. For the ultimate experience, Petrochemie Danubia is fully modelled just North-East of the airport, and it ensures a spectacular approach.

We hope you enjoy it!

The Gaya Simulations Team.

Product requirements

This scenery addon is designed to work with **X-Plane 11.**

NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 4 or Aerofly FS2.

Quick Installation Guide

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

Once you have purchased LOWW, 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.

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

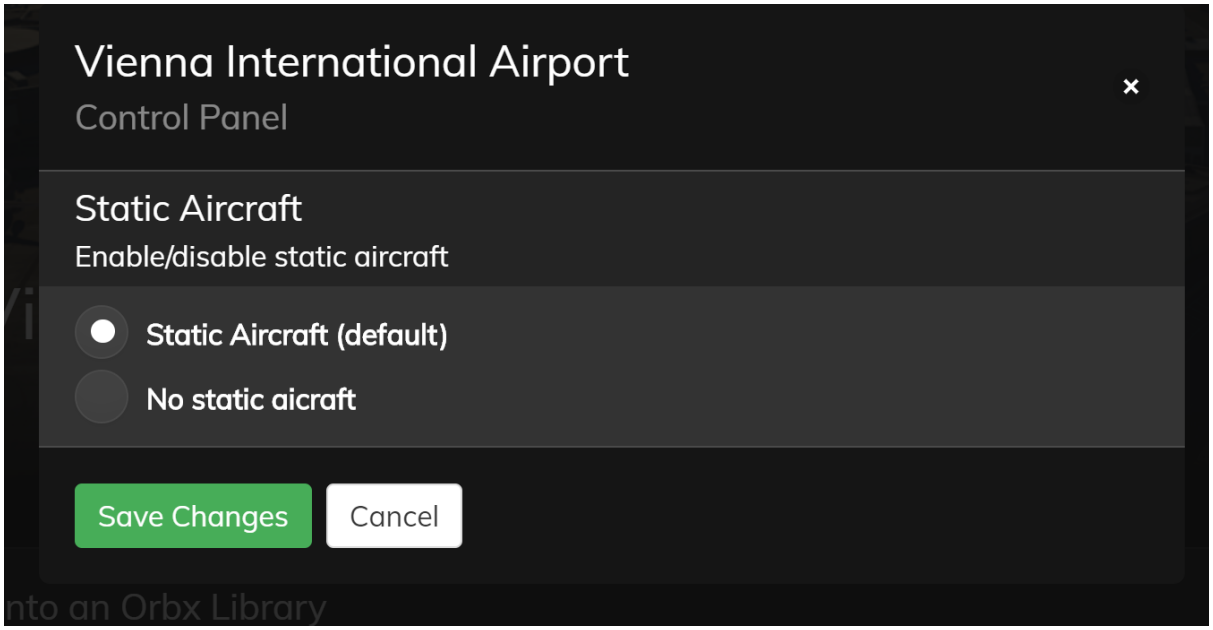
In order to operate the jetways at Vienna, the Scenery Animation Manager plugin is required. Orbx Central will install this for you. More information can be found here:

https://forum.thresholdx.net/files/file/122-sam-scenery-animation-manager/

LOWW Control Panel

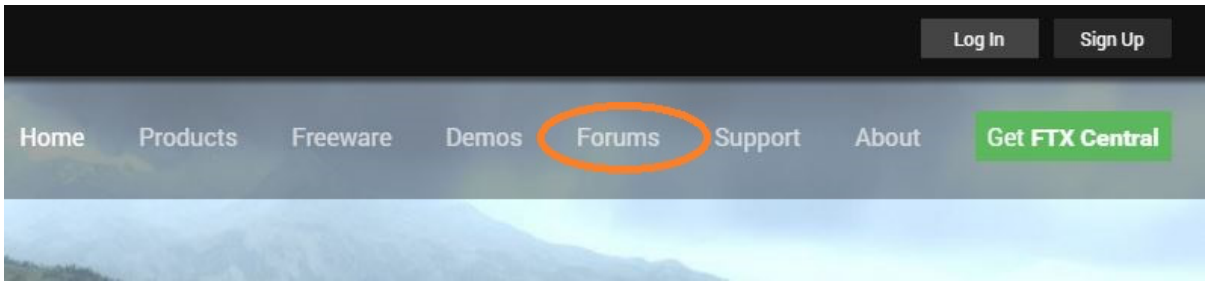
The Control Panel can be accessed from the main Orbx Central interface by clicking the Configure button.

The Control Panel will enable you to disable or enable certain scenery features of the scenery to allow it to perform in accordance with the PC hardware you have.



Product Technical Support

Orbx & Gaya Simulations have a very simple support policy: no question unanswered. That means, should you have any questions about LOWW or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Payware Support Forum section. Support experts will be available to review your 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

Orbx provides world-class support on our forums, and it's the only way in which you can receive support for LOWW Provided you adhere to the forum terms of use and have a legitimate copy of LOWW, 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.

The 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.

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. Thanks once again for purchasing our scenery. We hope you enjoy it!

The Gaya Simulations Team.

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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b) if the defect or fault in the Software results from you having used a Software Product in breach of the terms of this EULA.

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We may terminate this EULA immediately by written notice to you if you commit a material or persistent breach of this EULA which you fail to remedy (if remediable) within 14 days after the service of written notice requiring you to do so. Upon termination for any reason:

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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.