

## **CARTAYNA GSX Level 2 CONFIGURATION FILES**

### ***LIRF- FIUMICINO "LEONARDO DA VINCCI" (ROME) FSX-P3Dv4) Aerosoft with MKStudios.***

*It is one of the busiest airports in Europe by passenger traffic with 41.7 million passengers served in 2016.[2] It is located in Fiumicino, 18.9 nautical miles (35.0 km; 21.7 mi) west of Rome's historic city center. The Airport Rome-Fiumicino looks back to a lively past. Originally planned from 1939, the project was abandoned due to the Second World War. In 1947, construction began anew, but it dragged on for 13 years. The airport was officially inaugurated in 1960. The following decades saw several new boarding bridges and piers being added, until the connected, semicircular terminal building of today was finished. At the time of the development of this Airport, one terminal was still under construction which today is finished. I will be awesome to see MKStudios updating the airport to the current status. Other than that, is a great scenery.*

*Being a scenery that was developed 3 years ago by MKStudios, GSX Level 2 can make a big difference here. The scenery has Sode jetways and only 15 of them are operational, most on T7. When you arrived to the airport, if you are not a Heavy you had a 95% chance that the ATC designed gate would have no operational jetway there, since terminal 4 & 5, had only 1 none heavy jetway. Now all of them are operational. The Afcad file here is big mess, where you can find gates with wrong numbers, wrong parking positions, etc. The ground textures are nice and at night the scenery is fantastic. This configuration has:*

- ✓ *Added docking devices on all parking's (on all terminals). Just terminal D had, that are so nice that decided to leave them since the Afcad file is so well developed that has no conflict on the stop and parking position.*
- ✓ *Pushbacks checked for all parking's. Facing N,S, etc. added on each pushback. We now lef also information on whether you have Nose Right (NR) & (NL) for the less experienced pilots!*
- ✓ *All ground vehicles placed in the correct places.*
- ✓ *Stop positions corrected.*
- ✓ *Configured: 77 Parking & 3 cargo positions. 33 Jetway parking: 20 singles, 12 doubles and 1 triple.*

#### HOW TO INSTALL:

FIRST: Drop the folder "**VIRTUALI**" that is within the "Roaming" folder here attached and drop it in the folder named **ROAMING** in your **APPDATA** folder (to find this folder, type %appdata% on your explorer).

SECOND: Change extension the name of the file "**bibliotekalirfu.bgf**" on your Rome2015 scenery folder to ".off". Also in **C:\ProgramData\12bPilot\SODE\xml** folder, change the extension of "**MKSTUDIOS\_Jetways.xml**" to ".off",

**IMPORTANT NOTICE:** Make sure that you DON'T install SODE for this scenery and that:

- a. there is **ONLY ONE** file in your **C:\Users\YOU\AppData\Roaming\Virtuali\GSX** that starts with the four letters of the scenery config you are importing from Cartayna Configuration files.
- b. Also make sure once you enter the simulator to go to the **Add-on Menu > Coautl settings > Restart Coautl** and rebuild airport cache. After doing this, **Restart the Couatl 2-3 times** or until **ALL jetways** show on the scenery.
- c. Check that the **AFCAD** name of your scenery (in the scenery folder of your scenery) has the same as the one referred on the second line of the .ini file that is included in the **Roaming>Virtuali>GSX** folder here attached.. If it is not, change the name of your scenery Afcad file.

See my chapter 6 on how to install: [https://www.youtube.com/playlist?list=PL\\_jo\\_TDZG12UYkZ\\_tZ58ThN6ZDVyh\\_Ukq](https://www.youtube.com/playlist?list=PL_jo_TDZG12UYkZ_tZ58ThN6ZDVyh_Ukq)

Visit my page in the FSDT Forums: <http://www.fsdreamteam.com/forum/index.php/topic,19008.msg131922.html#msg131922>

**TO PURCHASE THE SCENERY CLICK OVER THE SIMMARKET LOGO BELLOW.**



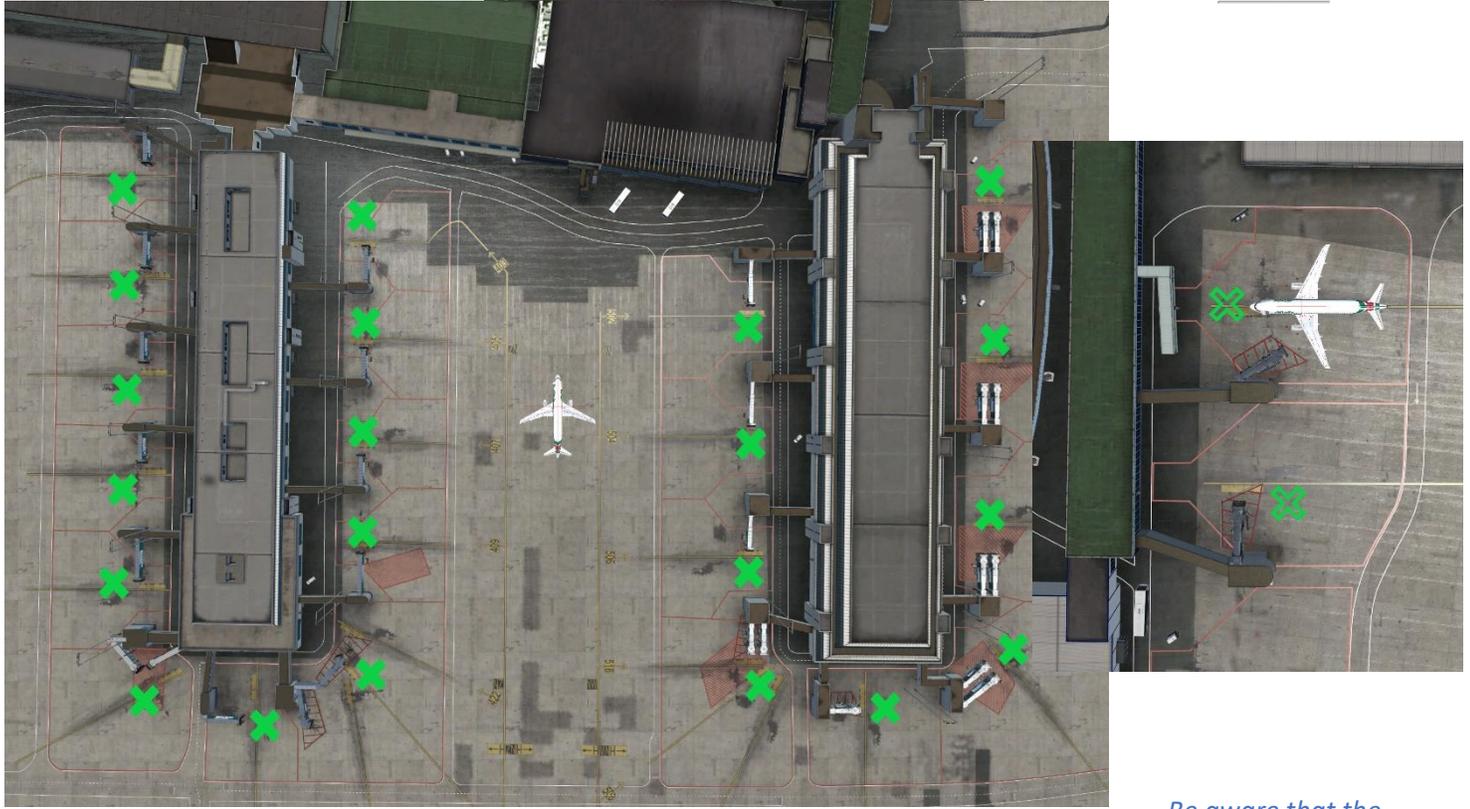
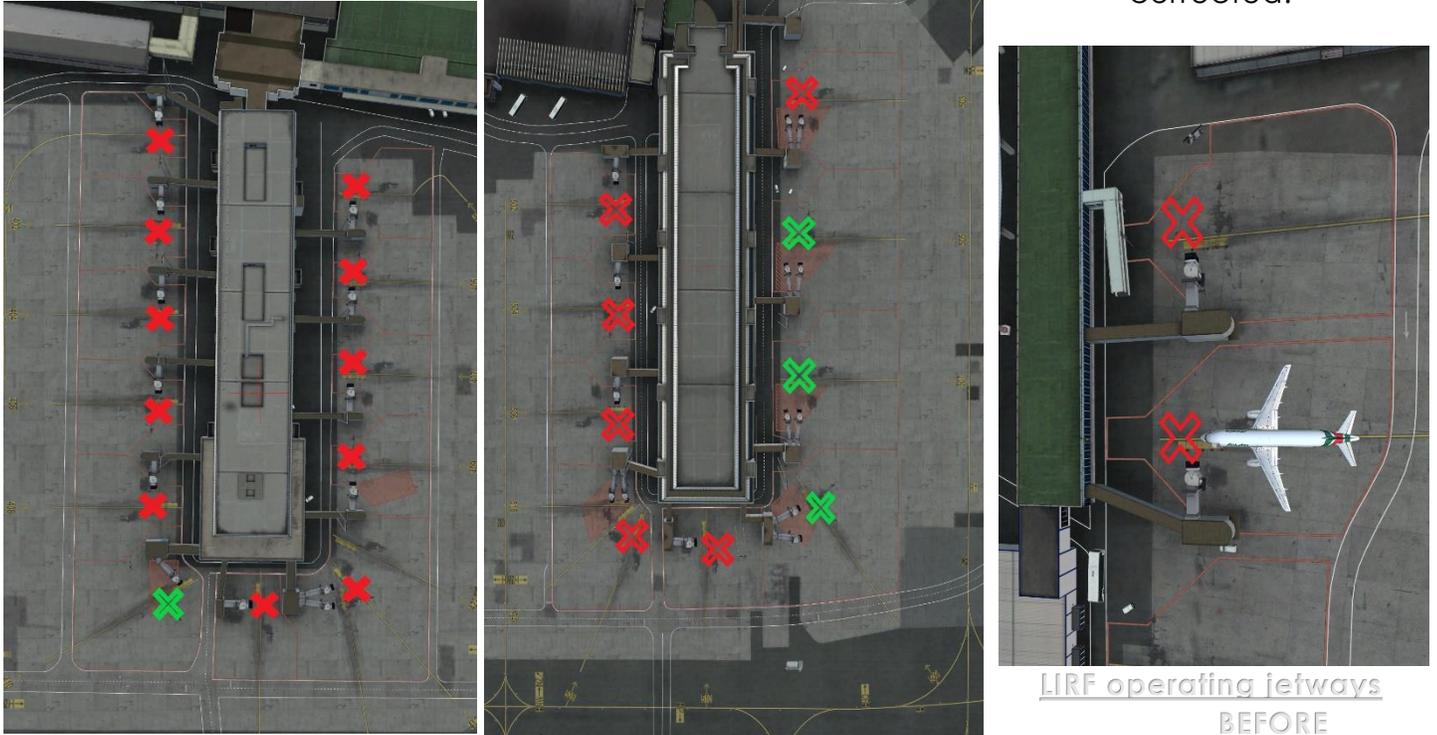
*SPONSORS of this week's addition to our scenery configuration*



Dockings on all parking positions now working.



"Go-To" position at certain parking's due to faulty Afcad has now Parking and Stop Position. You just must "Y" at start and Warp to the proper gate. All Stop positions have also been corrected.



Afcad calls Parking 503, Parking 511



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