



LFOZ

ORLEANS Saint-Denis-De-L'Hotel

V1.1 April 2013

www.frogx.fr

FROGX TEAM, CONCEPTION

All models, objects, textures of this scenery, except for some standard FSX objects, were made by Mehmnoch et Hazgui.

The tools used are **Sketchup** © , the irreplaceable **ModelconverterX**, **Airport Design Editor**, **SbuilderX** and **Gimp**.

Many thanks to the airport manager and everyone who help us for this project.

THE AIRPORT

« Loiret Airport is at the same time a privileged entry point in an area full of richness and also a takeoff point to national and European metropolis with the constant goal of two fundamental notions for the airport "Business services and territory attractiveness" »

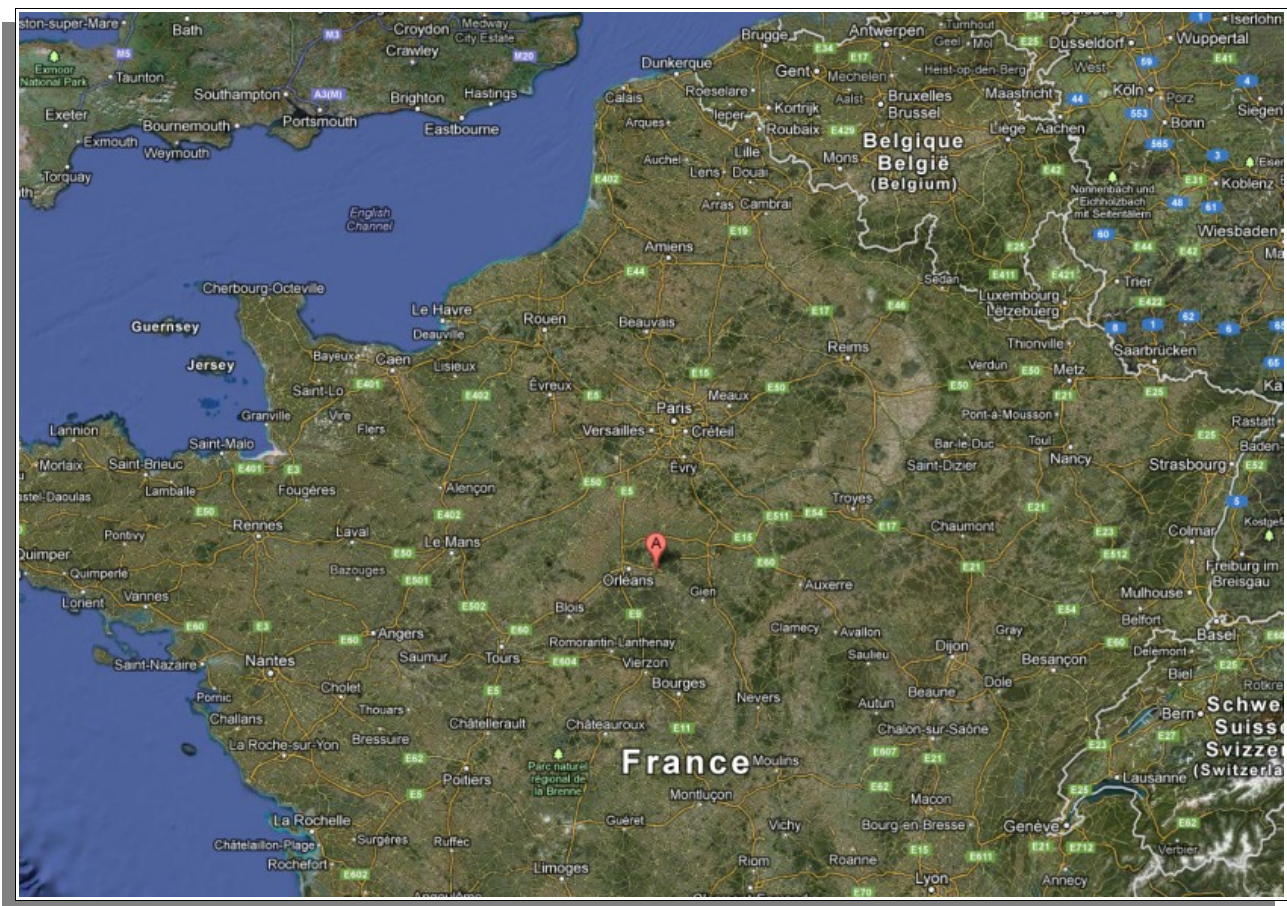


- **Runway :**
Dimensions : 1392m x 30m
Orientation : 05/23
Pavement : asphalt
Lightning: HI – PAPI – Feux à éclats EN 23
- **Passengers welcome :**
Airport surface : 150 m²
Annual capacity : 2800
Apron : 25000m²
Hangars : 8930m²
Access, buildings and adequate services for person with reduced mobility

Air-conditioned meeting room

- **Freight:**
Agents authorized to make parcels capable for air transport.
Authorization : AH-07-058-45-01-DN
- **Hosting aera**
- **Airport equipment**
GPU (fournu 400Hz-100KV_a)
Pushback 54 tons
Apron : 25000m²
De-icing
Desnowing
- **Companies**
Air Partner
Avialim
Aero-Charter Darta
Goodwill
Star Service

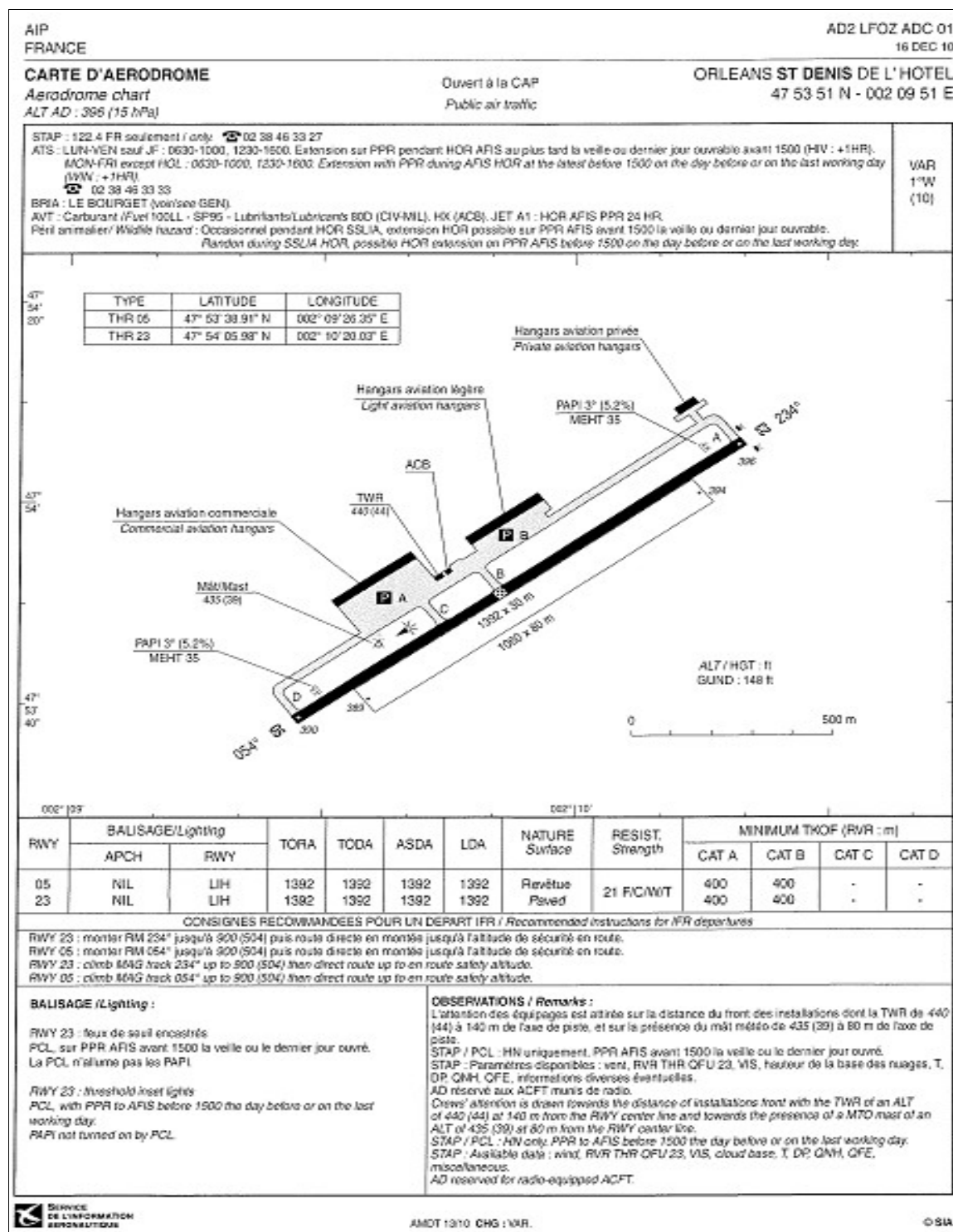
LOCALIZATION



INSTALLATION

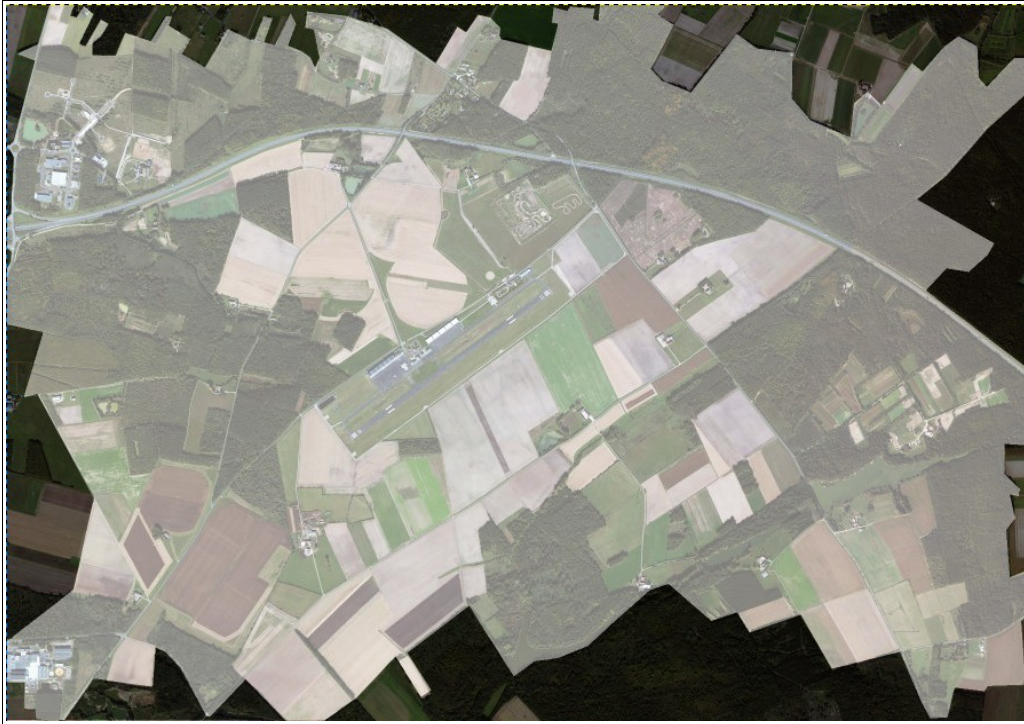
STEP	INSTRUCTION
1	Download installer
2	Execute the installer specifying the main FSX directory . The scenery will be installed in the <i>Microsoft Flight Simulator X\Addon Scenery\FROGX_LFOZ</i> directory.
3	Declare the scenery in the environment parameters of FSX.

MAP AND CHART OF THE AIRPORT



SCENERY DESCRIPTION

Here is the photoreal scenery aera :



Hand placed autogen aeras :



All the airport buildings are modeled :

- ✓ Commercial business aviation hangars



- ✓ Firemen building
- ✓ Administrative offices



- ✓ The tower
- ✓ The fresh new terminal, actually in construction in real (final)



- ✓ Aeroclub building



- ✓ Light aviation hangars



- ✓ The fresh new skydiving club building
- ✓ The camp
- ✓ The private hangars

A particular attention has been paid to the local realism. Many details have been added to the scene (signage, structures ...).



LICENCE

This scenery was developed for the *Flight Simulator X* © community. **FrogX LFOZ** is a freeware distributed under a Creative Commons CC BY-NC-ND 3.0.FR licence.

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CONCEPTION

Hazgui : Photos, 3D modelling senior, textures, ground polys.

Mehmnoch : Photographies, 3D modeling junior, textures, ground textures & autogen, scenery construction, installer, documentation and website.

In this scenery is included the « *eclairage.bgl* » library of Patrick Renaudin, we wish to thanks. This library is installed in the directory *Scenery\global* in accordance with the instructions provided by the author. The effects are copied in the *Effects* directory of FSX.

Warning : If you uninstall the LFOZ scenery, this library will be uninstalled too.

We have also included the *windsock.bgl* library from Arno, JonPatch and jdberg from the FSDeveloper forum, we want to thank them all for their permission.

Note : If you experiment some missing, flashing, transparent night textures, that's due to the DX10 preview. See here for a resolution : <http://stevesfsxanalysis.wordpress.com/>

THANKS TO

Tomasz Olkiewicz for the support.

FEEDBACK

For any feedback, you can write us using the contact page of our website:

[Contact](#)

LINKS

FrogX : www.frogx.fr

Airport website : <http://www.loiret.aeroport.fr/>