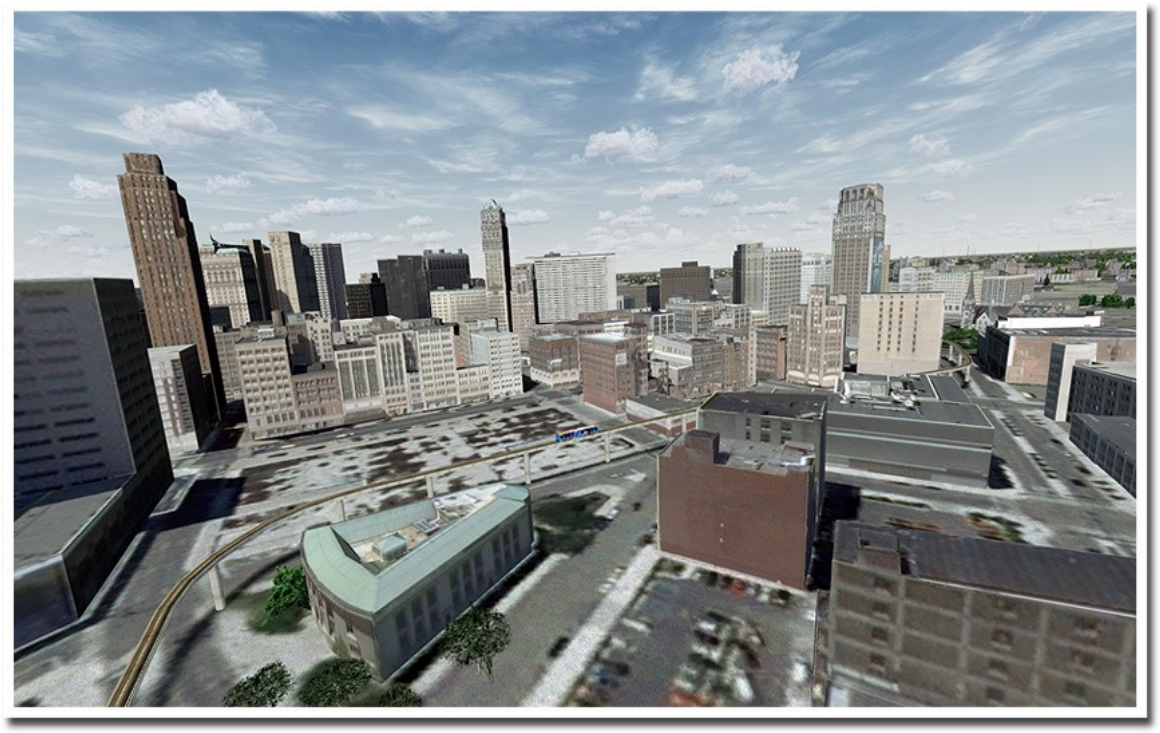
US Cities X

Detroit



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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. Fully aimed at daytime VFR flights it does not include seasons and night textures (this would make the product too large for comfort as well).

Detroit completes the US Cities X range around the great lakes. “Motown” as many call it, is one of the largest cities in the US, full of history, home to a major hub for Delta Airlines and home to some large industry corporations. Detroit is without a doubt the industry capital of the US. But it is going through some dire straits as the heavy industry found it hard to compete with other nations. Unemployment forced many people (up to 25%) to leave the area. The massive traffic jams of the 1980’s are only a memory. But Detroit has a strong spirit and seems to be leaving the problems behind. The low prices draw young people and the heavy industry is slowly replaced with smaller more agile companies.

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CREDITS

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Manual, documentation:	Mathijs Kok, Lime Sim
Installer:	Andreas Mügge
Testing:	Several good folks who will all be getting a copy

Source of aerial images of Airports, Belle Isle, Ford Field, Mouth of St. Clair River: U.S. Geological Survey

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:STEAM
- Windows XP, Windows VISTA, Windows 7 (fully updated)
- 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 5 heliports) in the region around Detroit, the Mouth of the St. Clair River and Ford Field are included with new high res ground images and with customized mesh terrain (no new building structures added).

HELIPORTS

- Cobo Hall Heliport
  Without doubt the heliport with the most stunning location in Detroit. It's located on the roof of Cobo Center, which hosts the annual North American International Auto Show. The center (opened in 1960) is currently being upgraded and expanded and it is unknown to us if the heliport will be still active after that. Anyway: Located between the rails of Detroit's People Mover (the city's elevated light-rail system), the river and the skyscrapers it is without a doubt the most central helipad in Detroit.

- WDIV-TV Channel 4 Heliport
  This is a TV station's heliport that is located just half a mile northwest of Cobo Hall's heliport and

surrounded by high buildings, which make approaching this rooftop heliport a challenge you only find in few US Cities.

- Detroit Medical Center Heliport
  A small pad surrounded by the medical center's parking lot. No helicopters are stationed here.

- Henry Ford Hospital Heliport
  Another small helipad for emergencies. Being surrounded by high trees and buildings make it hard to approach!

- GM Cadillac Assembly Plant Helipad
  Located within the boundaries of Cadillac's assembly plant north of downtown Detroit.

AIRPORTS

- KDTW - Detroit Metropolitan Wayne County Airport
  Usually called Detroit Metro Airport this is one of the 10 busiest airports in the US and a the second largest hub for Delta Airlines. While the majority of destinations lie within North America, there are also quite a few flights from here made to Europe and Asia.

- KDET - Coleman A. Young International Airport
  This airport, formerly known as Detroit City airport has the closest location to downtown of all airports around Detroit. It is mainly approached by cargo and private aircraft.

- CYQG – Windsor
  Windsor Airport is located in the southeast portion of the city of Windsor, Ontario, Canada. The airport serves a mixture of scheduled airline flights and general aviation, and is a popular point of entry into Canada for private and business aircraft. The airspace above the airport is exceptionally busy because of the proximity to Detroit Metropolitan Wayne County Airport, and Instrument Flight Rules (IFR) arrivals and departures are handled by Detroit approach control.

- KYIP - Willow Run
  Willow Run serves corporate, freight and general aviation clients. Opened in 1942, Willow Run Airport was synonymous with the American industrial effort that contributed so much to the Allied victory in World War II. Operated by the Ford Motor Company, the Ford Willow Run manufacturing plant produced 8,685 B-24 Liberator heavy bombers upon its closure in April 1945, the largest number at any B-24 facility in the country.

- Z92 - Harsens Island
  Harsens Island is the only US island in the Mouth of the St. Clair River that can be reached by automobile ferry, and the only one with roads, an unincorporated community, Sans Souci, a school, and a small airport. All the other US islands—there are scores of them—are accessible only by boat. The borderline though the river mouth was under dispute between Canada and the US for many years.

- KMTC - Selfridge ANGB
  Selfridge Air National Guard Base is home to the 107th Fighter Squadron flying the A-10 Thunderbolt, and the 171st Air Refueling Squadron flying the KC-135R Stratotanker.

- KPTK - Oakland Co Intl
  Oakland County International airport is the sixth-busiest airport in the US without scheduled passenger service.

- 7D2 - Oakland/Troy
- Y47 - New Hudson
- 1D2 - Canton Plymouth Mettetal
- KONZ - Grosse Ile Mun

AIRPORT CHARTS

- KDTW - Detroit Metropolitan Wayne County Airport
  http://flightaware.com/resources/airport/KDTW/APD/AIRPORT+DIAGRAM
- KDET - Coleman A. Young International Airport
  http://flightaware.com/resources/airport/KDET/APD/AIRPORT+DIAGRAM
- KYIP - Willow Run
  http://flightaware.com/resources/airport/KYIP/APD/AIRPORT+DIAGRAM
- KMTC - Selfridge ANGB
  http://flightaware.com/resources/airport/KMTC/APD/AIRPORT+DIAGRAM
- KPTK - Oakland Co Intl
  http://flightaware.com/resources/airport/KPTK/APD/AIRPORT+DIAGRAM
- KONZ – Grosse Ile Mun
  http://www.airnav.com/airport/KONZ
- Z92 – Harsens Island
  http://www.airnav.com/airport/Z92

  VFR Terminal Area Chart (Detroit)
  http://skyvector.com/?id=KDTW

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.

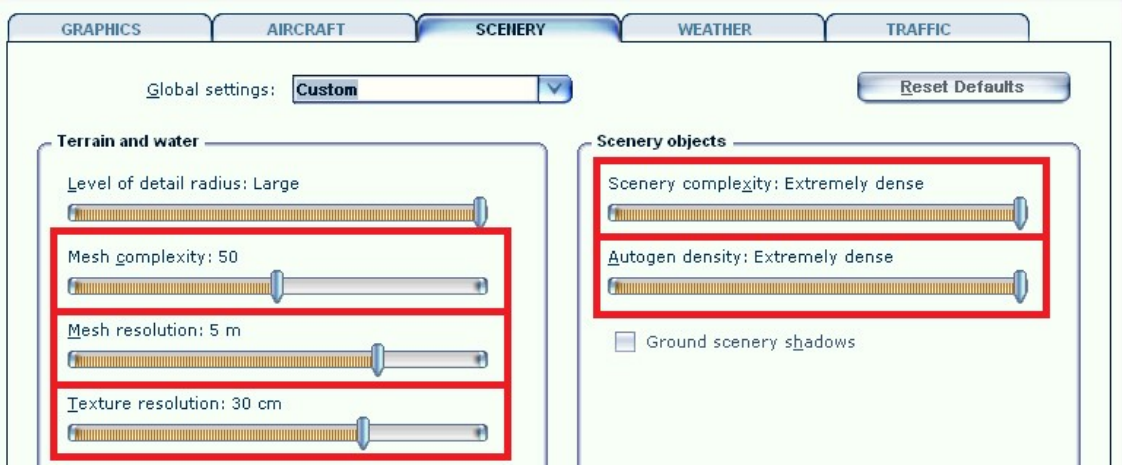
GRAPHICS MENU



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. Most of the 3D stuff will become visible at "Normal" or higher. Static aircraft around the airports and cars around the heliports 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**: VERY IMPORTANT in this scenery! Please set the slider to the very right (highest resolution). Otherwise you might see hovering buildings and other "funny" stuff.
- **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)

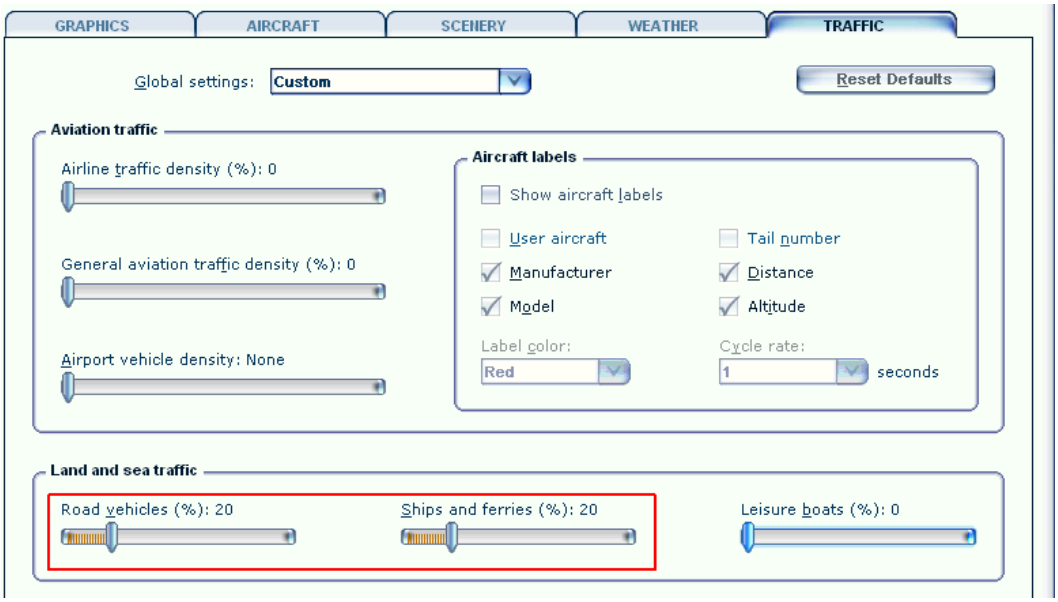


TRAFFIC MENU:

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-Detroit\Scenery
and remove the file Detroit_Traffic.bgl from this folder.

Ships and ferries: Another IMPORTANT setting: If you want to see the animated ship and ferries that come with this scenery, set it to **10%**. If you set it higher than that, a unrealistically large ferry (default scenery) will become at the northern tip of Harsens Island which is not compatible with this scenery!
Unfortunately it was not possible to remove this ferry without touching FSX's source files, which we don't have.

Leisure boats: Please be aware of that FSX's engine has some problems having the leisure boats stay within water boundaries when a scenery is a bit more complex. They are nice to look at but don't be surprised to see some of them running ashore when activated.



SYSTEM OVERLOAD

Because of the extremely high complexity of this scenery it can happen that weaker systems have to 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, gulls…) around the city and airports. 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

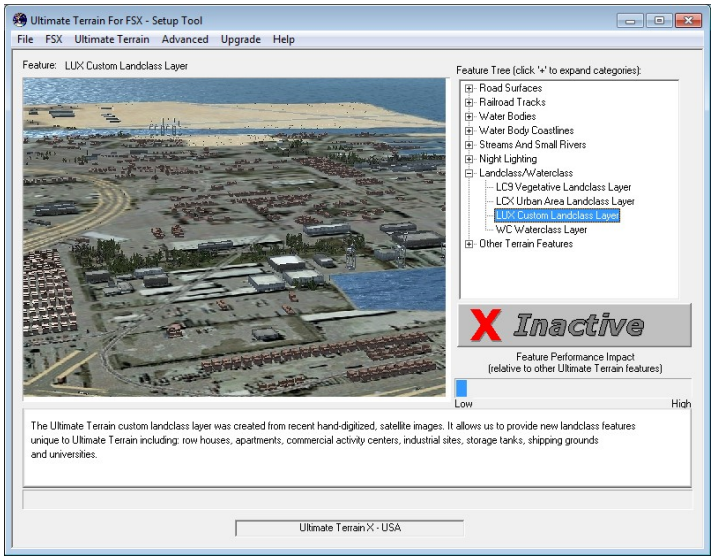
Blueprint Simulations – KDTW Detroit Metro
To ensure compatibility between both, it is recommended that you deactivate US Cities X's version of KDTW completely by renaming the extensions of the following files from BGL to OFF:
Folder: *FSX\Aerosoft\USCitiesX-Detroit\Scenery*
Files: *AF2_KDTW.bgl*
DetroitIntl_Aerial.bgl

Sunskyjet – KDTW Detroit Metro
To ensure compatibility between both, it is recommended that you deactivate US Cities X's version of KDTW completely by renaming the extensions of the following files from BGL to OFF:
Folder: *FSX\Aerosoft\USCitiesX-Detroit\Scenery*
Files: *AF2_KDTW.bgl*
DetroitIntl_Aerial.bgl

Ultimate Terrain X USA/Canada

In general both sceneries merge quite well together. There are some limitations though that you should be aware of:

- The installer of "US Cities X - Detroit" should find your installation of UTX if installed and will install the respective files. If this didn't work on your system for whatever reason (or UTX was installed afterwards) it will be necessary that you do this manually. Go to the following folder:
  FSX\Aerosoft\USCitiesX-Detroit\Scenery
  …and rename the following files as follows:
  Detroit_Water.bgl to *Detroit_Water.off*
  Detroit_Water_UTX.off to
  Detroit_Water.bgl
  If the wrong files are activated you will see rocky lines crossing the river at various locations.



- Bad performance with UTX. It is highly recommended to deactivate UTX's Custom Landclass Layer when using it together with US Cities. This layer adds innumerable 3D objects like industry and container harbors around the cities, which need a lot of performance. Just use the UTX Setup Tool that comes with the product to deactivate them.

FAQS

Q: Why are there no night and seasonal textures?
A: We wanted to keep the price of this whole series as low as possible and the development process as simple as possible so that we can cover as many cities as possible. The VFR flight over these cities is mostly a daytime affair anyway. Still all autogen buildings and airports in the series will have night illumination and autogen vegetation will change with the season.

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 pretty 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 actually 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: I have FTX/ORBX New Zealand South Island installed and there are some strange pixelated areas without autogen objects all over Detroit. Particularly outside the areas covered by aerial imagery!

A: This is a worldwide bug caused by FTX/OTBX New Zealand South Island's scenery addon. If they haven't yet they will bring out an update shortly to fix this issue

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 cities building (for this scenery alone there are about 1,050 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. Please note however that this bug is even more persistent when having FTX/ORBX sceneries activated! Ensure to deactivate their regional scenery settings for North America using their FTX Tool before using a US City X.

Q: The buildings at KDTW - Detroit International airport flicker heavily!
A: Please note that detailed airport sceneries are not part of US Cities X. However, we enhanced the ground layout of the airports and their buildings to fit to the added aerial imagery on the ground as much as possible. The flickering of the buildings in KDTW is an issue of the objects from the FSX default scenery but it's gone as soon as ground shadows are deactivated (as recommended in the settings chapter).

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: There are some steps on the lake!
A: See the compatibility chapter (Ultimate Terrain)

Q: There are hovering buildings in the city!
A: See the settings chapter (mesh settings)

Q: There is some strange large ferry running ashore at the northern tip of Harsens Island!
A: See the settings chapter (traffic settings)

Q: There are some strange rocky lines crossing the river and lake!
A: This is a bug in FSX's default scenery, which is not caused by "US Cities X - Detroit". You can fix this problem by using the following description but please note that this is at your own risk!
First of all make a backup copy of your terrain.cfg that you find in your FSX directory. Open the original terrain.cfg using an editor and scroll down to the following entries:
"// Hydro Polygons - Generic Lake – Perennial" and "*// Hydro Polygons - Generic River – Perennial"*
Inside those entries is a flatten entry, which in your case will look most likely like this:
FlattenMode=slope
Replace "slope" by "none" for both of them, restart FSX and the rocky lines crossing the water will be gone!