

# VFR London X

An aerial view of London, England, featuring the London Eye on the right side. The city is rendered in a stylized, slightly desaturated manner. A flight simulator overlay is visible, showing a white aircraft on a runway in the foreground, a white bridge structure, and a black rectangular area on the right side. The background shows a hazy horizon with rolling hills.

*Manual*

### Important Note

The scenery provided in this software can be used as a standalone installation or, for the ultimate experience, can be enjoyed as an addition to Horizon simulation's VFR Generation X family of products. The imagery data contained remains under the exclusive copyright of Getmapping PLC and may not be used for any other purpose, or with any other application. The 3D models provided as part of this product are the property of Horizon Simulation Ltd and may not be used for any other purpose. This product is for your personal home use only and is subject to the terms and conditions of the End User License Agreement ("EULA") contained within.

### Thank You

Thank you for purchasing FSX London. We are confident that you will enjoy this scenery, and hope that it will enhance your simulation experience with Microsoft Flight Simulator X.

If you experience any problems, or have any questions that you would like to ask, please feel free to contact us at your convenience. Technical Support contact details are provided towards the end of this manual and on the back cover.

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# **VFR London X**

Add-on for

**Microsoft Flight Simulator X**

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# Introduction

The culmination of two years work by a dedicated team of talented 3D modelers and flight simulation specialists, *FSX London* faithfully recreates one of the world's foremost capital cities in stunning 3D realism.

*FSX London* showcases the pinnacle of what home flight simulation technology can currently attain.

# History

The original London Scenery for FS2004, created by the accomplished developer Carl Edwards and published by Visual Flight, was recognized as a new benchmark in large-scale, accurate 3D modeling of a city in flight simulation and provided the most realistic representation of one of the world's most fascinating cities. Horizon Simulation has now joined forces with Carl and his team to bring you the next generation of this landmark scenery.

***FSX London*** can be installed in isolation, or for the ultimate in what current desktop flight simulation technology has to offer today, can also be seamlessly blended with Horizon's VFR Generation X photographic series for England and Wales.

This product is the culmination of expertise gleaned over the last 5 years of creating Award Winning scenery for Microsoft's Flight Simulator series, and from providing specialist services to the world's leading defence contractors, airlines and flying institutions.



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# Features

**2000 km<sup>2</sup> of ultra-high resolution** photographic scenery (60cm per pixel) serve as the base for approximately 120 km<sup>2</sup> of accurately placed and individually modeled buildings. Combined, these elements make up the largest and most detailed cityscape ever created for Microsoft Flight Simulator.



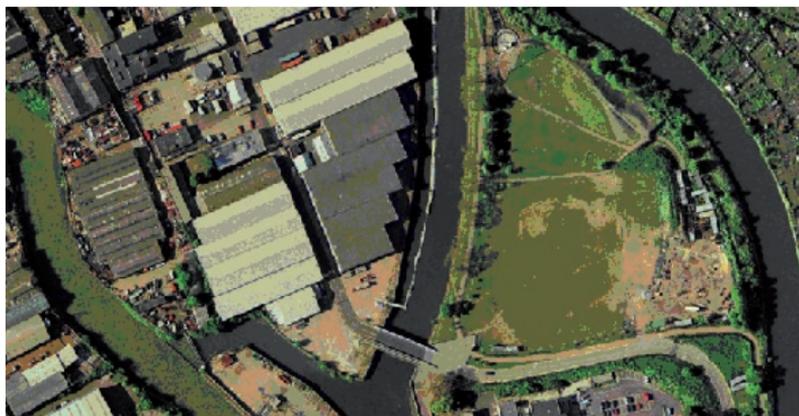
**Derived from accurate 40cm Aerial Photography**, every building greater than approximately 27m<sup>3</sup> by volume is depicted.



**50.000 + objects.** Each of the dots in the diagram below represents a 3D model that has been individually created and placed in its real world location. Never before has an accurate scenery of this size and complexity been created for a flight simulator.



**Photographic scenery** can be displayed at increasing resolutions up to an incredible 60cm per pixel!





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**Landing surfaces** are provided throughout the scenery area to allow helicopter pilots the perfect opportunity to practice their skills.



**Interactive, reflective water surfaces** in the Thames, Docklands, lakes, ponds, rivers, & streams throughout the entire area retain the detail and colour of the actual water body.



**Night Lighting** – Full night texturing enables you to see the bright lights of the capital. Explore any time of the day or night you wish.



**Scalability** - displayed objects are completely adjustable through a range spanning from sparse to extremely dense to suit variety of user system specifications.



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# System Specifications

## Software

**FSX London** is designed for use with Microsoft Flight Simulator X. In order to use this add-on, you must have one of the following versions of this simulation installed:

- Microsoft Flight Simulator X (Standard Edition)
- Microsoft Flight Simulator X (Deluxe Edition)
- VFR Photographic Scenery Generation X for England and Wales is also highly recommended, adding significantly to the realism of the scenery out to the horizon.

## Hardware

Flight simulation software has come a long way since the first titles were released for early computers. Each successive incarnation has demanded more and more from the technology available and has provided an increasingly more accurate and realistic simulation. In fact, it is fair to say that the realism of simulation software is limited not by the abilities of the software programmers that design them, but by the technology available to the consumers that use them. As a result, although Microsoft Flight Simulator is designed to be used on PCs which span a broad range of system specifications, with all of the display options configured to their maximum settings, the simulation is capable of fully utilizing all of the system resources available to even the most sophisticated computer hardware.

Achieving optimum performance with Microsoft Flight Simulator therefore requires a reasonably high specification; well maintained Windows compatible PC and some attention to tuning the software/hardware (see the **Optimizing Performance** section of this manual for more information). The *Minimum* and *Recommended* system specifications for using this software are provided in the table below.

<b>System Specifications</b>	<b>Minimum Specifications</b>	<b>Recommended Specifications</b>
Operating System	Windows XP (SP2) Vista	Windows XP (SP2)
Processor	1.5 GHz	2.0+ GHz
RAM	512 MB	2 gig
Memory (hard drive space)	1.5 GB	1.5 GB
Graphics Card Memory	128 MB	512MB+
Graphics Controllers	DirectX 9.0c	DirectX 9.0c (Shader Model 2.0)
Other	DVD Drive	DVD Drive
Joystick / yoke	Recommended	Recommended
Software Environment	FSX SP1	FSX SP2 & VFR Generation X



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# Installation

## Before you Begin...

### System Maintenance

FSX London requires a considerable amount of disk space to install. It is recommended that you perform a full defragmentation of your hard disk *before* you install the scenery. This will ensure that the scenery files are placed on the hard disk in the most efficient manner during installation and may significantly impact the performance of this software in use.

### Decide What You Want to Install:

The product is designed to give you a number of installation options, depending on your system's specifications and the amount of hard disk space that you have available/would like to use for this product. To make installation as flexible as possible, you will have options to install the following components:

- **FSX London 3D** – *Selected by default*
- **2.4m Photographic Scenery** – *Selected by default*  
This is the default photographic scenery installation option. Due to the size of the files, we have split the photographic scenery into three levels of detail: 2.4m/pixel and 1.2m/pixel & 60cm. The 2.4m scenery is a great deal smaller in terms of file size than the 60cm scenery and therefore those with minimal disk space may consider installing this option only.
- **1.2m Photographic Scenery**  
The difference between the 2.4m scenery and the 1.2m scenery is quite significant visually, but the price you pay for exceptionally high-definition scenery is substantially more disk space. As a result, we have separated out the level of detail of the scenery, giving you the option to install it based on your circumstances and requirements.

- **60cm Photographic Scenery**

The most detailed level of photography requiring the most disk space to install.

**PLEASE NOTE:** The 60cm scenery must be installed **in addition** to the 1.2m & 2.4m scenery and will not work correctly in isolation. In turn the 1.2m scenery must be installed **in addition** to the 2.4. The reason for this is that the 1.2 & 2.4m scenery include the lower levels of detail of the scenery that will be displayed with increasing distance away from your aircraft. Only the 2.4m photo-scenery may be used in isolation.

- **Night Lighting**

The night lighting scenery does just as you would expect – it installs night time scenery textures that are darker than those for the daytime and include lights along roads and on buildings. To conserve disk space, the night light photographic scenery is provided at 2.4m/pixel.





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# Installing FSX London

## Auto-Run Installation

1. Insert the disk labeled **DVD 1** into your DVD-ROM drive. (The setup program should run automatically after the initial spin-up of the DVD.)
2. Follow the instructions provided by the installer and select the options that you wish to install (see above).
3. Restart your system before running Microsoft Flight Simulator X.

If for any reason you would like further information about what the installer does, please consult the **readme.pdf** provided on disk.

## Manual Installation

If the setup program does not auto-run, you can run it manually:

1. Insert the disk labeled **DVD 1** into your DVD-ROM drive.
2. Browse to your DVD-ROM drive using **My Computer** or **Windows Explorer**.
3. Locate the file called **setup** (or **setup.exe**) on the DVD
4. Double click on the icon (or right click on it and choose **Open** from the popup menu) to begin the installation.
5. Follow the instructions provided by the installer and select the options that you wish to install (see above).
6. Restart your system before running Microsoft Flight Simulator X.

## Installation Notes

1. The setup program will try to automatically detect Microsoft Flight Simulator X. If for any reason setup is unable to detect FSX (for example if the FSX registry entries are missing or corrupt) then you will be asked to **Browse...** to the location of Flight Simulator X on your hard disk. The scenery is installed by default in a location outside the FSX folder structure, however the setup program still needs to know where your Flight Simulator X installation is so that it can update the scenery library.
2. The setup program will assume that it has sufficient rights ('Permissions') to successfully install *FSX London*. This usually means that you should be logged on as *Administrator* or, with an account which has *Administrative Rights*, in order to install the scenery.

## Enabling/Disabling FSX London

If, for whatever reason you would like to disable *FSX London* once installed, you can do this very easily using the Scenery Library.

All scenery displayed by Microsoft Flight Simulator is listed in Scenery Library, which allows you to select which sceneries (add-on and default) that you would like to display and in what preference.

The entries listed at the top of the Scenery Library are displayed in preference to those below. By default, newly installed sceneries are placed at the top of this list, meaning that they will be displayed instead of any other scenery listed lower down that might cover the same area.

If you open Scenery Library after installing this photographic scenery, you will see that the entries for *FSX London* appear towards the top.

Notice that each of the entries in Scenery Library has a square check box. Checking/unchecking this box will enable/disable the scenery respectively. Therefore all you need to do temporarily disable *FSX London* is to uncheck the boxes next to the appropriate entries in Scenery Library.

If you have disabled ***FSX London*** and would like to enable it again, simply click on the check box to the left of the appropriate entries in Scenery Library, followed by the **OK** button.



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# Uninstalling/Modifying Your Installation

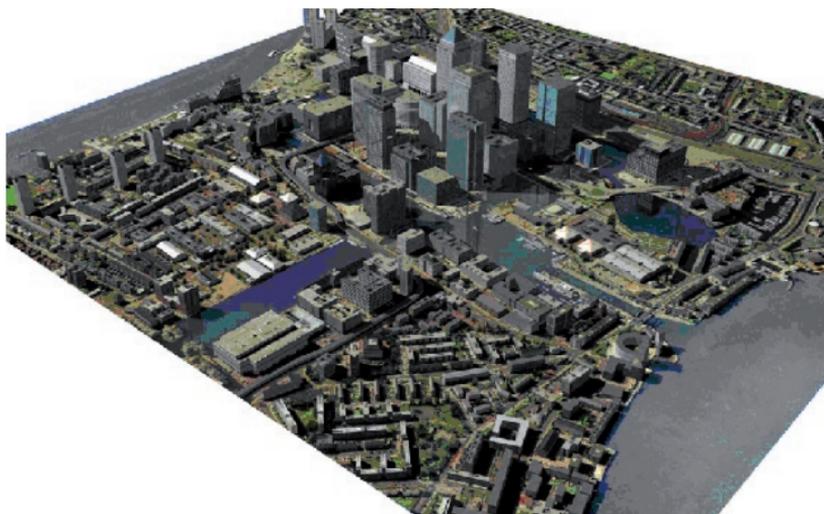
If you would like to uninstall all or part of FSX London, you can do so by following the instructions below:

## Un-installing / Modifying

1. From the Taskbar, select **Start**, then **Windows Control Panel**.
2. Choose **Add/Remove Programs**.
3. In the list of installed programs, locate **FSX London**.
4. Click the **Change/Remove** button to launch the un-installer program.
5. Follow the instructions provided by the un-installer and select the options that you wish to un-install (see above).
6. Restart your system before running Microsoft Flight Simulator X.

If you choose to uninstall *FSX London* completely, this will remove all other software elements installed by *FSX London* and will revert any settings changed by the installation to their original values.

**“FSX London** is the largest and most detailed model of its kind ever created for a real time desktop flight simulation. It is the result of two years hard work from some of the world’s leading 3d graphic artists and software developers. FSX London pushes boundaries that were only a very short time ago thought to be impregnable. But through innovative and pioneering adaptation to the current technology the Horizon team has set a new standard that all other FSX add-on sceneries can be judged by for some time to come!”



FSX London has been meticulously modeled in 3D Studio Max



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# Optimizing Performance

Flight simulation can place heavy demands on your system. This is especially so when using FSX London. As a result, you may need to evaluate your system settings, update your drivers, apply operating system patches, and generally experiment to get the best from Microsoft Flight Simulator X.

Some general information regarding the most important aspects of your system now follows:

## System Memory

The system memory (RAM) requirements for FSX are not too demanding even when using FSX London. However, the performance of your system as a whole will be limited by the weakest link. For example, not having enough RAM may hinder the performance of FSX if the other elements of your system (e.g. Graphics Cards/Processors), which might ordinarily be capable of maintaining the workload, are overburdened. The key here is balance.

## Graphics Card

We would recommend that you check the graphics card requirements for FSX to see if there are any known issues with your graphics card, and/or whether it is recommended that you update your graphics card drivers. Your graphics card manufacturer or supplier may be able to provide you with updated drivers that will enhance the performance, stability or quality of your graphics system. Graphics cards with more recent chipsets and larger amounts of video RAM may return better results, and those that offer superior Direct3D rendering performance (particularly those based upon ATI and nVidia chipsets) will further improve your experience.

## **Hard Disk Capacity**

A complete install of FSX London will require approximately 1.5 GB.

## **Processor (CPU)**

As with most software applications, a faster processor (CPU) will yield better performance in situations where the CPU usage becomes saturated. This is particularly so with Microsoft Flight Simulator X.

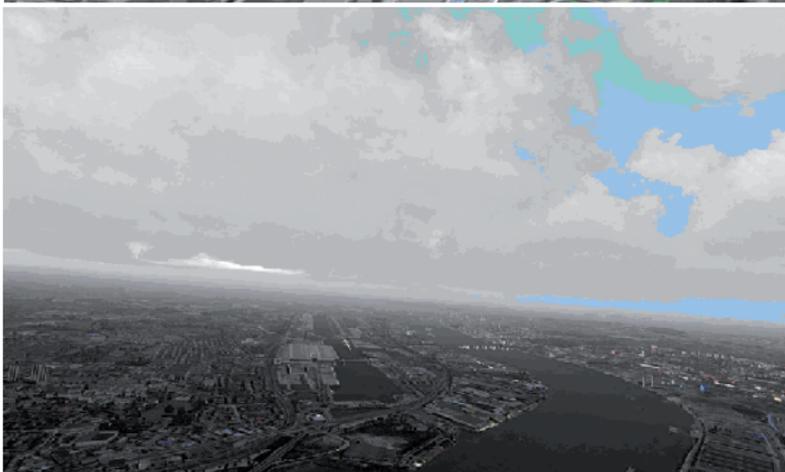
## **Further Information**

Horizon has committed to giving you the latest information available to us about optimising the performance of our products. We will publish this on our website and, if you set up a user account with us, you can elect to receive this information by email as soon as it becomes available.

We also recommended that you refer to the many system performance and 'tweak guides' on the Internet that will provide useful information about getting your system to perform at its best.



## London City Airport EGLC



# Important Flight Simulator Settings

It is not possible, contrary to popular belief, with currently available hardware, to set all sliders and settings within Flight Simulator X to the highest/maximum level and still expect to get silky-smooth frame rates. More likely there will need to be some compromises on your system and choices for you to make so that you can enjoy the features that are most important to you. For example, some users may want lots of AI traffic, whereas others may wish to have better weather visuals and greater scenery complexity.

By virtue of the fact you are reading this section of the manual, we will assume that your priority is to get the most out of FSX London and enjoy spectacular scenery. The following paragraphs therefore provide you with the information that you will need to tell FSX to dedicate most of your system's resources to scenery display.

To help you to determine the impact of changing various settings on your system, you can display your frame rate when flying with Flight Simulator by pressing the <Shift> and Z keys together on your keyboard. Continue to press <Shift> and Z together until the frame rate is displayed at the top of the screen. You can turn off the frame rate display by pressing <Shift> and Z repeatedly until the display at the top of the screen has gone.

All of the settings listed below are found in the **SETTINGS** menu - you will find this at the bottom of the list of options under the Flight Simulator X logo on the left hand side of the **Welcome** screen (displayed when you first launch Flight Simulator X).

All suggestions below are intended to provide a rough guide and a starting point. You are encouraged to experiment with your settings in order to find the optimum set up for your particular hardware setup and personal requirements.

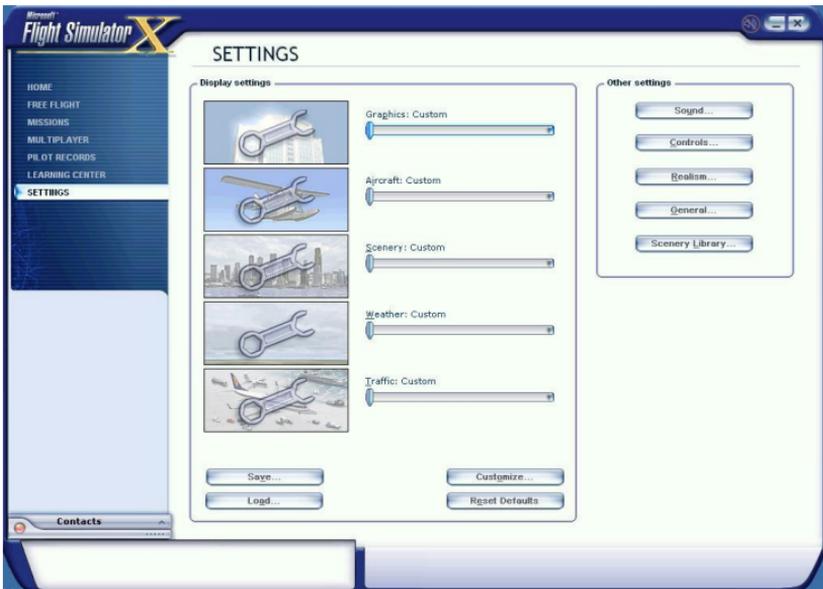


# Display Settings

For your convenience, Microsoft has grouped the **Display Settings** into 5 categories.

These are:

1. Graphics
2. Aircraft
3. Scenery
4. Weather
5. Traffic



In FSX the settings in these categories may be controlled globally by a single slider. However, each of these categories contains many different settings that give you the flexibility to choose which of the features provided by FSX you would like to dedicate your system's resources to. Many of these are important for displaying add-on sceneries such as *FSX London* and therefore the sliders are of little use – you'll need to customise the settings inside for best performance...

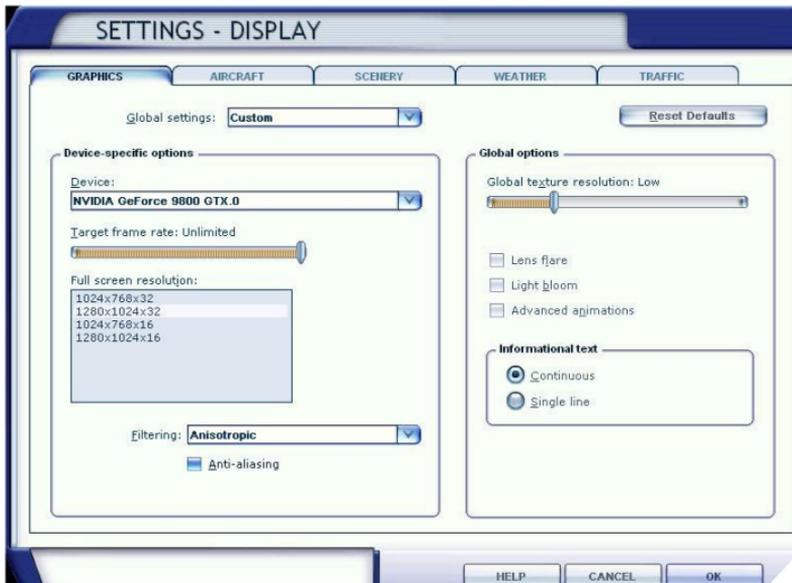
# Manually Changing Display Settings

If you would like to manually change the *Display Settings*, you can do so by clicking the '**Customize...**' button located below the *Display Settings* sliders. Here are those that we would recommend for best scenery display.

**Notes:** Where 'User Preference' is stated, the option has minimal impact on frame rates or visual quality of the scenery. As a result, it is up to you how you would prefer to set that option. Where 'OFF' is recommended, the setting has a considerably impact on frame rates and/or scenery quality.

## Graphics

The settings on the graphics tab govern the way that Flight Simulator works with your graphics card. These settings can therefore have a significant impact on performance and **MUST** be set appropriately if you wish to get the most out of FSX London.





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On the **GRAPHICS** tab, you should try the following:

**Device-specific settings:**

- Target frame rate: Unlimited
- Full screen resolution: 1024 x 768 x 32 (see Note below)
- Filtering: Bilinear or Trilinear
- Anti-aliasing: On (Checked)

**Notes:** The full screen resolution that you can choose will depend on two things: the maximum resolution of your monitor, and your system's specification. The first two numbers here (e.g. 1024 x 768) refer to the number of pixels (width x height) that you would like FSX to use for your visual display. The higher these numbers are, the greater the definition of the display. The third (e.g. 32) is the colour depth (e.g. 32 = 32-bit). Each of these numbers will have a considerable impact on system performance and therefore the Full screen resolution is a balance between performance and visual quality. The recommendation above will be appropriate for most users, however we would encourage you to experiment with this setting to determine how your personal system performs at different resolutions.

**Global options:**

- Global texture resolution: high
- Lens flare: User Preference
- Light Bloom: OFF (Unchecked)
- Advanced animations: OFF (Unchecked)
- Informational text: Continuous/Single line: User Preference

### Aircraft

If you're flying your plane from the cockpit and looking from the inside out, then there is little point throwing valuable system resources at rendering a super high quality aircraft on the exterior. Set exterior settings to minimal.

On the **AIRCRAFT** tab, you should set the following:

#### Cockpit settings:

- Default cockpit view: User Preference (see **Views** in **Improving Display Quality**, below)
- Show cockpit ToolTips: User Preference
- High-resolution 3D virtual cockpit: User Preference
- 2D panel transparency: User Preference

#### Exterior settings:

- Aircraft casts shadows on the ground: User Preference
- Aircraft casts shadows on itself: User Preference
- Aircraft landing-lights illuminate ground: User Preference



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## Scenery Settings

### IMPORTANT:

FSX provides you with a few new options to set the quality of the scenery that it will display. These settings limit the level of detail of the scenery and can significantly affect on performance, therefore they **MUST** be adjusted as specified below in order for you to enjoy *FSX London* at its best.

On the **SCENERY** tab, you should set the following:

### Terrain and water:

- Level of detail radius: Large (see Note)
- Mesh complexity: 100
- Mesh resolution: 5m (for full detail of the VFR Generation X terrain mesh if owned)
- Texture resolution: 60cm/1m/2m (for 60cm/1.2m/2.4m scenery respectively)
- Water effects: low 2x. (greater depending on your system performance)
- Land detail textures: OFF (Unchecked)

**Notes:** Level of detail radius governs the distance from your aircraft that high-detail scenery textures and 3D objects are displayed. Effectively this means that when you are flying with the photographic scenery, Flight Simulator will render more detail in the mid to far distance, which results in crisp, sharp photographic scenery out to the horizon. If used in conjunction with a sensible visibility (e.g. 10 to 20 miles) the impact on frame rates is minimal when using photographic scenery alone, however when using 3D objects too (e.g. Autogen), then Level of detail radius can have a dramatic affect on frame rates. As with other settings in Flight Simulator, we would recommend that you experiment to determine its effects on your system.

- Scenery complexity: Very sparse (see Note 1)
- Autogen density: None (see Note 2)

- Ground scenery shadows: OFF (Unchecked)
- Special effects detail: Low (see Note 3)

### **Notes:**

1. Scenery complexity governs the level of detail of 3D objects in Flight Simulator. 3D objects consume a great deal of your system resources and as such we recommend that you initially set the Scenery complexity to Very sparse. Once you've managed to achieve acceptable performance with the photographic scenery, this is one setting that you might like to experiment with to determine whether any noticeable adverse affects occur. In short, the higher the setting the more displayed object you will see in FSX London. Very Sparse will result in only major landmarks showing while extremely dense will display all content.
2. Autogen is disabled by default when using the photographic scenery. FSX London contains no autogen. The reason for this is that FSX London uses real aerial photography and shows real buildings on the ground, whilst Autogen places generic 3D objects (e.g. houses and trees) in semi-random locations. As a result, Autogen will, more often than not, be placed where buildings do not actually exist, detracting from the realism of the photographic scenery. There is no way to turn on the autogen when using photo scenery so this sentence is a little misleading in that it gives the impression that you could.FSX London is modelled specifically on the real London.
3. Special effects (e.g. water ripples) can be very resource intensive and should be minimised initially to allow you to attain acceptable performance with the photographic scenery. Special effects detail is another experimental setting for you to try once you have achieved this.



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## Weather

On the **WEATHER** tab, you should set the following:

### Visual settings:

- Cloud draw distance: 60mi/96km
- Thermal visualisation: None
- Cloud detail: Simple clouds (see Note)
- Visibility: 20 miles or less

**Notes:** Cloud detail (cloud density), like other weather settings, requires a great deal of your system's resources. The more dense and detailed the clouds, the more likely you are to experience adverse performance affects on frame rates and scenery quality. Again, the theory here is to start with lower levels of detail for features that will consumer processing power that may be required by the scenery, then experiment to find the balance between features and performance of your own system.

### Simulation settings:

- Download winds aloft data with real-world weather:  
User Preference
- Disable turbulence and thermal effects on aircraft:  
User Preference
- Rate at which weather changes over time:  
User Preference (see Note)

**Notes:** Since weather will change with time, we would recommend you initially set Rate at which weather changes over time to this to No change to prevent memory intensive weather systems creeping in and adversely affecting your frame rates.

### **Aviation traffic**

Aviation traffic is very resource intensive when used in abundance. For this reason, we recommend you turn all settings down when flying with FSX London. Again, if additional aircraft traffic and ground vehicles are important to you, please feel free to experiment once you have achieved good performance with the scenery.

On the **TRAFFIC** tab, you should set the following:

#### **Aviation traffic:**

- Airline traffic density: 0%
- General aviation traffic density: 0%
- Airport vehicle density: None

#### **Aircraft labels:**

- Show aircraft labels: Checked/Unchecked

#### **Land and sea traffic:**

- Road vehicles: 0%
- Ships and ferries: 0%
- Leisure boats: 0%



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# Improving Display Quality

## Graphics Card Features

The following are features of your graphics card that you might like to experiment with in order to optimise performance. Since there are many different types of graphics card on the market, it is not possible to provide you with a definitive step by step guide to changing the settings that control these features. If you are familiar with the software that drives your graphics card, here are a few things to look out for:

### MIP Mapping

Multim-Im-Parvo (MIP) mapping is a texturing technique used to improve the visual quality of computer generated graphics. Displaying terrain on a flat computer screen is not an easy task; while height and width are easy to manage, it is difficult to create the impression of depth. On a computer, depth is achieved by displaying scenery at a smaller size (and lower detail) as distance from the viewpoint increases. All modern graphics cards support MIP mapping.

For best results we recommend that MIP mapping is enabled both in Flight Simulator and on your graphics card when using FSX London. If you have an option within your graphics card driver to specify the quality (or distance – sometimes referred to as the Level of Detail (LOD) Bias) then we suggest that you set this to the highest quality setting for the best visuals. This will reduce the blurring effect on distant scenery, but in some case may decrease the performance of your video card.

## **Anisotropic filtering**

Anisotropic filtering (AF) is a feature of most modern graphics cards that sharpens the details which fade away into the distance, and helps to retain the sharpness of the scenery at and near the horizon. Since anisotropic filtering requires intense processing as image frames are presented to the graphics card, it may affect performance. Higher settings of AF will provide better image quality but you may wish to weigh the perceived improvement against the effect on performance if your graphics card supports this option.

## **Full Scene Anti-Aliasing**

Full Scene Anti-Aliasing (FSAA) is a feature of most modern graphics cards that removes the jagged edges associated with straight lines in a 3D scene. There are differing levels of FSAA which are commonly referred to as 2X, 4X, 6X etc. The higher you set FSAA in your graphics driver, the better the visual quality of the graphics display will become, but like AF, it can consume a lot of processing power and video RAM on many graphics cards so performance can be adversely affected. Conservative use of the FSAA setting may still give good quality results without the performance cost.

Some users may find that using a higher screen resolution (for example 1280x1024 rather than 1024x768) will give good quality visuals without the use of FSAA. This may also provide you with better performance on certain systems and configurations, but we urge you to experiment.



# Flying with FSX London

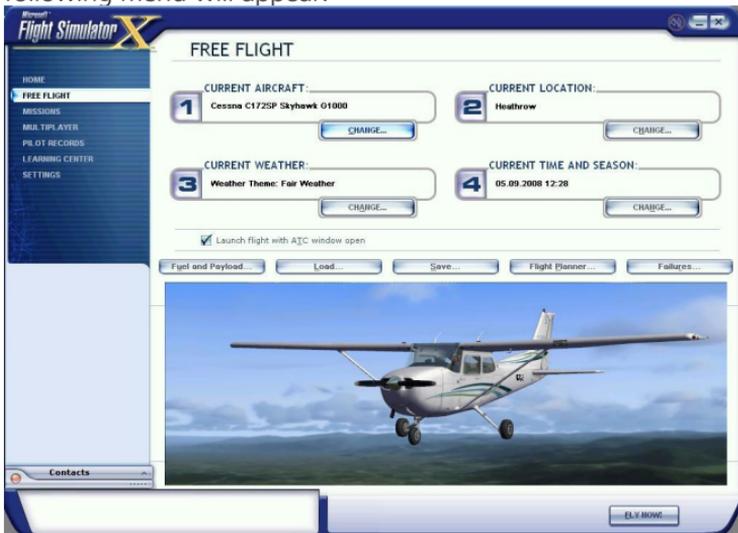
## Quick Start

To get you flying and enjoying the photographic scenery as quickly as possible, please follow the steps below:

### Free Flight

If you have just started up Flight Simulator, you will need to create a flight. To choose London City Airport

1. Click the Free **Flight option** on the **Welcome** screen – the following menu will appear:



2. In the Current Aircraft box (box 1), click **CHANGE...** You will be presented with the Select Aircraft menu (below).



3. Select the Cessna C172SP Skyhawk. (see **Note 1** below)
4. Click OK.



5. In the **Current Location** box (box 2), click **CHANGE...**  
You will be presented with the **Select Airport** menu (below).

**SELECT AIRPORT**

Search airports

By airport name:  By airport ID:  By city:

Search (results: ( 24490 airports found )

Name	ID	City	State / Province	Country / Region
Heathrow	EGLL	London		United Kingdom
London	CYXU	London	Ontario	Canada
London-Corbin/Magee	KLOZ	London	Kentucky	United States
London City	EGLC	London		United Kingdom
Luton	EGGW	London		United Kingdom
Madison Co	KUYF	London	Ohio	United States
Roberts	OH88	London	Ohio	United States
Stansted	EGSS	London		United Kingdom

Filters

By country/region:  There are 223 countries/regions.

By state/province:  There are 71 states/provinces.

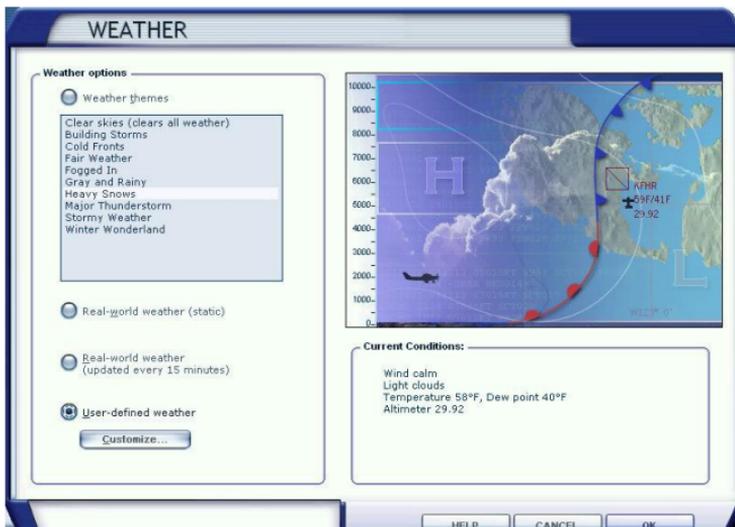
By city:  There are 15772 cities.

Choose runway/starting position:  Active Runway

Search default scenery  
 Search add-on scenery

6. Choose London City airport that is within the area of photographic scenery provided
7. Once you have selected the airport you would like to fly from, click **OK**.

8. Next, from the Current Weather box (box 3), click **CHANGE...** You will be presented with the **Select Weather** menu (below).



9. Click **Customize...** The following window will appear:





- In the **Conditions** section, set **Clouds**: to **Few**, set **Precipitation**: to None, set **Visibility** to 10mi, and set your preferred **Wind speed** and **Wind direction**, then click **OK**, then **OK** again (on the Weather options page).
- In the **CURRENT TIME AND SEASON** box (box 4), click **CHANGE...** You will be presented with the following window:

**SELECT TIME AND SEASON**

**Time of day**

Dawn  
Day  
Dusk  
Night

Local time:  
12 : 28 : 44

GMT:  
11 : 28 : 44

**Season**

Winter  
Spring  
Summer  
Fall

Month:  
September

Year:  
2008

Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Reset

HELP CANCEL OK

- Set the **Time of day** to Day, the **Season** to summer, and then click **OK**.
- Click **Fly Now!** Take off and enjoy your sightseeing adventure around the city of London!

## More Information on Flight Settings

### Choice of Aircraft

FSX London is designed for you to explore really close up. All types of aircraft are catered for within the scenery area, but we recommend light aircraft and helicopters for your virtual sightseeing tours of the nation's capital city. Grab yourself the perfect aircraft with unsurpassed all round visibility in the form of Rick Pipers fantastic Aeroprakt A22 Foxbat for FREE!



Link to Foxbat and many other FS add-ons:

**[www.horizonsimulation.com/downloads.htm](http://www.horizonsimulation.com/downloads.htm)**

If you wish to fly faster aircraft, you will cover more terrain in a shorter time, and this will create additional demands on Flight Simulator and your system in providing scenery to keep up. In such cases, Flight Simulator may not be able to maintain a good frame rate and/or load new scenery textures fast enough. The result of this is that the scenery may become progressively blurred and out of focus. You will need to balance system hardware, settings, configuration and particularly choice and speed of aircraft to avoid or minimise such issues.



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## Weather

The type of weather and level of detail that you select will have implications on system resources and therefore on the performance of Microsoft Flight Simulator. Depending on the specification of your system, you may find that very demanding weather settings also affect the display quality of the photographic scenery.

## Visibility

The main weather setting in Flight Simulator that will affect the visual impact of the scenery is the Visibility. The Visibility setting introduces a haze that effectively decreases the contrast and affects the brightness of the photographic textures. The effect will significantly enhance the realism of the view outside the cockpit if set appropriately for the part of the world and the weather conditions in which you are flying.

The aerial photography used within FSX London was acquired to highly demanding specifications. As such, haze effects and other aberrations, which we normally see when looking at the countryside from the air, are minimised for clarity and quality purposes. Reducing visibility will re-introduce such haze effects and provide a more realistic experience for VFR flying.

We recommend a setting of between 5 miles and 20 miles for the most realistic flying in the UK – visibility will rarely exceed 20 miles in this part of the world. Settings above this value may affect the visual quality of the scenery by introducing a shimmering in the distance and potentially also the performance of the simulation.

**IMPORTANT:** Also of important note is that the colouration of the photographic scenery provided with FSX London is optimised for visibility settings appropriate for the UK. Therefore, using unlimited visibility, as well as adversely affecting frame rates, will make the colouration of the photographic unrealistically rich and bright.

### Views

Flight Simulator X provides us with many interesting viewpoints, both internal cockpit/panel views and external camera views. Panel views, particularly those with large numbers of complex gauges, can lower the frame rate in Flight Simulator significantly.

Changes in view can also force Flight Simulator to render the photographic scenery in different ways. Each time you change a view, Flight Simulator has to redraw the scenery from a different angle, which will often prevent the software from using the highest detail scenery textures and encourage an onset of blurry scenery. Try to avoid changing views too often if your system suffers from these effects.

Our preferred view option for sight-seeing over the scenery is the Spot view. This is effectively the perspective of your aircraft and the surrounding scenery from the viewpoint of an imaginary aircraft trailing you from behind and above. You may however find that using an internal Cockpit view is more appropriate for flying by VFR Navigation.

### Slew Mode

The Slew mode within Flight Simulator can be used to freely move your aircraft around the landscape. It can be used to change the altitude and attitude of the aircraft and may also be useful for a variety of applications. However, it is recommended that you do not use the Slew mode when using FSX London as it can confuse Flight Simulator's scenery loading system. This may result in the photographic scenery not being fully loaded at its highest resolution. The visual effects of this will be a very blurred landscape. SLEW I don't think you need mention it.



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# Hints and tips

## Disable Anti-Virus Software

Some antivirus software will, by default, actively scan every program, file and resource whenever it is accessed on your hard disk drive. Such behaviour, although potentially making your system more secure, can have a severe detrimental effect on the performance of your system, particularly when running flight simulator.

To avoid this, we recommend that you consult your antivirus software provider's documentation to reduce the impact of such programs. In some cases, turning off your antivirus software may be the only way to avoid performance issues. However, you do this entirely at your own risk and should be aware of the potential consequences of this action, particularly if you remain connected to the Internet.

**IMPORTANT:** Horizon Simulation will not accept responsibility or liability for any damage to your system caused by disabling antivirus software. If you do not feel confident enough to make amendments safely, please seek the assistance of your antivirus software provider.

## Computer System Configuration

As with all simulations and video games, there are a number of settings which can be configured to improve your system's performance and thus your experience. Make sure that your system has up to date drivers for all of its components, including video card, sound card, motherboard, and disk controllers. If in doubt, visit the manufacturers' web sites to download and install the latest drivers for your system.

Before running Flight Simulator, close down any running programs which are not required. (For example, close down any Instant Messenger clients and other **System Tray** programs (visible as icons in the bottom right of the Windows Task Bar). This will reduce the number of resources used by your system, freeing them up for use by Flight Simulator.

# Information and Support

## Web site

For further information and news of existing and new products, please visit the following web site:

**<http://www.HorizonSimulation.com>**

## Forums

Visit our forums to discuss *FSX London*, or indeed any other products from Horizon Simulation:

**<http://forum.HorizonSimulation.com>**

## Technical Support

If you have any support requirements for *FSX London*, which cannot be solved by carefully reading this manual, please visit the Horizon Simulation forums...

**<http://www.forum.horizonsimulation.com>**

The Aerosoft forums:

**<http://www.forum.aerosoft.com>**

...or email Aerosoft at the following address:

**[support@aerosoft.com](mailto:support@aerosoft.com)**



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# Credits

## Horizon Simulation Ltd

Horizon develops and publishes highly accurate virtual models of the real world for uses in training and gaming simulation. Our are used by many of the world's most highly revered flying institutions, and by tens of thousands of flight simulation enthusiasts, and private and professional pilots worldwide.

In addition to our consumer 'gaming' products, Horizon offers similar services to world leading defense contractors, airlines and academies for applications in flight training.

For further information, please visit [www.horizonsimulation.com](http://www.horizonsimulation.com).

## Getmapping PLC

The photographic scenery in this product is generated from aerial photography provided by Getmapping PLC.

Getmapping pioneered the first full coverage aerial photographic survey of the UK (with investment from Her Royal Majesty Queen Elizabeth II), and has since become the UK's leading supplier of aerial photography.

Currently in use by Lockheed Martin, BAE Systems, QinetiQ (formerly DERA), British Airways, the RAF, and many more, Getmapping's photography is the imagery of choice for the world's leading professional simulation companies, defense contractors, and flight training institutions.

For further information please visit [www.getmapping.com](http://www.getmapping.com).