aeroSOFT GMBH

US Cities X
Indianapolis

Index

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).

Indianapolis was chosen as the first city because it is a very typical US city. A high rise centre surrounded by a huge extended suburban area. Of course the fact is has one of the most famous race tracks does help!

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Credits

Concept:	LimeSim
Programming:	LimeSim
Project Management:	Lime Sim, Mathijs Kok
Manual, documentation:	Mathijs Kok, Lime Sim
Installer:	Andreas Mügge
Testing:	Several good folks who will all be getting a free copy.

System requirements

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 1 GB RAM (2 GB advised)
- 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.
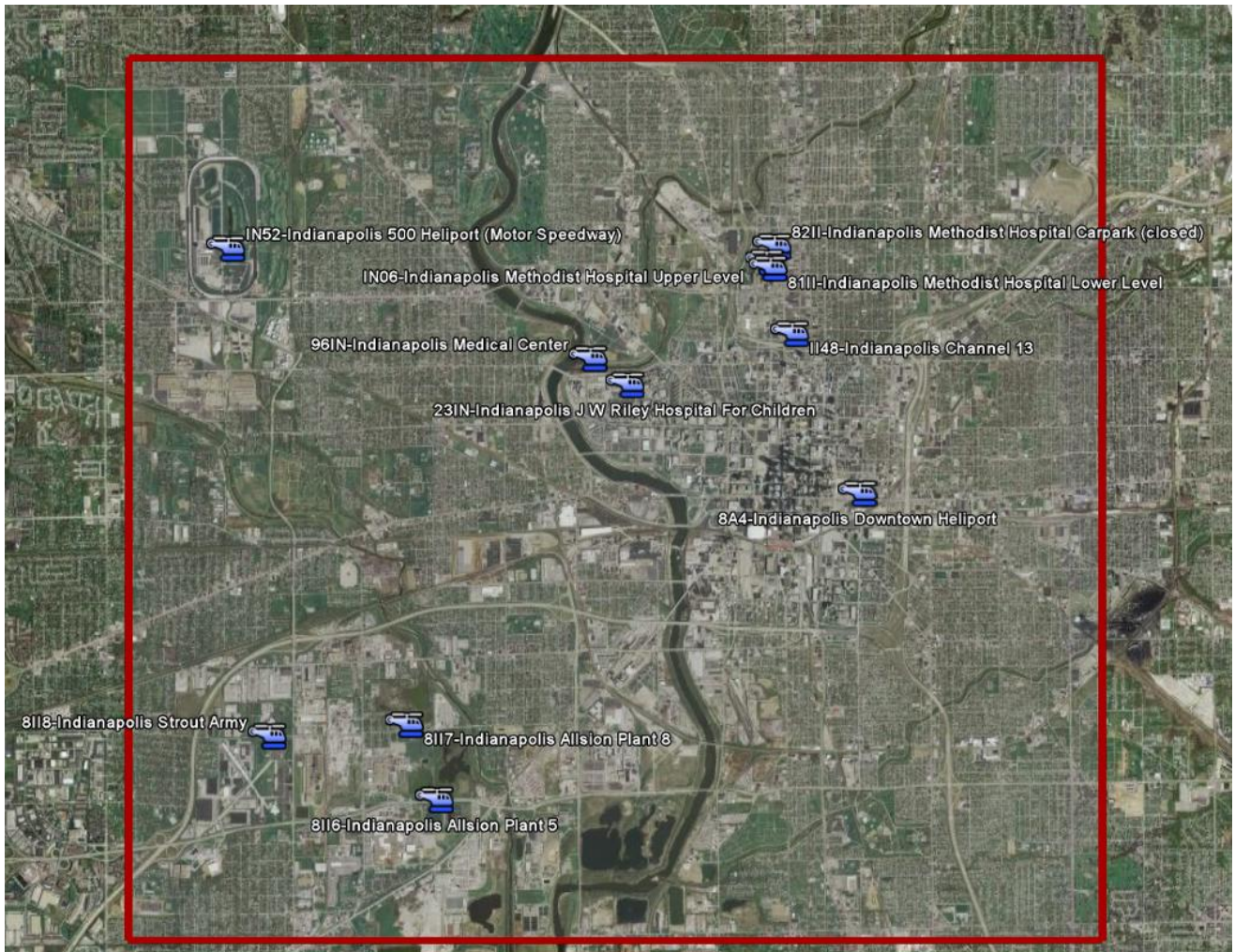
Aerosoft forums: http://www.forum.aerosoft.com/

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.

Area covered

US Cities X: Indianapolis covers the following area (Image taken from Google Earth)

Helipads included

There are 9 usable helipads in this scenery where you can take off and land. Check your windows start menu (Start->Programs\Aerosoft\USCitiesX_Indianapolis\Google Earth Map) for a **map of all helipads**. This map requires that you have Google Earth installed, which you can find here: http://earth.google.com/. To choose one of the helipads go to the airport menu and either type in its name "by airport name" or its ID "by ID". More details on each heliport can be found by clicking on the links.

- **8A4 – Indianapolis Downtown Heliport**
  - o This heliport is one of the few US downtown heliports in service. It has 6 parking positions and its own terminal. The touchdown location right over a road tunnel with the skyscrapers nearby is a real eye-catcher! There are two published procedures for this airport that are included at the end of this manual.
    http://www.airnav.com/airport/8A4
- **II48 – Indianapolis Channel 13**
  - o Local TV News station from where you can take off for all kinds of news reports. Traffic reports, sport events… it's all up to you! But take care when returning to the base. Landing between all the trees, cars, station building and satellite antennas isn't easy!
    http://www.airnav.com/airport/II48
- **Indianapolis Methodist Hospital**
  - o This is the base of the LifeLine helicopters in Indy. Check the crew's new homepage here: http://www.lifelinehelicopter.com/ It is divided into 3 landing pads at various levels, of which 2 are active:
    - ▪ IN06 – Indianapolis Methodist Hospital Upper Level
      http://www.airnav.com/airport/in06
    - ▪ 81II – Indianapolis Methodist Hospital Lower Level
      http://www.airnav.com/airport/81II
    - ▪ 81II – Indianapolis Methodist Hospital Carpark (closed)
- **23IN – Indianapolis JW Riley Hospital of Children**
  - o Another rooftop helipad.
    http://www.airnav.com/airport/23in
- **96IN – Indianapolis Medical Center**
  - o *http://www.airnav.com/airport/96in*
- **IN52 – Indianapolis 500 Heliport (Motor Speedway)**
  - o This is where the annual Indy 500 motor races take place!
    http://www.airnav.com/airport/in52
- **8II8 – Indianapolis Strout Army**
  - o A former airbase that was closed between 1960 and 1961. The helipad is still military and you can still see the former runways used for storehouses and car parks for military vehicles.
    http://www.airnav.com/airport/8II8
- **8II7 – Allsion Plant 8**
  - o Commercial helipad.
    http://www.airnav.com/airport/8II7
- **8II6 – Allsion Plant 5**
  - o Commercial helipad.
    http://www.airnav.com/airport/8II6

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

Scenery menu:
- o All unique 3D buildings (most downtown buildings, factories, speedway, churches etc.) become visible at a **Scenery Complexity** of **Normal** or higher.
- o For best results in displaying the 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!
- o **Texture resolution** should be at **1m/pix** or higher to get the best resolution of the aerial image beneath the 3D objects.

Traffic menu:
- o To get some life in the scenery set the traffic of **Road Vehicles** to **20%** or higher. This will bring you animated car and truck traffic along the major roads and freeways. For more information see the traffic chapter.

Road traffic

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 but still would like to keep the default traffic on the Interstates, do the following:
Go to folder *FSX\Aerosoft\USCitiesX_Indianapolis\Scenery* and remove the file *Indianapolis_Traffic.bgl* from this folder.

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. 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.
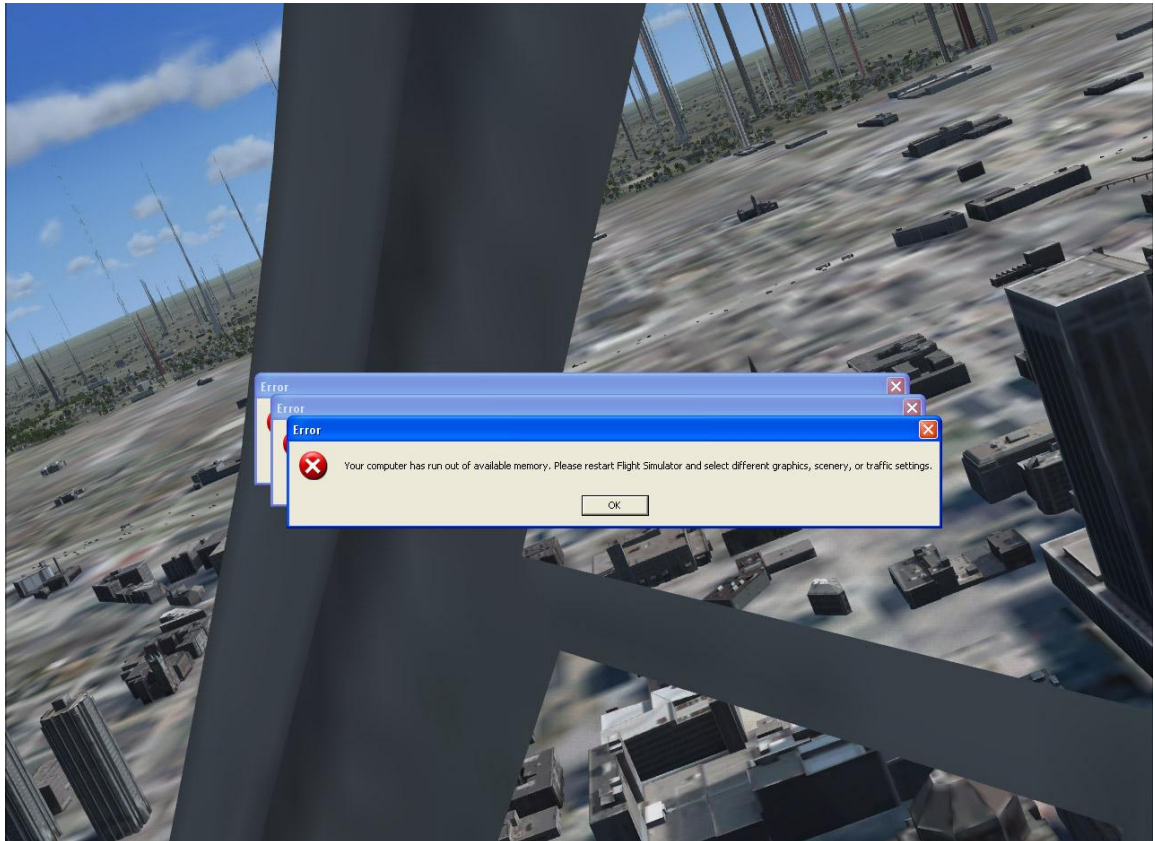
For users encountering this problem we have added a set with downsizes textures that will solve this problem. You find them in the following folder:

FSX\Aerosoft\USCitiesX_Indianapolis\\Low-Res

Make a backup of your texture folder and then move or copy all the files from Low-Res to the Texture folder replacing all existing files.

Compatibility with "Dreamscenery's Indianapolis X"

Some users may still have this scenery installed. We are sure that our scenery looks way better and offers more value for your money but there still may be reasons why you want to merge both sceneries. Dreamscenery's version of Indianapolis is less detailed as you can see on the screenshots but it has the cities' international airport included.

To merge both sceneries you need to remove all files containing downtown, the speedway and river bridges from Dreamscenery's Indianapolis. To do so, first locate the folder where you installed it, which is usually

FSX Main Folder\Indianapolis X

Go to the scenery subdirectory and remove (by either renaming BGL to OFF or moving them to a backup folder) all files beginning with:

> *Downtownterr*.bgl*
> *race1fsx.bgl*
> *rivbrd*.bgl*
> *speed*.bgl*
> *twnbldgfsx*.bgl*

Note: Although we tested this on our systems we do not guarantee that this will also work for your system. Keep in mind that both loaded together, US Cities' Indianapolis and Dreamsceneries' Indianapolis may have an extreme impact on your system performance. Also make sure that US Cities' Indianapolis is <u>above</u> Dreamsceneries' Indianapolis in your Scenery library.

Compatibility with BluePrint Simulation's KIND2009

This scenery <u>might</u> be the better option if you don't have another Indianapolis scenery as yet and want to add the International airport to our scenery. Unfortunately we didn't get a test copy of KIND 2009 before releasing this manual so we couldn't do any tests on it. But referring to forum voices this one might be better on frames, which is very important if you want to use the airport together with a dense scenery like ours.

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: When selecting Downtown or one of the rooftop helipads I'm beneath the terrain!
A: Unfortunately this is a very bad FSX simulation which doesn't support starting a flight on a 3D object. You can circumvent this by selecting the same helipad a second time or using the slew mode of FSX to move the aircraft at the desired level (Y to activate and deactivate slew mode, F1-F4 keys to go up and down).

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: Why are there no trees and/or autogen buildings in downtown?
A: Technical reasons. Due to its high complexity we had to cover a merge a small part of downtown (about the area from RCA Dome up north to Channel 13 helipad) in one single 3D object. This brings a better performance, but also suppresses all autogen buildings in the area covered by this 3D object.

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 1000 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: The fences on helipads are disappearing in certain view angles!
A: Unfortunately another FSX bug. The only way to display a proper fence without x-ray effects and flickering is to add it to the airport's AFCAD file. Bug the smaller the airport (in this case small helipads), the higher the risk that the fence disappears in certain view angles.
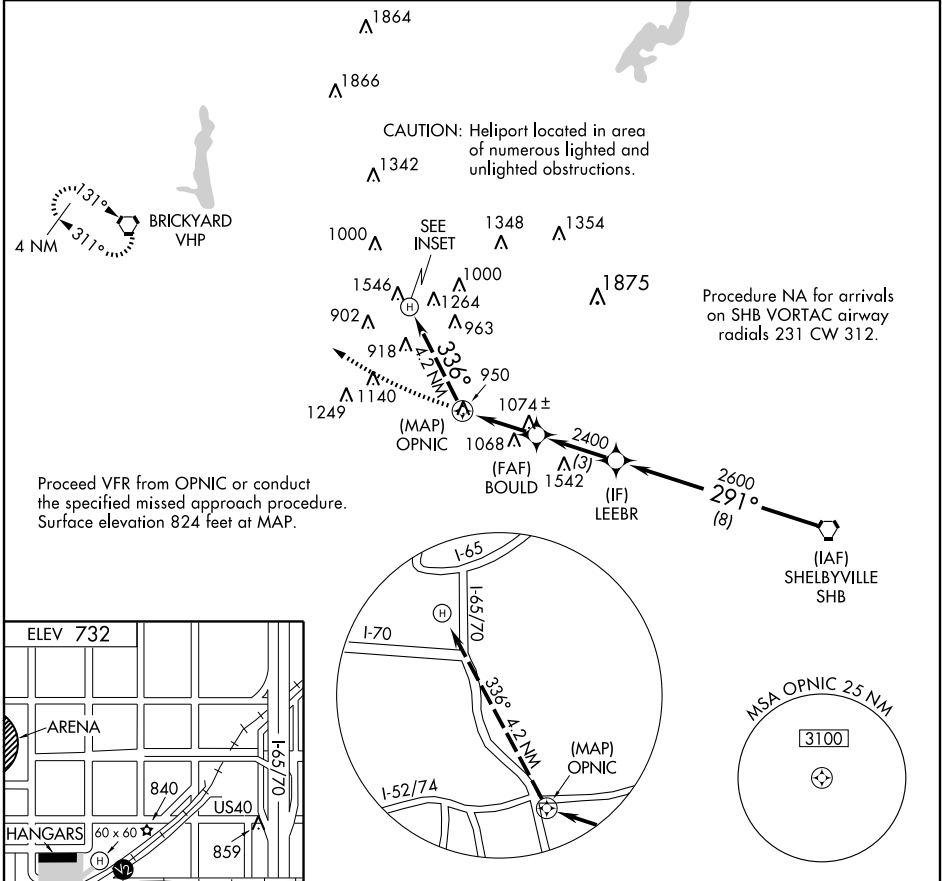
INDIANAPOLIS, INDIANA   AL-6835 (FAA)

APP CRS **291°**	Rwy Idg **N/A** TDZE **N/A** Apt Elev **732**	# COPTER RNAV (GPS) 291° INDIANAPOLIS DOWNTOWN HELIPORT (8A4)

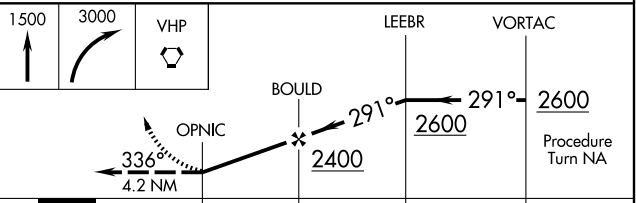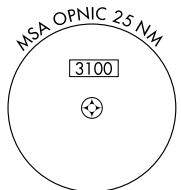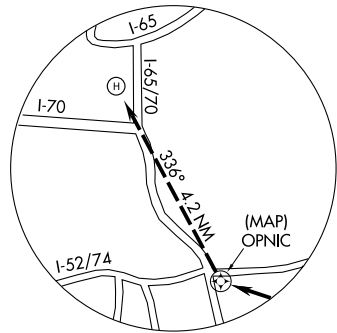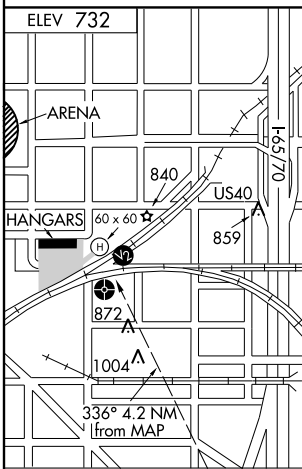| ⚠ NA	When local altimeter setting not received, use Indianapolis Intl altimeter setting and increase MDA 40 feet. Limit final and missed approach airspeed to 70 KIAS. DME/DME RNP-0.3 NA. ACTIVATE High Intensity Pad Lights-CTAF.	MISSED APPROACH: Climb to 1500 then climbing right turn to 3000 direct VHP VORTAC and hold.

AWOS-3 **118.250**	INDIANAPOLIS APP CON **125.275 317.8**	UNICOM **123.05** (CTAF) ⓛ

⋀1864

⋀1866

CAUTION: Heliport located in area
of numerous lighted and
⋀1342   unlighted obstructions.

```
                          1348    ⋀1354
              SEE   ⋀
1000 ⋀  INSET
                  ⋀1000           ⋀1875
1546 ⋀   ⊕ ⋀1264                          Procedure NA for arrivals
902 ⋀  H  ⋀963                            on SHB VORTAC airway
                                          radials 231 CW 312.
918 ⋀       950
     ⋀1140
1249
```

BRICKYARD VHP
131°
311°
4 NM

336° 4.2 NM

(MAP)
OPNIC

1074±
1068 ⋀
(FAF)   ⋀(3)
BOULD   1542   (IF)
          LEEBR   291°
                   (8)

Proceed VFR from OPNIC or conduct
the specified missed approach procedure.
Surface elevation 824 feet at MAP.

2400
2600

(IAF)
SHELBYVILLE
SHB

MSA OPNIC 25 NM

3100

⊕

INSET

I-65

I-65/70
I-70
⊕ H

336° 4.2 NM

(MAP)
OPNIC
⊕

I-52/74

ELEV **732**

⊘ ARENA

840
US40
859

HANGARS 60 x 60 ☆

872 ⋀

1004 ⋀

336° 4.2 NM
from MAP

1500	3000	VHP ⬡		LEEBR	VORTAC
↑	↱		BOULD	291° ←	291° ← 2600
		OPNIC	291°	2600	Procedure Turn NA
		336°	× 2400		
		4.2 NM			

2.8 NM   3 NM   8 NM

Knots	45	60	75	90	105	CATEGORY	COPTER
Min:Sec						H-291°	1340-¾ 516 (600-¾)

INDIANAPOLIS, INDIANA

Orig 08045   39°46'N - 86°09'W

INDIANAPOLIS DOWNTOWN HELIPORT (8A4)
COPTER RNAV (GPS) 291°

COPTER VOR/DME 287°
INDIANAPOLIS DOWNTOWN HELIPORT (8A4)

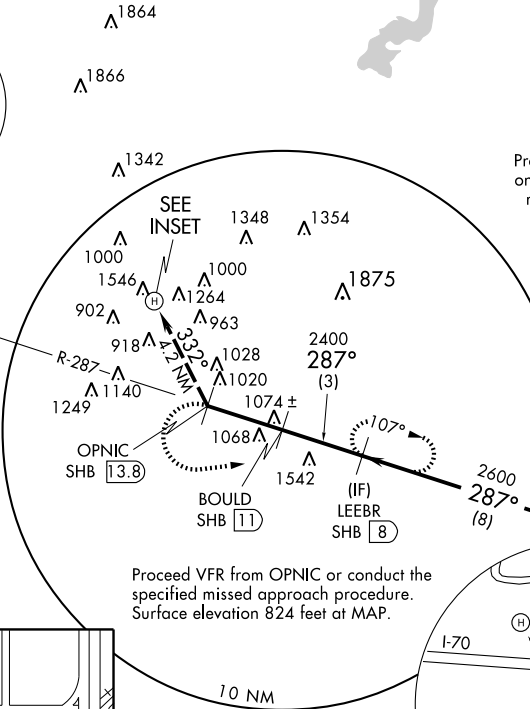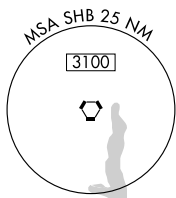| VORTAC SHB 112.0 Chan 57	APP CRS 287°	Rwy ldg N/A TDZE N/A Apt Elev 732

⚠ NA When local altimeter setting not received, use Indianapolis Intl altimeter setting and increase MDA 40 feet.
ACTIVATE High Intensity Pad Lights-CTAF.

MISSED APPROACH: Climbing left turn to 2600 via SHB R-287 to LEEBR/8 DME and hold.

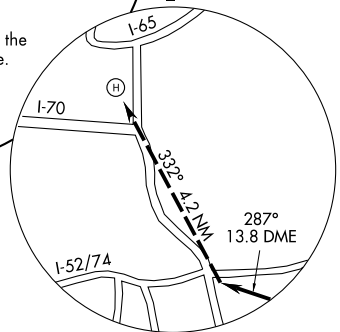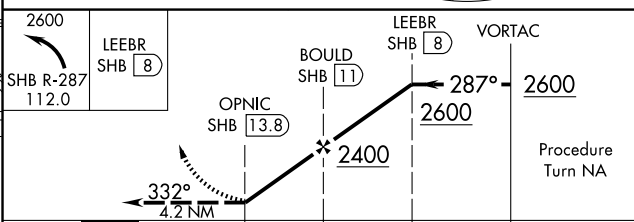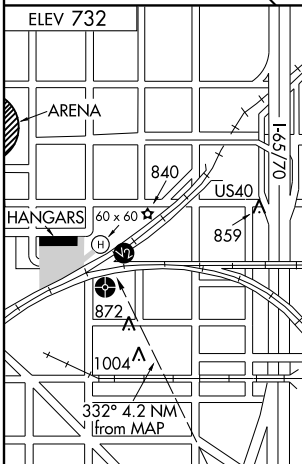| AWOS-3 118.250	INDIANAPOLIS APP CON 125.275 317.8	UNICOM 123.05 (CTAF) 🌙

MSA SHB 25 NM
3100

∧1864
∧1866
∧1342

Procedure NA for arrival on SHB VORTAC airway radials 231 CW 312.

SEE INSET

1348 ∧1354
∧1000
1546 ∧ ∧1264 ∧1000
∧1875
902 ∧ ∧963
918 ∧ ∧1028
R-287 332° 4.2 NM ∧1020
∧1140
1249 1074 ±
OPNIC SHB 13.8 1068∧
BOULD SHB 11 ∧1542
LEEBR SHB 8 (IF)

2400 287° (3)

107°

IAF
SHELBYVILLE
112.0 SHB ⋮⋮⋮
Chan 57
N39°37.95'-W85°49.46'

2600 287° (8)

Proceed VFR from OPNIC or conduct the specified missed approach procedure. Surface elevation 824 feet at MAP.

10 NM

I-65
I-70
I-52/74
332° 4.2 NM
287° 13.8 DME

CAUTION: Heliport located in area of numerous lighted and unlighted obstructions.

ELEV 732
ARENA
840
US40
HANGARS 60 x 60 ✪
859
872 ∧
∧1004
332° 4.2 NM from MAP
I-65/70

2600
SHB R-287
112.0

LEEBR SHB 8
OPNIC SHB 13.8
332° 4.2 NM
✕ 2400

BOULD SHB 11 2600
LEEBR SHB 8 VORTAC
287° 2600
2600
Procedure Turn NA

2.8 NM — 3 NM — 8 NM

Knots	45	60	75	90	105	CATEGORY	COPTER
Min:Sec						H-287°	1340-¾ 516 (600-¾)

39°46'N - 86°09'W

INDIANAPOLIS DOWNTOWN HELIPORT (8A4)
COPTER VOR/DME 287°