Cross The Pond Westbound 2022

SceneryTR – Istanbul Airport LTFM

CTP Upgrades

VATSIM

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1. Introduction

This upgrade package includes changes to some scenery files as current version is missing some gates and custom pushback positions. For example, default config file that comes with the scenery does not include 18 heavy gates. In other words, the gate does not exist in simulation world. On top of that, this pack contains SODE fixes and new GSX config file. As each gate has its own pushback procedure, this config file includes these procedures for every gate and stand. Please note: This config should only be used in Cross the Pond 2022 as installing this will change gate structure, resulting in L-R gate system to be removed. Since almost everyone flies widebody planes in CTP, this configuration is heavily tailored for widebody airplanes.

2. Installation

There are 3 files you need to change to make sure everything is running correctly. If you miss 1 step or do not install it correctly, it may **not work**. Before starting the installation, close Prepar3D.

AFCAD File:

1. Open the scenery location. Usually, the scenery can be found in the Prepar3D v4/v5 Addons folder (in your Documents folder) if you did not change the default installation location.
2. Find the *LTFM_.bgl* file located in the SceneryTR - LTFM\data\scenery folder. RENAME the file to *LTFM_.bgl.BAK*. Basically, add the .BAK extension so that Prepar3D does not read the wrong file.
3. Copy the *LTFM_CTP_ADEX.bgl* to same folder.

GSX File:

1. Press Win + R. This should open "Run"
2. Paste this and press enter %AppData%\Virtuali\GSX
3. VERY IMPORTANT – If you have any LTFM config files, either move it out of the folder or delete it.
4. Move the *ltfm-qmgh8q.ini* to the folder.

SODE File:

1. Press Win + R. This should open "Run"
2. Paste this and press enter: %ProgramData%\12bPilot\SODE\xml
3. BACKUP the *SceneryTR_LTFM_Stands.xml* file.
4. Move the new and edited *SceneryTR_LTFM_Stands.xml*

3. Special Thanks

On behalf of TRvACC, I would like to thank Mr. Sunay (SceneryTR) for giving us permission to edit these files and distribute them.

4. Credits

All these modifications and improvements were prepared by Alp Deniz Senyurt. If you have any questions, you can join our TRvACC discord channel (invite link can be found from our website) and message us.