

LSZS

Samedan (Engadin) Airport

USER GUIDE October 2019



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Thank you!

Orbx would like to thank you for purchasing LSZS Samedan airport!

This is the second Swiss airport title for ORBX by senior developer Andreas Hegi. Previous works include over a dozen airports in Australia, Northern America and Europe.

The airport of Samedan (marketing name: Engadin Airport) is a VFR airport open to private and commercial operators. It's situated in a spectacular geographical area. Located 5km east of the famous winter sports resort St. Moritz in the Engadin Valley the airport is surrounded by a mountainous region with lakes and glaciers wherein the flight procedures and aircraft performances are very strongly affected by its natural obstacles. The extraordinary height above sea level, difficult wind situations and low visibility conditions make landings particularly demanding.

At an elevation of 1'707 metres (5600 ft) it is the highest commercial airport in Europe. It has one runway designated 03/21 with an asphalt pavement measuring 1800 * 40 metres (5905 * 130 ft). It's not equipped with an instrument landing system. The airfield is open all year round during the day; however, the slope is not always free of snow. The runway is long enough that even comparatively large aircraft such as Boeing 737 and Airbus A 319 could land there. Every year around 14'000-22'000 aircraft movements take place on the airfield.

There is no longer a regular airline operation, but it is mainly served in winter by various private jet providers. There is a lot of glider and helicopter traffic. There are three helicopter operators based on the airport one of them is the Swiss rescue service "Rega". Samedan is also popular with skydivers and a flight school operates at the field.

Originally the airport opened 1938 as a military facility and was in service for Swiss Air Force during WW2. During its gradual expansion over the last 80 years, the charm of this historic airport has largely been preserved.



Product requirements

This scenery add-on is designed to work in the following simulators: **Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2, Lockheed Martin Prepar3D v3 and Lockheed Martin Prepar3D v4.**

Orbx Global Base, Open Landclass Europe or Global Vector is also required for full functionality.

What will you miss out on if you don't have Orbx Global Base, Open Landclass Europe and Global Vector 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 <https://orbxdirect.com/category/-global/esp> to purchase your copy of Orbx Global Base, Open Landclass Europe and Global Vector if you haven't already done so.

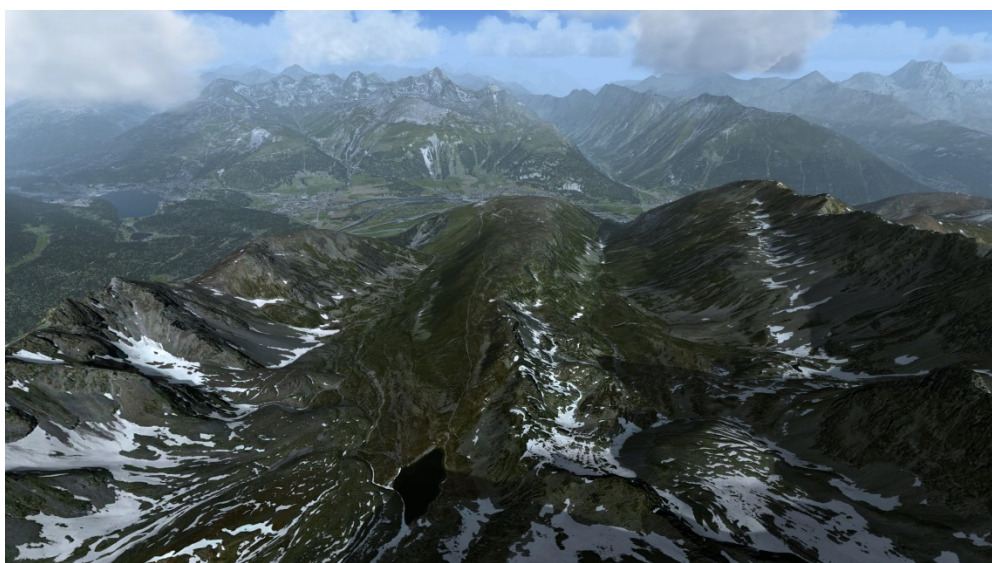
Quick Installation Guide

Installing Orbx EU LSZS 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.

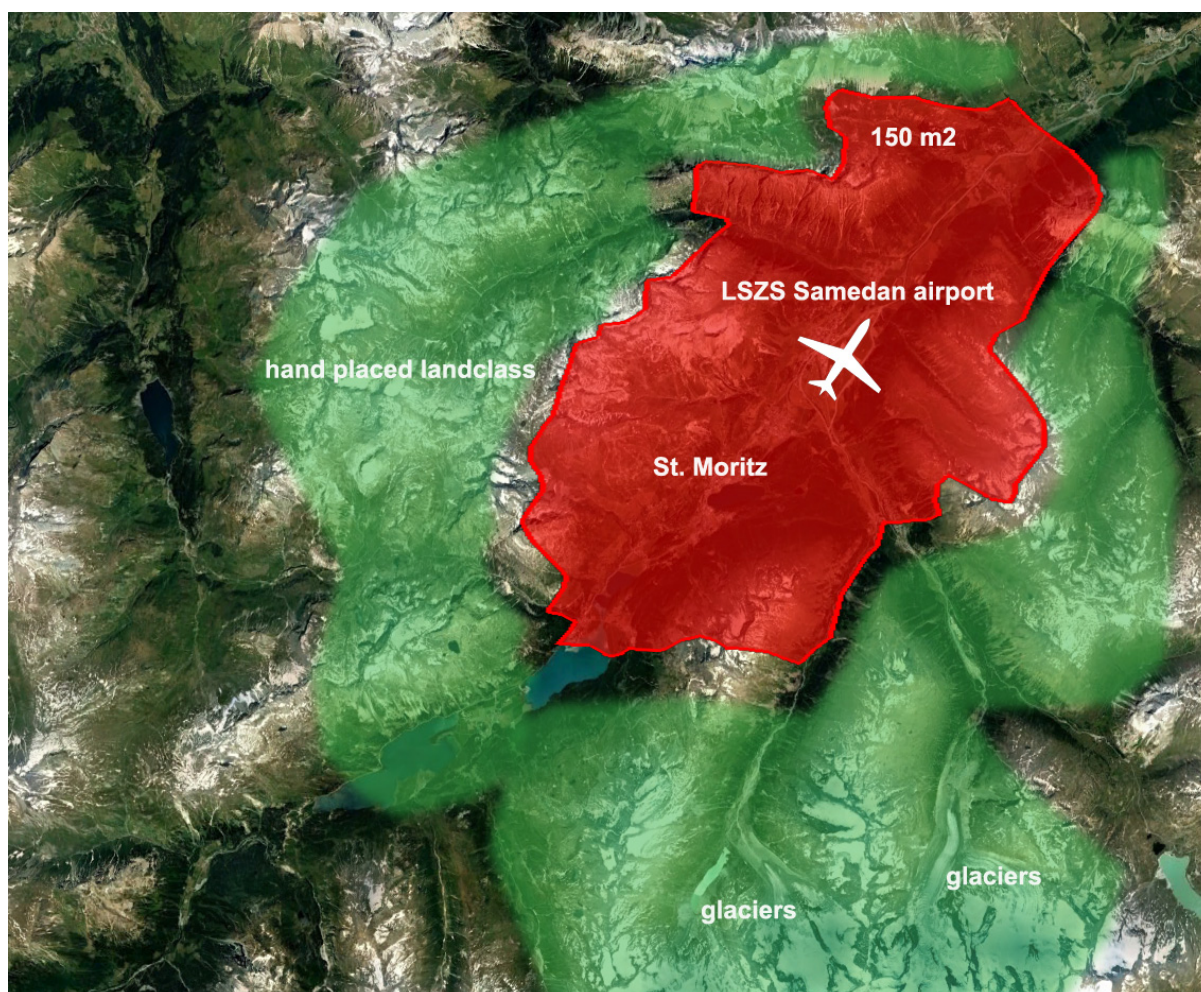
Once you have purchased LSZS it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.

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

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



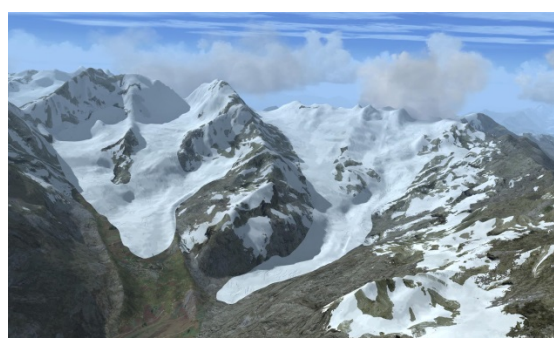
Scenery Coverage Area



Samedan encompasses 150 square km of photoreal coverage in crisp 50cm resolution (the airport perimeter is in 30cm). It includes custom seasons to ensure your trees and foliage accurately change with the seasons. Additionally, you will find customized industrial areas, churches, several hotels and a hospital (with a landable platform). All of course, displayed using extremely dense hand placed autogen and unique ORBX 3D Lighting. The glaciers in the Bernina Mountains are modelled and the surrounding landclasses are hand placed for a smooth transition between the photoreal imagery and the standard scenery (or Open Landclass Europe if installed).



Cargo train station



Glaciers



San Gian Church



Tuors Church



Hospital Samedan



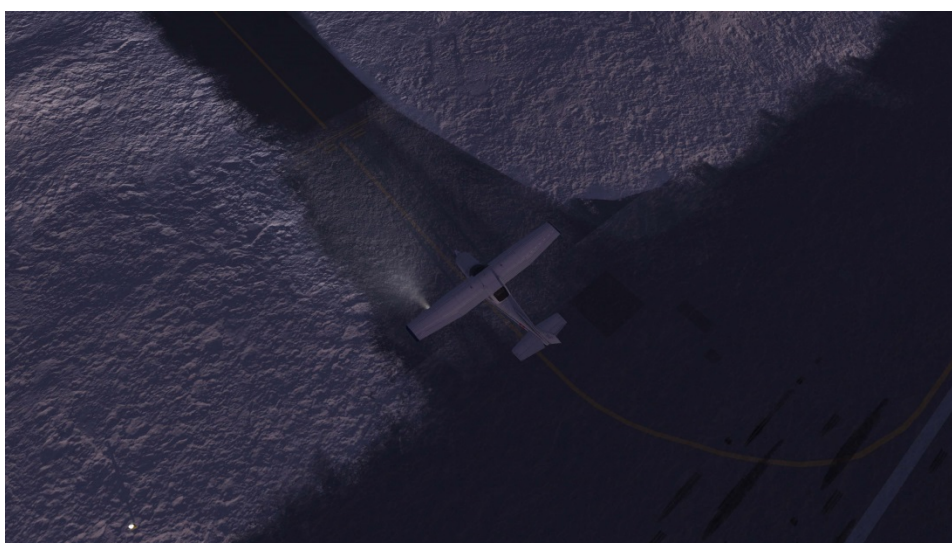
Carlton Hotel



Badrutts Palace Hotel



Suveretta House



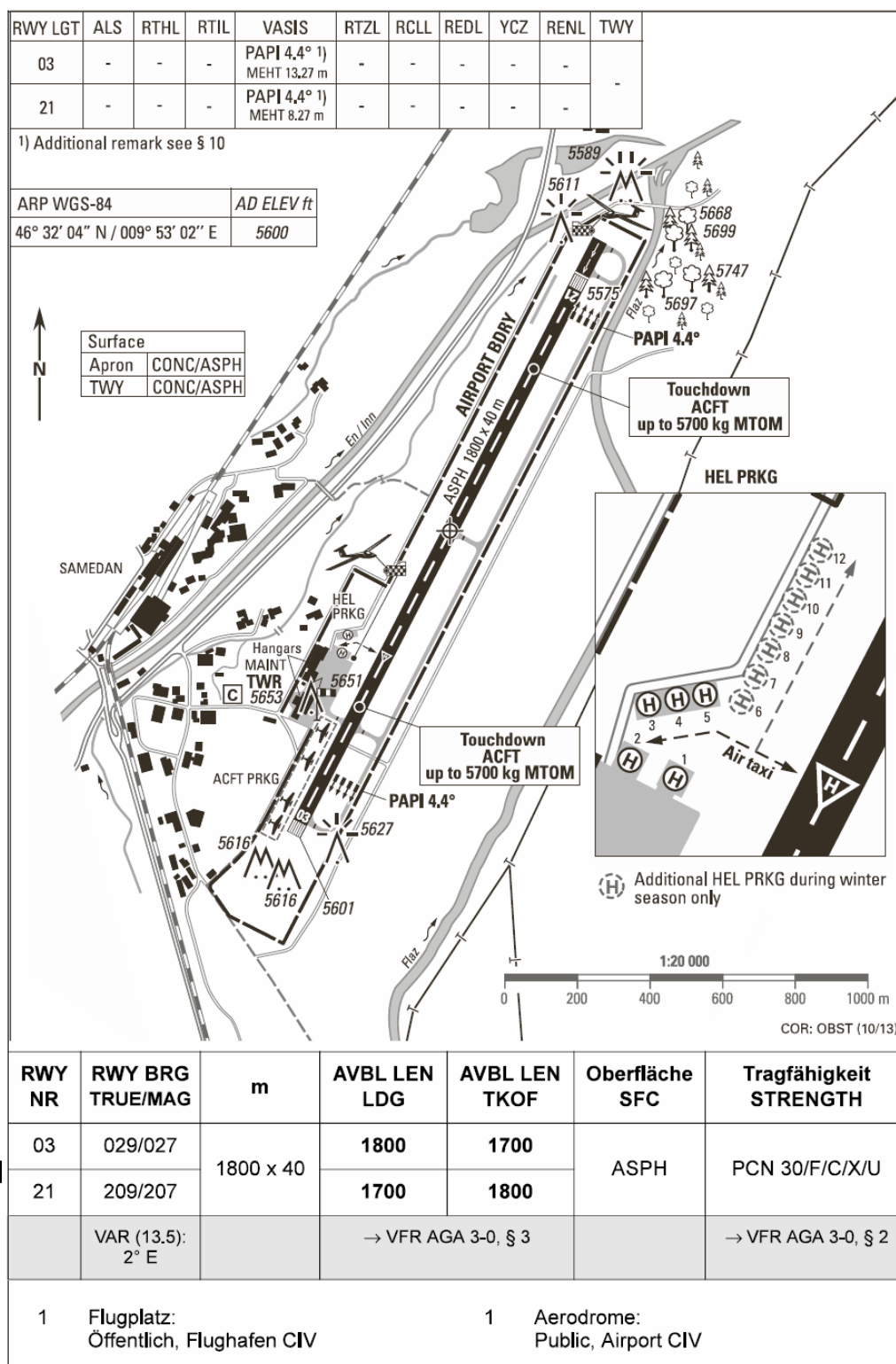
3D snow piles (for P3D only)

Airport Information Charts

AD INFO 1

SAMEDAN

LSZS

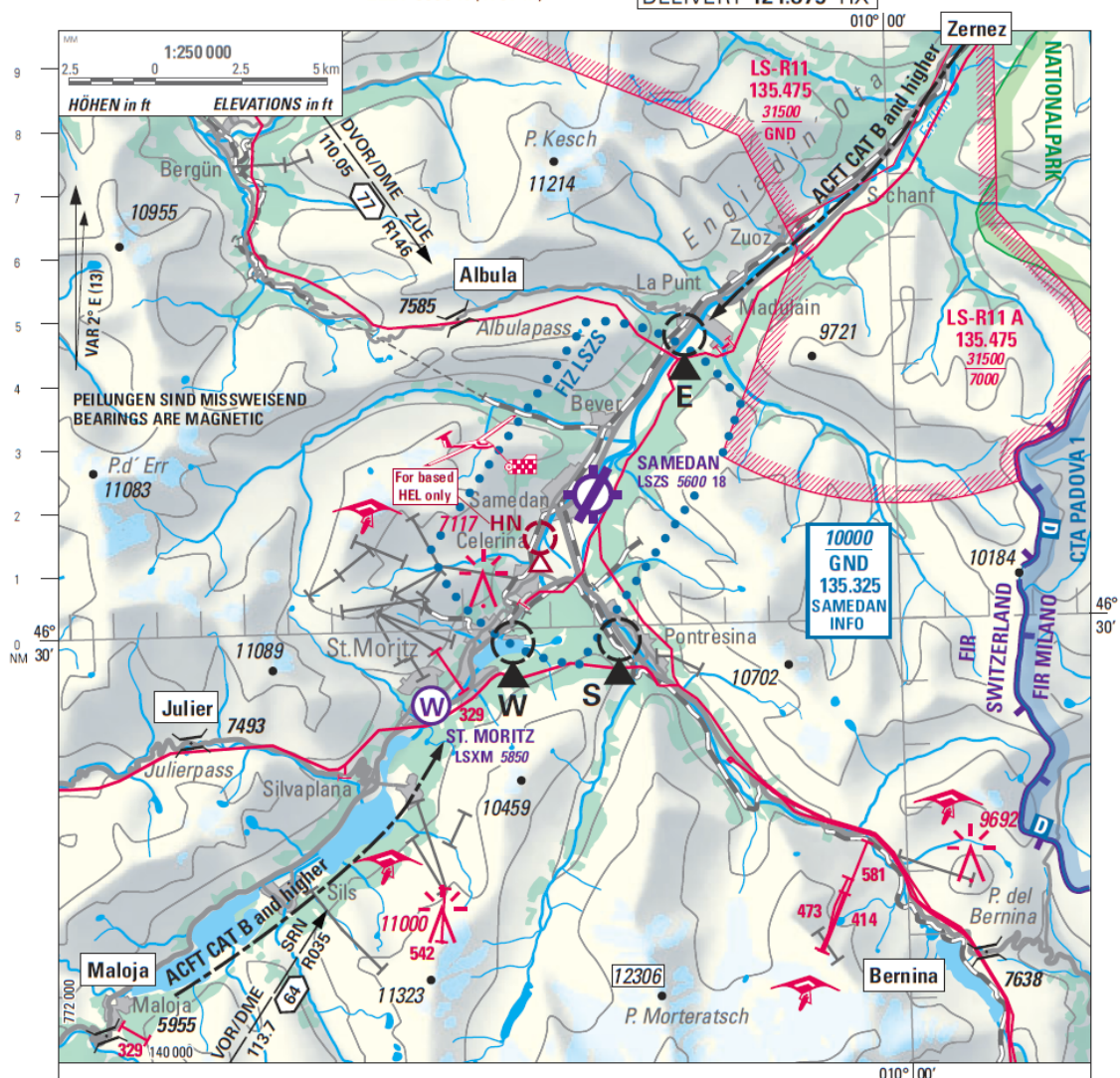


VFR AREA KARTE
VFR AREA CHART

MOUNTAINOUS AREA
ELEV 5600 ft (1707 m)

ATIS	136.6	HO
AFIS	135.325	HO
DELIVERY	121.875	HX

SAMEDAN
LSZS



CTN: AD LSZS. Einweisungspflicht.

AD LSZS. Familiarization mandatory.



CTN: REP HN: nur in LSZS stationierte HEL
REP HN: for base HEL only

ATIS Samedan abhören (ATIS Kennung bestätigen)

MNT Samedan ATIS (confirm ATIS designator)

Erster Funkkontakt 5 min vor Einflug in FIZ oder

First RDO contact 5 min prior FIZ or

Maloja **Julier** **Albula** **Zerne** **Bernina**



Flughöhe melden
Announce FLT ALT



VFG RAC 6-3 Gebirgsflug / Mountain flying



Geradeausanflug für ACFT CAT B und höher
Straight-in approach for ACFT CAT B and higher

Höhen über Meer in ft; Höhen über Grund in ft
Altitudes in ft; Heights in ft

COR: REP HN, CTA Padova 1, situation, legend

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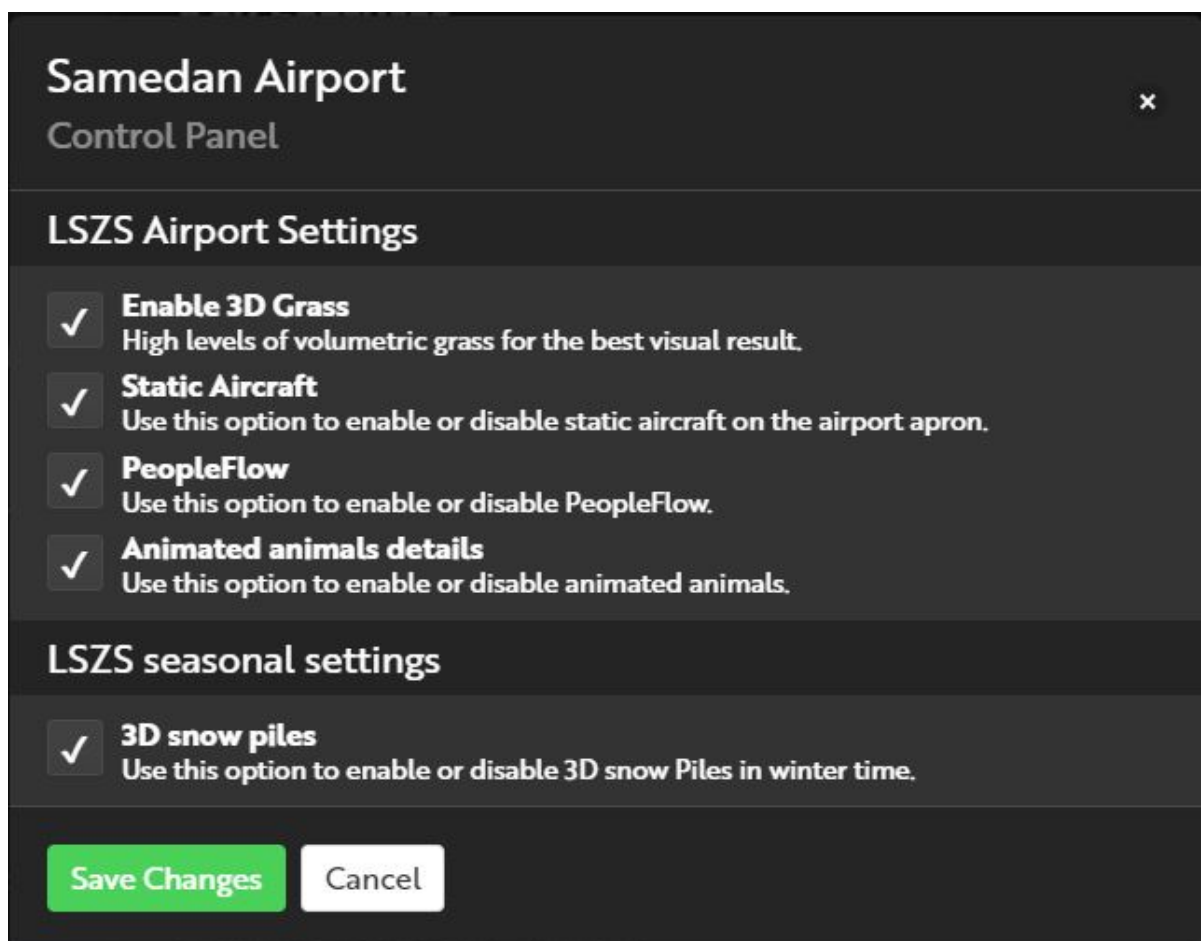
02/18 FEB 01

SKYGUIDE, CH-8602 WANGEN BEI DÜBENDORF

LSZS AREA 8

LSZS 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.

Quick Reference Simulator Settings

Firstly, dragging all your sliders to the right, even with current hardware, will probably result in poor visuals, low frame rates, and potentially crashes.

We suggest that you begin your exploration of LSZS using the settings suggested below. Then, if you find performance to be acceptable, experiment with moving certain sliders to the right, although we recommend you only move one slider at a time to objectively gauge its effect.

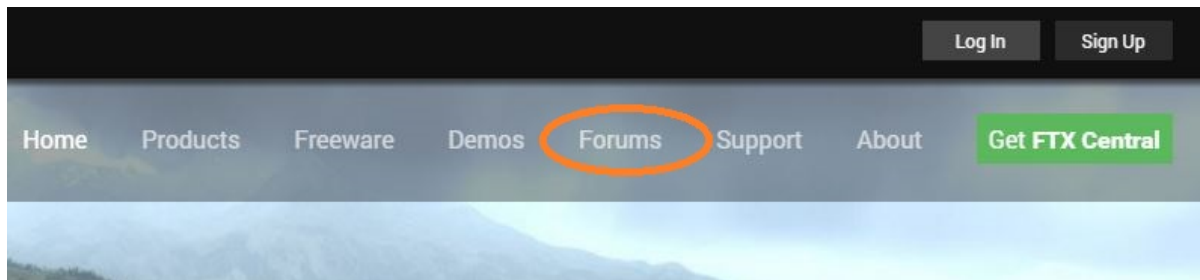
The table below lists the minimum recommended settings required in FSX/P3D to enjoy LSZS the way Orbx designed it.

Setting	Value	Why?
Global Texture Resolution (FSX only)	Very High	Enables maximum display quality of object textures
Level of detail radius	Large (FSX) High (P3D)	Influences sharpness of textures with increasing distance
Use high-resolution terrain textures	ON	Enhances distance-display of photoreal ground textures
Mesh Complexity (FSX) Tessellation Factor(P3D)	100 (FSX) Ultra (P3D)	Better terrain definition (= interpolation between adjacent grid elevation points)
Mesh Resolution	5m	5m terrain mesh resolution is the slider setting that all Orbx regions and airports are designed for. Since the slider setting governs the horizontal spacing of mesh grid points this value primarily affects the steepness of slopes adjacent to flattened areas at airports or lakes and rivers. If objects are placed on or next to such slopes they can shift a bit.
Texture Resolution	7cm	Enables maximum display quality of vector textures meaning roads, freeways, railroads, and shorelines
Scenery Complexity	Extremely Dense	Lower settings mean fewer custom objects are displayed
Autogen and scenery draw distance (P3D only)	Medium	Higher settings induce more obvious "popping in" of autogen
Autogen Density (separate sliders in P3D)	Dense	Regulates the overall density of autogen buildings and vegetation (-20% with each slider notch to the left)
Dynamic 3D autogen vegetation (P3D V4+)	OFF	Highly recommended! Dynamic trees do not match the Orbx colours and may cause performance issues.
Road Vehicles traffic	15-20%	Decent road traffic density; higher settings cost performance!

We also strongly recommend disabling Dynamic 3D Autogen Vegetation (Speedtrees) in P3Dv4 as it has a major impact on performance and disables custom Orbx tree textures.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about LSZS 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 LSZS. Provided you adhere to the forum terms of use and have a legitimate copy of LSZS 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 90,000 members as of October 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 LSZS Team

Lead Developers

Andreas Hegi: 3D modelling, texturing, ground imagery, ground poly, POI scenery object modelling, autogen annotation and user guide.

Additional Orbx Developers

Holger Sandmann: preparation for the photoreal imagery

Specialist Roles

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

Beta Testing Team

Friedi Gulder, Scott Harmes, John Dow, Ross Casey, Darryl Wightman, Matt McGee & Rob Abernathy



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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 - 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
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 - 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:
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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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- 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.

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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@orbxsimulation.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.