

KCGX

Merrill C. Meigs Field

USER GUIDE AUGUST 2015



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Thank you!

Orbx would like to thank you for purchasing **FTX KCGX Merrill C. Meigs Field**.

This airport is developed by Alex Goff and Tim Harris. With dozens of projects and over a decade of combined flight simulation development experience, Alex and Tim have poured hours of research recreating this flight simulation classic.

Merrill C. Meigs stands out in flight simulation as one of the most well-known and frequently visited destinations for virtual pilots. Before its tragic demise, the airport served as the default starting location, and for many years the only location, for the Microsoft Flight Simulator series up until Flight Simulator X. Using every resource available from on-site visits to archived information, Meigs Field has been recreated with the utmost degree of historical accuracy. From the terminal's historic architecture and glass curtain walls to the challenging approaches, every effort has been made to capture the look and feel of Meigs Field as it stood on its final day.

Additionally, the surrounding parks district has been updated to its current, modern, look and heavily enhanced. Surrounding points of interest include the Adler Planetarium, Shedd Aquarium, Field Museum of Natural History, Soldier Field, Navy Pier, and the Art Institute of Chicago.

Meigs Field has a single asphalt runway measuring 3899ft by 150ft. Traffic at the time of closure was an average of 132 aircraft per day. The traffic was 90% transient general aviation, 5% air taxi, 5% local general aviation, and <1% military traffic. Meigs Field also saw commuter air service between the 1960's and 1980's, typically with small twin engine aircraft. The largest aircraft to service Meigs Field was a Hawker Siddeley HS 748 operated by Air Illinois

Source: AirNav archives and Wikipedia, the Free Encylopedia

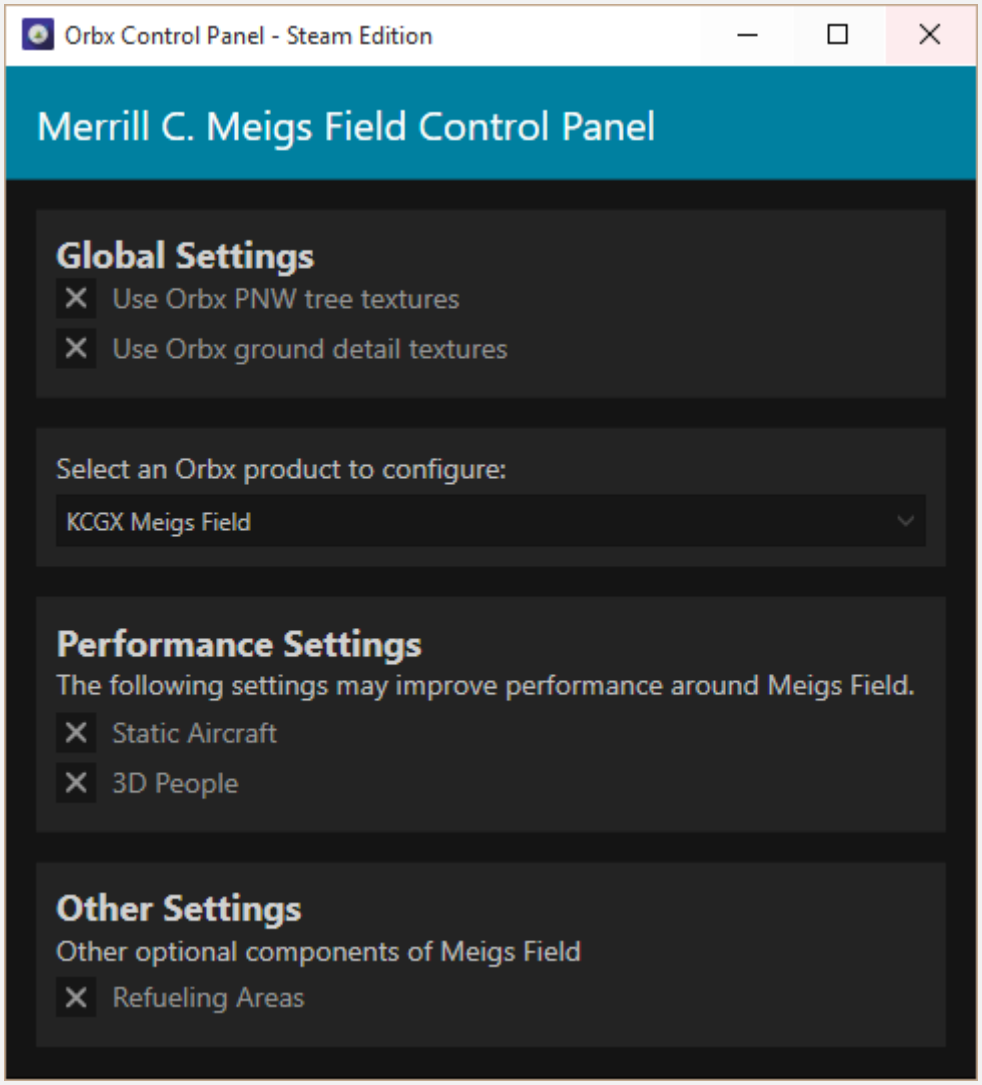


Scenery Coverage Area



The KCGX Control Panel

The KCGX Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC hardware you have.



By default, all scenery options are enabled by the installer. For low to mid-range PCs it is recommended to try disabling some settings.

To enhance your experience, also included with KCGX Meigs Field is Orbx's outstanding default tree replacement textures. You can enable these by selecting 'Use Orbx PNW tree textures'.

Finally, enabling 'Use Orbx ground detail textures' will enable Orbx replacement detail map which provides much greater clarity when viewing ground textures up close.

Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KCGX the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for KCGX.
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX KCGX.
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for FTX.

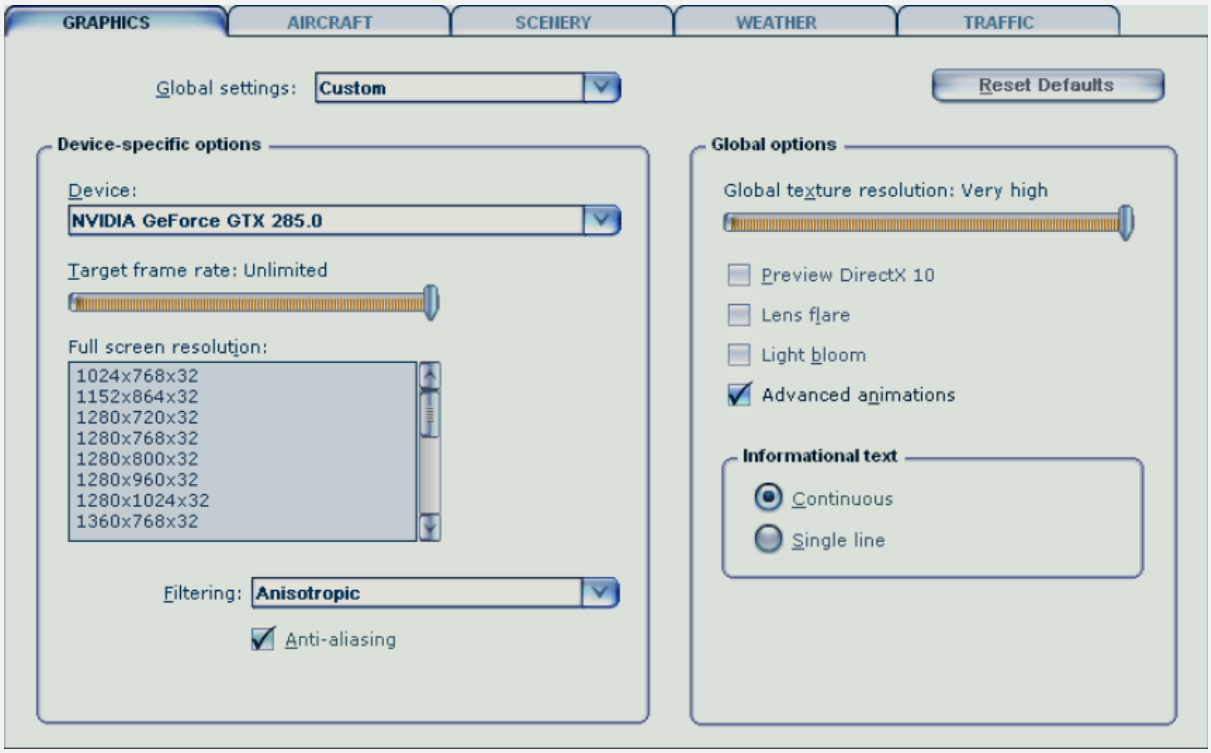


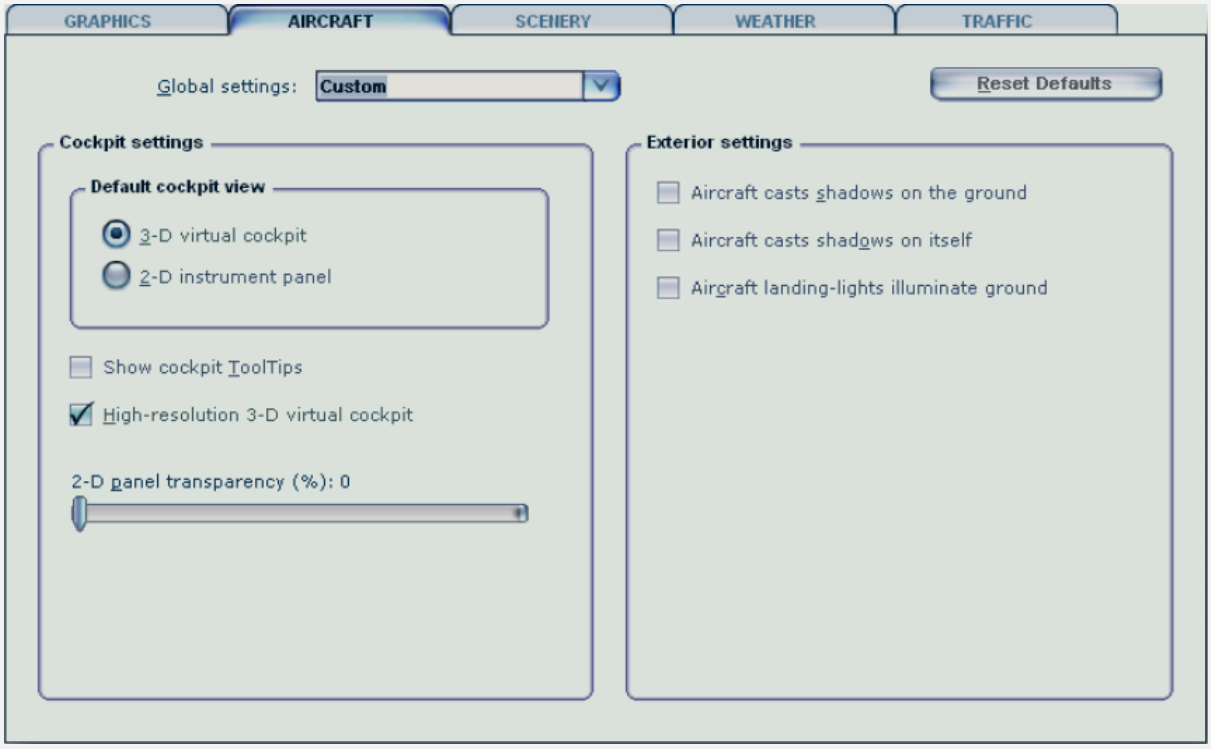
Recommended Simulator Slider Settings

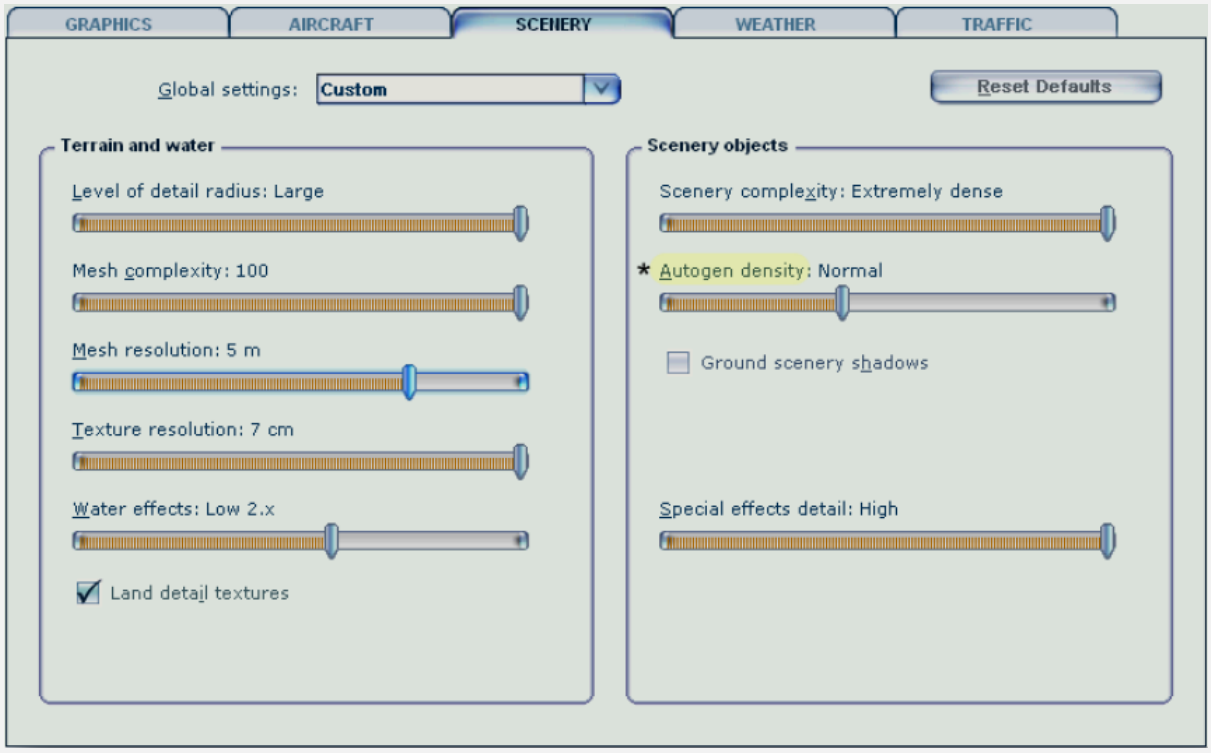
Firstly, like the default sim, dragging all your sliders to the right even with today's modern hardware, will for most people result in very poor visuals and performance. We suggest that you begin your exploration of KCGX using the slider settings shown below, and then if you find performance to be acceptable, you can move certain sliders to the right, although we recommend you only move one slider at a time to gauge the effect.

The most critical slider is the **Autogen Density** slider. With the way KCGX has been designed, it has the single most critical performance effect in the simulator. We'll discuss the best setting for this slider later.

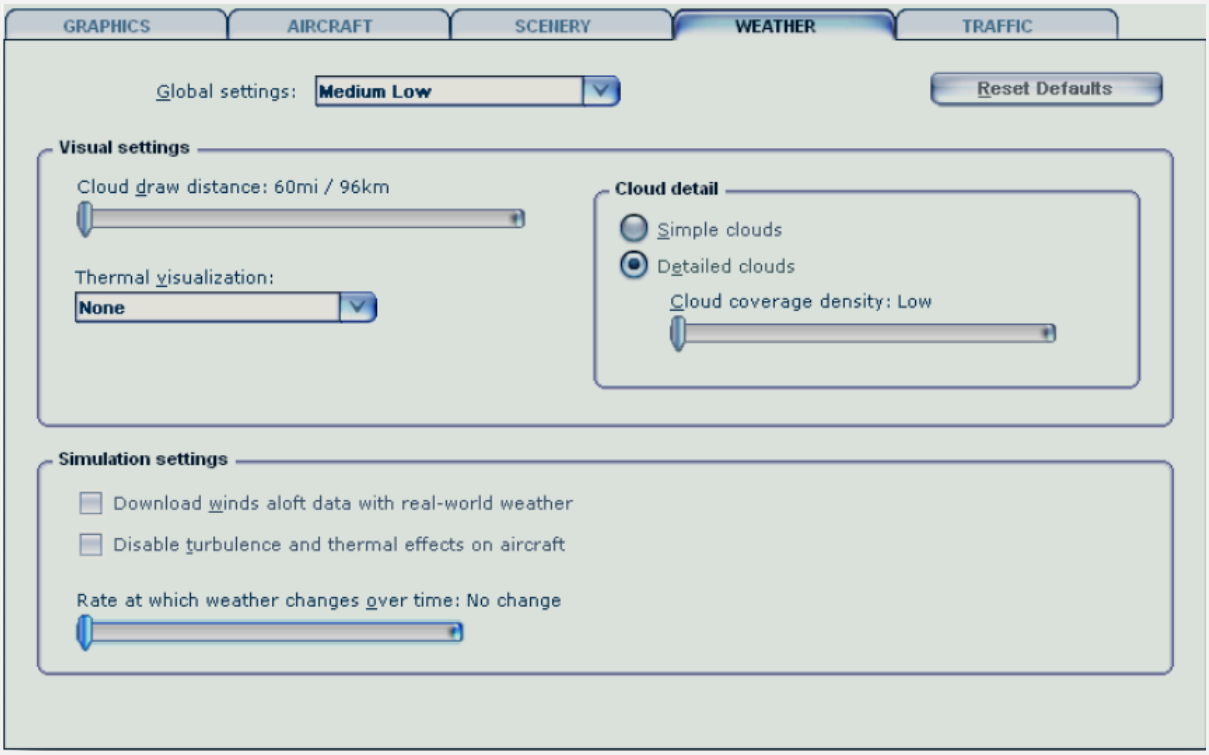
So before you begin your first flight, please change your simulator sliders to what is shown on the following pages. You may think the settings are too low at first, but we'll be calling these the base settings which is the recommended settings for medium spec PCs.

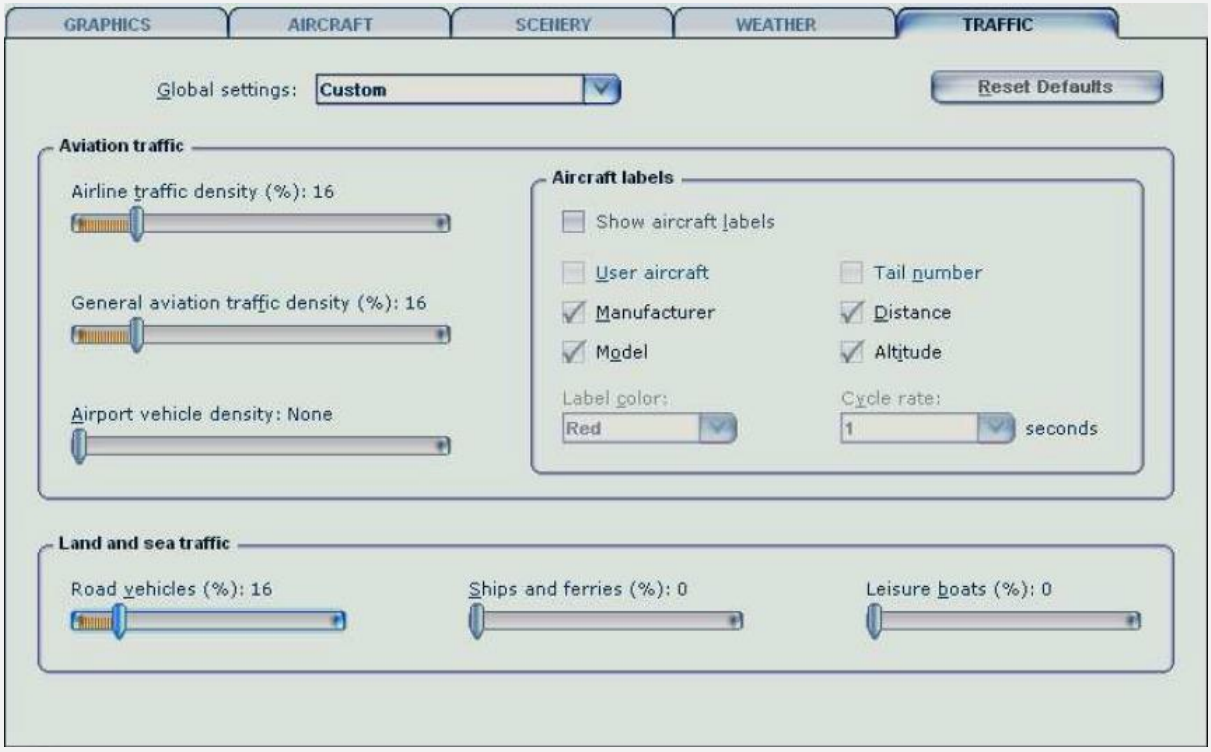






* Please refer to the **Autogen Density Table** further in this user guide for specific information about this slider.


GRAPHICS
AIRCRAFT
SCENERY
WEATHER
TRAFFIC
Global settings:
Medium Low
Reset Defaults
Visual settings
Cloud draw distance: 60mi / 96km
Thermal visualization:
None
Cloud detail
Simple clouds
Detailed clouds
Cloud coverage density: Low
Simulation settings
Download winds aloft data with real-world weather
Disable turbulence and thermal effects on aircraft
Rate at which weather changes over time: No change


GRAPHICS
AIRCRAFT
SCENERY
WEATHER
TRAFFIC
Global settings:
Custom
Reset Defaults
Aviation traffic
Airline traffic density (%): 16
General aviation traffic density (%): 16
Airport vehicle density: None
Aircraft labels
Show aircraft labels
User aircraft
Tail number
Manufacturer
Distance
Model
Altitude
Label color:
Red
Cycle rate:
1
seconds
Land and sea traffic
Road vehicles (%): 16
Ships and ferries (%): 0
Leisure boats (%): 0

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 36,000 members as of August 2015. To visit the forums, just point your web browser to fullterrain.com and from the front page click the "Forums" menu item.

You don't need a user account to view other people's posts and information posted by Orbx staff, but if you'd like to join in on the discussion there, simply create an account. It's instant and no validation email is required. We like to keep things simple☺.

We hope to see you there soon!

Thanks for reading!

You've stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!



The FTX KCGX Team

Developers

- **Alex Goff**: 3D modelling, texturing, ground imagery, ground poly, autogen annotation, POI scenery object modelling, user guide
- **Tim Harris:** 3D modelling, texturing, POI scenery modelling, mesh acquisition

Additional Orbx Developers

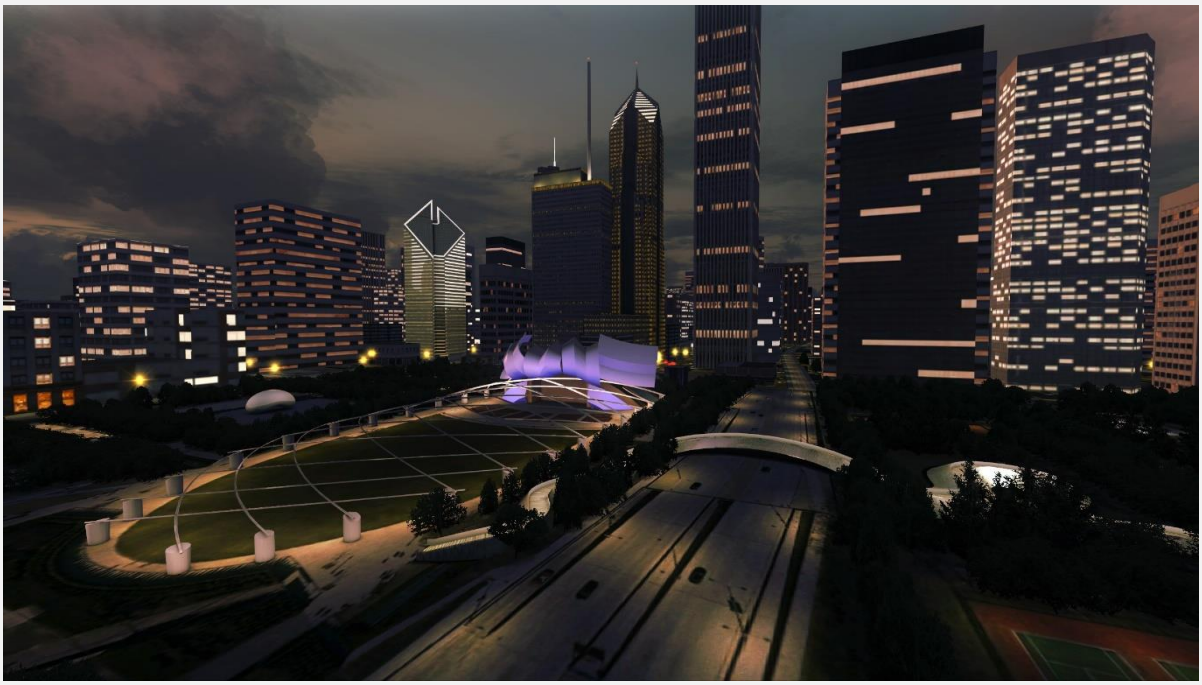
- **Orbx Team**: Orbxlibs objects
- **Ben McClintock**: FTX Central, website, and Steam control panel

Specialist Roles

- **Dovetail Games:** Quality assurance testing, Steam support and infrastructure

Further Acknowledgements

- **Nick Blaising**: Location photography



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