



LDRI

Rijeka Airport

USER GUIDE JUNE 2020



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Thank you!

Orbx would like to thank you for purchasing LDRI Rijeka Airport.

The airport serves both the city of Rijeka, as well as the multitude of beach resorts located nearby. Since its opening in 1970, the airport has catered primarily to the leisure market, and these days is served by low-cost and legacy airlines to destinations across Europe, the UK and Israel. Whilst regular visitors include A320s, 737s, E-Jets, L-410s and 757s, the airport is also host to a plethora of corporate traffic, alongside the occasional 747 and MD11 cargo flights. A Croatian Air Force Mi-17 (which has been modeled in the scenery) is based at Rijeka and remnants of the old military base can be found at the northern end of the field.

Perhaps the most well-known feature of the airport is its striking Brutalist architecture - both the terminal and tower have been faithfully reproduced in this imposing style.



Product requirements

This scenery airport addon is designed to work in **Lockheed Martin Prepar3D v4 and v5**.

Orbx Global is also required for full functionality.

What will you miss out on if you don't have Orbx Global installed?

- Blending of the airport photoreal into the surrounding terrain
- Enhanced Orbx Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit orbxdirect.com/product/global-base to purchase your copy of Orbx Global if you haven't already done so.

Quick Installation Guide

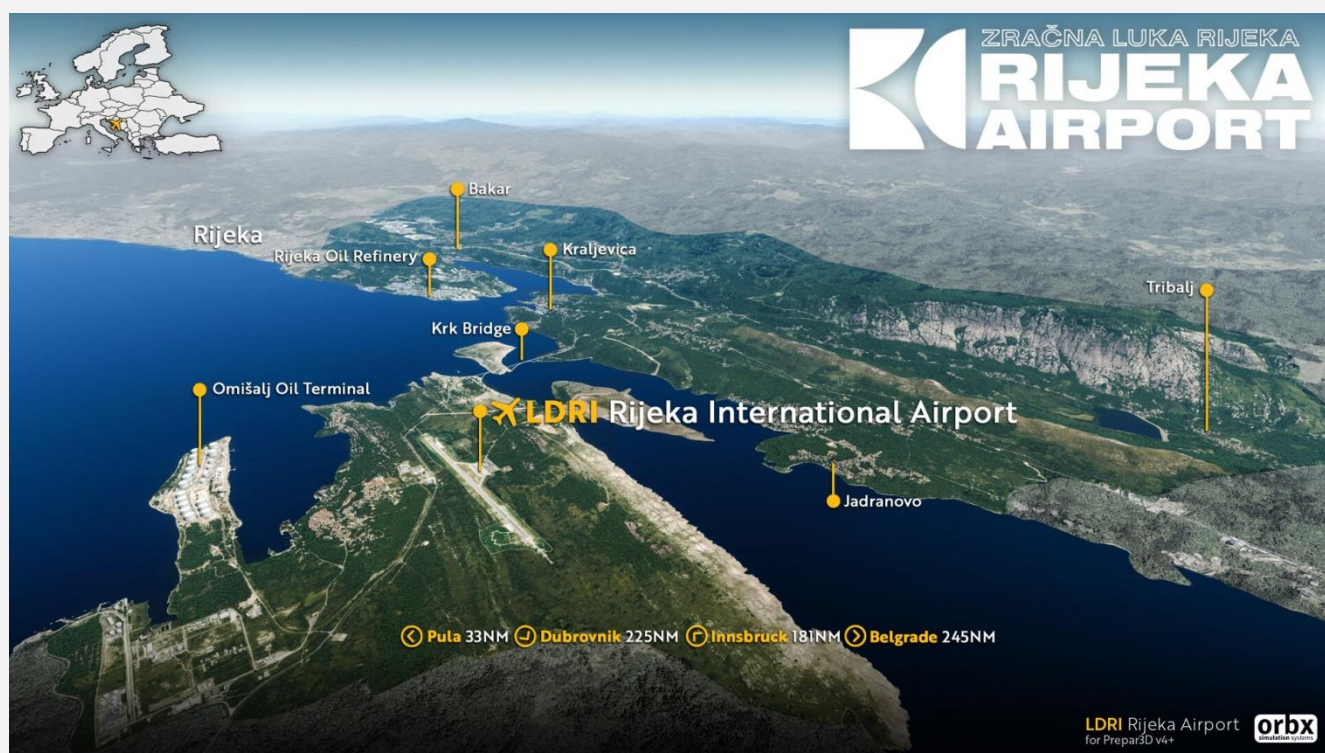
Installing Orbx LDRI is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have added LDRI 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.

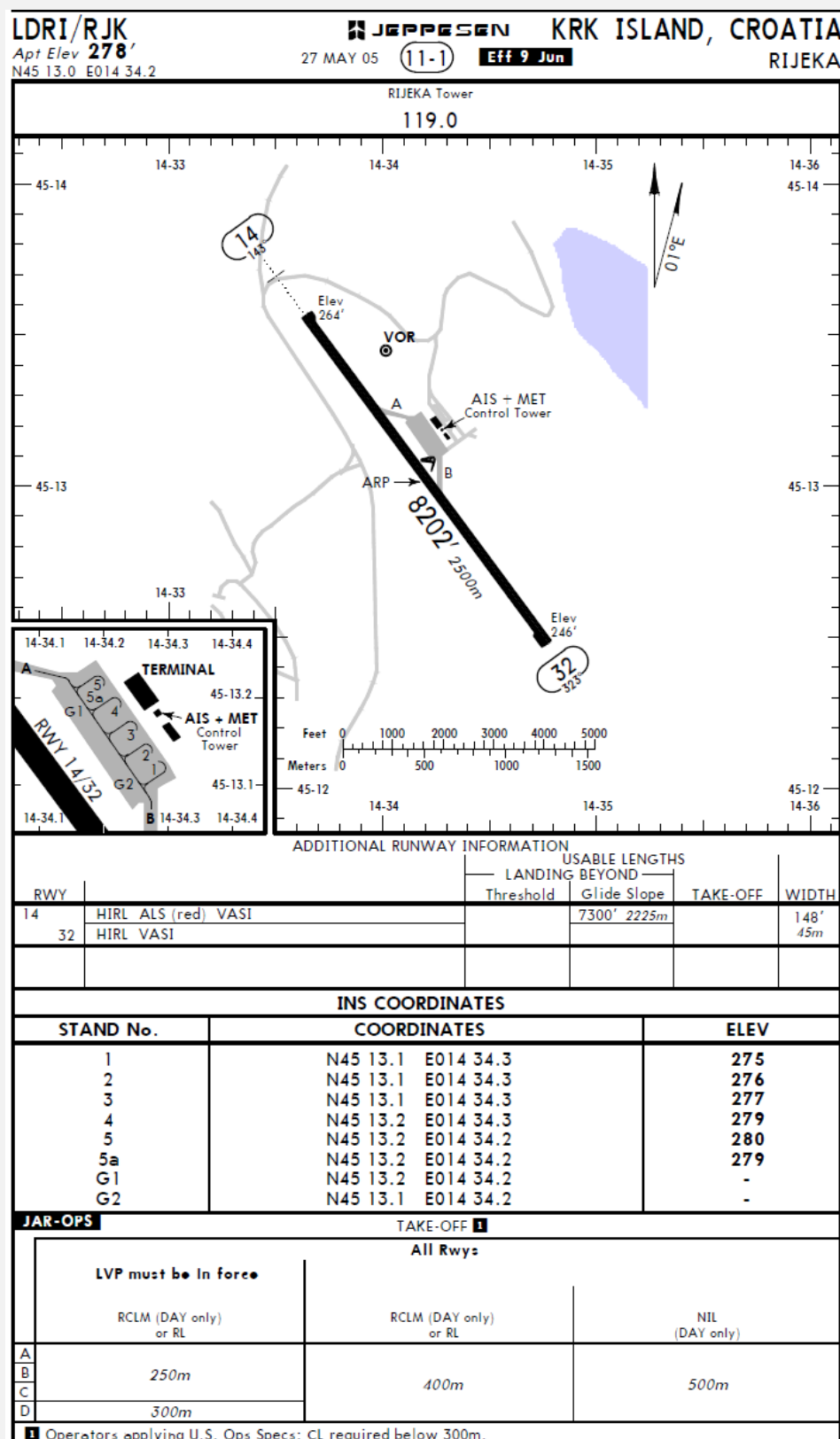
You may also manually download LDRI and then have Orbx Central manage the installation for you once downloaded.

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

Scenery Coverage Area



Airport Information Chart

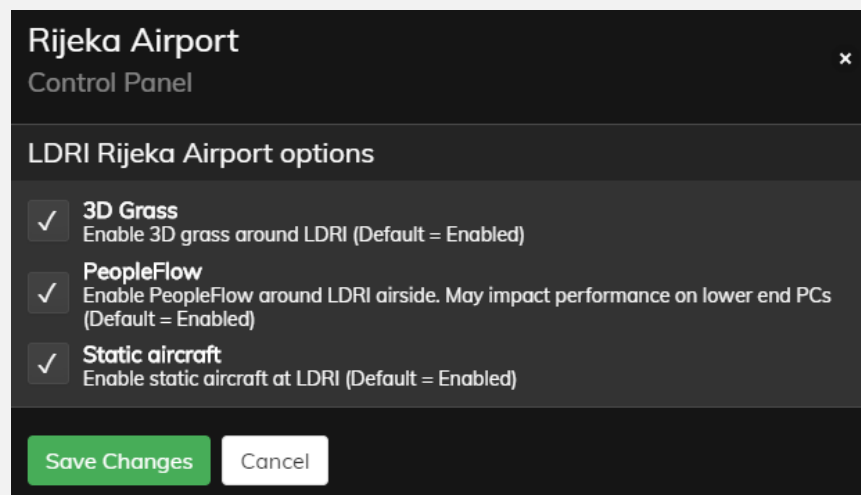


Source: <http://fly-sea.com/pcenter/charts/LDRI.pdf>

The LDRI Control Panel

The LDRI 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 airport to allow it to perform in accordance with the PC hardware you have. By default, all scenery options are enabled by the installer. If you have a high end PC, enable all the CP options. For low to mid-range PCs it is recommended to try disabling some settings.



Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy LDRI the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

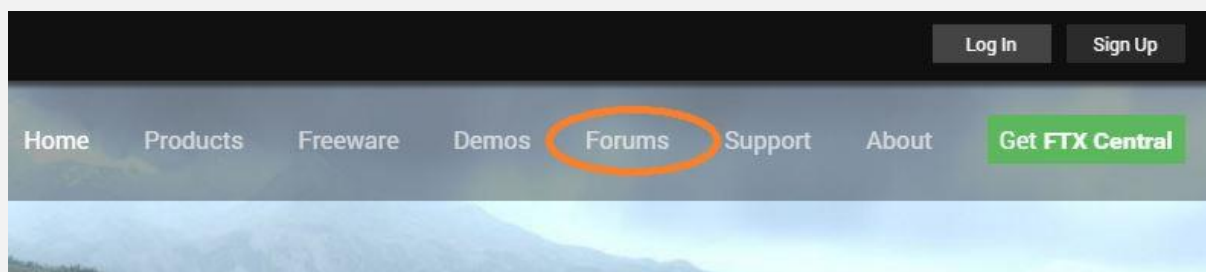
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for LDRI
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed LDRI.
Autogen density	Dense	Best FPS vs detail.
AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for Orbx.



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about LDRI 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. Orbx 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

Orbx provides world-class support on our forums, and it’s the only way in which you can receive support for LDRI. Provided you adhere to the forum terms of use and have a legitimate copy of LDRI, 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 Orbx support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your LDRI 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 Orbx 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.

Orbx Community Forums

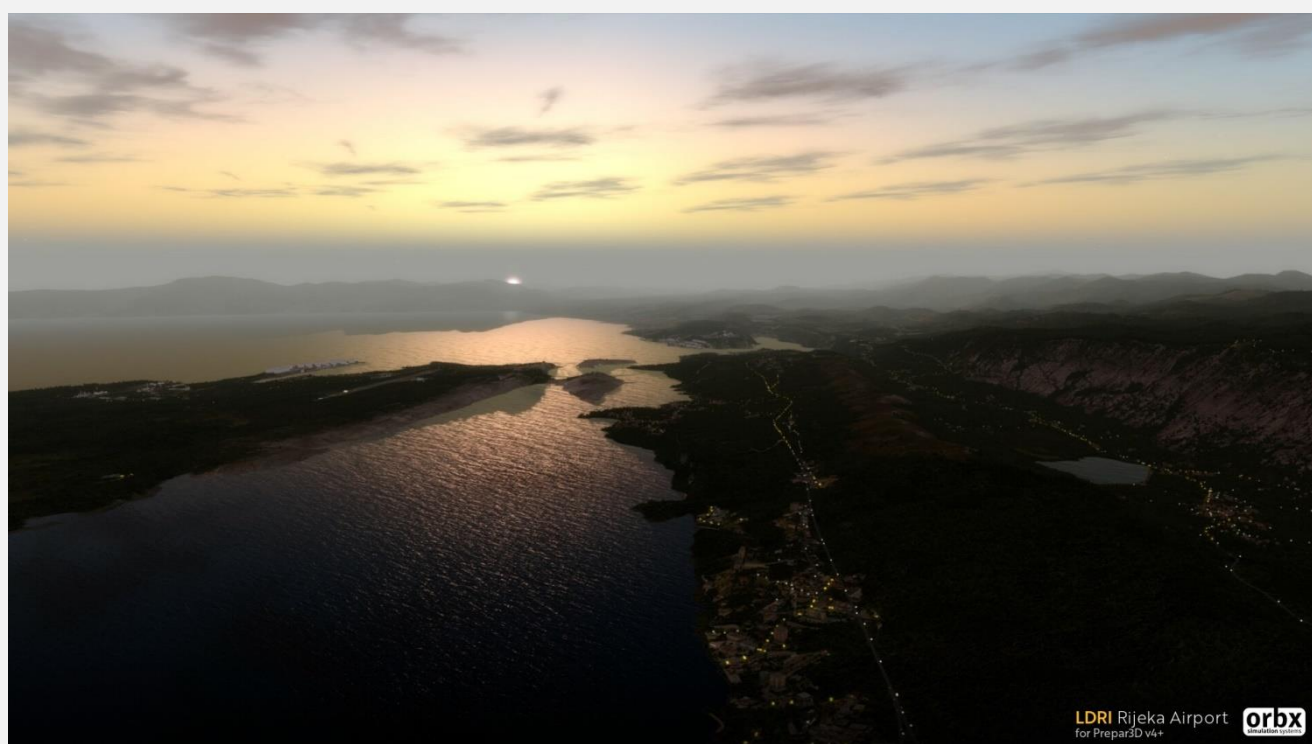
Orbx has a thriving and active user community on the forums, with over 94,000 members as of June 2020. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

You don’t need a user account to view other people’s posts and information posted by Orbx staff, 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!



The Orbx LDRI Team

Lead Developer

- **Rasha Tucakov** : 3D Modelling, Texturing, Ground Poly, PR, APX

Additional Orbx Developers

- **Misha Cajic**: Autogen, Landclass, Vectors, Flattens, PR & other adjustments
- **Jarrad Marshall**: Marketing, Project Management, DEM
- **Holger Sandmann**: Ortho imagery

Specialist Roles

- **John Venema**: Chief Product Officer
- **Ed Correia**: Chief Operations Officer
- **Ben McClintock**: IT Manager

Beta Testing Team

Matt McGee, John Dow, Rob Abernathy, Darryl Wightman, Daniel Fürnkäß, Giorgio La Pira



End User License Agreement (EULA)

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

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