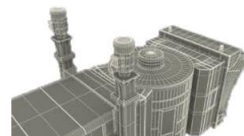


CARTAYNA GSX Level 2 CONFIGURATION FILES

ULLI- St. Petersburg (FSX-P3Dv4) – Digital Designs



Pulkovo Airport (Russian: Аэропорт Пулково, IPA: [ˈpʉlkəvə]) (IATA: LED, ICAO: ULLI) is an international airport serving St. Petersburg, Russia. It consists of one terminal, Terminal 1 which is located 23 km (14 mi) south of the city centre. The airport serves as a hub for Rossiya Airlines (formerly Pulkovo Aviation Enterprise), and as focus city for Nordavia. Pulkovo International Airport is responsible for serving the citizens of Saint Petersburg, as well as the Leningrad Oblast: a total of 6,120,000 people. Pulkovo Airport was officially opened on June 24, 1932, as a state-owned domestic airport. According to provisional figures for 2017, 16,125,520 passengers passed through the airport, a 21.6% increase over 2016. This makes Pulkovo the 4th busiest airport in Russia and the Post-Soviet States. Pulkovo is one of the largest airports in Russia and Eastern Europe.

- ✓ Photorealistic textures on the airport buildings
- ✓ Custom textured taxiways, runways and apron
- ✓ Realistic ground markings
- ✓ Highly realistic night time effects with custom 3D runway and taxiways
- ✓ Hand-placed autogen
- ✓ Custom surroundings including airport-city
- ✓ Animated vehicles on the aprons
- ✓ Friendly FPS

- ✓ Custom reflection map. Reflection map is used for setting what should be seen in window reflection
- ✓ "Baked" shadows on the textures
- ✓ Completely automatic change of seasons, so there is no need to season tool
- ✓ Advanced lighting system, the lights are automatically turned on, depending on weather conditions
- ✓ Automatic season change
- ✓ Realistic puddles appear in the rain
- ✓ True deep Russian winter, realistic snow on the apron

3 possible configurations!

- Glass (more creative and perhaps better suited than reality.
- Metal, using the best choice of jetways to match the real-life Airport configuration.
- Without GSX2 Jetways. If you like to use my GSX configuration with the default jetways, do only step 1 on the instructions, leaving the Sode file untouched. Also do not use my Afcad (step1).
- ✓ Pushbacks checked for all parking's. Facing N,S, etc. added on each pushback. Also Nose Right (NR) & (NL) for the less experienced pilots!
- ✓ Configured: 112 Parking spaces of which 15 have jetways.
- ✓ Parking excel sheet with airlines (when available) and other specs.
- ✓ Vehicles placed on suitable positions.

HOW TO INSTALL:

FIRST: Drop the desired jetway configuration with a folder named "**VIRTUALI**" that is within the "Roaming-glass or metal" and drop it in the folder named **ROAMING** in your **APPDATA** folder (to find this folder, type %appdata% on your explorer).

SECOND: Set to **".OFF"** the "**DigitalDesign_ULLI_Stands.XML**" file located in the C:\ProgramData\12bPilot\SODE\xml folder.

IMPORTANT NOTICE:

- ✓ 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.
- ✓ Also make sure once you enter the simulator to go to the Add-on Menu > Coatl settings > Restart Coatl and rebuild airport cache. After doing this, if you don't see all the jetways, restart the Coatl 2-3 times or until ALL jetways show on the scenery.
- ✓ See my chapter 6 on how to install: 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, press on the



logo. A special thanks to





BEFORE



GLASS



METAL





inside of the Terminal.