

LKHV

Horovice

USER GUIDE SEPTEMBER 2016

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Thank you!

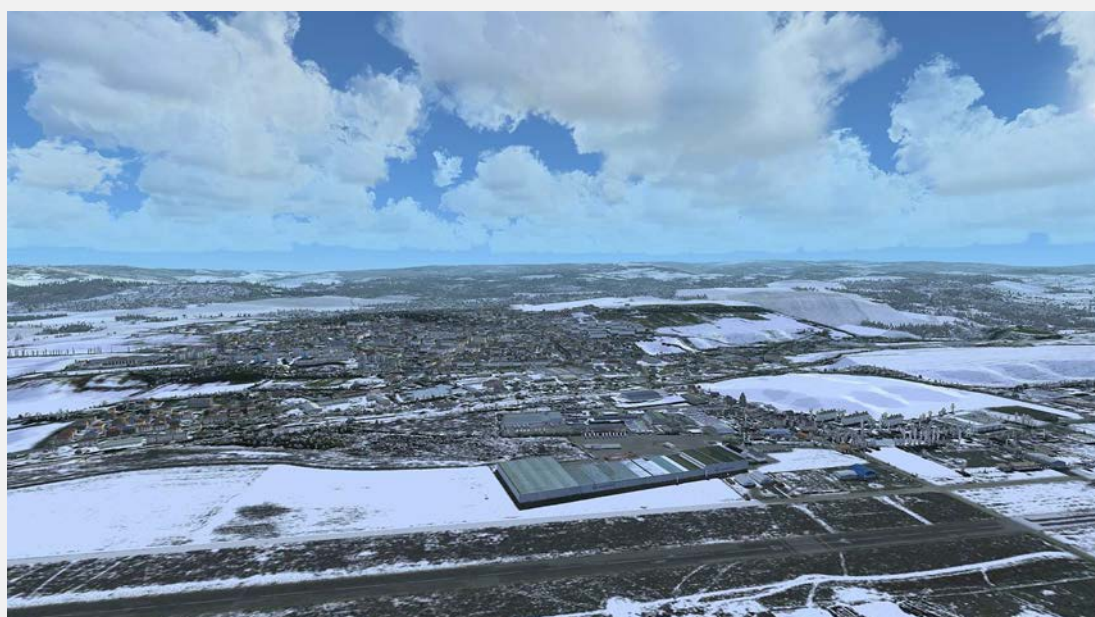
Orbx would like to thank you for purchasing FTX GLOBAL LKHV Horovice CZ (LKHV).

The private airport is located near the town of Horovice, in the region of Central Bohemia in the Czech Republic. It is approximately 40 kilometers south west from the capital city of Prague, in the beautiful area of gentle hills and fields, surrounded by deep forests.

The town of Horovice with its notable castle grew from a settlement established in the 10 century. This settlement developed further into a trading post in the 14 century, incorporated into town in 1322. Currently it is economic and administrative center of the area with population of approx. 7,000, regional hospital with a heliport and many established businesses.

Airport history

During the communist regime this airstrip was used as a dispersion base for fighter battalions from various air bases, located in Pardubice (LKPD), Plzen - Line (LKLN), Hradec Kralove (LKHK) and Caslav (LKCV). When the Czechoslovak Air Force acquired the supersonic fighters MiG 19 in 1957 it was decided to add to the Horovice strip an asphalt runway, which was built in 1958. Later in 1961, with the acquisition of further MiG 19s, the asphalt taxiways were added. The base was able to stage up to 54 jet fighters. In 1969 and 1970 the surfaces were hardened to be able to accommodate advanced fighter such as MiG 21 and the supersonic fighter bomber Su 7 and later Su 22 and Su 25. In 1990 the base was decommissioned, the support infrastructures, such as fuel depots, were removed and whatever was left was handed over to the local aero club.



Product requirements

This scenery airport addon is designed to work in the following simulators: **Microsoft Flight Simulator X**, **Lockheed Martin Prepar3D v1**, **Lockheed Martin Prepar3D v2** and **Lockheed Martin Prepar3D v3**.

Orbx FTX Global Base is also required for full functionality.

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

- Blending of the airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit <https://orbxdirect.com/product/ftxglobal> to purchase your copy of FTX Global Base if you haven't already done so.



Quick Installation Guide

Installing Orbx FTX LKHV is all managed by our FTX 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 LKHV it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

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

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

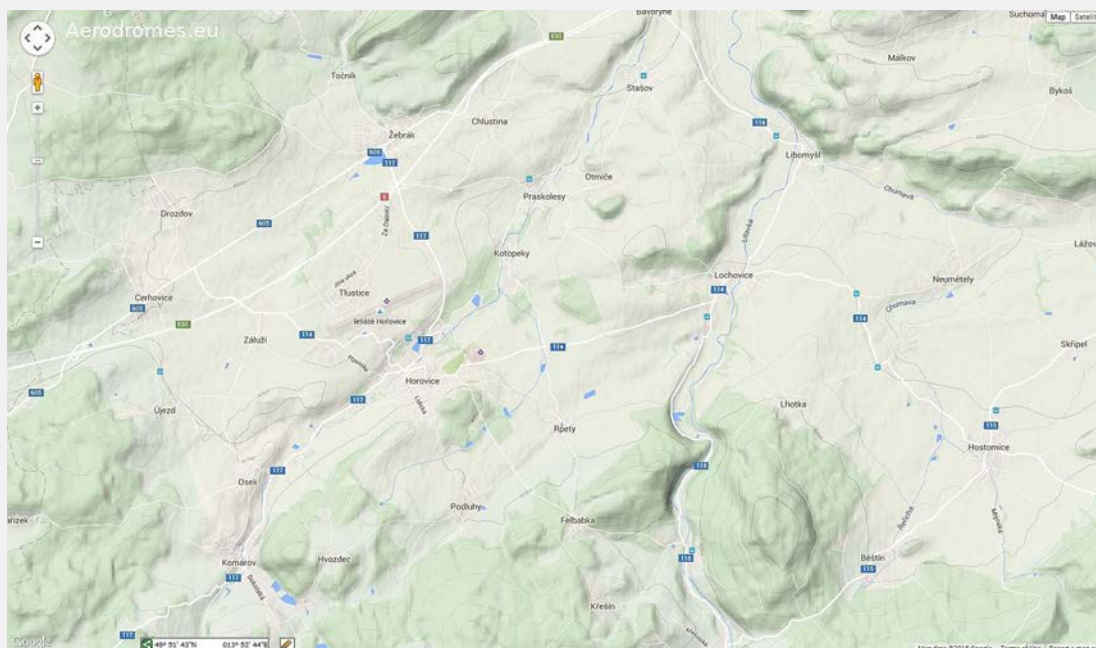
Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.



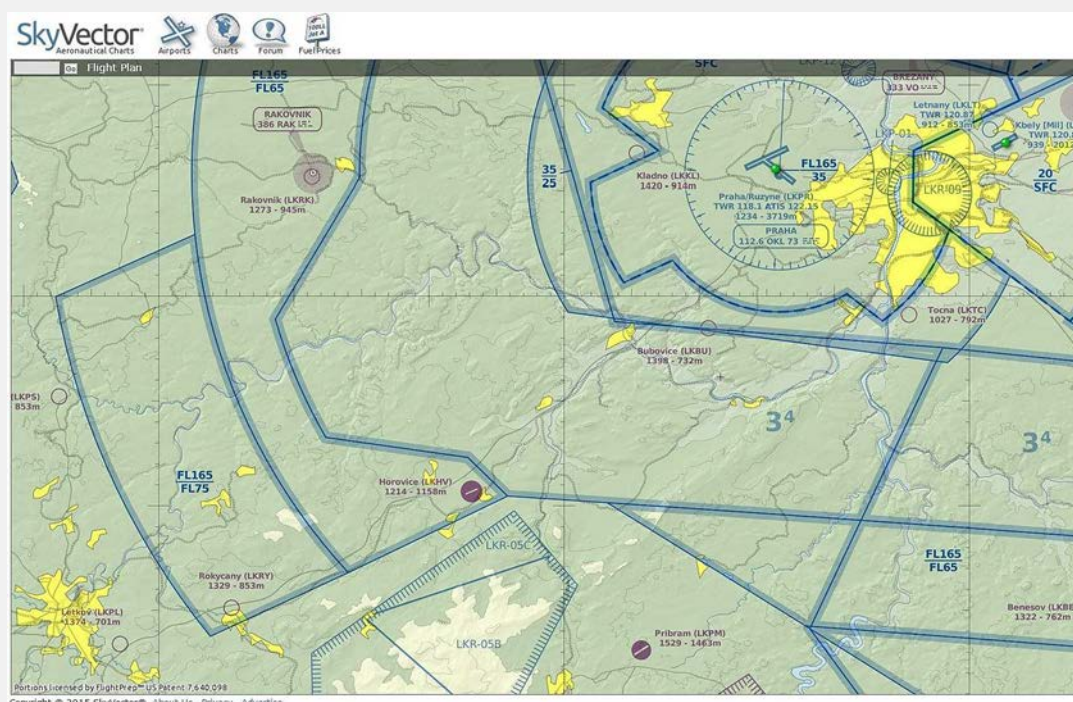
Airport Information and Charts

These pages are for reference only. They are not intended for navigational purposes.

LKHV by aerodromes.eu



LKHV by Skyvector



Charts Source : <http://skyvector.com/>

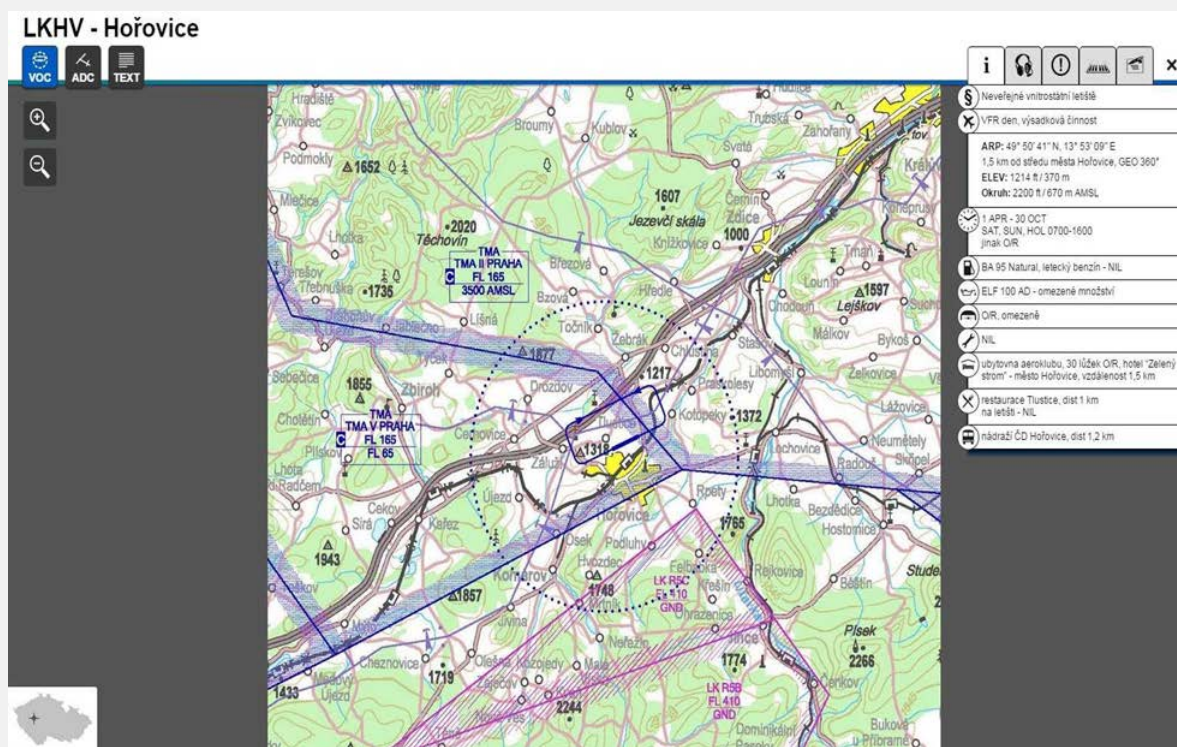


Chart by VFR Manual Czech Republic http://lis.rlp.cz/vfrmanual/actual/lkhv_text_en.html

Additional Scenery Features

As a bonus addition to further your enjoyment of the LKHV Horovice CZ scenery, Vlad Maly has also included some tourist destinations for your enjoyment, with a photo real base and custom autogen.

The Zebrak Castle with the only remaining tower was built in the 13 century, renovated in 1346 by the Henry of the Luxembourg house and given to the Charles IV who later became the Holy Roman Emperor.



His son, Vaclav IV, after the large fire in 1395, built another castle further up the hill – Tockín – which was better strategically positioned and successfully resisted the Hussite army.



The Karlštejn Castle is a large gothic castle founded 1348 AD by Charles IV, Holy Roman Emperor - elect and King of Bohemia. The castle served as a place for safekeeping the Imperial Regalia as well as the Bohemian/Czech crown jewels, holy relics, and other royal treasures. Located about 30 km southwest of Prague above the village of the same name, it is one of the most famous and most frequently visited castles in the Czech Republic.



The LKHV Control Panel

The LKHV Control Panel can be accessed from the main FTX 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

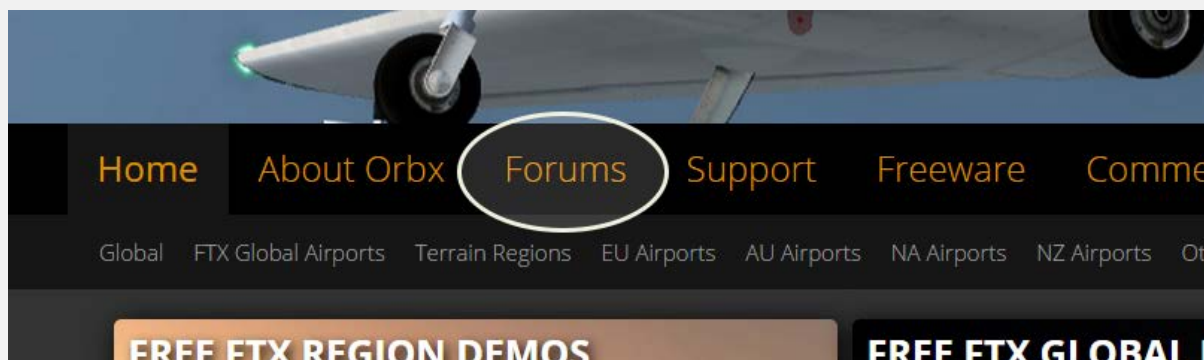
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy LKHV the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 LKHV
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX LKHV.
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for FTX.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about LKHV or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the FTX Payware Support Forum section. Orbx FTX 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 LKHV. Provided you adhere to the forum terms of use and have a legitimate copy of LKHV, 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 FTX support forums for each issue (don't tag new issue reports onto existing threads).
- Include your ORDER NUMBER from your LKHV 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.

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

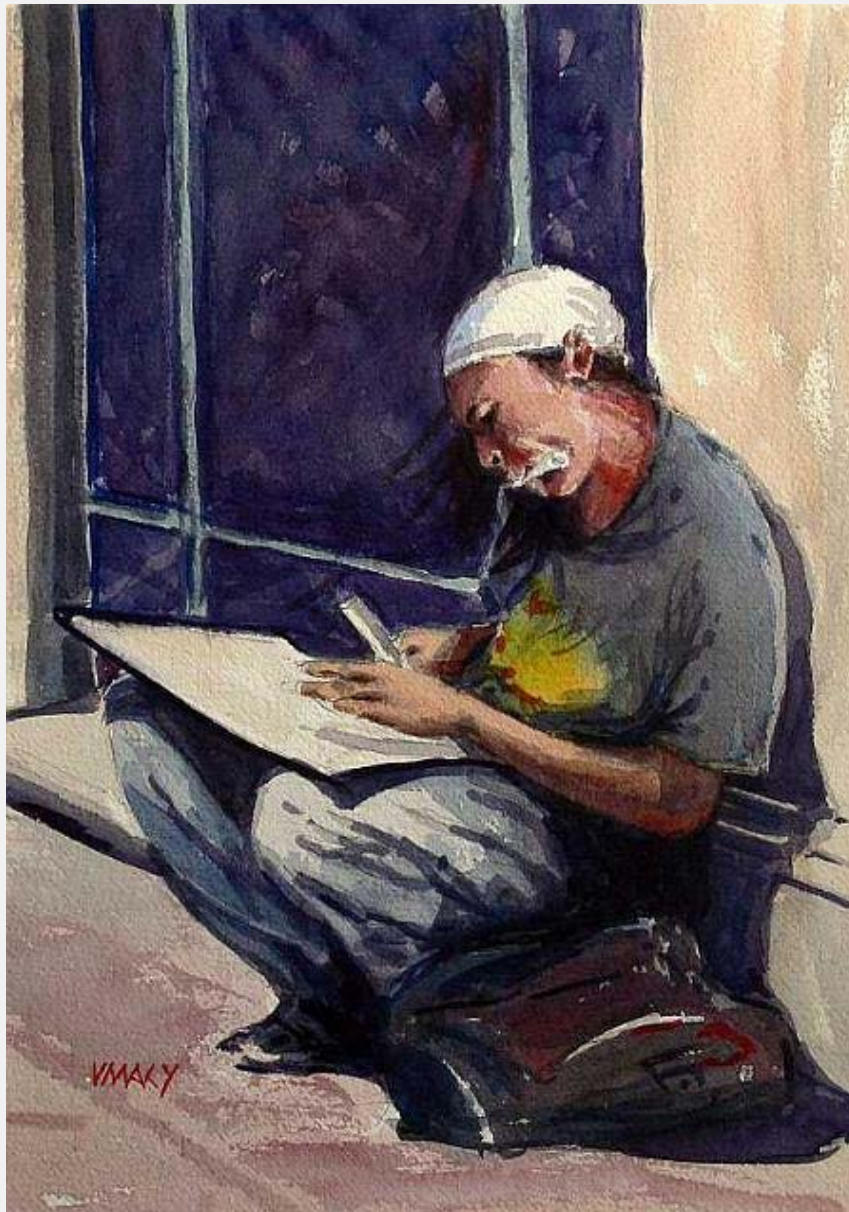
You don’t need a user account to view other people’s posts and information posted by Orbx staff, but if you’d like to join in on the discussion there, simply create an account. It’s instant and no validation email is required. We like to keep things simple☺.

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!





"Street Artist" by Vlad Maly

In Memoriam 25/02/1946 – 27/09/2016

Blue skies forever Vlad

To see more Vlad's other wonderful work visit <http://www.vmaly.com/>

The FTX LKHV Team

Lead Developer

- **Vlad Maly:** All 3D modeling, texturing, ground imagery, ground polys, build management

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Tim Harris:** Windsock

Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production Management
- **Ben McClintock:** FTX Central and website

Beta Testing Team

Phil Manhart, Rob Abernathy, Frank Schnibben, Friedi Gulder, Nick Cooper, Eberhard Haberkorn



End User License Agreement (EULA)

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

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