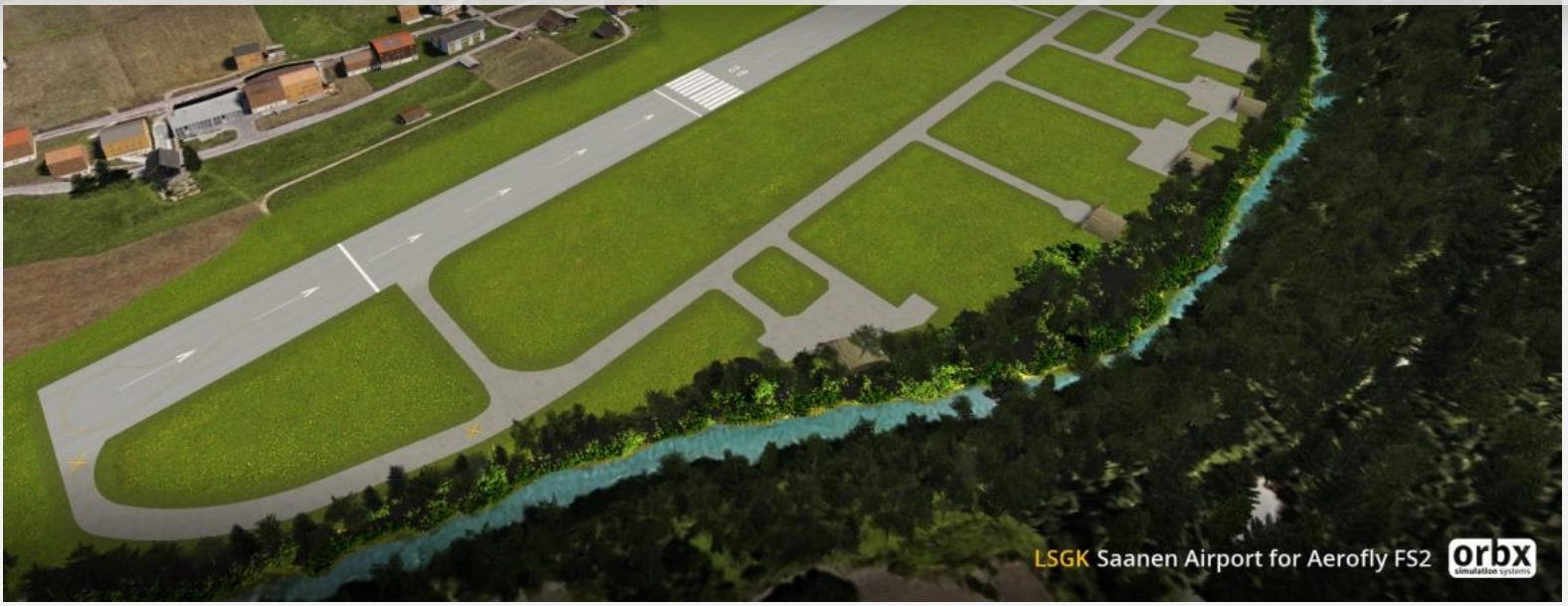
LSGK

Saanen Airport

for IPACS Aerofly FS2

USER GUIDE MAY 2018



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Thank you!

Orbx would like to thank you for installing **FTX LSGK Saanen airport.**

Located in the heart of the Swiss Alps, at 50 kilometers East of Geneva, **Saanen airport** was a military airport until the middle of the nineties. It has been converted to a civil airport in 2011 and is now directed by the Flugplatzgenossenschaft Gstaad-Saanenland.

Since 1989, Air Glaciers has a base on this aerodrome from which the company provides commercial flights (transport of equipment and people and heli-skiing), rescue flights and school flights.

The airport altitude is 3.310 feet and it is surrounded by high mountains up to 7.460 feet. That makes it a very challenging airport to land at.

Developer **Sylvain Delepierre** has been working hard to convert this scenery to bring you the most accurate depiction possible of the airport installations.

Product requirements

This scenery airport addon is designed to work only in the following simulator:
IPACS Aerofly FS2

NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1.X, 2.X, 3.X or 4.X.

https://orbxdirect.com/product/LSGK-afs2

The IPACS Switzerland DLC product is required to use FTX LSGK for AFS2. It is not a stand-alone scenery.

More info about the Switzerland scenery can be found on the IPACS Aerofly FS2 website:

https://www.aerofly.com/

An Important Note for FSX/P3D Users

Aerofly FS2 is an entirely new simulator engine for ORBX products; as such there are both many features and a few limitations in comparison to your FSX/P3D ORBX sceneries.

Quick Installation Guide

Installing Orbx FTX LSGK 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 added LSGK to your account, you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central. When you first run FTX Central you will be prompted to select your simulator – be sure to select Aerofly at this point to see your new purchase appear.

You may also manually download LSGK 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.

Scenery Coverage Area

Saanen for Aerofly FS2 does not include any custom photoreal coverage.

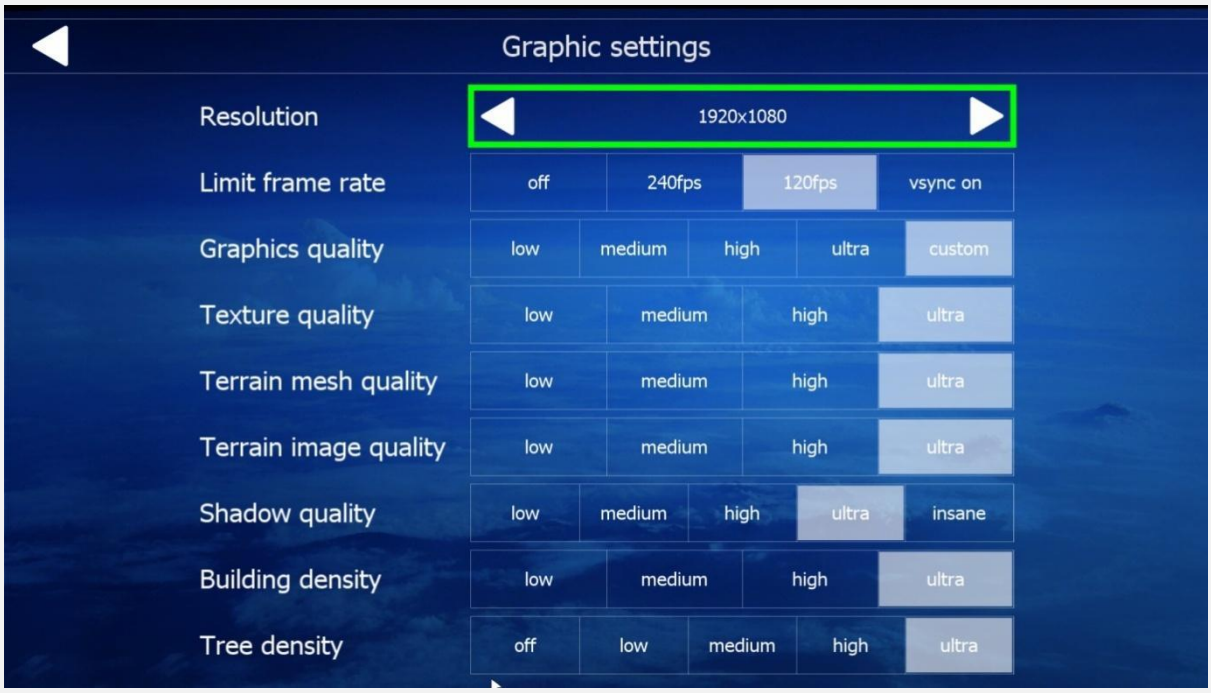
Instead, the airport background grass has been blended into the IPACS Switzerland scenery.

Quick Reference Simulator Settings

Aerofly FS2 is an extremely efficient simulation engine, and as such you can expect high performance at Saanen with even mid-range systems.

If you use the settings below you can be assured of the highest fidelity experience and the best-balanced performance.

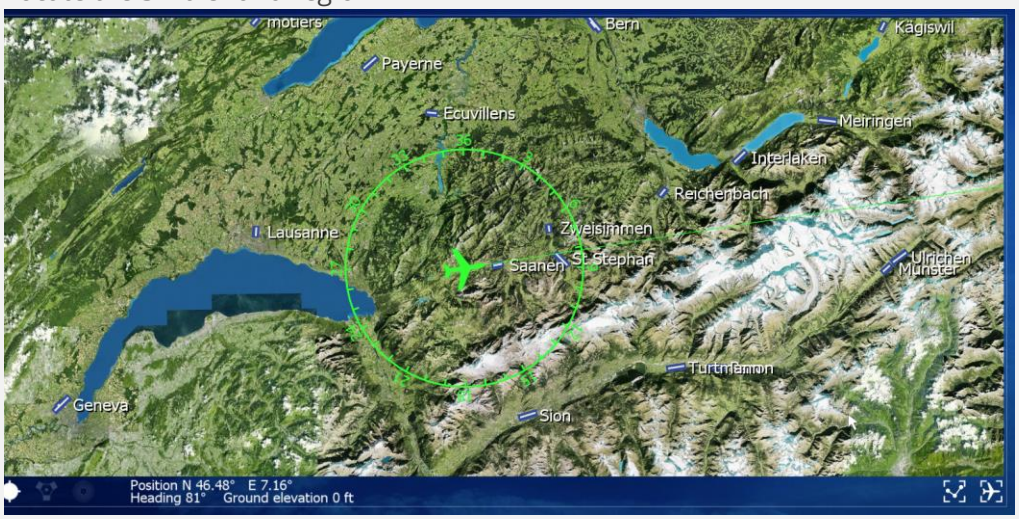
Please Note: Users with GTX1080 and higher GPUs should use Shadow quality = insane



Starting a flight at Saanen

Select location from the main screen:

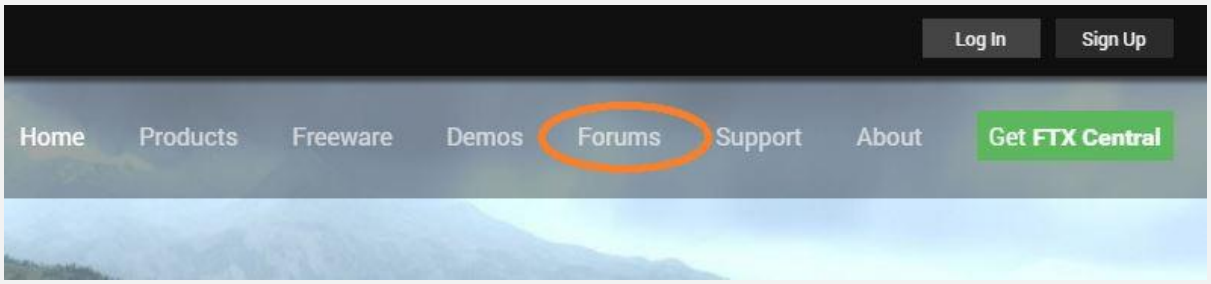
Locate the Switzerland region



You can then select the available start positions, either approach vectors or apron:

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about LSGK or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the FTX Freeware 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 LSGK. Provided you adhere to the forum terms of use 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).
- 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 78,000 members as of May 2018. 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 FTX LSGK Team

Lead Developer

- **Sylvain Delepierre**

Additional Orbx Developers

- **Orbx Team**: Orbxlibs objects

Specialist Roles

- **John Venema**: Business management
- **Jarrad Marshall**: ORBX AFS2 SDK developer
- **Ed Correia**: Production Management
- **Ben McClintock**: FTX Central and website

Beta Testing Team

Friedi Gulder, Rob Abernathy, Scott Harmes, Steve Colbert, John Dow, Devon Bates, Matt McGee

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