FS Scenery Atelier

Komatsu Airport for FSX

1. About this scenery

This is the scenery data of Komatsu Airport for FSX (Microsoft Flight Simulator X).

2. About Komatsu Airport

Location: Komatsu City, Ishikawa Prefecture, Japan

Coordinates: 36° 23′ 38″ N 136° 24′ 27″ E

Runway length: 2700m

ICAO code: RJNK

3. System Requirements

・Microsoft Flight Simulator X SP2 or Acceleration

・Simobject Display Engine (SODE) 1.4.0 or later

Hadoware requirements is basically same as FSX. Test has been carried out at FSX SP2. Problems may come out if FSX is not updated to SP2. This scenery works in DX10 mode.

Installation of Simobject Display Engine (SODE) is required. SODE is included in the installer version. SODE is redistributed under a Creative Commons Attribution-NoDerivatives 4.0 International License.

SODE's website is here.

http://sode.12bpilot.ch/

4. Install

4.1 ZIP version

SODE is necessary for this scenery. Please install SODE in advance. You can download from the SODE's DOWNLOAD page below.
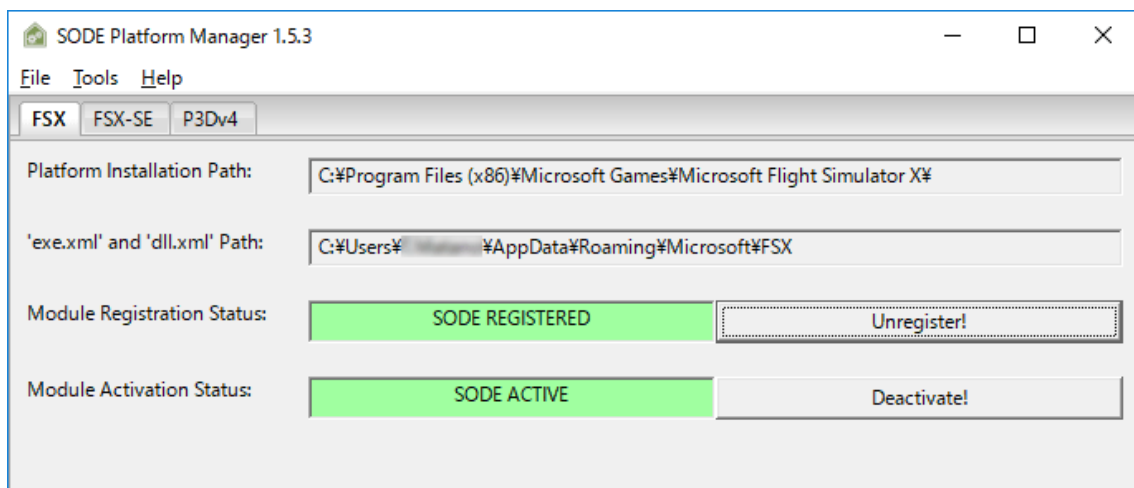
http://sode.12bpilot.ch/?page_id=9

After SODE installation, the SODE Platform Manager will be displayed.

(If it is not displayed automatically, click "Start Menu" → "SimObject Display Engine" → S"tart Platform Manager" to start it)
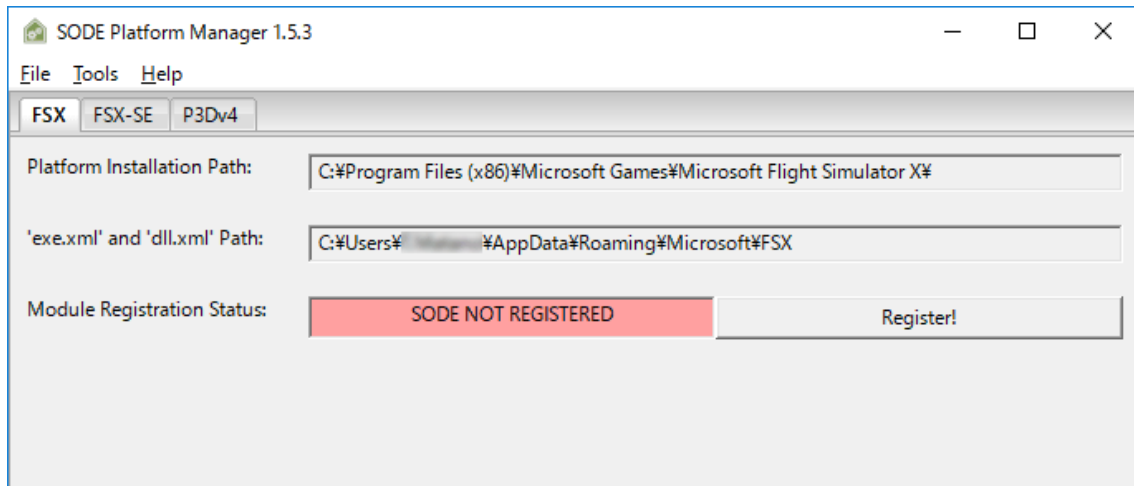
Register and Activate of SODE is required here. Click on "Register!" Button.

Then it should look like the figure below.

In case to use it on multiple platforms, select the platform to use on the above tab and register in the same way.

Next, install Komatsu airport.

When you unzip the downloaded ZIP file, two folders called FSXFolder and SODEFolder will be created. Copy all contents of FSXFolder to FSX installation folder.

The default installation folder of FSX is as follows.

C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X

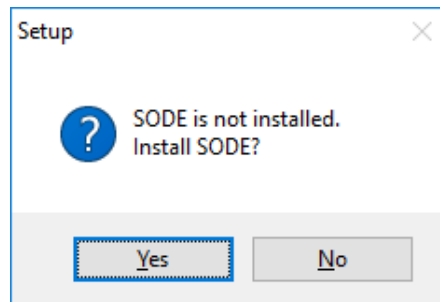Copy all contents of SODEFolder to the following folders.

C:\ProgramData\12bPilot\SODE

Register FSSA_KOMATSU_RJNK to the scenery library, then installation is complete.

4.2　Installer version

Run the installer and follow the instructions to complete the installation.

If SODE is not installed or the version of SODE is old, the following dialog will be displayed.

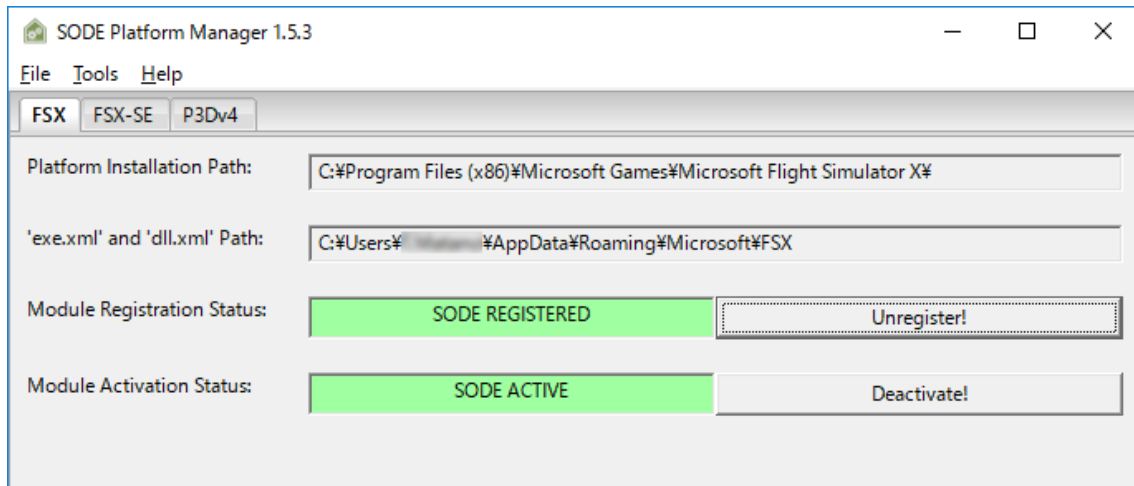Click "Yes" to launch the SODE installer.

After SODE installation, the SODE Platform Manager will be displayed.

(If it is not displayed automatically, click "Start Menu" → "SimObject Display Engine" → S"tart Platform Manager" to start it)
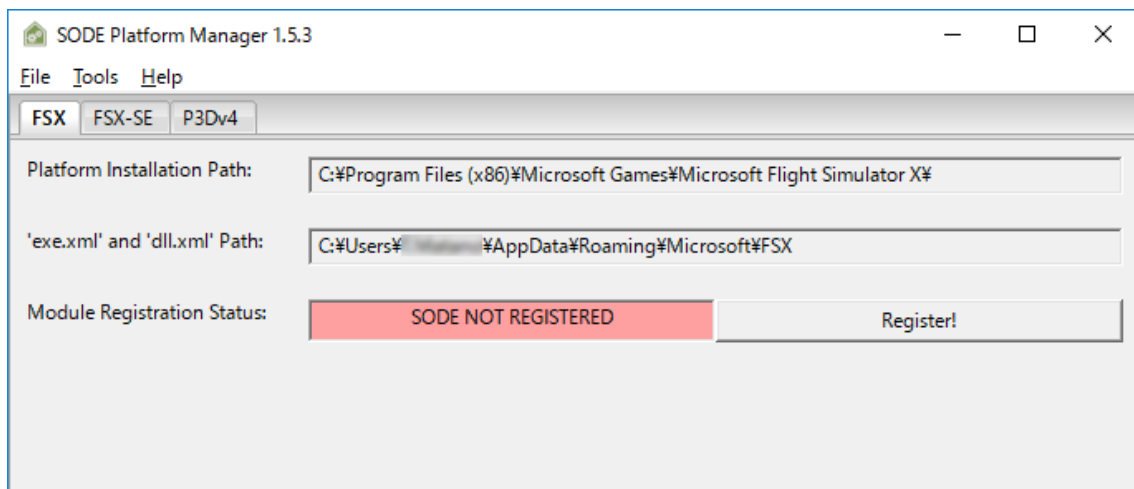
Register and Activate of SODE is required here. Click on "Register!" Button.

Then it should look like the figure below.

In case to use it on multiple platforms, select the platform to use on the above tab and register in the same way.

5. Uninstall

5.1 ZIP version

First, delete FSSA_KOMATSU_RJNK from the scenery library.

Then delete the following files and folders.

FSX folder\Addon Scenery\FSSA_KOMATSU_RJNK (folder)

C:\ProgramData\12bPilot\SODE\SimObjects\FSSA_RJNK (folder)

C:\ProgramData\12bPilot\SODE\xml\ FSSA_RJNK_SODE.xml (file)

fx_FSSA_Approachlight.fx, fx_FSSA_Apron_Light_Bloom.fx, fx_FSSA_RailFlash_steady.fx in the FSX folder\Effects\

FSX folder\Effects\texture\fx_FSSA_Apron_Light_Bloom.bmp (file)

5.2 Installer version

When installing with installer version, uninstallation is completed by executing uninstaller from control panel, Programs and Features.
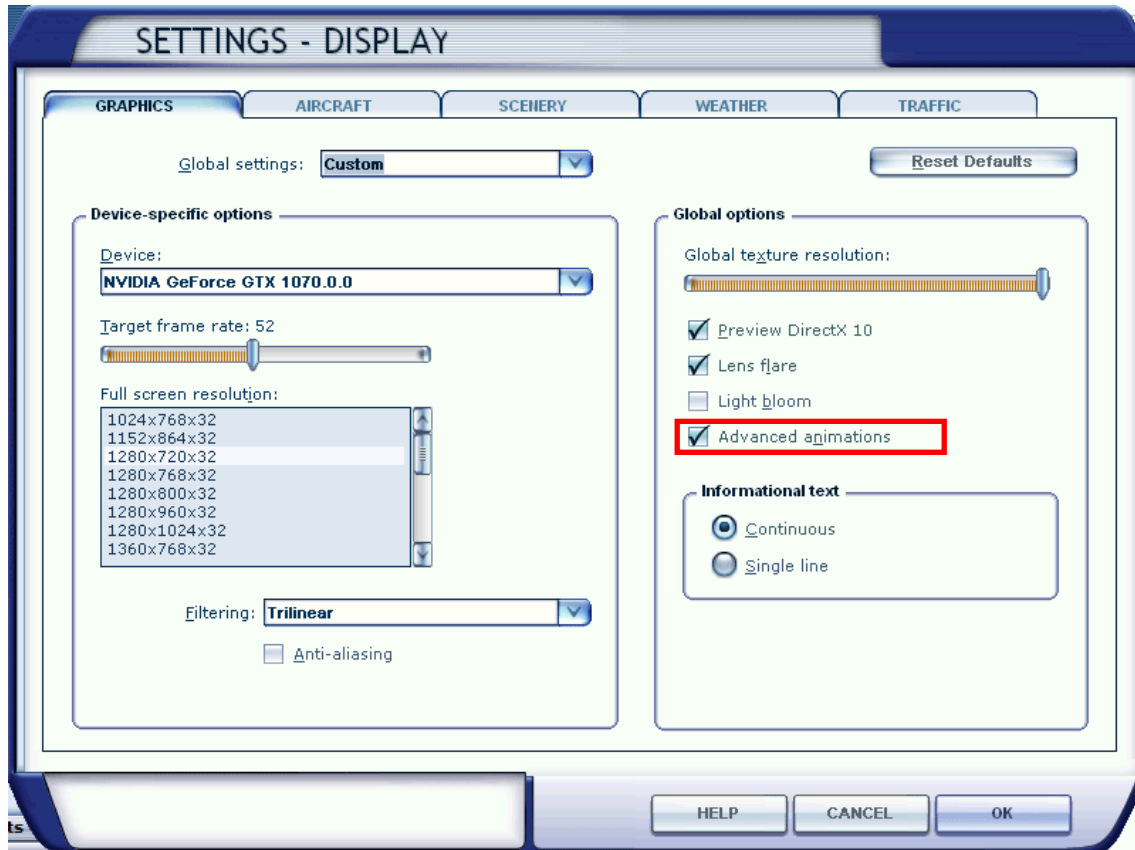
If necessary, run SODE uninstaller.

6. Settings of FSX

If advanced animation is not enabled in FSX graphic settings, SODE objects and jetways will be faulty.
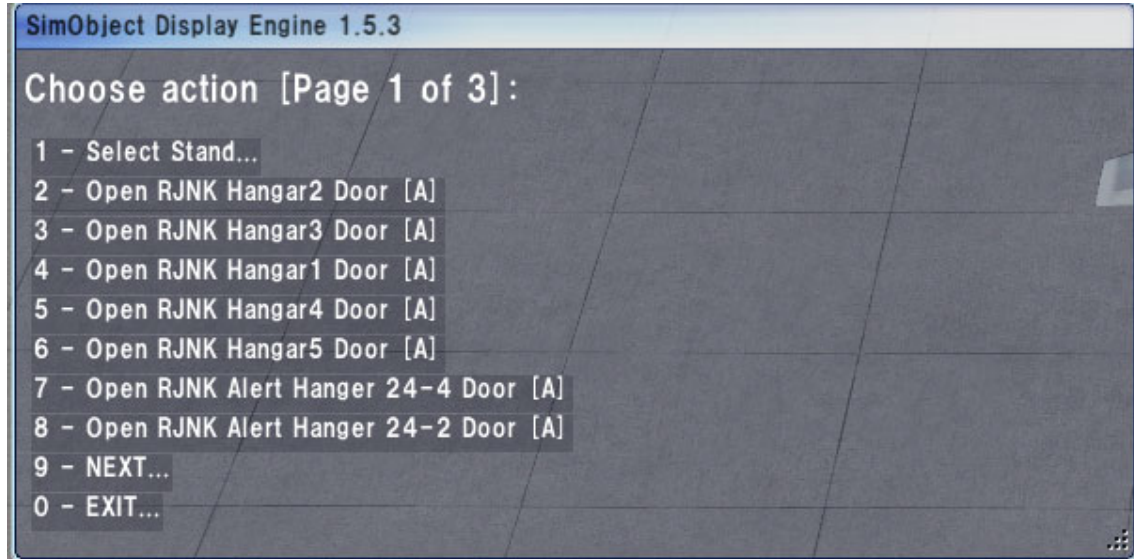
Be sure to check the advance animation.

All objects of this scenery are displayed when the scenery complexity setting is NORMAL.

7. Oparation of SODE objects

7.1　SODE text menu

Pressing Tab + S key will display the following SODE text menu.

From this menu, operate the SODE objects.

Using PMDG aircraft, pressing the Tab key makes the key operation input to the CDU, so the SODE text menu will not open with Tab + S key.

In that case, you can open the text menu by clicking "Add-on" → "SODE X.X.X" → "Text-Menu Command: Tab+S" from the FSX menu.
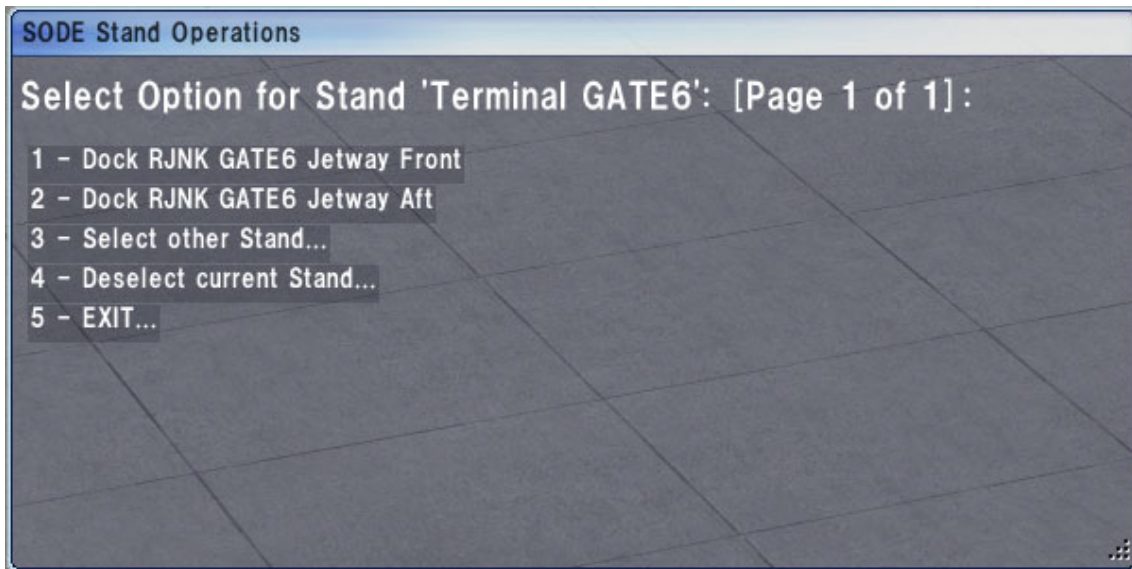

7.2　Jetways

Jetways does not work with Ctrl + J key. Jetways needs to operate from the SODE text menu.

First, select the gate you are parking from the SODE text menu.

When you click on "Select Stand…" → "Terminal", a list of gates will be displayed, so select the desired gate.

Then the following gate options are displayed, so select "Dock RJNK GATEX Jetway", the jetway will be connected.

For the aircraft with multiple exits, after selecting "Dock Jetway", the exit selection will be displayed, so please select the exit to connect.

In the above image GATE6, there are two jetways of Front and Aft, both jetways can be operated.
It is possible to connect two jetways on an aircraft with multiple exits.

When disconnecting, please select "Undock RJNK GATEX Jetway" from the SODE text menu in the same way.
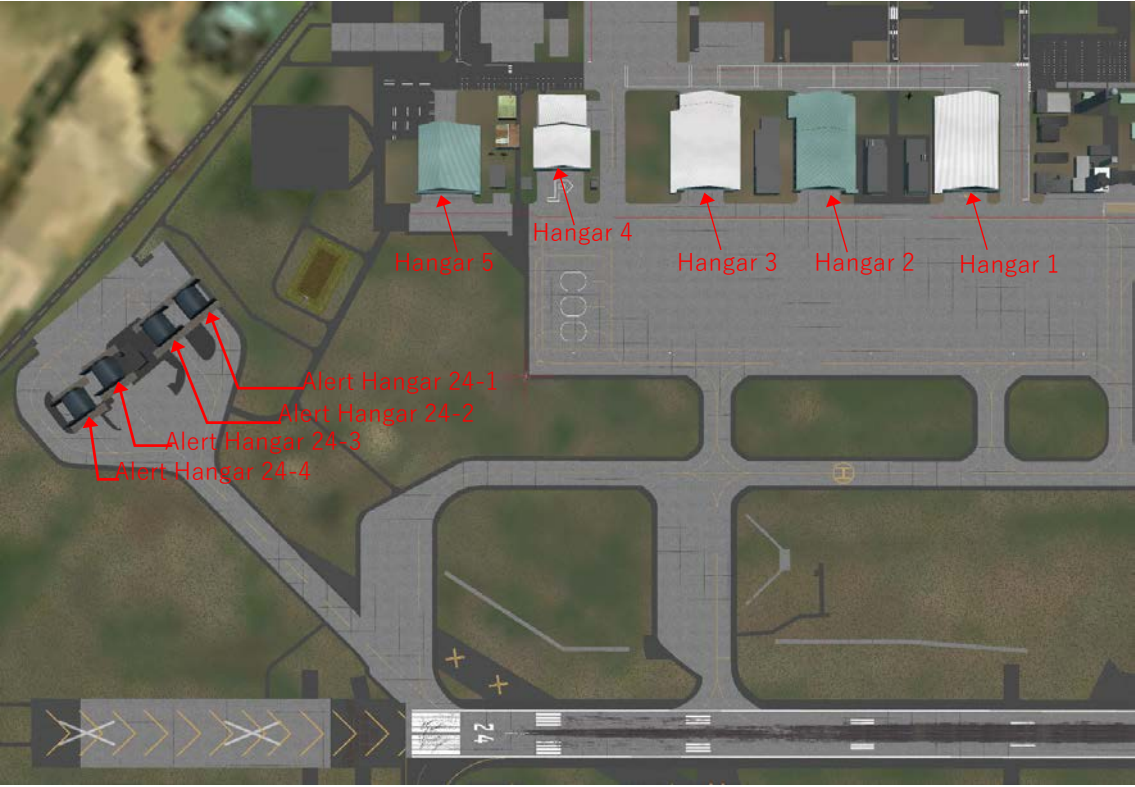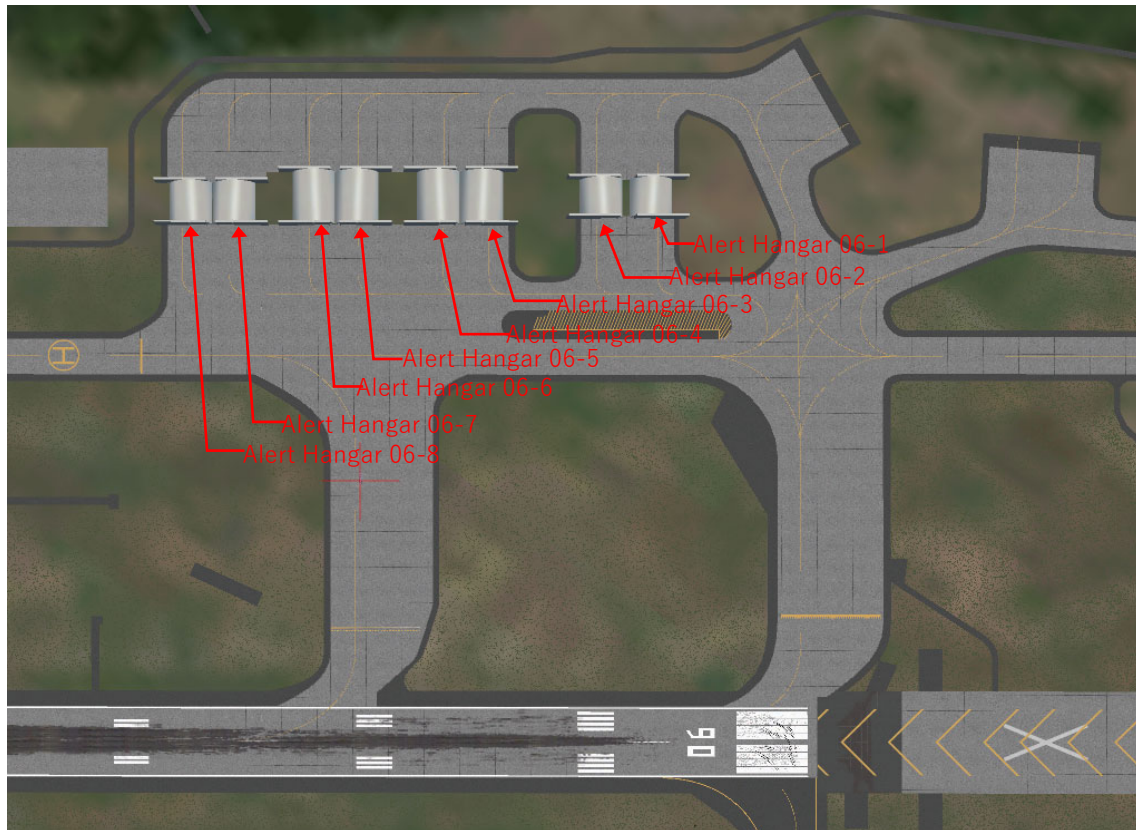
7.3   Hangar Door

The doors of the hangar can be opened and closed.
Select Open / Close RJNK HangarX Door from the SODE text menu.
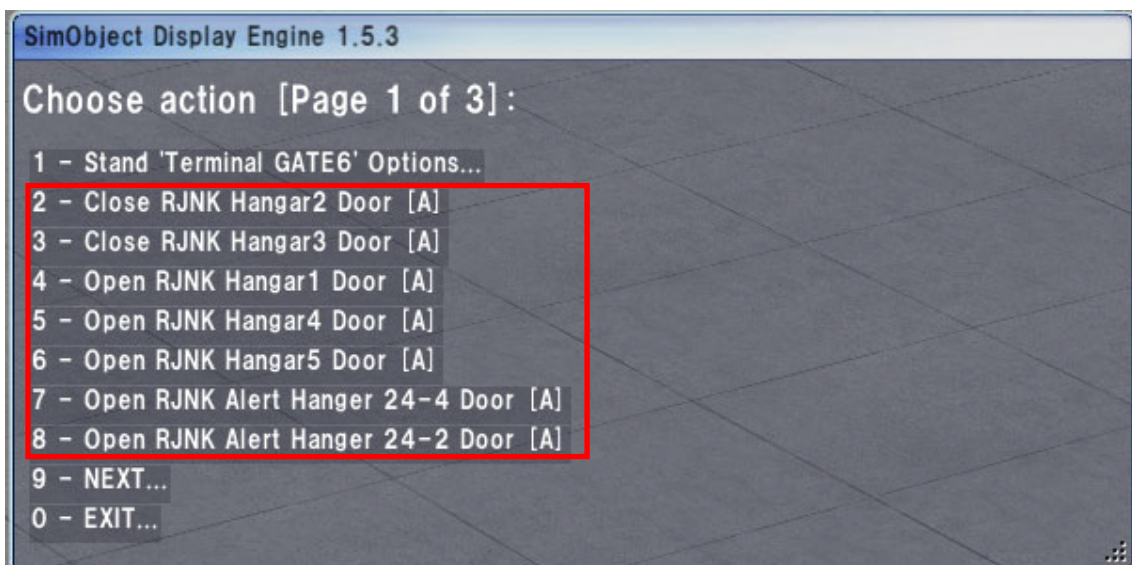
The arrangement of operable hangars is as follows.

8. Revision History

July 6, 2017: Ver.1.00 released.

9. License

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FS Scenery Atelier website: https://fsscenery.net/