

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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Testing:	Several good folks who will all be getting a copy
Airport/island/eastern shoreline aerial images:	U.S. Geological Survey

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 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 east-west.
- 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.

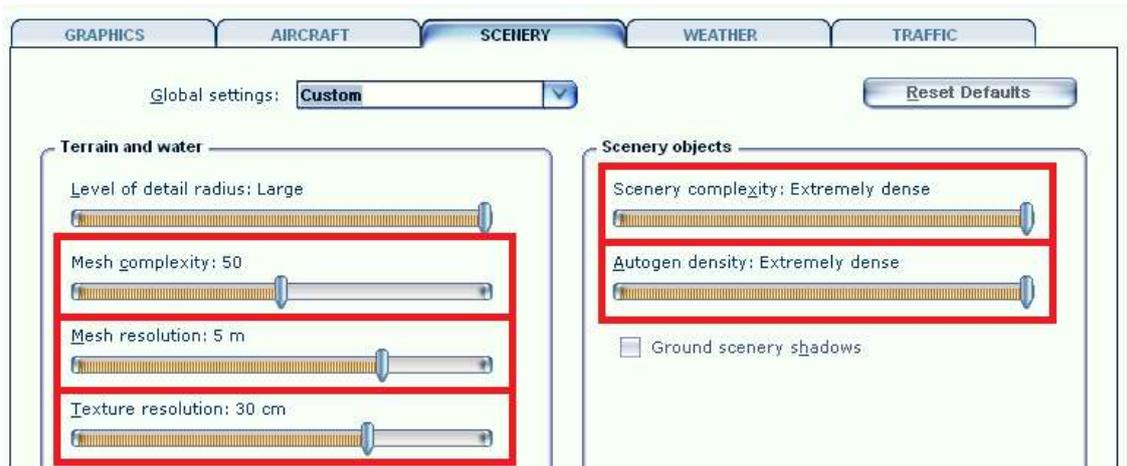
GRAPHICS MENU



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

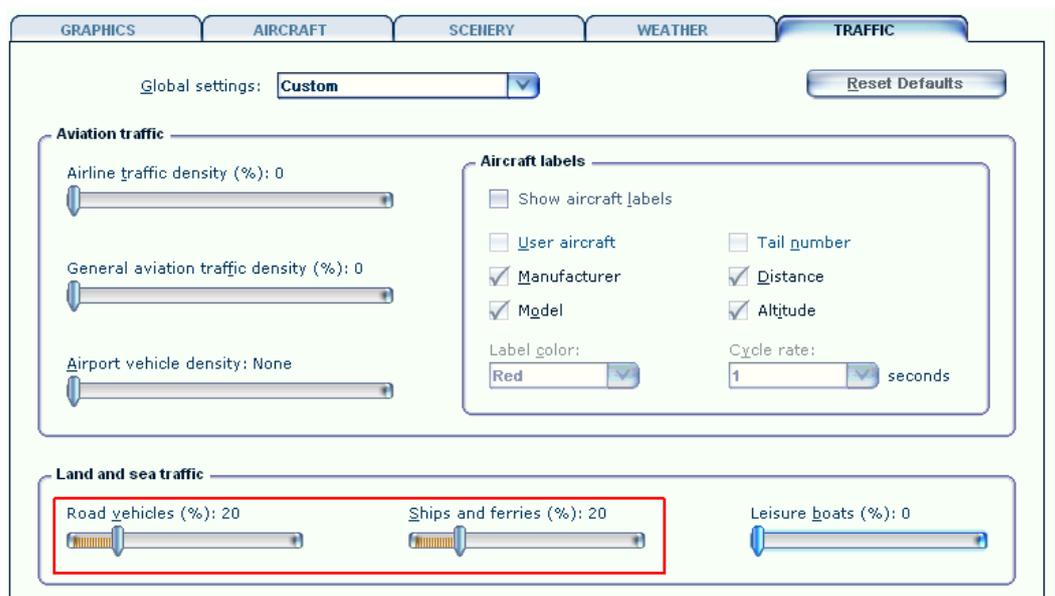
FSX\Aerosoft\USCitiesX-Cleveland\Scenery

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 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

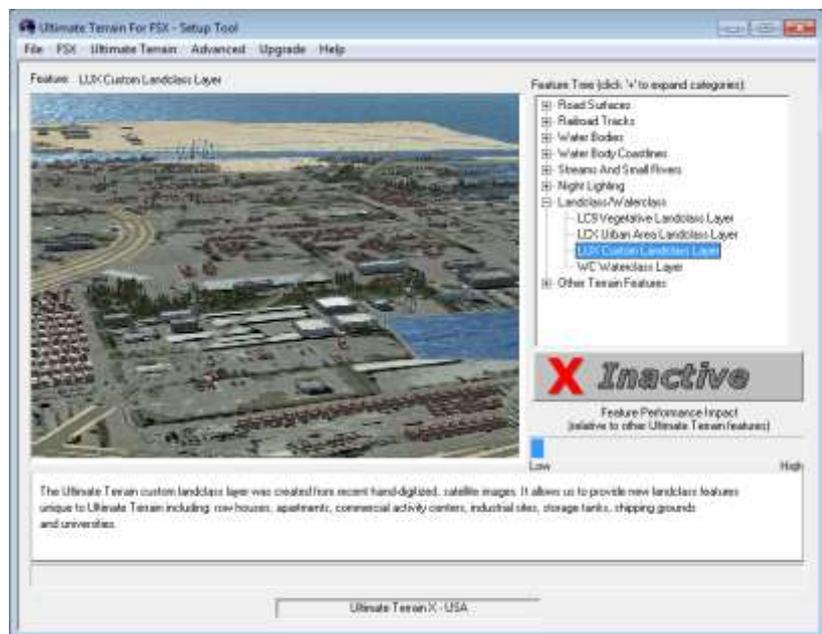
There are sounds (highway traffic, city traffic, gulls...) around the city and airports. We decided to make the sound volume a bit higher as in real world for a better show-effect. If you don’t like this, just go to settings -> Sound and decrease the environment sound volume.

COMPATIBILITY WITH OTHER ADD-ONS

Ultimate Terrain X USA/Canada

In general both sceneries merge quite well together. There are some limitations though that you should be aware of:

- UTX has assigned another altitude to Lake Erie’s waters causing a little step at the borders between both sceneries. Those steps only become visible when you get VERY close to them, which is rather unlikely because they are mostly far out on the lake where you don’t fly low and slow.
- If you have bad performance with UTX it is highly recommended to deactivate UTX’s Custom Landclass Layer when using it together with US Cities. This layer adds innumerable 3D objects like industry and container harbors around the cities, which need a lot of performance. Just use the UTX Setup Tool that comes with the product to deactivate them.



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?

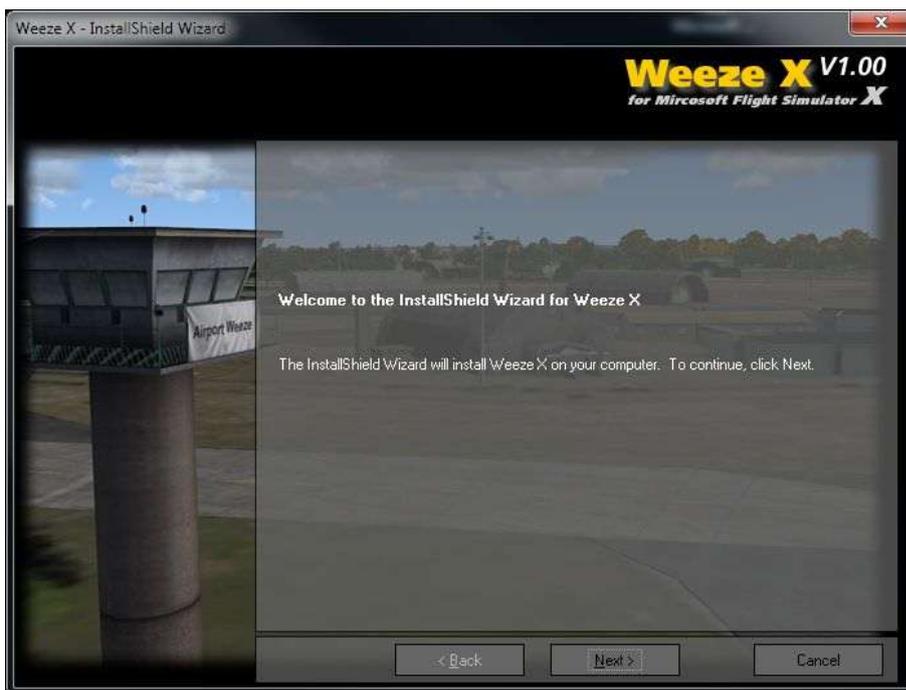
A: We had the option to keep the default buildings there but decided to take some automatically generated ones because even then are blurry they display the real airport better than some fancy FSX default buildings.

THE NEW AEROSOFT INSTALLER AND LAUNCHER

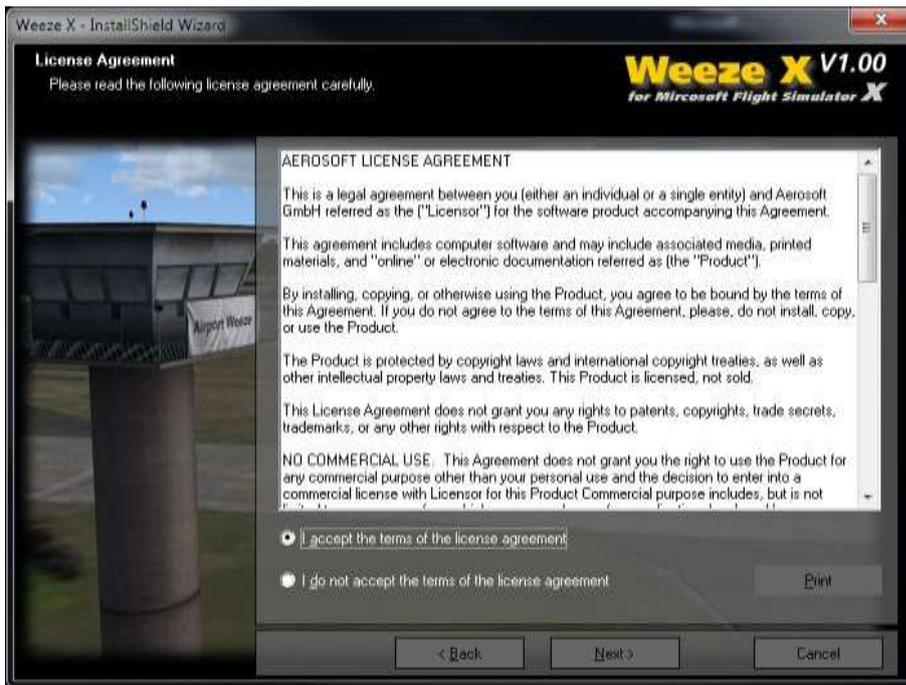
The new installer and launcher system has advantages for Aerosoft (it protects our copyrights better) and for the customers (makes it easier to see what is installed and what updates are available. Using the new system is simple and only adds a few steps to what was used before. There are however four things that you got to keep in mind.

- You need to be connected to the Internet while the installing and activation takes place (there is an offline option via email, more on that later).
- You need to be logged on as Administrator on your system.
- You need to understand that the product need to be activated before it can be used
- You need to know the installed files are customized to your order. Multiple files of the product will be marked so if they ever ended up on the Internet we know where they came from.

After the SETUP.EXE is started you will see this screen:



Click [Next] to continue, you expected that right?



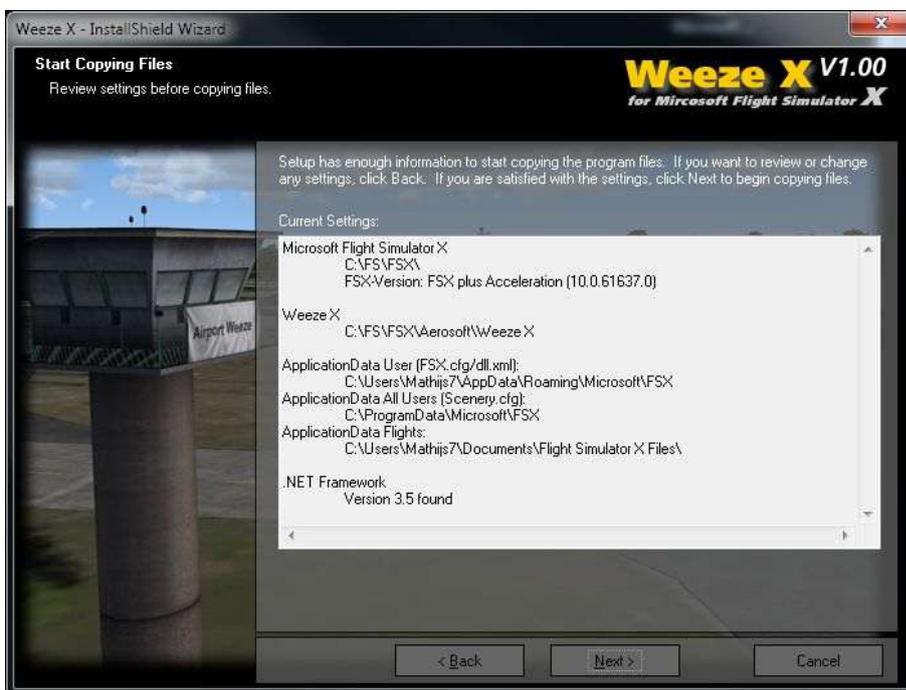
Now you got to accept the license agreement. Easy to click [I accept....] but you might like to read the text at least one time, okay?



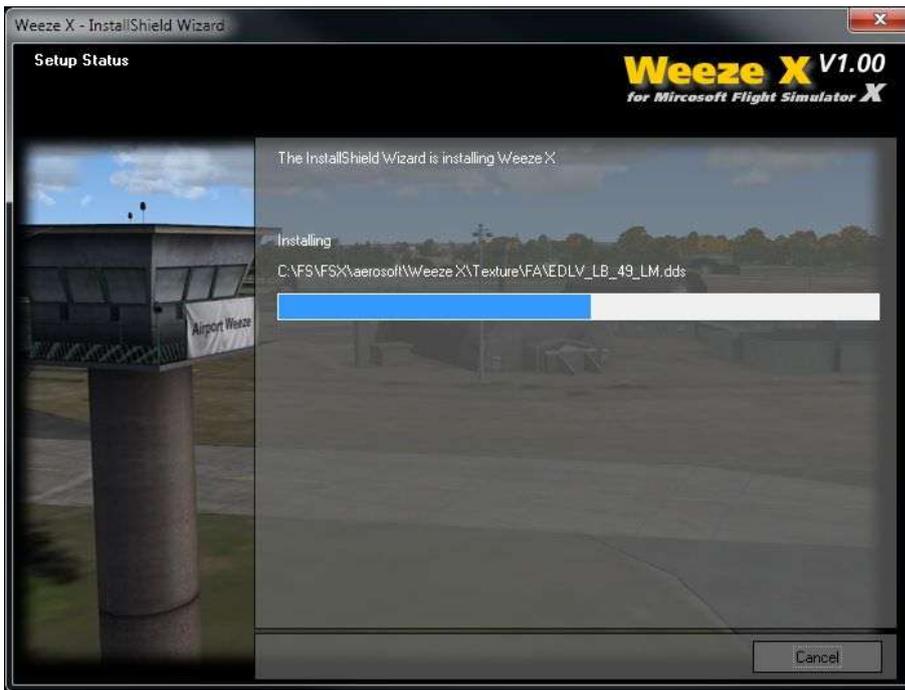
Enter your email address and the serial code we have sent you.



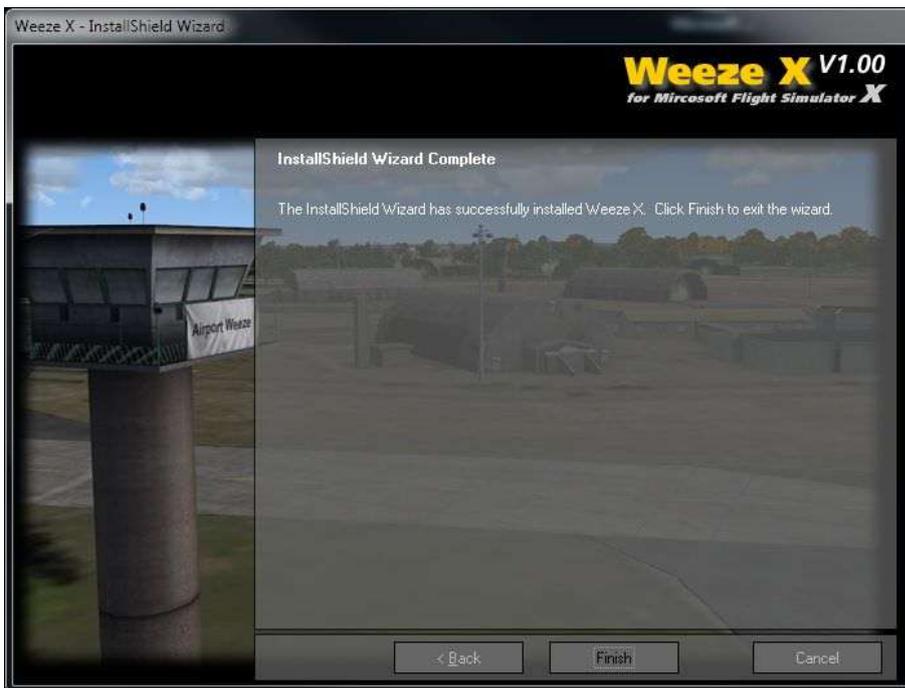
A few screens that tell you what will happen. Click [Next] unless you see an obvious issue.



One more...



The files are now installed. Will take a few seconds.



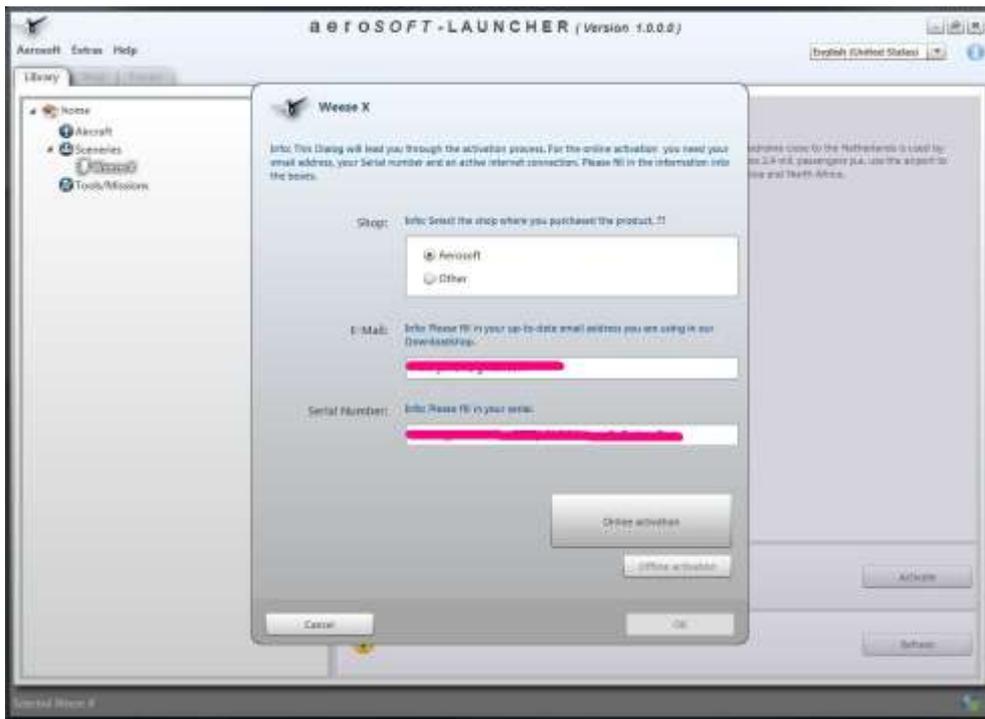
And you're done. Click [Finish] to close the installation part of getting the software in FSX. Now Aerosoft Launcher will start and you will see this.



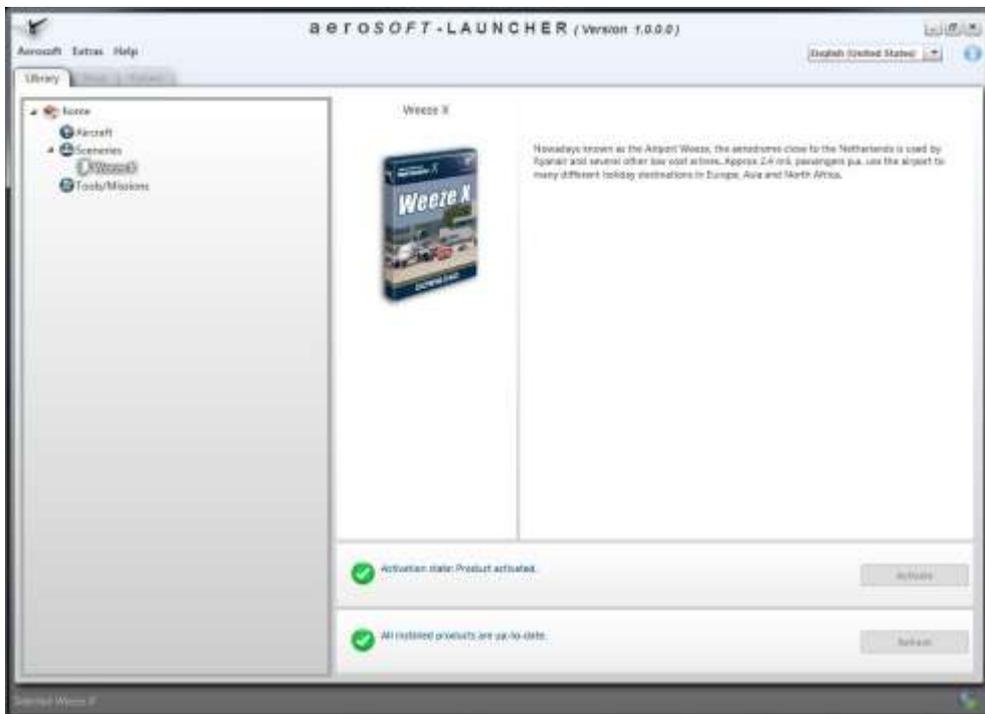
Click on the [Sceneries] to open that section of the product tree.



And there is the product we have just installed. By clicking on the [Activate] button the launcher will activate the software.



Select the download shop you used, enter the email address used when buying and the serial code and click [Online activation]. You will see the program contact the server and do it work. Note that only appropriate information is send. Product code, email address etc.



Eh voila, the product shows in green and you can now start FS to start enjoying the scenery.