US Cities X:

Las Vegas



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INTRODUCTION

US Cities X is a series of city scenery that should be positioned between the high-end city scenery like Manhattan X and the default scenery. It is intended to give the user who likes to explore the world new destinations.

US Cities Las Vegas covers not only the downtown area of Las Vegas but the famous Area 51. Las Vegas itself is a strange city, located in the middle of the desert it seems to have just one purpose: Entertainment. If you fly around Las Vegas that is obvious immediately as the city is a vast area of low buildings and a small band of high rises. That's where the hotels and casinos are. It does look strange and even a bit alien.

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Airport aerial images:	U.S. Geological Survey

Thanks to Andras Kozma (VeniceX and ManhattanX) for providing us with models of the Statue of Liberty and Venice's bell tower.

SYSTEM REQUIREMENTS

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with minimal 512 MB
- Microsoft FSX (with SP2 or Acceleration)
- Windows 7, Windows 8, Windows 10 (fully updated and 64 bits recommended)
- Adobe Acrobat® Reader 8 minimal to read and print the manual [(1)]

[(1)] Available for free, download at: http://www.adobe.com/prodindex/acrobat/readstep.html

CONTACT SUPPORT

Support for this product is done by Aerosoft. We prefer to do support on the support forum for one simple reason, it is fast and efficient because customers help customers when we are sleeping.

Aerosoft forums: http://www.forum.aerosoft.com/

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



AIRPORTS AND HELIPORTS

All the airports (and one heliport) in the region around Las Vegas and Area 51 are included with new high res ground images and with customized mesh terrain (no new building structures added except for Area 51).

HELIPORTS:

- Las Vegas Speedway Heliport
  Rather deserted most of the time, this heliports is extremely busy when races are on! Check out this nice video of a shuttle flight from McCarran to the speedway:
  http://www.youtube.com/watch?v=jysSJpHNecY

AIRPORTS

- KLAS - McCarran International
  Biggest airport in the area and extremely close to the city!
- KVGT - North Las Vegas
  The second busiest airport in Nevada. The Police helicopters start from here as well as many sightseeing flights.
- KHND - Henderson Executive
  Mainly for private aircraft and executive jets this airport is supposed to be a reliever for crowded McCarran.
- 61B - Boulder City Municipal
  A municipal airport that mainly offers connections and sightseeing flights over and to the Grand Canyon. It is in close proximity to the Hoover Dam.
- KLSV - Nellis AFB
  A large and famous airbase between the Las Vegas Speedway and the city.
- KINS - Indian Springs AF Aux
  Also known as Creech Air Force Base. The restricted flight area (0-100,000ft!), which also includes Area 51, begins here. The airbase is mostly known for the unmanned Reaper aerial vehicles stationed here.
- DRA - Desert Rock
  The airport is located within the Nevada Test Site next to former US Army's "Desert Camp Rock". There are rumors that this airport has been linked to the CIA's extraordinary rendition program (see Wikipedia)
- NV10 - Yucca Runway
  This airport has been constructed around 2005/2006 and is still not on any FAA documents. Being within the highly restricted Nevada Test Site its purpose is unknown to the public. The ID NV10 is fictive.
- NV11 - Yucca Airstrip
  Near the previously described runway on a salt lake
- 0L9 - Echo Bay

- U08 - Perkins
- Area 51… pardon: KXTA - Homey
  A well-known secretive base that is not accessible to the public. The intense secrecy surrounding the base, the very existence of which the U.S. government barely acknowledges, has made it the frequent subject of conspiracy theories and a central component to UFO folklore. Though the name Area 51 is used in official CIA documentation, other names used for the facility include *Dreamland*, *Paradise Ranch*, *Home Base*, *Watertown Strip*, *Groom Lake*, and most recently *Homey Airport*.
  In 2008 airline pilots bypassing the area where surprise about a "new" airport called "Homey" after the latest updates has been made on their flight computers. There are rumors that the new identifier assigned purposely looks like an abbreviation for "extraterrestrial". Who knows?
  The area is part of the Nellis Military Operations Area, and the restricted airspace around the field is referred to as (R-4808N), known by the military pilots in the area as "The Box" or "the Container". For further reading check out the following links:
  http://www.aopa.org/aircraft/articles/2008/080110area51.html
  http://en.wikipedia.org/wiki/Area_51

CLOSED AIRPORTS

- NV26 – Voc Tech
  Airport not visible anymore. Has been removed from default scenery.

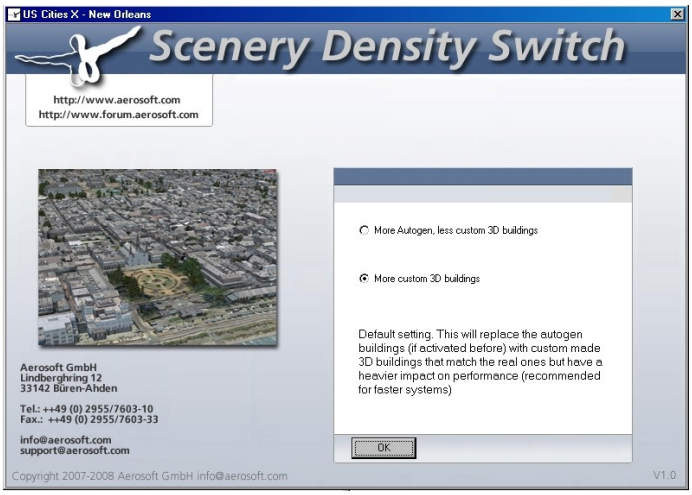
AIRPORT CHARTS

- Area 51
  For Janet Air (flies back and forth personnel from McCarran's own terminal) routes to Area 51, there's a very interesting link:
  http://www.dreamlandresort.com/info/janet_routes.html
  A hand painted airport map is available in the same website (which is very interesting btw!)
  http://www.dreamlandresort.com/area51/area51map.html
- KLAS – McCarran
  http://flightaware.com/resources/airport/KLAS/APD/AIRPORT+DIAGRAM
- KVGT – North Las Vegas
  http://flightaware.com/resources/airport/KVGT/APD/AIRPORT+DIAGRAM
- KHND – Henderson Executive
  http://flightaware.com/resources/airport/KHND/APD/AIRPORT+DIAGRAM
- KLSV – Nellis AFB
  http://flightaware.com/resources/airport/KLSV/APD/AIRPORT+DIAGRAM
- VFR Terminal Area Chart
  http://skyvector.com/?id=KLAS

SCENERY DENSITY TOOL

Due to the high complexity of this scenery there is something that cannot be done with the setting options that FSX gives us. That's why we supply a so-called Scenery Complexity Switch that enables you to choose your favorite scenery complexity matching your system speed.

In Las Vegas this will replace some smaller buildings and commercial flat roof buildings (e.g. shopping malls) around the city by autogen (hence the abbreviation for "auto generic") buildings if you choose the performance friendlier version. Of course those buildings would not look at good as they could why we recommend using the highest possible setting using this tool if you can afford to do so.



You will find the tool on the Windows Start Menu at: Aerosoft | US Cities X: Las Vegas

ADVISED DISPLAY SETTINGS

To change your scenery settings, go to Settings -> Display
Note: All other settings not mentioned here are up to you. They don't actually affect the scenery very much. Keep in mind to do your settings with care otherwise you may overload your system.

GRAPHICS MENU

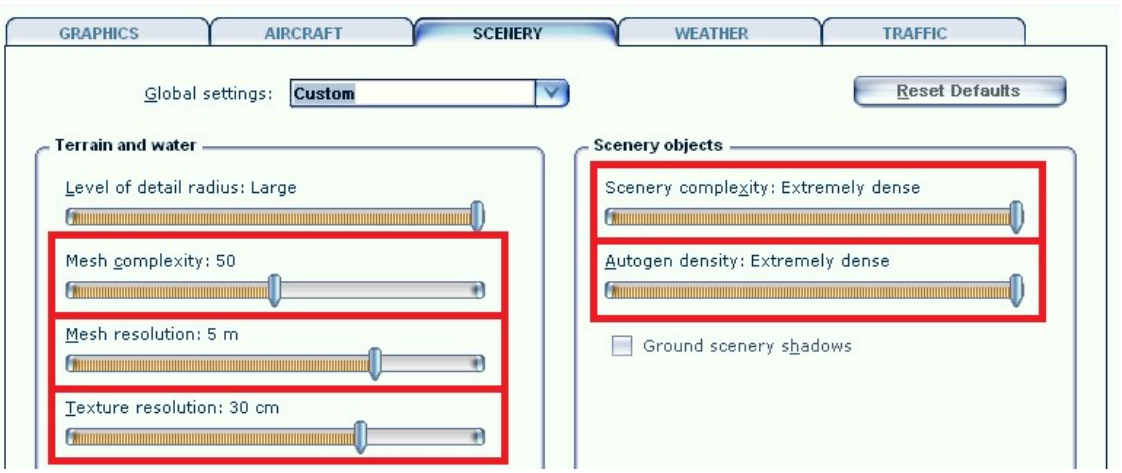


Global Texture resolution should be at Very High to get the full detail in textures (aerial image, building walls etc.)

SCENERY SETTINGS

- Unlike in many other sceneries the **Scenery Complexity** slider won't do much in this scenery. We recommend using the supplied tool for this (see the chapter describing our scenery complexity tool). We suggest that you always have it set at "Very Dense" or higher to see the more detailed buildings if you activated them in the density tool (see density tool chapter).
  Static aircraft at the military bases will become visible at "Extremely Dense".

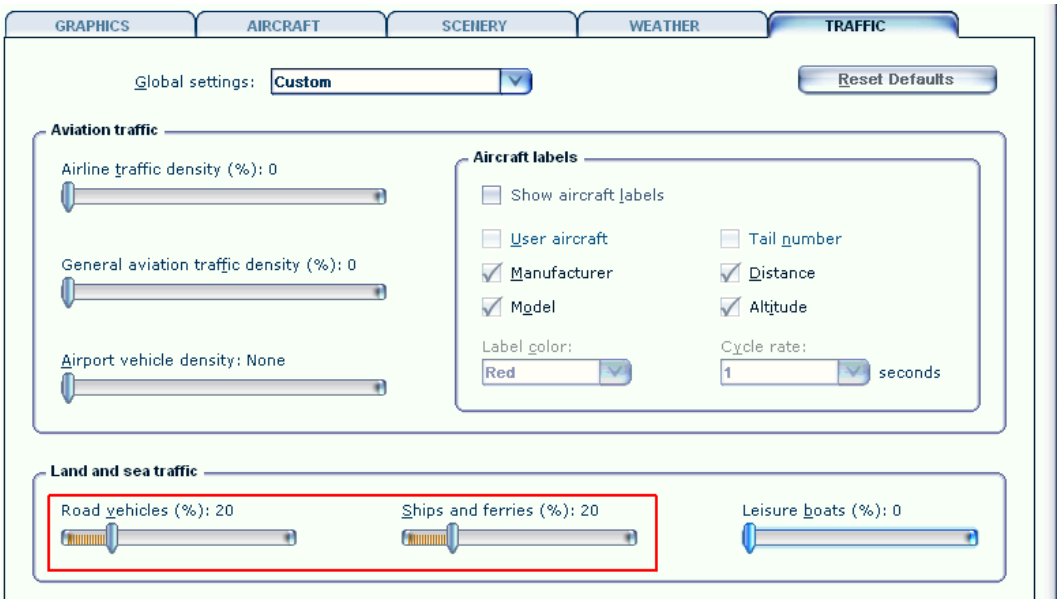
- For best results in displaying the blocks, suburbs and vegetation in between we recommend to set **Autogen Density** to **Extremely Dense**. But keep in mind not all systems can handle this much detail!
- **Mesh resolution**: 10m showed some pretty good results.
- **Texture resolution** should be at **30cm/pix** or higher to get the best resolution of the aerial image under the 3D objects.
- **Water Effects** set to **Max 2x** look best but keep in mind that this setting requires a lot of performance, too!
- **Ground Scenery casts shadows:** Should be deactivated for a better performance (shadows are already in the model's texture and the terrain that comes with this scenery)



TRAFFIC MENU:

Road Vehicles: To get some life in the scenery set them to **20%** or higher. This will bring you animated car and truck traffic along the major roads, freeways and bridges. For more information about ground traffic see the traffic chapter.
Some major roads within the city boundaries were equipped with additional road traffic. This will bring you a better real-world feeling when flying over the scenery, but: FSX only knows freeway traffic, meaning that the traffic doesn't stop at intersections and other obstructions.
If you don't like this do the following to remove the road traffic: Go to folder
FSX\Aerosoft\ USCitiesX-LasVegas\Scenery
and remove the file LasVegas_Traffic.bgl from this folder.

Ships and ferries: There are none in Las Vegas. Therefore, this setting doesn't matter here.



SYSTEM OVERLOAD

Because of the extremely high complexity of this scenery it can happen that weaker systems must struggle with system overloads resulting in blurry textures and a non-readable FSX menu bar and ATC and "out of memory" crashes. This usually happens with 256MB video cards, which is the reason why we recommend a minimum of 512MB memory on your video card (see system requirements). Although we haven't had any reports of problems with 512MB video cards some people may still encounter problems with budget video cards or the like.

SOUND EFFECTS

There are sounds (highway traffic, city traffic…) around the strip. We decided to make the sound volume a bit higher as in real world for a better show-effect. If you don't like this, just go to settings -> Sound and decrease the environment sound volume.

COMPATIBILITY WITH OTHER ADD-ONS

Mega Scenery Las Vegas:
Both sceneries merge quite well together. There are slights differences in terrain color because we did our best to make "US Cities X – Las Vegas" compatible both with "Mega Scenery Las Vegas'" and FSX's default terrain color. Therefore, we have chosen a terrain color that is somewhere between both so that our scenery merges nicely with "Mega Scenery Las Vegas" and/or FSX's default scenery.
There is some minor manual work required on your side to make both working well together (meaning to avoid duplicated buildings and the like).
1. Ensure that "US Cities X – Las Vegas" has a higher priority in your scenery library!
2. Go to your "Mega Scenery Las Vegas" installation folder and deactivate the following files by renaming their extensions from BGL to OFF. The folder can usually be found here, depending on where you installed it:
c:\megaSceneryX\LasVegas\LasVegas\Scenery
Files to be renamed:
61B-BoulderCityMun.bgl
KHND-HendersonExecutive.bgl

KLSV-NellisAFB.bgl
KVGT-NorthLasVegas.bgl
LasVegasObjects.bgl
NV26-VocTech.bgl

FS Dreamteam's Las Vegas McCarran International Airport
By limiting their scenery to the airport area only, FS Dreamteam made it possible that both sceneries merge quite well together despite of their very proximity (the airport is actually WITHIN the coverage area of "US Cities X – Las Vegas"!). There are some minor incompatibilities though that FS Dreamteam has been informed about (December 2010) and that can't be fixed from our side. It's up to them alone to make a compatibility update. Please respect that there is some considerable amount of work required to do that and allow them to take the time they need to do so. For updates, check out their website: www.fsdreamteam.com

The incompatibilities in some more detail:
1. The mesh terrain doesn't merge perfectly. By going to
[YourFSXFolder]\fsdreamteam\KLAS\scenery\
and deactivating the file mesh_terrain.bgl by renaming its extension from BGL to OFF things will look much better (expect for a small mesh cliff along the Luxor Hotel and behind the terminals in the west). Please note that this is just a temporary advice as long as McCarran hasn't been made compatible!
2. The airport's ground layout excludes a considerable amount of autogen to the northwest of the airport (just an area with domestic houses, therefore not too obvious).

RECOMMENDED 3RD PARTY SCENERY

Usually we don't recommend 3rd party sceneries in our manuals but the **Grand Canyon OZx** freeware scenery is just too good to be missed and makes the whole area even more interesting for flying. "US Cities X – Las Vegas" and the Grand Canyon scenery are close enough to each other for some nice sightseeing VFR flights between both. You can download the Grand Canyon scenery for free at the publisher's website:
http://aussiex.org/forum/index.php?/files/file/12-grand-canyon-and-kgcn-holgermesh-v2/

FAQS

Q: Why do the night textures look so washed out compared to the "real thing"?
A: There are several reasons for this. The main reason is that we wanted the scenery to merge well with the surrounding FSX default scenery and/or Mega Scenery. The real thing looks much darker with brighter light spots. You may have noticed that FSX's default cityscapes are "overexposed" compared to what you see in real world. To avoid our scenery from the distance to look like a dark spot in a sea of bright lights (which would look VERY odd in the case of Las Vegas' downtown area) we had to "overexpose" it a bit as well.

Q: Even after the loading process has reached 100% there are still some objects not loaded!
A: Due to the extreme scenery density, some computers (mainly those with only 256MB video memory, slower hard disks etc.) take a little longer to load everything. This can last up to 2-3 additional minutes. Still the frames per second should be good after everything becomes visible.

Q: I just started FSX but after selecting one of the cities helipads/airports everything stands still for a long while!
A: This can happen on slower systems because FSX starts loading the scenery after the airport has been selected - before you even started the flight. If you have one of those systems, do it as follows: First select the desired aircraft, time and weather and last select the airport/helipad in the city and start the flight.

Q: Are there any extensions for this city planned? I'm missing a certain 3D object, newly constructed building or more coverage!
A: There might be updates for possible bugs or additional missions, but extensions are not planned once a city is finished and released.

Q: Some of the 3D buildings or autogen's positions are slightly shifted on the aerial image
A: This can happen on the corners of the covered scenery and is due to different coordinate system used. Although in a very limited scale.

Q: Some 3D buildings seem to have misplaced textures!
A: Please note that to create a dense scenery like this for a low price was only possible with some automatic processes and images couldn't be taken from every angle of a city's building (for this scenery alone there are about 3,930 unique buildings!)

Q: The roofs of some autogen storage buildings show residential buildings!
A: An – unfortunately – well known bug in the FSX object library we can't do much about because FSX chooses the buildings and textures it wants to display on autogen buildings.

Q: Why is the volume traffic etc. so high? Can I do something about this?
A: Yes, you can! We decided to make the sound volume a bit higher as in real world for a better show-effect. If you don't like this, just go to settings -> Sound and decrease the environment sound volume.

Q: The color of the terrain between the city and the surrounding default scenery looks a bit different.
A: See compatibility chapter -> Mega Scenery Las Vegas

Q: Some autogen trees grow on streets or inside houses!
A: FSX places autogen in a semi-automatic way making it difficult to place autogen trees accurately. Therefore, we have placed the palm trees lining "The Strip" as individual 3D objects. Still you might encounter some of those anomalies the further away you get from the strip. This is normal with all sceneries that have autogen.

Q: I don't want to believe! How can I remove the UFO at Area 51?
A: Just go to… *[YourFSXDirectory]\Aerosoft\USCitiesX-LasVegas\Scenery*
and deactivate the following file by renaming its extension from BGL to OFF.
Area51_UfoAnimated.bgl Then restart FSX.

Q: Does the "Secret Shuttle" Mission that comes with FSX work with this add-on scenery?
A: You can fly the mission without any problems into Area 51 and see the objects that Microsoft placed there. You cannot however taxi to your parking position. Reason for that: Microsoft placed the base a few hundred feet offset from its actual position so that your parking position is behind the actual hangars. But you can try to find your way through them on bumpy terrain if you taxi carefully.
If you didn't fly that mission yet, do it now! It's some real fun!