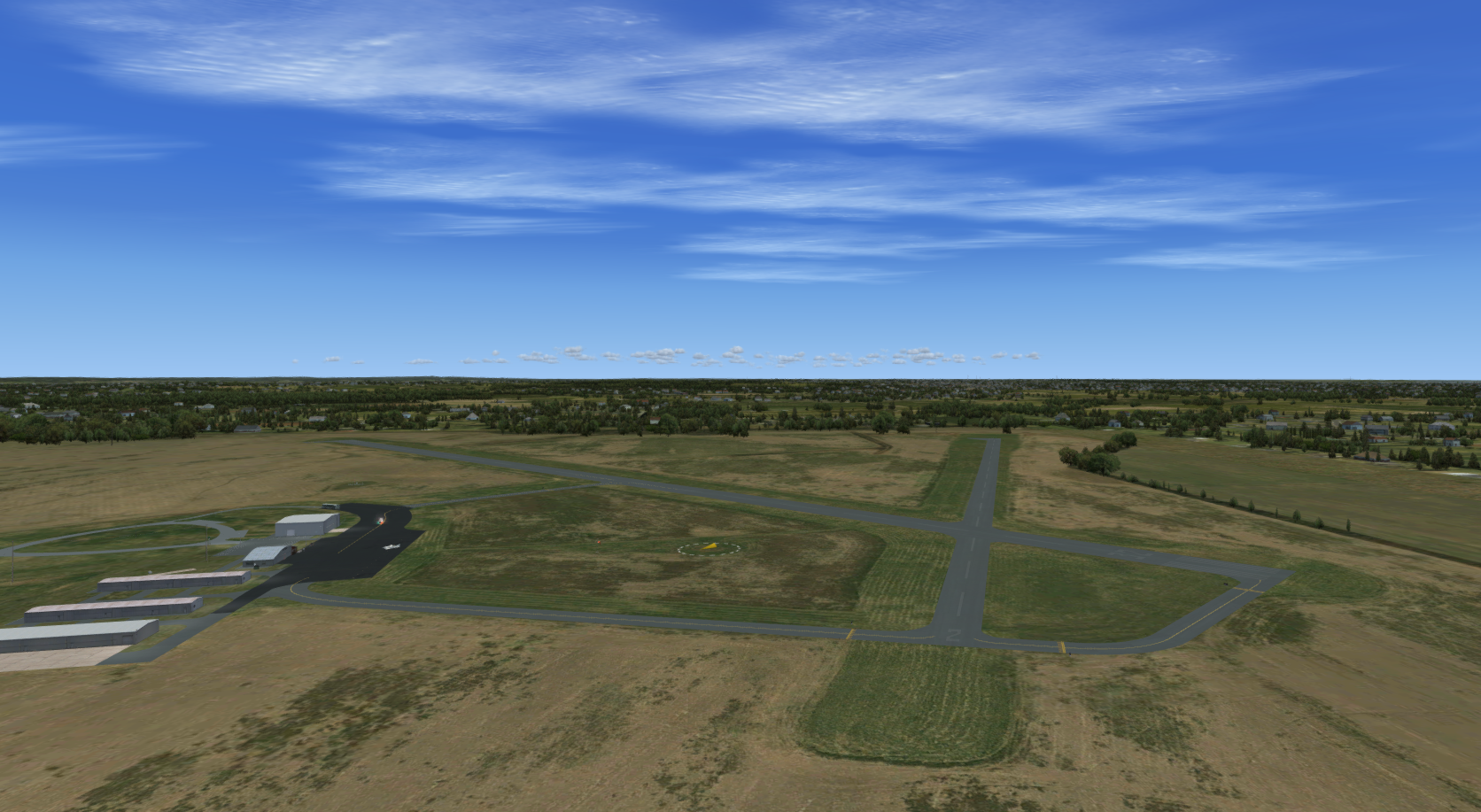
**KCIR, Cairo Regional Airport**

**Cairo, Illinois**

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KCIR is a public use, two runway airport located 4 miles NW of Cairo, IL. Runway 14/32 is an asphalt runway 4001x100 feet long and Runway 2/20 is an asphalt runway 3200x60 feet long.

I added an area of photo real about a mile square around the airport. It blends best with Orbx Global and LC North America.

I welcome your feedback or airport suggestions. Send email to [RealAirports@gmail.com](mailto:RealAirports@gmail.com).

Information about KCIR can be found here:

<https://www.airnav.com/airport/KCIR>

Check out my other airports available on either of the two top flight sim sites. Just search the file library for the airport identifier.

**Western Kentucky airports:**

KPAH Paducah KY (P3D V3 and V4)

M25 Mayfield KY (P3D V3 and V4)

2M0 Princeton KY (P3D V3 and V4)

5M9 Marion-Crittenden County (P3D V3 and V4)

M34 Kentucky Dam (P3D V3 and V4)

5KY4 Standard Field, Elkton KY (P3D V3 and V4)

1M7 Fulton KY (P3D V3 and V4)

**Southern Illinois airports:**

*KCIR Cairo Illinois (In progress)*

**Texas airports:**

KCIR Killeen Texas (P3D V3 and V4)

**In progress airports:**

*KJQD Ohio County KY (In progress)*

*KBWG Bowling Green-Warren County Regional (Future airport)*

**Installation instructions:**

For P3Dv3

There are 3 folders in this package; effects, scenery and texture. Create a subfolder under the C:\Program Files (x86)\Lockheed Martin\Prepar3D v3\Scenery folder and call this new folder KCIR. Place the scenery and texture folders (with their associated contents) under this newly created KCIR subfolder. Place only the contents (not the folder) of the effects folder in the P3D effects folder often located at C:\Program Files (x86)\Lockheed Martin\Prepar3D v3\Effects. Now start up P3D. On the menu at the top of the P3D screen click on World > Scenery Library > Add Area. This will bring up the Add Scenery Area dialog box. Click the Browse button and browse to find the newly created KCIR folder. It should be located at C:\Program Files (x86)\Lockheed Martin\Prepar3D v3\Scenery. Once you select the KCIR folder, click the OK button. This will place that folder in the P3D scenery library. You will notice that the library is organized by priority starting at 1. I have my KCIR scenery set as #4 priority but I am not sure if it needs to be that high. I did notice during design that sometimes my ground texture at the airport would act strange and I found that by setting KCIR to a higher priority, it fixed that. As a last step make sure the checkbox to enable the scenery is checked and click OK. You should now have the new KCIR scenery available to use. If you see what appears to be double airport scenery, you might have Orbx freeware airports installed and this airport might be one of their free airports. This airport is of much higher detail that the free ones. You might have to disable Orbx freeware airports or play around with the priority to get the double scenery to disappear.

For P3Dv4

For version 4 the installation is almost exactly the same as above but v4 places the add on scenery in a folder under Documents called Prepar3D v4 Add-ons. Substitute this folder for the Prepar3D v3/Scenery folder mentioned above. Also the effects folder will now be found at C:\Program Files\Lockheed Martin\Prepar3D v4\Effects instead of the path mentioned in the v3 install instructions. Other than that it’s pretty much the same.

Hint – I use the default vasi/papi lights with my own model. I would suggest making this change to your P3D.cfg file to make these lights look more realistic. Stock settings are much too bright and large. This will make them more realistic in size.

Add this to the prepar3d.cfg file in the display section.

RUNWAY\_LIGHTS\_SURFACE\_SCALAR=0.75

RUNWAY\_LIGHTS\_VASI\_SCALAR=0.5

RUNWAY\_LIGHTS\_APPROACH\_SCALAR=0.65

RUNWAY\_LIGHTS\_STROBE\_SCALAR=0.7