Albrecht Dürer Airport Nuremberg

Scenery Add-On for Lockheed Martin's PREPAR3D® V4

Manual

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Welcome to Airport Nuremberg

Thank you for purchasing EDDN Albrecht Dürer Airport Nuremberg for Lockheed Martin's PREPAR3D®!

This add-on brings Bavaria's second largest international airport in an incomparably authentic and lively atmosphere to Prepar3D V4. Over a development period of around 2.5 years, the two designers Volker Wegner and Lars Pinkenburg have rebuild all the buildings and facilities of the real airport on the basis of more than 1,000 photos taken on site with great attention to detail for the simulator. The airport environment was also modeled with great attention to detail and covers a total area of around 55 km², with numerous characteristic buildings, traffic routes and terrain features, so that the depiction is extremely close to reality even during the approach and departure phases.
A special highlight of the scenery are the innumerable and newly developed vehicle and person animations, which contribute significantly to the realistic atmosphere at the airport. A lot of work was also put into the lifelike depiction of the taxiway and apron surfaces.
The scenery addon has been implemented using state-of-the-art - prepar3d native - design techniques which, despite the high model and texture complexity, enable a smooth framerate on current simulator PC hardware.

We hope that you will like this scenery. For feedback and questions please register an account at the 29Palms support forum (29palms-forum.de).

Scenery Features

- Highly realistic rendition of Nuremberg Airport based on most recent geodata
- 55km² satellite imagery coverage with resolution up to 20cm/px including all seasons
- Highly detailed buildings with internal modelling of the terminal and Hangar 2
- Many SODE features such as:
  - Animated Jetways
  - Automatic season switching
  - Snow and rain layers
  - Animated windsocks indicate wind speed and direction
  - Open / Close FAI gate
  - Runway lights automatically switched on in low visibility
- Detailed airport lighting including REILs, Running Rabbits and optional Dynamic Lighting
- Many animated people on the apron, inside and around the terminal
- Extensive vehicle animations on the apron and the vicinity of the airport
- Animated tower radar and elevator
- Static aircraft with proper liveries and registrations
- Prepar3D v4 SDK conform export of all scenery elements using the latest techniques
- Fully compatible with AI traffic Add-Ons, ORBX FTX Germany South, FTX Global, VECTOR and openLC Europe
- GSX configuration file included
- Latest Scenery Configurator for optimal performance and automatic updates

System Requirements

- Lockheed Martin's Prepar3D v4
- SimObjectDisplayEngine (SODE)
- Windows 7, Windows 8 or Windows 10 (with the newest Service Packs)
- 3.0 GHz processor (Dual-Core or Quad-Core processors are recommended)
- 4 GB RAM (16 GB are recommended)
- 3D graphics card with 2 GB memory
- .NET Framework 4.5 or higher for running the Scenery Configurator
- Download-Size: 1.42 GB
- Installation-Size: 2.6 GB

Installation and Uninstallation

After purchasing the scenery you will receive a link to the archive containing the installation program. You can also find that link in your order history.
Unpack the **installation** program and launch it. (IMPORTANT: For Windows Vista and Windows 7: Right click on the installation program and "run as administrator"!)
It will lead you through the installation process and offers the possibility to add the scenery automatically to your scenery library.
Furthermore, it will place a shortcut to the Scenery Configurator on your desktop.

The **root directory of your flight simulator** is hereinafter called **[root]**. This usually is the default installation folder of your flight simulator unless you changed it. For example: "C:\Program Files (x86)\Lockheed Martin\Prepar3D v4".

If the scenery hasn't been automatically added to your scenery library, please add it manually. You must add the following **two** folders to your **scenery library**:
- "[root]/29Palms/29Palms – Libraries"
- "[root]/29Palms/Captain7 – 29Palms – EDDN – Nuremberg"

First, start your flight simulator and go to your scenery library, then
1. Click "Add Area"
2. Click "Browse" to select a folder which should be added to the scenery library
3. Open the folder "29Palms" which you should find at the top of your flight simulator root directory and select the folder "Captain7 – 29Palms – EDDN – Nuremberg"
4. Click "Ok" to close the dialog
5. Click "Ok" to add the scenery to your library
6. Repeat all the steps but now select the folder "29Palms – Libraries" and add it to your scenery library.
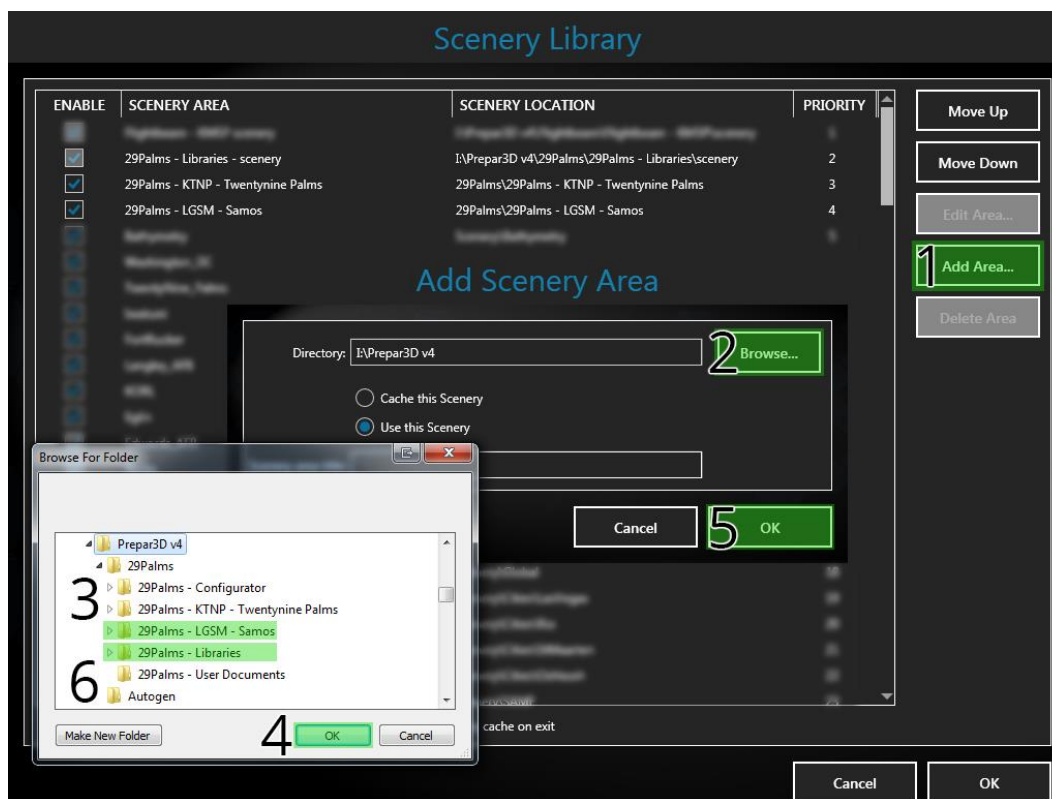
The Scenery Configurator now also offers the possibility to remove the scenery from your system. It deletes all files and folders belonging to the.
29Palms Scenery Design does NOT take any responsibility for errors during the uninstallation process!

Uninstalling EDDN - Nuremberg
Following these procedures remove all files belonging to the scenery.

- Remove the scenery from your scenery library if you have added it manually. The entry is called "Captain7 – 29Palms – EDDN – Nuremberg".
- Open the Scenery Configurator, go to the Nuremberg tab, click "Uninstall the Scenery" and follow the instructions on screen.

Uninstalling all 29Palms Products
Following these procedures remove all files belonging to 29Palms sceneries, the Scenery Configurator and the Updater.
This only applies to sceneries and products published by 29Palms Scenery Design in December 2014 and later and does not affect sceneries like Skiathos X and Mykonos X published by Aerosoft.

- Follow the steps above first (Uninstalling EDDN - Nuremberg)
- Follow the scenery specific uninstallation procedures of other 29Palms products as well if you have any. (Applies only to sceneries published by 29Palms in December 2014 and later!)
- Open the Scenery Configurator and make sure that the "29Palms Notification" option on the settings page is **unchecked**.
- Remove the libraries from the scenery library. The entry is called "29Palms – Libraries".

- Go to your flight simulator root directory and delete the folder called "29Palms". This will remove the sceneries, the software and the libraries.
  Remove the shortcut to the Scenery Configurator from the desktop.

Scenery Configurator v2

The Scenery Configurator v2 included in this software package offers many convenient features allowing you to configure the scenery and keep it up-to-date.
Computation-intensive features such as animated people can be de-activated in order to optimize performance. Furthermore the SC v2 offers the centralized download of all manuals, news from the developers and integrated customer support.
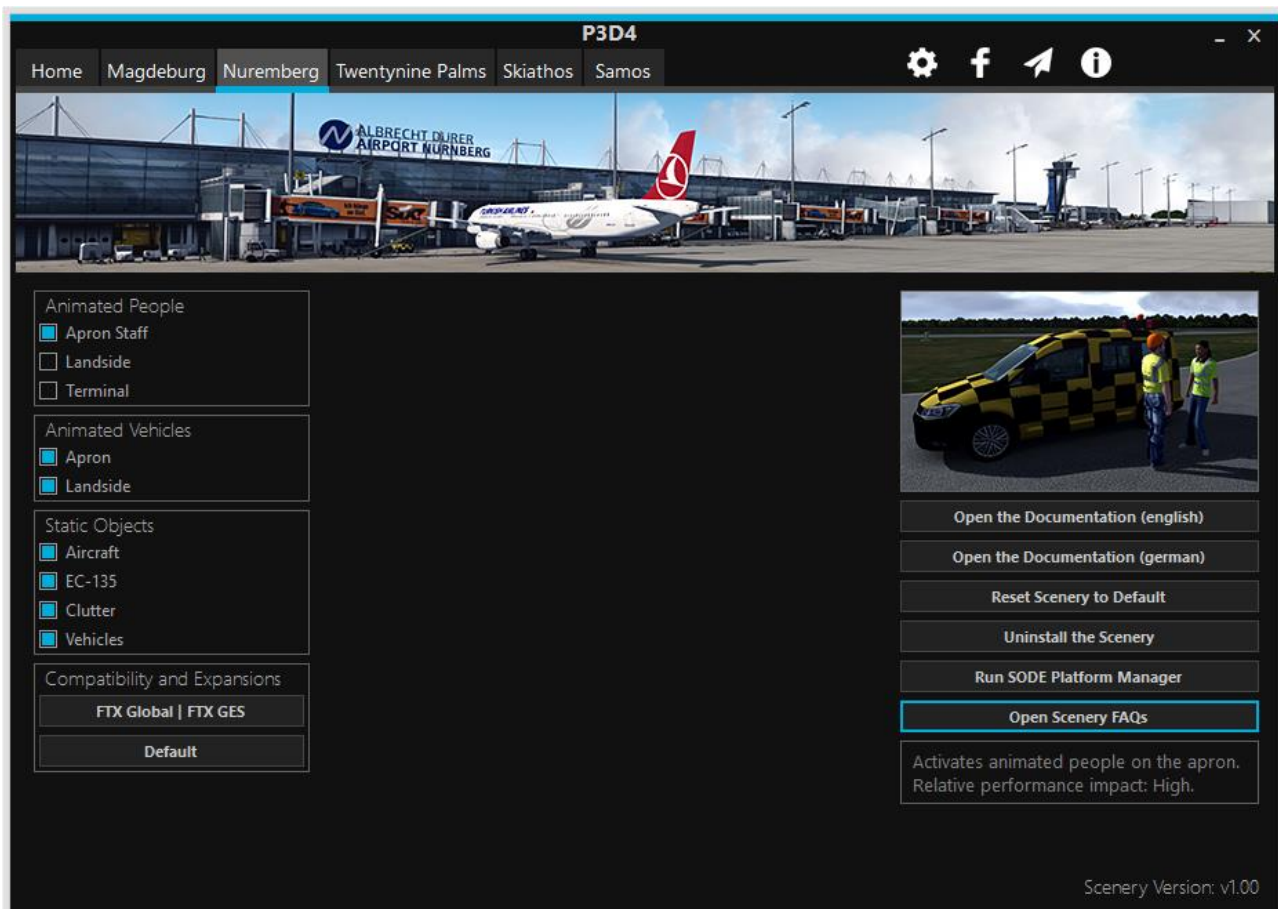
Options which are marked in blue are activated. The default settings should represent a balanced state between performance and visual quality.

Recommended Prepar3D Settings

The settings should be within the green marked areas to ensure an optimal tradeoff between visual quality and performance. However, these settings only represent a starting point since performance and visual quality highly depend on your system.
There are two required settings which have to be set in order to avoid display errors:

- **Mesh resolution** (recommended: 2m or higher)
- **Mesh complexity** (recommended: 80 or higher) (FSX)

The same scenery and traffic settings apply for FSX as well.

For Prepar3D one additional option should be set on the "Lighting" Tab:
If you have the option "Enable Terrain to Receive Shadows" activated, you should also activate the option "Receive" for "SimObjects" in order to ensure correct shading of the high quality terrain elements and vegetation which the scenery features.
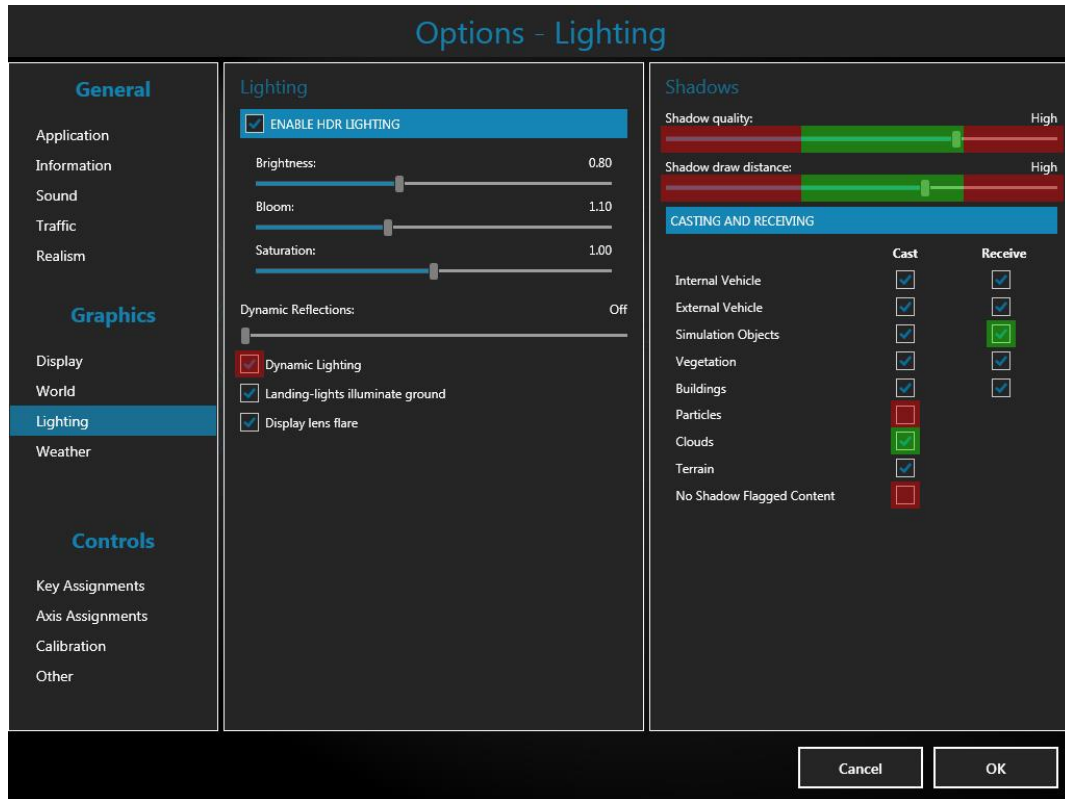
Credits

Concept / Modelling / Programming: Lars Pinkenburg, Volker Wegner

Beta Tester: Daniel Fürnkäß
Sebastian Hess
Frank Kuhn
Thomas Klein
Maurice Mockert
Philipp Schlosser
Philipp Schwägerl
Max (DEMAX_MUC)
Sven Lamprecht
Florian Schmidt

Special thanks to:

Jan „hotelfox" (cleared4takeoff.de), who has developed and provided the basic airport layout (AFCAD).

Maurice Mockert ([AviationLads](#)), for the stellar product video and screenshots.

…and the beta team, which has not only tested the scenery to the core but also provided us with information and ideas for new scenery features.

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Version History

Version 1.0 / 16.07.2018   Initial Release

Version 1.1 / 27.09.2018
- Reworked and extended dynamic night lighting with the option to switch to texture based lighting
- New mobile light poles at gates 30 -36
- Various new antennas and radar models along the runway
- Added 3D model of VOR/DME "NUB" in the approach to RWY 10
- Reworked the AFCAD and GSX configuration
- Helipads and static DRF helicopter facing west
- Fixed some static vehicles
- Split animated vehicles into option groups
- New compatibility patch for FTX Global users (for those who don't have FTX Germany South installed)
- Fixed some ground polygon textures
- Adjusted speed of tower radar rotation

Version 1.11 / 28.10.2018
- Added missing lightmap at main terminal
- Optimized parking position at "Gate 2" for the 747-8
- Added light glow effect on mobile light poles
- Added new fire simulation facility left of RWY 28
- Fixed error in options for animated vehicles

Appendix / Charts

All charts have been modified for Flight Simulation use only!
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All charts provided by Vatsim Germany.

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