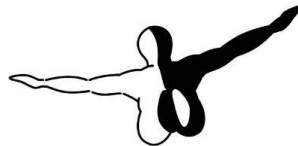
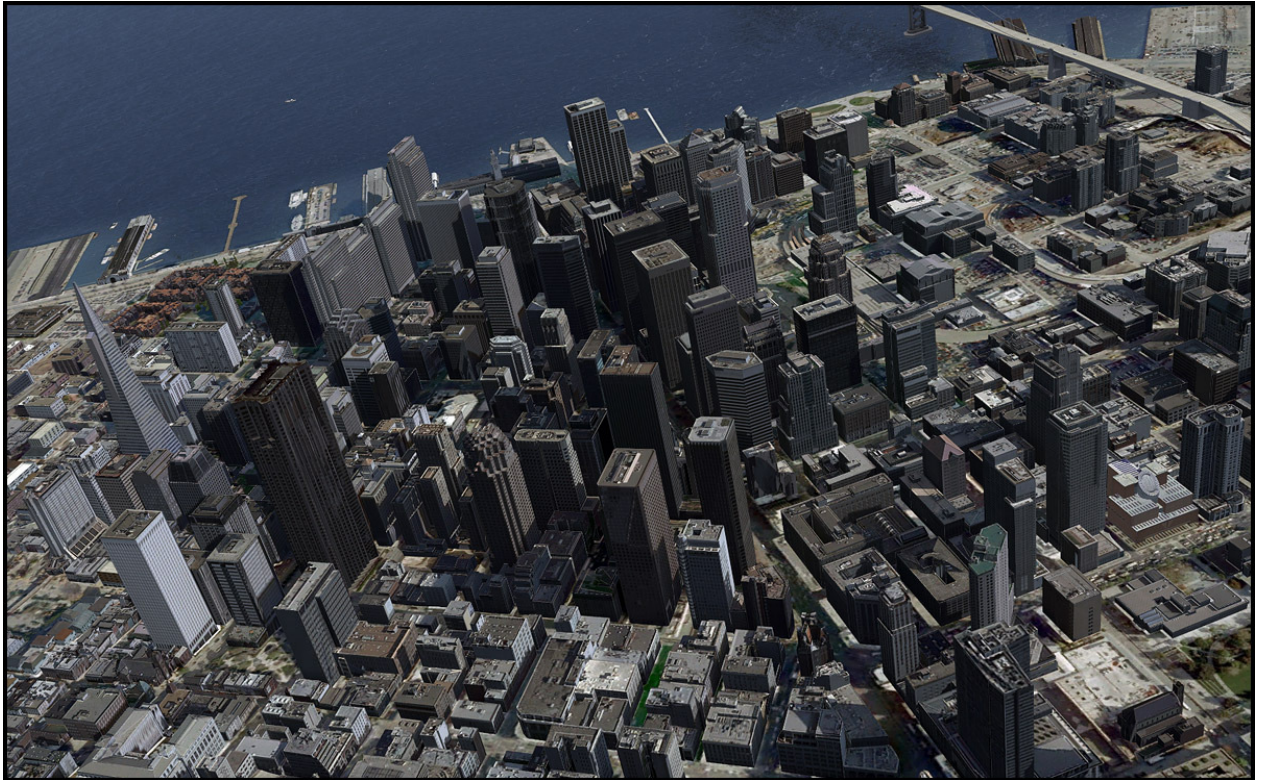


# US Cities X

# San Francisco



aerosoft<sup>GMBH</sup>

## 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).

San Francisco was because it famous and the stunning setting between the bay and ocean makes it an incredible attractive area to fly over.

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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)
- 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.

## 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:

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

### Scenery menu:

The most important slider in this scenery is Scenery Complexity. Here's a short legend about what you see at the different settings:

- Normal: High-rise buildings, shoreline buildings, and other buildings (Museum of Modern Art, SFO University etc.) and most buildings around Market Square (everything in between filled with autogen)
- Medium: Medium high blocks between Market Sq and Fisherman's Wharf become visible (that's the part you know from car pursuits in movies...)
- Extremely Dense: Everything else (e.g. hundreds of Victorian houses!) will become visible. But keep in mind that none of the advertising screenshots on the product page show this level of detail because we rather consider it as "experimental". That doesn't mean that you can't fly at this setting but you need to have a VERY fast computer for this! On many computers you may encounter blurry textures after a few minutes (see chapter about system overloads)

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 and freeways. For more information see the traffic chapter.

## Road traffic

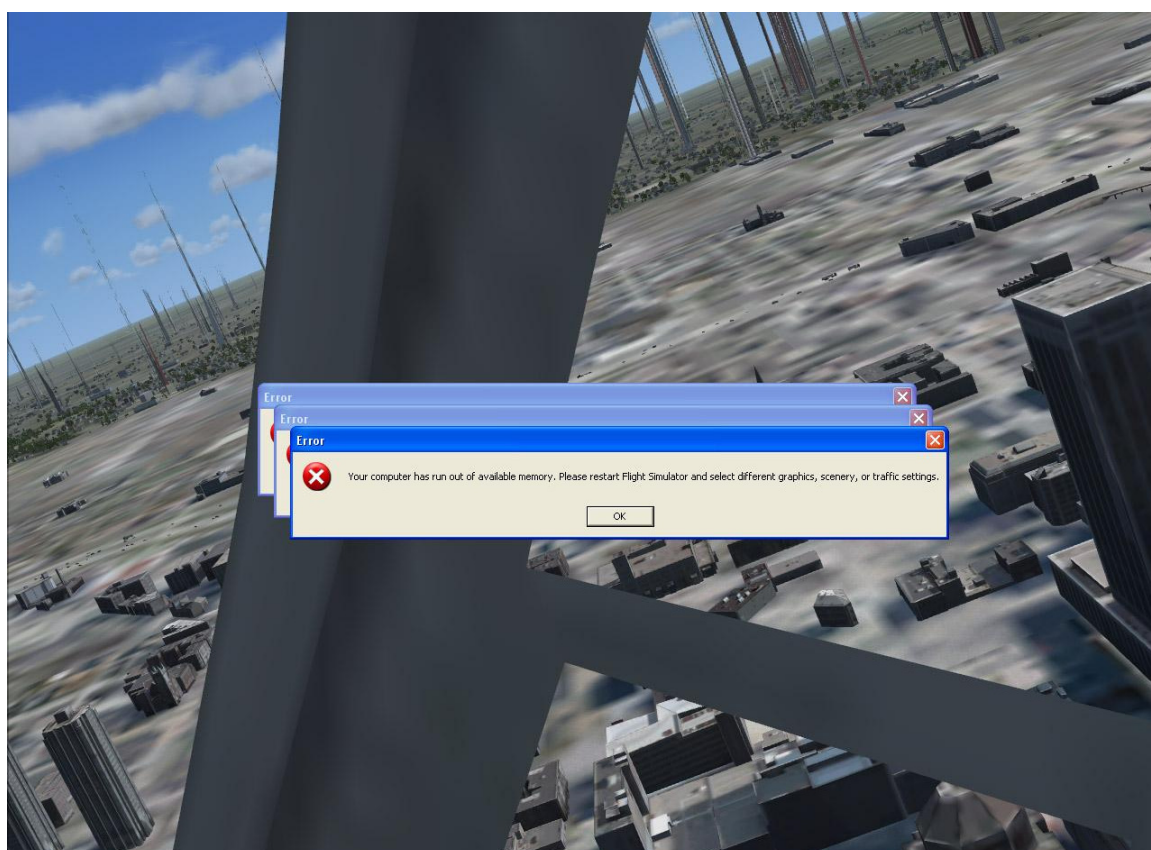
Some major roads within the city boundaries were equipped with additional road traffic. This will bring you a better real-world feeling when flying over the scenery, but: FSX only knows freeway traffic, meaning that the traffic doesn't stop at intersections and other obstructions. If you don't like this but still would like to keep the default traffic on the Interstates, do the following: Go to folder FSX\Aerosoft\USCitiesX\_San Francisco\Scenery and remove the file SanFrancisco\_Traffic.bgl from this folder.

## Scenery sounds

There are sounds (seagulls, 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.

## 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.



## Compatibility with other addons

### **Aerosoft's Free Alcatraz Download**

The installer of this scenery will do the necessary steps to deactivate Alcatraz (if installed) because it's already included in this scenery. Please don't install the free Alcatraz download after you have installed US Cities X – San Francisco. You don't need it anymore!

### **Aerosoft's Beaver**

Although this is an aircraft product there is a small scenery included that shows the Beaver's former start location at Pier 39 (see "Where to start?" chapter). This scenery is not compatible with US Cities – San Francisco and will be deactivated automatically in your Scenery Library while installing San Francisco. There may be an update coming that brings those buildings back into the scenery but at this stage we can't promise that.

### **Taburet – San Francisco Photorealistic**

Similar to Newport's scenery, although we think that the colors of the Newport scenery merge better with US Cities X – San Francisco.

## 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.