

Aerosoft

**Maldives X -  
The Malè Atolls**



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## Introduction

The Maldives: 90,000 square kilometers of water and less than 300 square kilometers of land, average ground level of 1.5 meters above sea level with a highest point of 2.3m above sea level, more than 400,000 inhabitants living on less than 250 of the total 1190 islands, more than 100,000 of them on the 2.7 square km small main island "Malè" - there's probably no other country in the world delivering more extremes than the island country in the Indian Ocean.

Still it is considered one of the most beautiful places in the world, offering some of the best hotels and beach resorts in the world, apart from being one of the most beautiful wedding and honeymoon locations obviously. (Tip: visit the wedding chapel just north of the Sonevagili resort and imagine getting married there!)

Although the Maldives are more than 500 km away from the next mainland, they are a perfect destination for every Flight Simulator enthusiast for several reasons:

- The mere beauty of the atolls and resorts. You will spend hours of time flying around the high-detailed resorts and hotels, having just one desire: to be there in reality!
- The remoteness. With no other add-ons or performance grabbing scenery around we could push the FSX scenery engine to its limits, offering you probably the most complex scenery add-on we've ever done.
- The international airport with its 10,500ft long runway offers not only a stunning view approaching it but also a fantastic destination for your Aerosoft, PMDG, Wilco or JustFlight long-haul airliners.
- The famous Maldivian air taxi services with Twin Otters buzzing around wherever you look made the Maldives one of the most interesting areas ever since we released our DHC-6 Twin Otter aircraft add-on. Jump into the pilot seat now, there's no better way to explore the Maldives!



## System requirements

- Microsoft Flight Simulator FSX SP2 (or Acceleration)
- Windows XP/Vista/7 (fully updated)
- 2.0 GHz processor (Intel Core 2 Duo highly recommended)
- 2 GB RAM internal memory
- 256 MB graphic card (512 Mb highly recommended)
- PDF reader for manual

## Credits

Concept:	Thorsten Reichert
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Project Management:	Thorsten Reichert, Mathijs Kok
Manual, documentation:	Thorsten Reichert, Mathijs Kok
Manual corrections:	Christoph Beck
Installer:	Raphael Jacobs
Charts:	Konrad Cissowski - DigitalMapStudio - Johannesburg
Testing:	Several good folks who will all be getting a free copy

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## Contact support

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If you prefer support by email do accept that this could take a bit longer as it might be sent from persons to person and that email support is always slow on the weekends: [support@aerosoft.com](mailto:support@aerosoft.com)

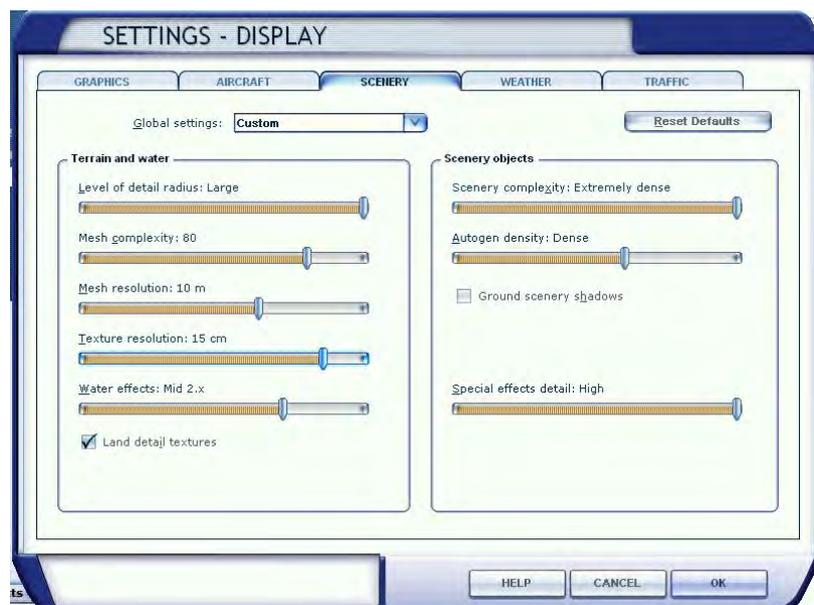
We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

## Removing the scenery

Never remove the product manually, always used the control panel applet to do so. Failing to do so could create serious problems.

## Performance and Display settings

The Maldivian islands and resorts were modeled as closely to their real archetypes as possible. If the scenery settings are set to maximum (extremely dense) the look of the islands will be as real as it gets. Of course, the more objects FSX needs to render, the more impact this has on the overall performance. Due to the fact that there's lots of water around the Maldives we tried to push the boundaries of FSX to its limits when it comes to the number of polygons that have to be rendered if the settings are max'ed (the total polycount of this addon should be just below 1,000,000 (one million that is!) polygons). To ensure good performance even with advanced weather settings and use of AI traffic / aircraft addons, we split every island into 6 parts. The first parts include the main objects and buildings, while others include the tinier details like custom 3D palms, sunshades or other small objects. You can adjust the amount of objects being displayed using the "scenery complexity" slider in the display-scenery menu tab. Using "sparse" or even "very sparse" will show you all major objects and most 3D resorts, but only setting the slider to "dense" or "very dense" will show you the whole variety of objects. "Extremely dense" will add even more 3D palms for a more dense vegetation around the beaches.



## Autogenerated Scenery (Autogen)

As you know by now, some of the Maldivian islands are "local islands" and must not be visited by tourists without permission. They look rather different from the tourist islands with their accommodations and their ornate resorts. To render this accordingly we used autogen buildings on the local islands. The scenery density on these is only influenced by the "Autogen density" slider. Just like the custom scenery objects you can adjust the number of autogen buildings and trees on the islands using the slider.

Most Maldives islands are in fact very lush. Walking from the beach to your apartment can make you feel like you just entered the jungle. We've spent lots of time trying to force FSX to render the same vegetation density, but by default FSX doesn't like this very much. To achieve the highest possible autogen density you have to manually adjust 2 lines in your FSX.CFG file:

```
[TERRAIN]
...
TERRAIN_MAX_AUTOGEN_BUILDINGS_PER_CELL=4000
TERRAIN_MAX_AUTOGEN_TREES_PER_CELL=6000
```

Using those numbers together with "extremely dense" slider settings will give you the highest density FSX will allow. Of course this might affect your performance, so it is recommended for up-to-date PCs primarily.



## Air Taxi Traffic

With 99.7% of the country consisting of pure water the main transportation means obviously are ships. But with tourism growing into a bigger economical factor over the years the idea of an air taxi service was born. In 1993 the "Maldivian Air Taxi" (MAT) was founded, consisting of two DHC-6 Twin Otter aircraft. Today their fleet counts 24 Twin Otters, making it the airline operating the highest number of those highly successful and versatile floatplanes worldwide!

1989, 4 years before MAT was founded, "Trans Maldivian Airways" (TMA) was the first (still existing) Maldivian airline, also providing air taxi services, but using helicopters in the first years. Abandoning helicopters and switching to the favorable Twin Otters instead they currently have 17 Twin Otters in use, making it an equal partner to the Maldivian Air Taxi. Together both airlines carry passengers to almost 70 different resorts all across the Maldives. They got renowned for their pilots' flying skills as well as for providing cabin crews on every single Twin Otter flight.

This addon includes AI aircraft, traffic files and AFD data for all MAT and TMA flights relating on realistic schedules for all atolls, even those not included in the addon.

The Twin Otter aircraft are floatplanes, thus being unable to land on hard surfaces. Just like in reality they don't land on Male Intl or the other airports on the Maldives. They link the Seaplane base east of Male Intl with small seaplane bases close to the resorts and local islands. In the area of this addon those bases can be spotted as small pontoons, where passengers disembark into small boat taxis that carry them the last meters onto the beaches.

## MyTraffic 2010 users

If you own MyTraffic 2010 you already have MAT and TMA AI traffic. If you want to avoid duplicate traffic/schedules go to your main FSX folder and open the following subfolder:

Aerosoft/Maldives X/Maldives X - high priority/Scenery

Rename the file "Traffic\_Male\_FSX.bgl" to "Traffic\_Male\_FSX.OFF" and the custom Twin Otter traffic will be disabled, not interfering with the MyTraffic Twin Otter traffic.

If you want to enable the custom Twin Otter AI traffic (because you disabled MyTraffic or want to use even more traffic), just rename the file back to "Traffic\_Male\_FSX.bgl"

## F.A.Q.

**A:** Is there a way to use the GOTO Airport option in FSX?

**B:** Yes, you can use VRMM for Male International airport.

**Q:** Why can't I see the airport apron lighting?

**A:** Sometimes they don't show if you approach from outside the Maldives. To load the lights open the scenery library and click OK to reload the scenery.

**Q:** Ok, now I see the lighting, in fact, a bit too much of it. How can I change this?

**A:** Yes, this can also happen. Nobody knows exactly why FSX does some things the way it does them sometimes. Still this issue should also be fixable by entering the scenery library and clicking ok.

**Q:** AI aircraft and ground vehicles are driving across the runway. Is this a bug?

**A:** Male is a very tight airport in FSX as well as in reality. To avoid collisions AI objects sometimes rather use the runway instead of apron routes.

**Q:** Can I make autogen vegetation denser?

**A:** You can edit your fsx.cfg to use up to 6000 trees per cell (see "Autogenerated Scenery" above).

**Q:** I see lots of big cargo ships around the city island. This surely can't be realistic, can it?

**A:** It is in fact. Have a look at it using GoogleMaps and remember that ships are the only reasonable means of transport on the Maldives, apart from the Twin Otter airplanes, of course.

**Q:** I use MyTraffic, but AI aircraft disappear after landing. Why is that?

**A:** Male Intl has very limited parking resources. In reality they park in a way that would not be allowed on most U.S. or European airports (see Google Earth image dating March 2008 to know what that means). In FSX this would have lead to many unwanted side effects, so the number of parking spots is limited to a reasonable amount. Using 50-70% of airliner traffic should be enough to fill all positions.

**Q:** MyTraffic 2010 includes Twin Otter traffic for the Maldives, but all floatplane bases are crowded with Twin Otter aircraft. Is this realistic?

**A:** At the "Maldivian Air Taxi" and "Trans Maldivian" headquarters you can usually find a dozen or more Twin Otters waiting for passengers. If you should find all spots inhabited the custom traffic-file might be active too. See "Air Taxi traffic" for details on this.

**Q:** How can I improve the overall performance of this addon?

**A:** Use the autogen and scenery sliders to adjust the scenery density. Using medium (high) settings should give you lots of spare resources for addon aircraft, high detailed weather or AI traffic without losing much of the scenery's beauty.