

US Cities X: New Orleans



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).

New Orleans is without a doubt one of the international best known cities in the USA. It deserves a place in this range. Although far from standard on the ground, the view from the air shows a rather typical US city with wide suburbs and a dense high rise centre.

Copyrights

The manual, documentation, video images, software, and all the related materials are copyrighted and cannot be copied, photocopied, translated or reduced to any electronic medium or machine legible form, neither completely nor in part, without the previous written consent of AEROSOFT. THE SOFTWARE IS FURNISHED «AS IS» AND IT DOES NOT COME FURNISHED WITH ANY GUARANTEE IMPLICIT OR EXPRESS. THE AUTHOR DECLINES EVERY RESPONSIBILITY FOR CONTINGENT MALFUNCTIONS, DECELERATION, AND ANY DRAWBACK THAT SHOULD ARISE, USING THIS SOFTWARE.

Copyright © 2009 AEROSOFT & LimeSim. All rights reserved. Microsoft Windows, and Flight Simulator are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other Countries. All trademarks and brand names are trademarks or registered trademarks of the respective owners. Copyrights are serious stuff. If you find any pirated copies of this software please notify us at support@aerosoft.com. We will make sure reports of copyrights violation are rewarded.

Aerosoft GmbH Lindberghring 12
D-33142 Büren, Germany www.aerosoft.com

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)
- 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

There are 5 published heliports in the scenery, you will find them in the Google Earth file and in the Goto Airport menu in FSX (search on city). We have also included detailed ground images for the 4 airports in the region. Do note that there is change in the buildings on those airports

Heliports:

- LA89-Heliport Southern Babtist Hospital
- 7N0 – New Orleans Downtown Heliport
- 48LA – Chevron Pace Heliport
- LS24 – Touro Infirmary Heliport
- 7N01 – One Canala Place Heliport (currently closed)

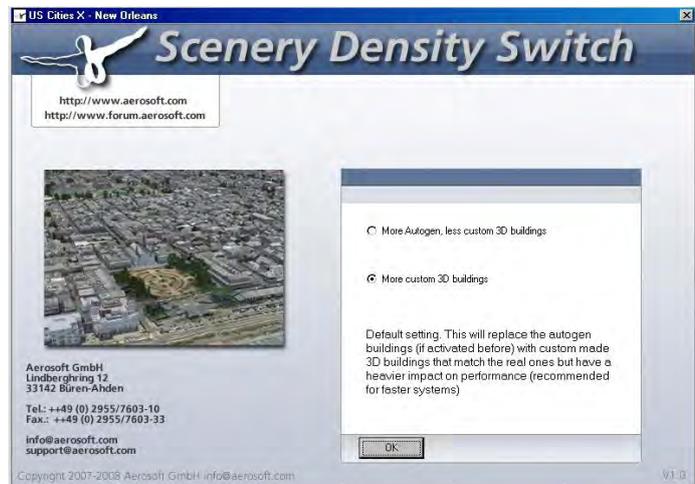
Airports

- KNBG – New Orleans NAS
- KMSY- Amstrong New Orleans
- KNEW – Lakefront
- 65LA – Southern Seaplane

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 favourite scenery complexity matching your system speed.

In New Orleans this will replace most custom buildings in the French Quarter with generic autogen (hence the abbreviation for "auto generic") buildings if you choose the performance friendlier version. Of course the French Quarter then will not look as good as it 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: New Orleans

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.

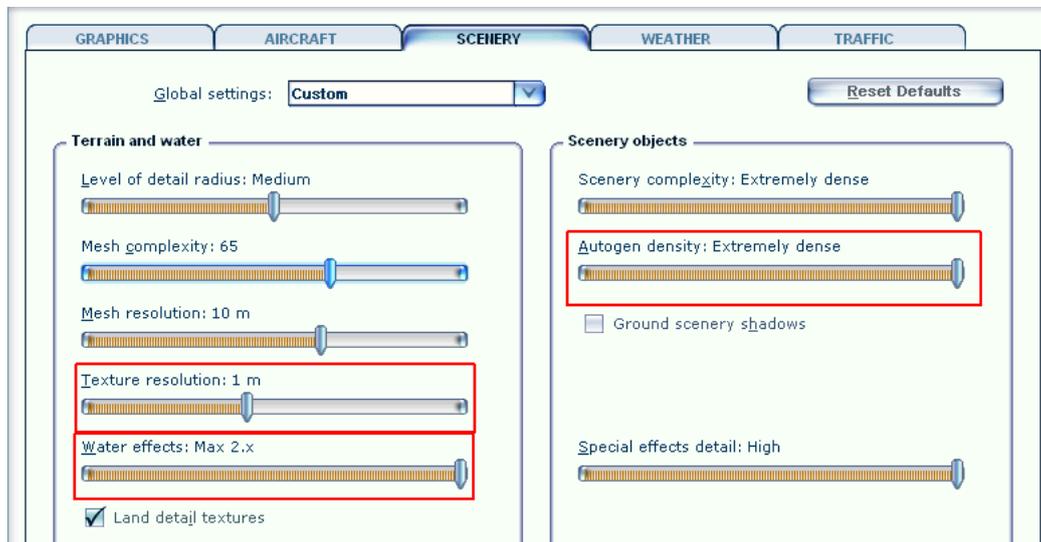
Graphics menu



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).
 - **Normal:** Most city buildings are visible, except some default buildings at the airports.
 - **Very Dense:** Static ships (e.g. cruise ship and destroyer near downtown) will become visible.
- 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!
- **Texture resolution** should be at **1m/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 some performance, too!

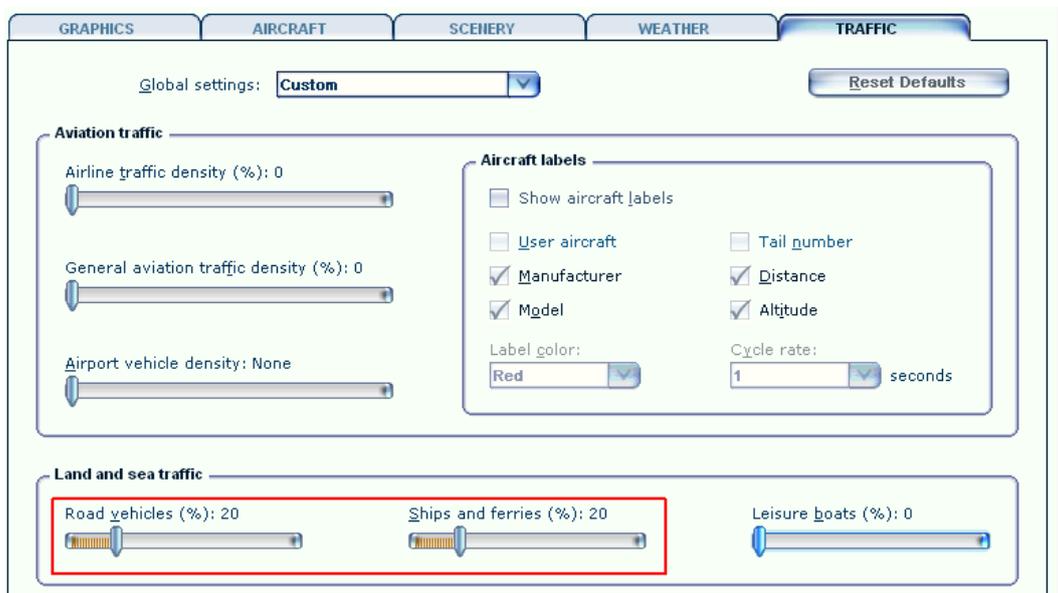


Traffic menu:

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, freeways and bridges. For more information about ground traffic see the traffic chapter. There are also 2 ferries and one steamboat running up and down the river if you set the **Ship Traffic** to 20% or higher.

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-NewOrleans \Scenery and remove the file NewOrleans_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.

Sound Effects

There are sounds (air cons, highway traffic, city traffic) around the helipads and bridges. 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

There are no other sceneries covering New Orleans or Louisiana to our knowledge while releasing this manual (August 2009). If there is ever a high detailed scenery of one of the airports covered with aerial images in this scenery, we recommend to deactivate the aerial image of our scenery to avoid compatibility issues. To do so, just go to the folder FSX\Aerosoft\USCitiesX-NewOrleans\Scenery\, look for YourAirport_aerial.bgl and rename its extension from BGL to OFF.

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: Why is the volume of air cons and traffic 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 strange shadows coming from some ships!

A: Those are default ships from Microsoft that, unfortunately, have a shadow bug. If you have this problem we recommend you deactivate the "Buildings cause shadows" setting in your FSX graphics settings.