

Domodedovo Airport Main Gate to Moscow



Microsoft Flight Simulator 2004 Scenery Addon

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Manual

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Introduction

Thank you for the purchase of the new scenery of Moscow airport Domodedovo for Microsoft Flight Simulator 2004. We hope, you will enjoy your virtual flights from our new Domodedovo airport. This scenery features most correct and full representation of Domodedovo airport. The author of this addon has been visited original airport more than 50 times, made over 1500 pictures, which are used in textures of this addon.

Following programs were used in this addon creation: AFCAD2, Ground2K4, MDL Tweaker. We wish to thank the authors of these programs for their products: Lee Swordy , Christian Fumey and Arno Gerretsen's.

System Requirements

For the best performance of Domodedovo scenery, the following configuration of your PC is recommended:

Pentium4 2,0 Ghz or higher

200 MB of free space on your hard drive

512 RAM

3D video card with at least 64 Mb of memory

Scenery Setup

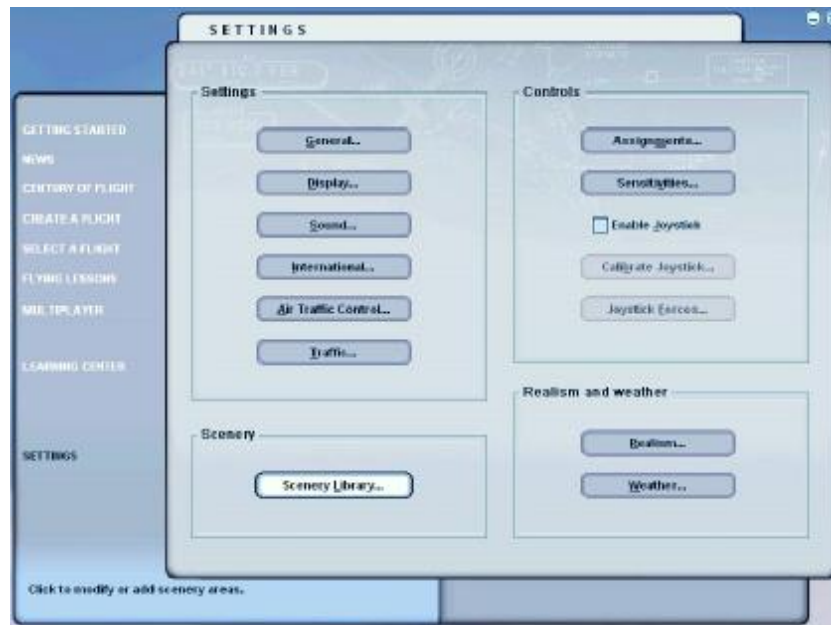
If your computer operates under Windows 98, ME or XP, the installation would be automatically started when you click the icon Domodedovo MGM. Just select the folder of your MSFS 2004 and it will be automatically installed.

There are two setup options:

1. Platform resolution 1024x1024 for fast computers
2. Platform resolution 512x512 for low-end computers.

Please select the corresponding option depending on your computer type.

Enter the MSFS menu and add Domodedovo as a new aircraft.



If you have FS Navigator installed, refresh it's the database.
To test the installation completed successfully enter the simulator addon and type in ICAO code **UDD**.

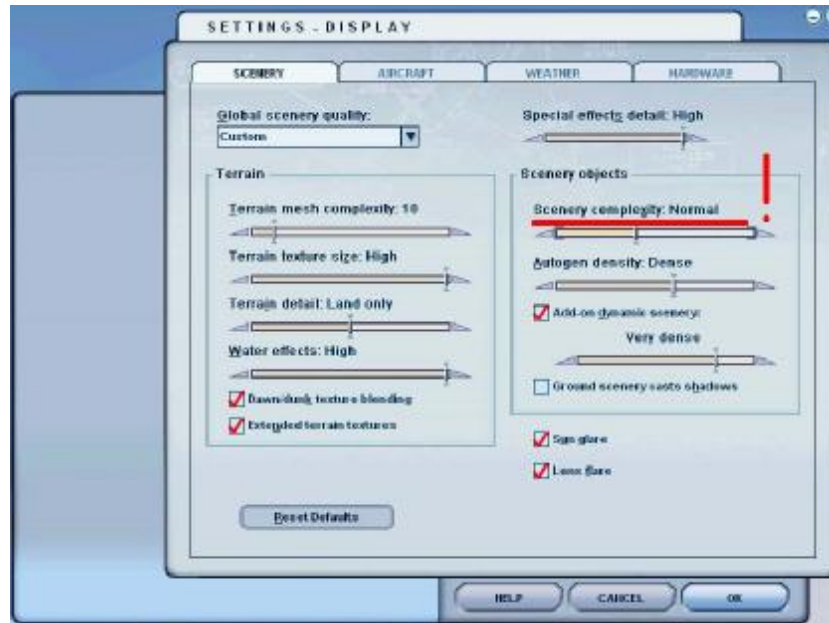


Recommendations

1. Animated on-ground objects are only visible when scenery objects density settings is set to **DENSE** or higher.
2. If you wish the autogen forest to be rendered closer to the aircraft, you would have to save the flight with view set to Top-down view and restart the FS 2004.
3. To increase the FPS rate try turning off shadows of on-ground objects in FS 2004 menu.

Animation

1. This scenery includes an animation of many on-ground objects. Such as buses, taxis, trucks, refuellers, luggage cars. If you wish to see the animation, set the Scenery complexity to over NORMAL.



This applies to all but Russian flags also.
2. Flags are flapping in the wind.



3.

Hangar #3 gates are automatically opened when you are closer than 120 meters and automatically closed when farther.



4. Aerobridges.

Parking	Aircraft Type	NAV 2
2	Boeing 767	110.2
5	Boeing 737 (700-800-900)	110.5
7	Boeing 757	110.7
12A	Tu-154	112.0
14	A 310	114.0
18	Tu-134	111.8

To remember the frequency, just notice that the frequency numbers are equal to parking numbers.



5. Platform parking

Parking **18** is ready to serve Tu-134 aircrafts with ladder and luggage cars. NAV 2 radio should be set to frequency **111.8**



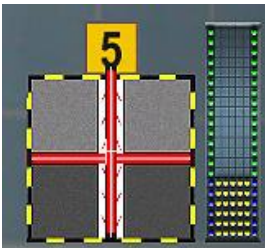
Park Systems

There are two methods of parking available in scenery:

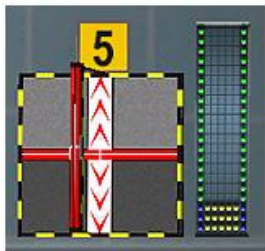
1. With the help of airport personnel (raises the staff when you need to stop)



2. Docking system.



Reducing yellow line at the right shows how close you are to the place you need to stop at.



Red cross shows the deviation from the axis of the parking stop.



At the moment you need to stop the red word "Stop" would be displayed (you can order the ladder now)

