HungaryVFR Project
Public Beta 2

Welcome to our second public beta release, we hope you will like it and have a great time!

Each scenery contains a README.txt with details of it. Also the required external libraries will be listed there, so please read them carefully to avoid errors and misbehaves!
Most of our sceneries are using our library, called HungaryVFR-Library, so don't forget to install!

Whats new since public beta 1:

- New orthophoto scenery
- Updated airports
- New airports (LHJK, LHUD, LHKK, etc)
- New City Scenery (Szeged)
- New overlay scenery (Ultra High Density)

This Beta contains the following standalone sceneries, **can be used independently**!

- HungaryVFR-LHBP-Liszt_Ferenc
  - This is the Airport LHBP with custom 3D objects, ortophoto, etc.

- HungaryVFR-LHBS-Budaörs
  - This is the Airport LHBS with lots of 3D objects, ortophoto, etc.

- HungaryVFR-LHBB-Budaörs - HEMS
  - This is a HEMS base at Budaörs

- HungaryVFR-LHFH-Farkashegy
  - This is the Airport LHFF with lots of 3D objects etc.

- HungaryVFR-LHGD-Gödöllő
  - This is the Airport LHGD with 3D objects, etc.

- HungaryVFR-LHGY-Gyöngyös
  - This is the Airport LHGY with 3D objects, etc.

- HungaryVFR-LHHH-Harmashatarhegy
  - This is the Airport LHHH with 3D objects, etc.

- HungaryVFR-LHJK-Jakabszallas
  - This is the Airport LHJK with lots of 3D objects, ortophoto, etc.

- HungaryVFR-LHKK-Kiskunlachaza
  - This is the Airport LHKK with 3D objects, ortophoto, etc.

- HungaryVFR-LHSK-Siofok
  - This is the Airport LHSK with 3D objects, etc.

- HungaryVFR-LHSS-Szolnok_Szandaszolos
  - This is the Airport LHSS with 3D objects, etc.

- HungaryVFR-LHSN-Szolnok_Airbase
  - This is the Airport LHSN with 3D objects, etc.

- HungaryVFR-LHTL-Tököl
  - This is the LHTL Airport with lots of HD custom 3D objects and textures, ortophoto, etc.

- HungaryVFR-LHSZ-Szentes
  - This is a small airport near Szentes, with 3D objects, ortophoto, etc.

- HungaryVFR-LHxx-Jászapáti
  - This is a small airport near Jászapáti, with 3D objects, ortophoto, etc.

- HungaryVFR-LHUD-Szeged
  - This is the Airport LHUD with lots of 3D objects, ortophoto, etc.

- HungaryVFR-Medical-Helipads
  - All medical helipads at Hungary (HEMS bases are not incuded yet)

- HungaryVFR-Scenery-Air_Race_Budapest
  - This scenery contains the 2017 Air race track of Budapest. Use together with AirRace plugin.

- HungaryVFR-Scenery-Aerials
  - This scenery contains some custom 3D objects like wind farms, radio towers, etc.

- HungaryVFR-Scenery-Szazhalombatta
  - This scenery contains two industrial area near Százhalombatta with lots of 3D objects.

- HungaryVFR-Scenery-Budapest
  - This scenery contains the city of Budapest with lots of custom 3D objects like buildings, bridges, etc.
  - This scenery also contains the traffic sceneries from public beta 1, it's not a seperate scenery anymore

- HungaryVFR-Scenery-Szeged
  - This scenery contains the city of Szeged with lots of custom 3D objects like buildings, bridges, etc.

- HungaryVFR-Scenery-Hungary_Overlay
  - A highly customized W2XP scenery, based on actual OSM datas.

- HungaryVFR-Guide-Budapest
  - An audioguide for sightseeing at Budapest

Please consider that some airports and sceneries will be more detailed than others!

Required libraries

This is the complete list of external libraries required for some HungaryVFR Sceneries. If you don't want to spend time on reading all README.txt files one by one, just download and install all of these.
Please take extra care on the proper version numbers!!!

- HungaryVFR Library
- OpenSceneryX Library
- R2-library
- world models
- FF-library
- Ruscenery Library
- Handyobjects
- 3D people
- RD Library
- CDB Library
- MisterX Library

The right order of scenery_packs.ini, really important indeed!!!

For a better overview of your scenery_packs.ini, we recommend to add separators for better transparency, i.e. empty folders named like "------------- my sceneries ----------" as you see here in this example:

SCENERY_PACK C:\--------\----------- Custom Airports -----------/
SCENERY_PACK Custom Scenery/_EDDN Nuernberg/
SCENERY_PACK Custom Scenery/_EDQH Herzogenaurach/
SCENERY_PACK C:\--------\----------- HungaryVFR Airports -----------/
SCENERY_PACK Custom Scenery/HungaryVFR-LHBP-Liszt_Ferenc/
SCENERY_PACK Custom Scenery/HungaryVFR-Scenery-Air_Race_Budapest_2017/
SCENERY_PACK Custom Scenery/HungaryVFR-LHTL_Tokol/
SCENERY_PACK Custom Scenery/HungaryVFR-LHBS_Budaors/
SCENERY_PACK Custom Scenery/HungaryVFR-LHGY-Gyongyos_Pipishegy/
SCENERY_PACK Custom Scenery/HungaryVFR-LHSS-Szolnok_Szandaszolos/
SCENERY_PACK Custom Scenery/HungaryVFR-Medical-Helipads/
SCENERY_PACK Custom Scenery/HungaryVFR-LHxx-Jaszapati/
SCENERY_PACK C:\--------\----------- HungaryVFR Sceneries -----------/
SCENERY_PACK Custom Scenery/HungaryVFR-Scenery-Szazhalombatta/
SCENERY_PACK Custom Scenery/HungaryVFR-Scenery-Aerials/
SCENERY_PACK Custom Scenery/HungaryVFR-Scenery-Budapest/
SCENERY_PACK C:\--------\----------- HungaryVFR Overlays -----------/
SCENERY_PACK Custom Scenery/HungaryVFR-Scenery-Hungary_Overlay/
SCENERY_PACK C:\--------\----------- Aerosoft Sceneries -----------/
SCENERY_PACK Custom Scenery/Aerosoft - EDDF Frankfurt/
SCENERY_PACK Custom Scenery/Global Airports/
SCENERY_PACK Custom Scenery/KSEA Demo Area/

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SCENERY_PACK Custom Scenery/LOWI Demo Area/
SCENERY_PACK Custom Scenery/X-Plane Landmarks - London/
SCENERY_PACK C:\--------\----------- Other VFR Objects -----------/
SCENERY_PACK Custom Scenery/VFR-Objects_+49+010_DE_Ansbach/
SCENERY_PACK Custom Scenery/VFR-Objects_+49+011_DE_Erlangen/
SCENERY_PACK C:\--------\----------- Libraries -----------/
SCENERY_PACK Custom Scenery/HungaryVFR-Library/
SCENERY_PACK Custom Scenery/OpenSceneryX/
SCENERY_PACK Custom Scenery/R2_Library 2.0/
SCENERY_PACK C:\--------\----------- Ortho4XP Sceneries -----------/
SCENERY_PACK Custom Scenery/\yOrtho4XP_Overlays_HDv4-EU/
SCENERY_PACK Custom Scenery/\z+41+002_ES_Barcelona_obx17+/
SCENERY_PACK Custom Scenery/\z+49+011_DE_Nuernberg_obx17+/
SCENERY_PACK C:\--------\----------- HD Mesh V4 -----------/
SCENERY_PACK  Custom Scenery/HD Mesh Scenery v4/
```

Please note that after starting X-Plane, it will remove all these empty folder lines but the order of the sceneries will remain as configured! So each time you would like to edit scenery.ini, you have to add these separators!

To ensure having the right results, entries in the scenery_packs.ini have to be ordered, if you look from top to bottom, the entries are from small areas (airports) to bigger areas (regions) to continents or the whole world. The ini above is ordered following that rule. There are tools available like X-Organizer helping you to sort the entries, after sorting you should always check if the ordering is right.

More informations about understanding SCENERY_PACKS.ini items: https://www.avsim.com/forums/topic/442579-understanding-scenery-order/#comment-2992536

Orthophotos

We had some negotiation with the Hungarian government Geodesy and Geoinformatics department and we have the rights to use their orthophotos.
The ortho scenery will almost cover our contry (93 030 km2), ortho tiles were taken from an airplane, so the ortho scenery will be cloudless (all free ortho providers has lot of clouds over the country), tile colors are corrected to X-Plane's colors, resolution is between zl16 and 17.

Credits

All credits are given separated in each scenery readme file.

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We are doing this scenery package in our free time, so be patient on updates, bug fixes and take into account that **this is our second Public Beta, not a final product!**

The whole package was tested on X-Plane version 11.41, its also the minimum required version of X-Plane, we dont had the opportunity to test it in VR, so there may be glitches!

The development is continuous, regular updates will be released.

Safe and happy landings!
The HungaryVFR Team