



LFLJ

Courchevel Altiport for X-Plane 11

USER GUIDE SEPTEMBER 2019



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Thank you!

Orbx would like to thank you for purchasing LFLJ Courchevel Altiport for X-Plane 11!

LFLJ Courchevel was developed by Orbx's in-house partner studio Gaya Simulations who were also responsible for EGNX East Midlands Airport

Courchevel Altiport is an airport located at an altitude of 2007 metres in the middle of the slopes of the Courchevel ski station. On a larger scale, the airport is located in the middle of Les Trois vallées ski area, which has nearly 600 kilometres of ski slopes in the Savoie region in France. Its runway is 537 metres long and 40 metres wide, its inclination is the steepest of the world (up to 18.66%) for an international airport. It is also the only one to be cleared of snow all year long.

An aircraft with a maximum capacity of nearly 50 passengers can land in Courchevel altiport. The parking capacity is 10 planes for 20 helicopters. The term "Altiport" was created specifically for this platform the 31st of January 1961 after the first inaugural flight because it was the first altiport ever built for commercial use. During the winter season, the altiport offers a unique know-how and service for the total management of the aircraft and the transfer of customers and users who land on the structure.

It is the only airport platform that allows to enjoy the ski slopes directly after landing. It is also a few minutes from the most prestigious resort hotels. The altiport offers two free major air show in the region, one at the end of July and the other one at the end of March. The meeting is called FLY COURCHEVEL and brings together manufacturers, flight training schools, federations, pilots and above all aviation enthusiasts.

This superb recreation of this characterful airport has full PBR support, great lighting effects on the runway and aprons and is optimised for performance.



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 Orbx LFLJ 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 purchased LFLJ 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 LFLJ 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 Charts

ATERRISSAGE A VUE
Visual landing

ALTIPORT/MOUNTAIN AIRFIELD
Usage restraint/Restricted use

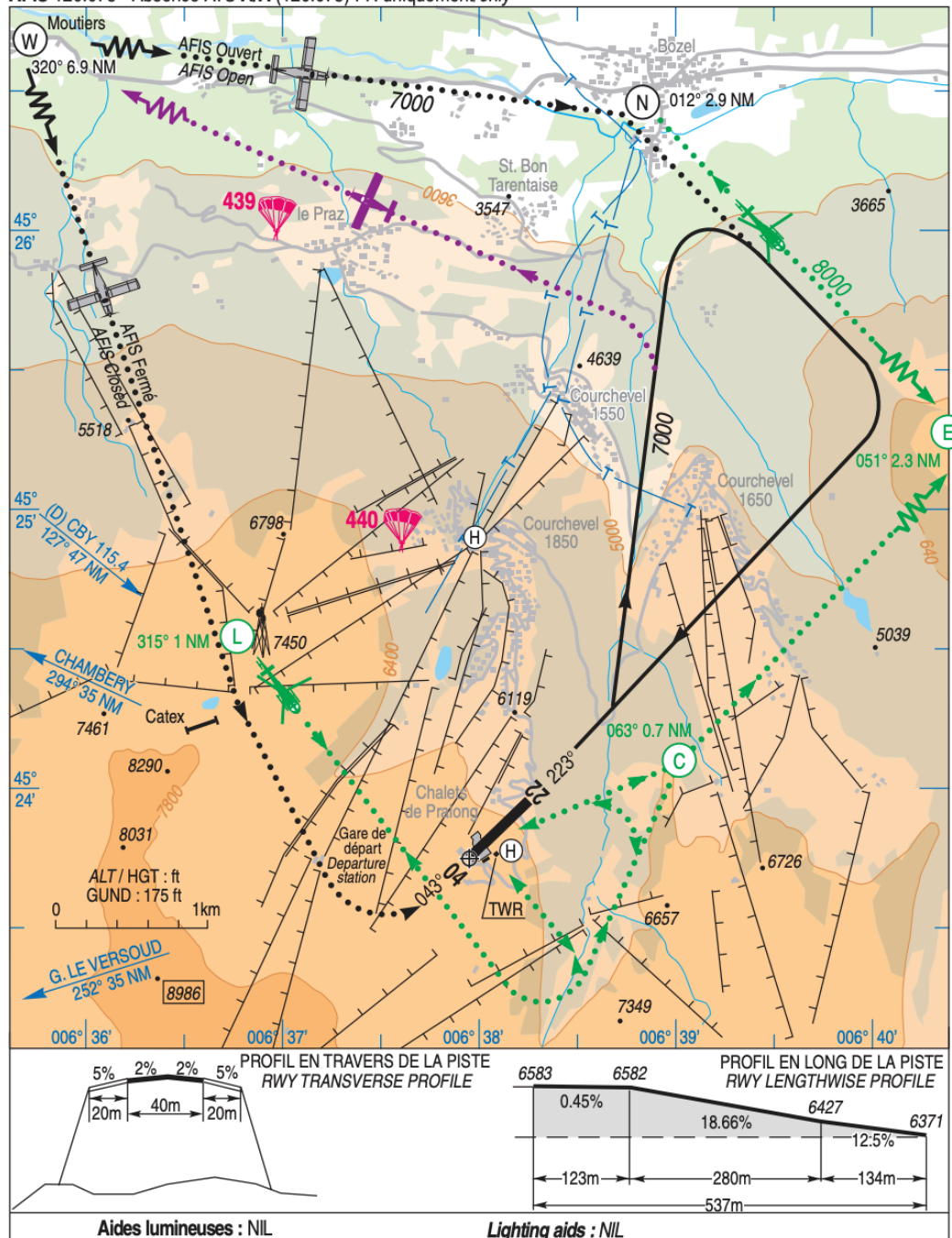
COURCHEVEL
AD2 LFLJ ATT 01

07 APR 11

	ALT SUP : 6583 (219 hPa) ALT INF : 6371 (212 hPa) LAT : 45 23 45 N LONG : 006 37 57 E	LFLJ VAR : 1°E (10)
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APP : NIL TWR : NIL

AFIS 120.075 - Absence ATS A/A (120.075) FR uniquement/only



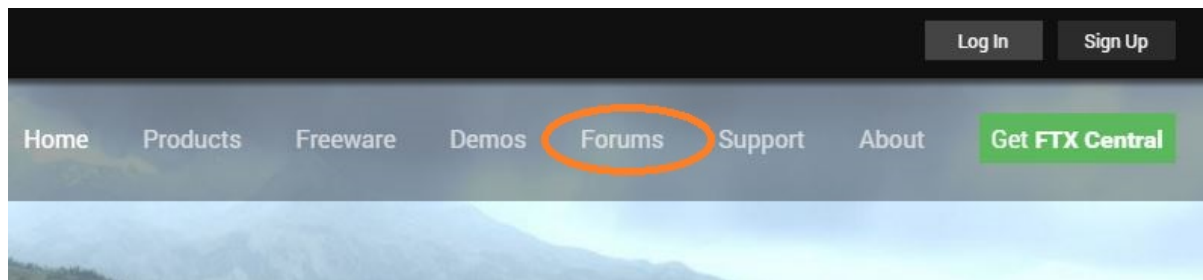
AMDT 05/11 CHG : QFU, VAR, remontées mécaniques.

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Source: <http://www.mbh.fr/wp-content/uploads/2017/11/AD-2.LFLJ-courchevel.pdf>

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about LFLJ 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 LFLJ. Provided you adhere to the forum terms of use and have a legitimate copy of LFLJ., 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 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 though.

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 88,000 members as of September 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 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 LFLJ Team

Lead Developers

Gaya Simulations:– Plan and implement 3D modelling, texturing, ground imagery, ground poly, autogen annotation, POI scenery object modelling

Specialist Roles

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

Beta Testing Team

Matt McGee, Ross Casey, Darryl Wightman, Friedi Gulder and Rob Abernathy



End User License Agreement (EULA)

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

IMPORTANT - PLEASE READ THESE TERMS CAREFULLY: This End-User License Agreement (**EULA**) is a legal agreement between you (**Licensee** or **you**) and Orbx Simulation Systems Pty Ltd (**ORBX, us or we**) for:

- Orbx Scenery Addon for Microsoft Flight Simulator X, Lockheed Martin Prepar3D, Laminar Research X-Plane and IPACS Aerofly (**Software**);
- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

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 - c) not to rent, lease, sub-license, loan, translate, merge, adapt, vary, alter or modify, the whole or any part of the Software Product nor permit the Software Product or any part of it to be combined with, or become incorporated in, any other programs;
 - 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
 - f) not to modify, use, call GUIDs, reference, extract or in any way make use of the Orbxlibs in any software project be it freeware, donation ware or payware.

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- 4.1. We warrant that:
 - a) the Software will, when properly used on an operating system for which it was designed, perform substantially in accordance with the functions described in the Documentation;
 - b) the Documentation correctly describes the operation of the Software in all material respects.
- 4.2. The warranty in 4.1 does not apply if:
 - a) the defect or fault in the Software results from you having altered or modified a Software Product; or
 - 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.

5. TERMINATION

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:

- a) all rights granted to you under this EULA shall cease;
- 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.

6. DISCLAIMER

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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@orbxsyste.ms.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.