



# LOGM Mariazell

## Steiermark / Österreich

Version 1.0

by OE3GSU Member of AXDG





# Austrian X-Plane Design Group

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## 1. The example

The Mariazell Airport (ICAO code: LOGM) was founded in the mid-fifties and expanded continuously since that time.

Currently on the airfield next to the grass runway, an Asphalt runway which was built in 2000 and the generous apron area a gas station, a pilot room, two hangars (a hangar is for guests with a limited number of garage places available), two workshops and the floor of the middle building a multi-purpose room.

(Quelle: VACC, Bild: Flughafen Mariazell)



## 2. The Scenery

The scenery was completely rebuilt. It is based on photos, taken in March 2014 on the spot, and my heartfelt thank the staff of the airfield!

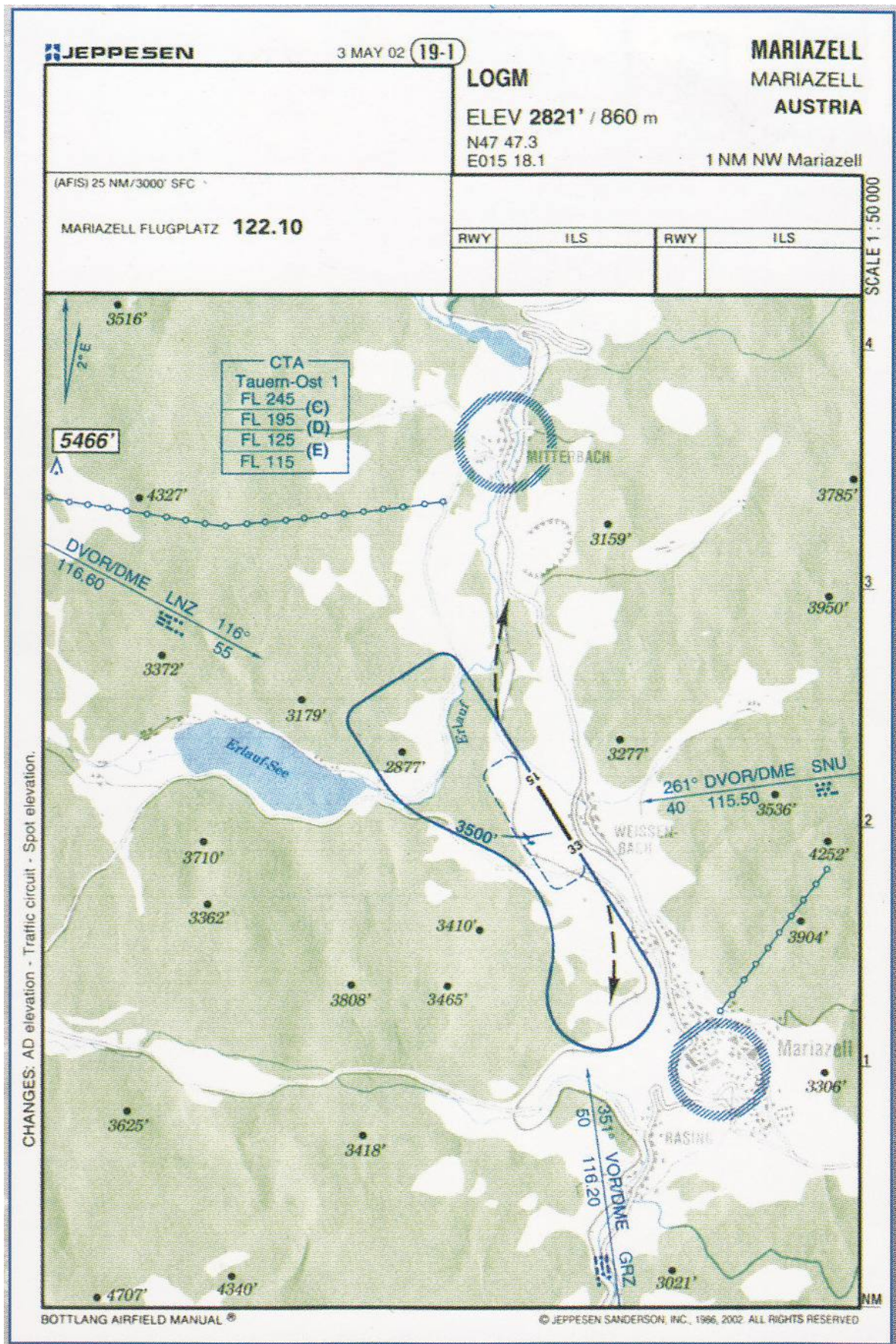
### Kartenmaterial

Unfortunately, I have only found the one chart shown on the following page in the prospectus of the airfield.

For links to actual charts I would be grateful: mail to: [oe3gsu@-plane.at](mailto:oe3gsu@-plane.at)

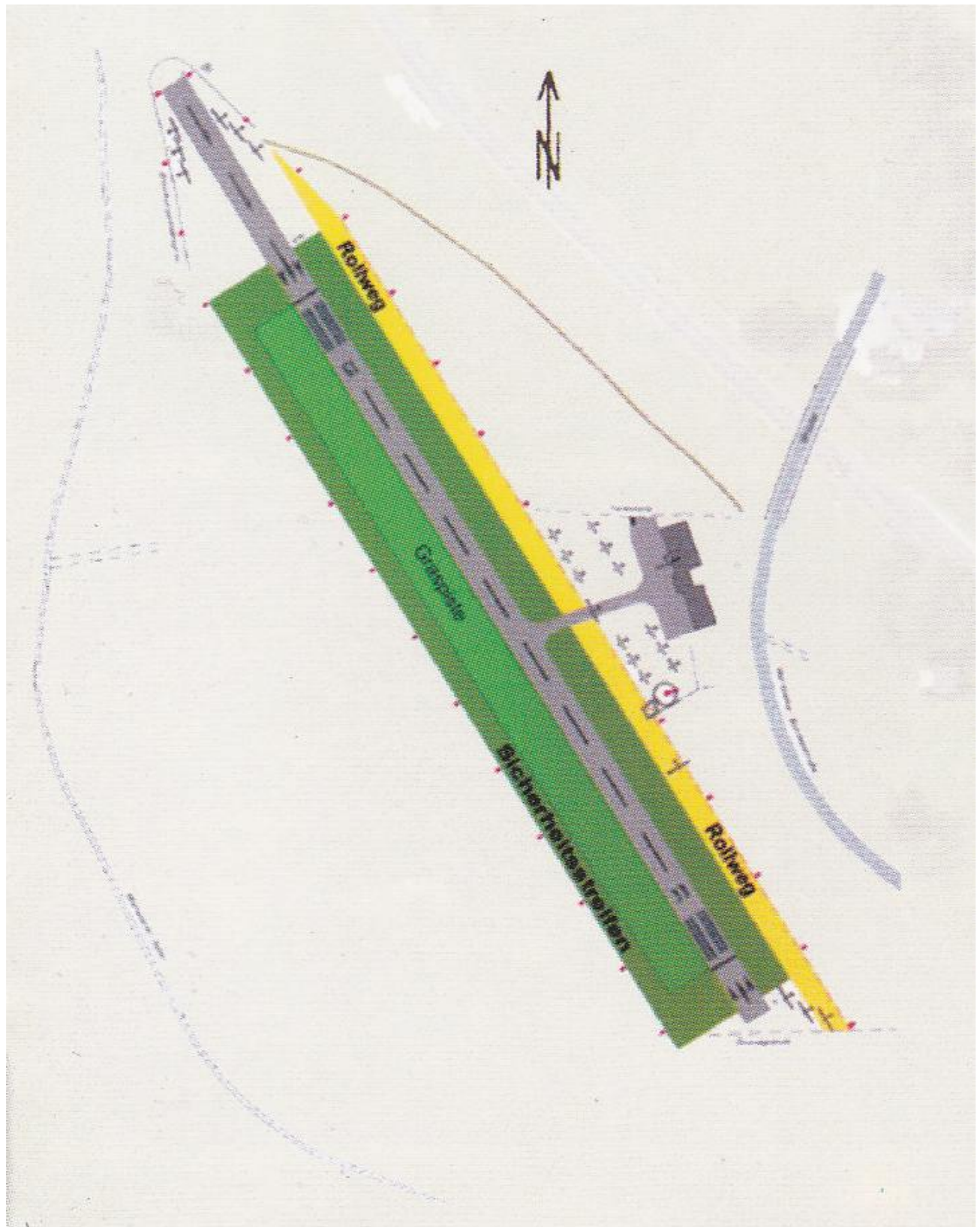


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### 3. Functions (summary)

- Photorealistic scenery
- Compatible to OSM+autogen from PilotBalu
- Realistic ground texture on the airport area
- Different buildings in the vicinity
- openable hangar doors and gates (with [HangarOps Package](#)) \*)
- parked aircrafts on the grass-apron (removeable) \*)
- Night textures and realistic lightning \*)
- PCL pilot controls lights \*)
- ATC taxilines for AI traffic \*)

\*) X-Plane 10 only!

### 4. Installation

Simply unpack the folder and copy the content into your 'custom scenery' folder of X-Plane. Restart X-Plane and enjoy.

### 5. Hangar-doors

The doors of both hangars can be opened with the addon "HangarOps Package" from BlueSideUpBob (see Credits).

***For the gate of Hangar 1 (north side) use the key code "1" and for the door of the hangar 2 (south side) use the key code "2".***

There is one parking position into the hangar 1, so you can start your flight from inside.



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### 6. Parked aircrafts (removeable)

On the grass-Apron some aircraft are parked, which (if they bother) by setting the standby ADF1 to "200" they can be removed.

If the aircraft has no standby ADF1, the LUA plugin "Switch parked Aircrafts" can be used by <http://www.x-plane.at/drupal/node/241> for it.

### 7. PCL - pilot controlled lights

This airfield is equipped with a switchable lighting, if it is too late, or visibility is poor.

By setting the standby ADF2 to "200" the lighting is switched on, other values turn the light off. If you want it realistic, or if the aircraft has no standby ADF2, alternatively you can use the LUA script "PCL" on <http://www.x-plane.at/drupal/node/248>.

### 8. Recommended settings

To visualize all light effects, HDR should be activated. The higher the settings for "texture resolution" and "airport detail" the better the quality of the scenery but the more affect on the FPS ratio.

**"runways follow terrain contours" has to be OFF!**

### 9. Necessary software

X-Plane® Version 10.25+ oder 9.7

### 10. Comments for the X-Plane 9 version

Unfortunately some functions of the scenery must be disabled for X-Plane 9 and therefore it will not look like on the pictures which where taken with X-Plane 10.25.



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## 11. Libraries used

none

## 12. Empfohlene Addons

Although the scenery will work without any addons, we recommend to use the following ones for the whole experience (pictures taken with addons installed):

OSM Europe osm+autogen by PilotBalu.

Download: [http://simheaven.com/?page\\_id=23](http://simheaven.com/?page_id=23)

to have streets and buildings from OSM and autogen where is no coverage of such data.

Europe Library from LyAvain.

Download: [http://simheaven.com/?page\\_id=14](http://simheaven.com/?page_id=14)

to see European instead of US buildings.

TAXI-HD Enhancement Pack from PierreLvx:

Download: <http://forums.x-plane.org/index.php?app=downloads&showfile=19539>

to have taxi signs in higher definition.

## 13. Credits

LAMINAR RESEARCH®	for X-Plane®
Ben Supnik	for <a href="#">WED</a> (Version 1.2.1r3 verwendet)
marginal	for his <a href="#">Sketchup-Plugin</a>
BlueSideUpBob	for his " <a href="#">HangarOps Package</a> "

## 14. Betatester-Team

DanielMan, greuff, PAA196, PetJedi, grissley, davewing  
all members of AXDG.





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### 15. License terms

This scenery is freeware and stays in the possession of the developer/s. Upon installation of the freeware the user accepts the terms of use. It is not allowed to upload the scenery or parts of it to other websites without the explicit permission in writing of the developer/s. Furthermore it is forbidden to use the scenery or parts of it on a commercial basis without the explicit permission in writing of the developer/s. Changes and modifications for the private use are allowed. But it is not allowed to share such changed or modified versions without the explicit written permission from the developer/s.

Apart from that the respective terms of copyright law are applicable.

The developer/s are not responsible for any malfunctions or possible failures of hard- or software in connection with this scenery. Under <http://www.x-plane.at/drupal/forum> the developer/s are available for questions or remarks regarding this scenery but cannot give the guarantee that this scenery will work on all computer systems.

Have fun with arrivals and departures in Mariazell

*Gerhard*, OE3GSU

