

DIGITAL COPY

MK STUDIOS 
KEFLAVIK



PREPAR3D® V4

Keflavík Airport (Icelandic: Keflavíkurlugvöllur) (IATA: KEF, ICAO: BIKF), also known as Reykjavík–Keflavík Airport, is the largest airport in Iceland and the country's main hub for international transportation. The airport is 1.7 nautical miles (3.1 km; 2.0 mi) west of Keflavík and 50 km (31 mi) southwest of Reykjavík. The airport has three runways, two of which are in use, and the airport area is about 25 km² (9.7 sq mi). Most international journeys to or from Iceland pass through this airport.

The main carrier at Keflavík is Icelandair, which has the airport as its main hub. The airport is almost exclusively used for international flights; most domestic flights use the much smaller Reykjavík Airport, which lies 3 km (1.9 mi) from Reykjavík's city centre, although seasonal flights from Akureyri fly to Keflavík. Keflavík Airport is operated by Isavia, a government enterprise.

Minimum specifications

- 3.0 GHZ CPU (Intel Core 2Duo minimum)
- 8 GB RAM
- DirectX 11 compatible graphics card
- Lockheed Marin Prepar3D Prepar3D V4.5 HF2+ or V5 HF2+
- Windows 7,8,10 x64 with all updates installed
- **SODE 1.7.1**

Installation

You need administrator rights to install our scenery correctly. To be sure open it with right click on installation and 'Run as administrator'.

During installation you will be asked to provide a serial key of the product.

Installation program will then try to identify correct installation path using registry entries from your system. If it fail to do so you may have to select installation path manually then.

Installation should now begin.

Uninstallation

In order to uninstall our scenery please go to Control panel -> Programs and Features and Uninstall or change a program. You will find our product there.

Support

Product support is available by filling a support ticket:

<http://mkstudios.pl/support/index.php>

or using FAQ

<http://mkstudios.pl/support/scp/kb.php>

Airport vehicle density

Airport vehicle density should be set to **None**.



Shaders

We suggest not to use any terrain brightness modifiers as they may result differences in airport satellite colors versus terrain. The airport and surrounding are adjusted for default shader values that comes with P3D.

Your Shaders folder is located at the path below

Local Disk (C:) ► Users ► You ► AppData ► Local ► Lockheed Martin ► Prepar3D ► Shaders

You may reset your shaders by removing the following folder and running P3D again in order to rebuild them.

ORBX Iceland DEMO and Open LC EUROPE/VECTOR tips

If you have ORBX FTX Iceland DEMO or Open LC scenery installed you **MUST** deactivate/move away the following files:

Prepar3D v4 or V5 or OTHER \ ORBX \ FTX_OLC \ OLC_EU8 \ Scenery

If you have external ORBX library you **MUST** check this location as well.

01_APTBIKF.BGL

01_APTBIAR.bgl

02_APTBIKF_CVX.bgl

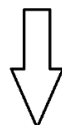
02_APTBIAR_CVX.bgl

FTX_FTXG_BIKF_objects.bgl

FTX_FTXG_BIAR_objects.bgl

Prepar3D v4 or V5 or OTHER \ ORBX \ F TX_OLC \ OLC_EU9 \ Scenery

02_DEM4109.bgl

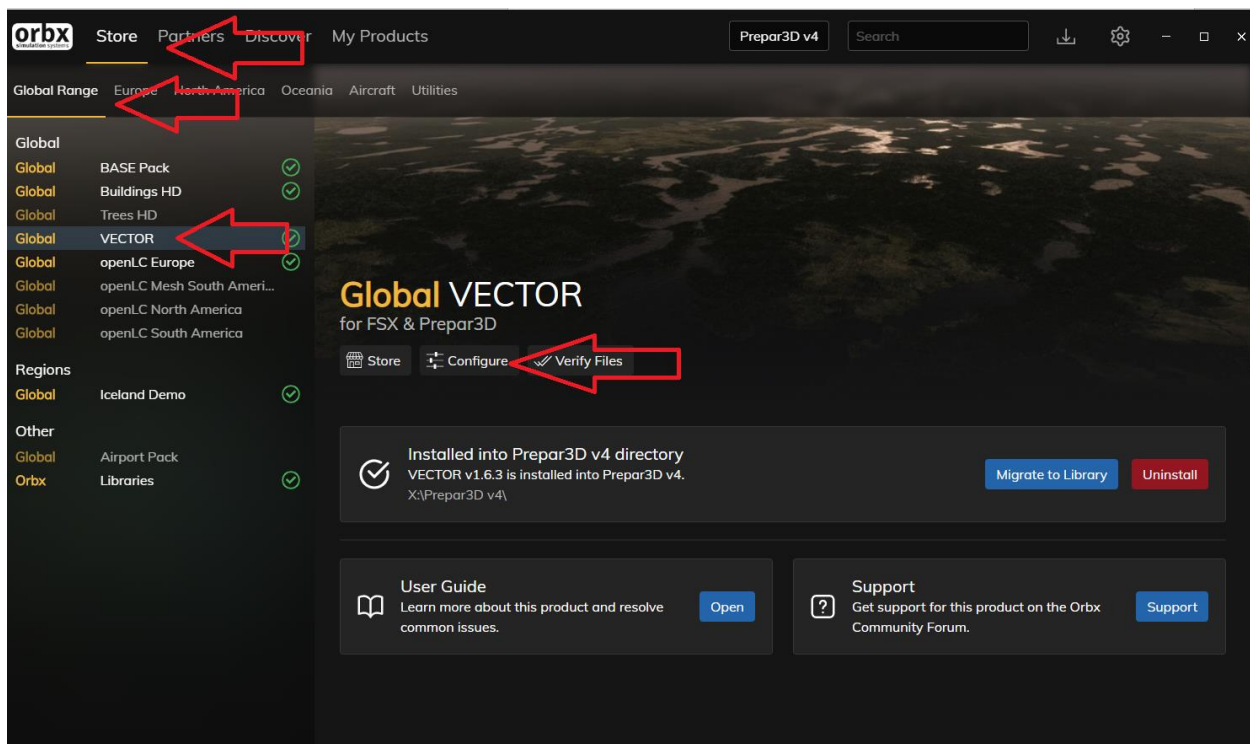


Prepar3D v4 or V5\Scenery\World\scenery

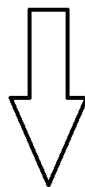
AECBIAR.bgl

AECBIKF.bgl

If you own ORBX VECTOR please run it's tool to deactivate any BIKF files.



Open ORBX Central and run VECTOR Configuration tool



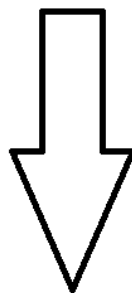


Run Auto-Configuration and check IF AEC IS DISABLED FOR:

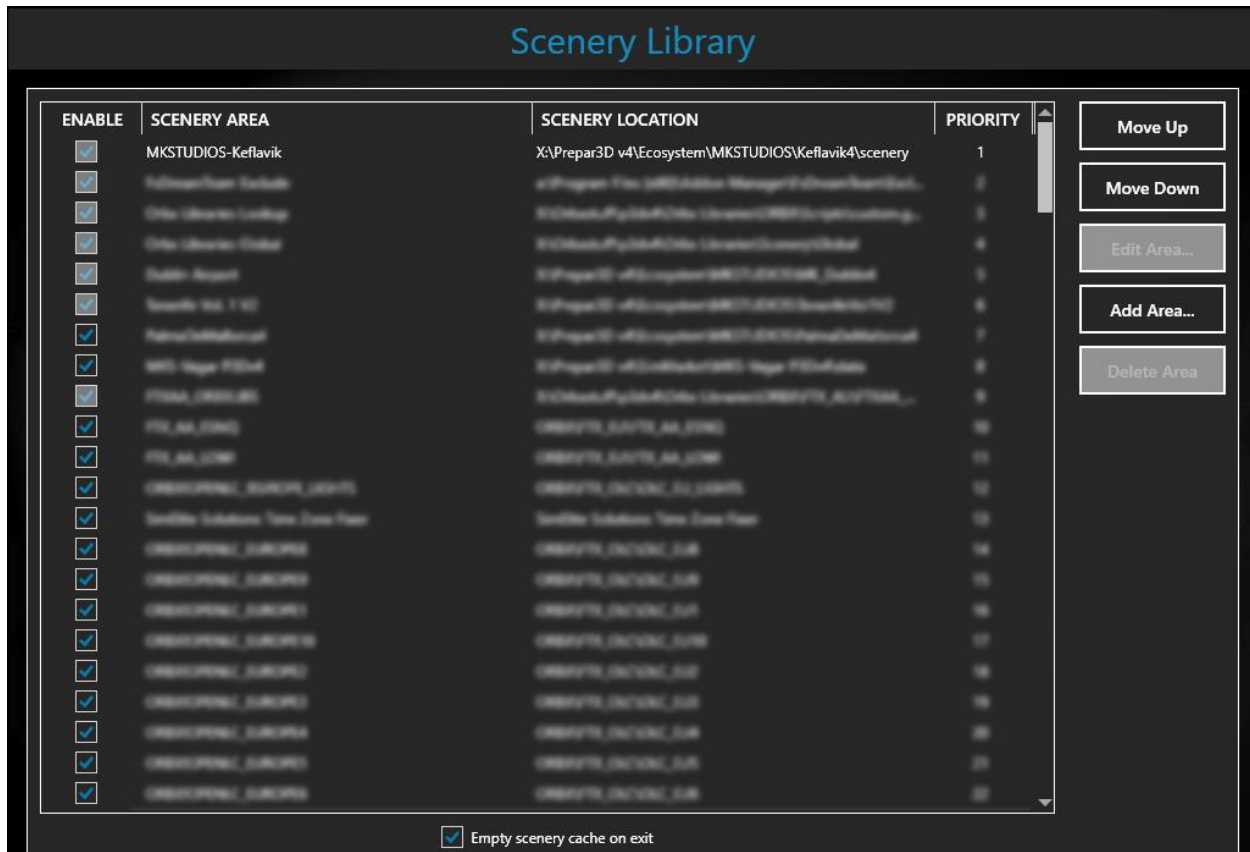
BIKF

BIGR

Press Apply and run you P3D.



Make sure that Keflavik appears over all ORBX addons or mesh addons. Otherwise you may see afcad or mesh conflicts because of lower priority of our files across many other addons.



Our product blends perfectly with ORBX Open LC Europe or Iceland Demo and we strongly recommend it for the best results.

BIAR airport PAPI

PAPI lights in BIAR are calibrated for two types of approaches.

RIGHT -> LOC approach with GS with 3.5 degrees gradient

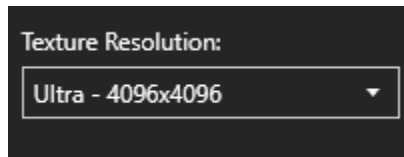
LEFT -> ILS approach with 5.3 degrees gradient

Please check the charts and select proper approach for your plane type before going to BIAR.

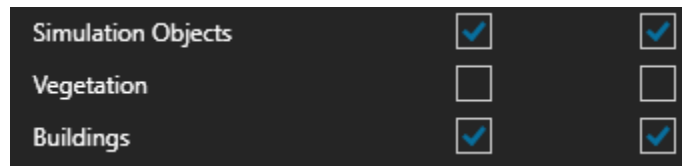


Recommended texture resolution 4K

We increased the ground texture size to amazing quality of 4K.



Recommended Shadows



Airport data

- Coordinates: N63°59.10' / W22°36.33'
- View all Airports in Suðurnes, Iceland.
- Elevation is 169.0 feet MSL.
- Magnetic Variation is 14° West
- KEFLAVIK Approach: 119.30
- KEFLAVIK ATIS: 128.30
- KEFLAVIK Ground Control: 121.90
- KEFLAVIK Tower: 118.30
- Runway 11/29 10056 x 197 feet / 3065 x 60 meters
- Runway 02/20 10020 x 197 feet / 3054 x 60 meters

Credits

We would like to say huge thank you for help to the following people engaged in development of this amazing product:

- Dawid Kucharyk
- Max Dyba
- Maurice Mockert
- Maciek Rozdoba

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