



## Birmingham-Shuttlesworth International Airport

### Product Information v1.03

Thank you for purchasing SXAD's KBHM, we hope you enjoy the scenery as much as we enjoyed making it! This release includes SODE JETWAYS! Please install SODE BEFORE installing this product.  
Available from: <http://sode.12bpilot.ch/>

#### Installation Instructions:

Please Run the installer as an administrator.

Please select the simulator that you want to install into, press next, then read and confirm the license agreement and then press next. It will then install the scenery and you can close the installer once it has finished.

If you don't have the Simulator Version that you select actually installed, the installer will simply skip. You can also install into a custom path by changing the directory after you have selected a simulator.

The installer works by installing into the directory key for the simulator, which it will find via the registry. It will then create a SXAD\SXAD KBHM folder structure inside the root folder structure for the simulator, for example

C:\Program Files\FSX\SXAD\SXAD KBHM

or

E:\Lockheed Martin\Prepar3d v4\ SXAD\SXAD KBHM

So remember this location when you go to activate your product!

**SODE files** will install into the default **C:\program data\12bPilot\SODE** directory! Don't install SODE elsewhere.

**Un-installation Instructions:** To uninstall SXAD KBHM, simply deactivate the product in your simulator's installed Scenery library by selecting and deleting the area in the Scenery Manager as shown overleaf. Then you can simply delete the ...SXAD\SXAD KBHM folder from your installation directory, as nothing else is installed on your computer outside of folder.

To remove the SODE files, delete:

**C:\program data\12bPilot\SODE\SimObjects\SXAD\_KBHM**

**C:\program data\12bPilot\SODE\xml\ SXAD\_KBHM\_GATES.xml**

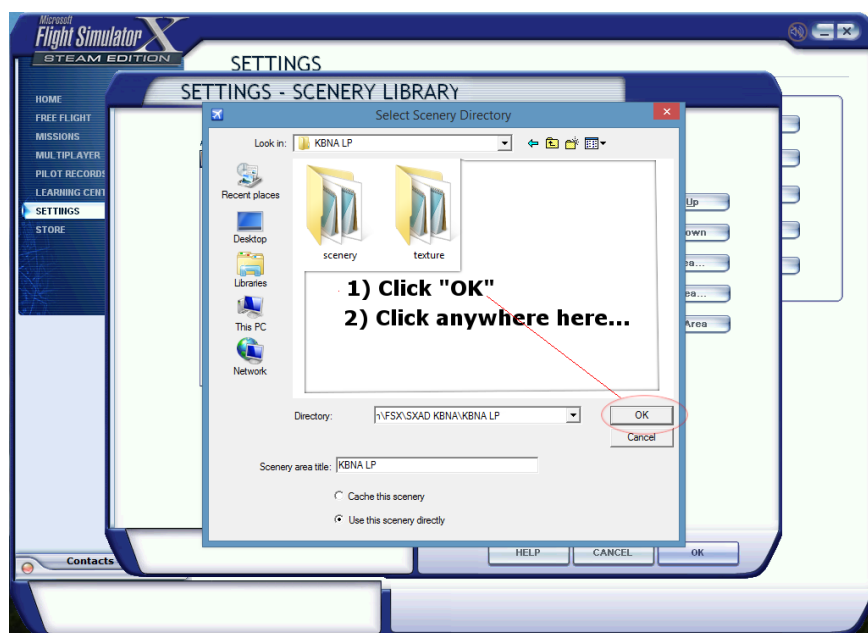
## Activation Instructions:

Run **FSX\FSX:SE\P3d v2\v3\v4** and go to **Options\Scenery Library**

Press **"Add Area"**

Locate and select ...**FSX\SXAD\SXAD KBHM** or **Lockheed Martin\Prepar3d vX\ SXAD\SXAD KBHM** (It is in the main FSX\Prepared directory not in the Addon Scenery folder anymore).

In FSX and FSX: SE (Win7-10) Press **"OK"** then click on the white area below the scenery and texture folders. Prepar3d users simply select the folder, don't open it and press **"OK"**.



Note KBNA shown here.

6) The scenery will then be added to the Scenery configuration file, which will cause the simulator to load it into its scenery files. So you can now press **"OK"** again and load up the airport!

## Jet Bridge Version:

**v1.03 SODE JETWAYS ARE NOW DEFAULTED!** But you can still switch to static or default via the mini-installers mentioned below IF YOU DO NOT HAVE SODE INSTALLED (otherwise they will double up)!

To change between the custom static or default Jet Bridge versions, simply go into the ...SXAD\SXAD KBHM folder and run the specific mini-installer you prefer. They will swap the Jetways around for you. You can swap back and forth

## Support and Feedback

Please email us directly at ["SXAD@outlook.com"](mailto:SXAD@outlook.com) for support enquires. You can also receive support and provide feedback and bug reports on our forum at

[Avsim.comhttps://www.avsim.com/forums/forum/747-sx-airport-design-forum/](https://www.avsim.com/forums/forum/747-sx-airport-design-forum/)