US Cities X

Cleveland



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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).

From an aviation point of view Cleveland is the most thrilling city in this series so far. Take off from one of the last downtown airports and test your abilities as a pilot doing some island hopping on the Lake Erie Islands.

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Airport/island/eastern shoreline aerial images:	U.S. Geological Survey

Special thanks to Andras Kozma (Venice X and Manhattan X) for providing us with models of the Statue of Liberty and Venice's bell tower. He's a good friend of Aerosoft.

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 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 4 heliports) in the region around Cleveland and the US Lake Erie Islands are included with new high res ground images and with customized mesh terrain (no new building structures added).

HELIPORTS:

- St. Vincent Charity Hospital Heliport
  One of the city's major emergency helipads this one is very close to downtown and offers some stunning views when taking off to the north.
- Lutheran Medical Center
  Located on a rooftop in the western suburbs. Probably closed because the drawings are barely visible anymore.
- Steel Mill Helipad
  South of the river near the steel mills and between to a building that offers offices for rent and a used car dealer. Difficult to say what this helipad was built for, therefore we just called it the "Steel Mill Helipad".
- Perry Nuclear Power Plant Heliport
  Only accessible with the right permission of course!

AIRPORTS

- KBKL – Cleveland Burke Lakefront Airport
  Insanely close to downtown this is the site for the annual "Cleveland National Air Show". It mainly serves general aviation and corporate jets but is also capable of handling larger aircraft like 737's, A320's, and 757's.
- KCLE – Cleveland Hopkins International Airport
  This is the largest airport in Ohio and the third largest hub of Continental Airlines. The airport is located on a plateau almost surrounded by river valleys that are spanned by bridges.
- KCGF – Cuyahoga County Airport
  A smaller airport to the east that mainly serves general aviation and smaller jets.
- 3W2 – Put-In-Bay Airport
  Probably the busiest airport of the US Lake Erie Islands, the approach on Rwy 21 is rather stunning because the 352 ft tall Perry's Victory and International Peace Memorial is almost in line with the runway.
- 89D – Kelley's Land Field Airport
  To the west of the airport there is a large quarry. The rest of the island is covered by forest and some residential and vacation houses in between.
- 3T7 – Middle Bass Island Airport
- 3W9 – Middle Bass East Point
  A small landing strip located between residential and vacation homes.
- 58OH - Rattlesnake Island
  An insanely small airstrip that almost covers the tiny island in its full length both north-south and eastwest.
- 3X5 – North Bass Island

AIRPORT CHARTS

- KCLE – Cleveland Hopkins International Airport
  http://flightaware.com/resources/airport/KCLE/APD/AIRPORT+DIAGRAM
- KBKL – Cleveland Burke Lakefront Airport
  http://flightaware.com/resources/airport/KBKL/APD/AIRPORT+DIAGRAM
- KCGF – Cuyahoga County Airport
  http://flightaware.com/resources/airport/KCGF/APD/AIRPORT+DIAGRAM
- 3W2 – Put-In-Bay http://www.airnav.com/airport/3W2
- 89D – Kelley's Island http://www.airnav.com/airport/89D
- VFR Terminal Area Chart (Cleveland) http://skyvector.com/?id=KBKL
- VFR Terminal Area Chart (US Lake Erie Islands)
  http://skyvector.com/?id=3W2

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.

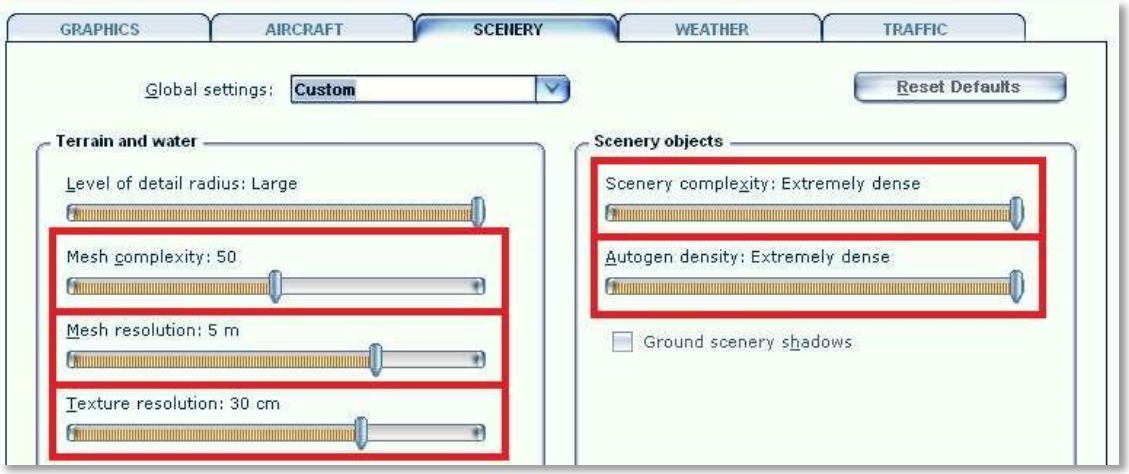
GRAPHICS MENU



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 and cars around the airport 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! Because of the hilly layout of this city it is essential that you 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)

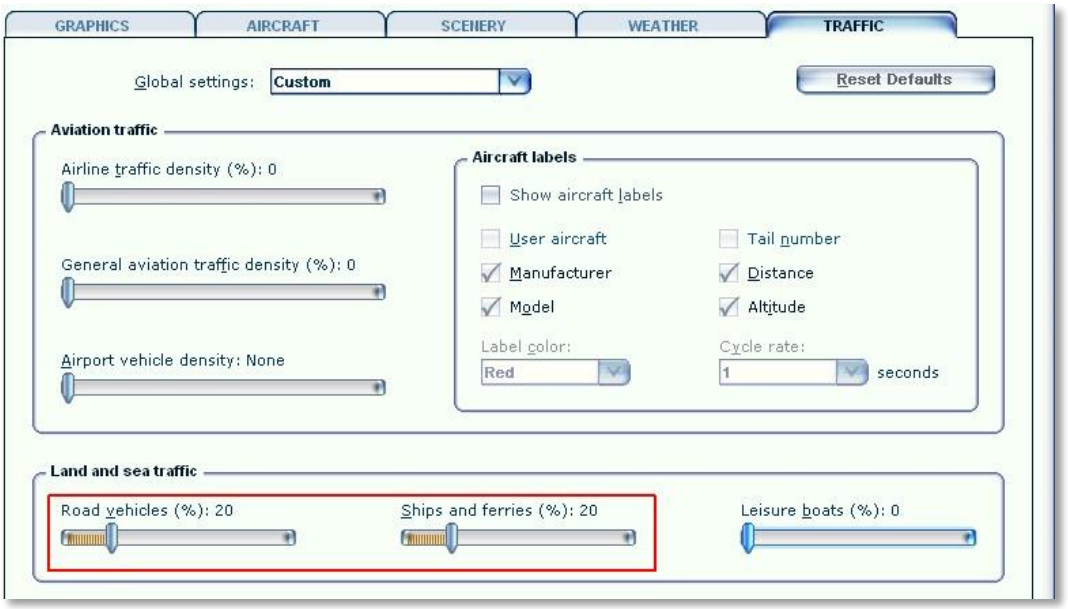


TRAFFIC MENU:

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-Cleveland\Scenery* and remove the file Cleveland_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, some unrealistically large ferries (default scenery) will become visible between the islands, which are not compatible with this scenery!
Unfortunately it was not possible to remove those 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.

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 flights 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: 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 640 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: There are some steps on the lake!
A: See the compatibility chapter

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

Q: There are some strange large ferries running between the islands that conflict with the smaller boats!
A: See the settings chapter (traffic settings)
Q: Why do some of the Lakefront Airport buildings look so blurry?
A: We had the option to keep the default buildings there but decided to take some automatically generated ones because even then are blurry they display the real airport better than some fancy FSX default buildings.