

PRESENTS

LONG BEACH DAUGHERTY FIELD

KLGB SCENERY FOR FS9  
  
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Long Beach KLGB for Flight Simulator 2004 Version 5.0

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in collaboration with:

STUDIO F SIMULATIONS



Description:

Thank you for downloading this scenery. This is a complete, ground-up rendition of Long Beach DAUGHERTY FIELD in Long Beach, CA.The scenery is the result of the tireless efforts of Shehryar Ansari who has been an inspiration to Studio F Simulations. This scenery is the first collaborative effort between our separate houses, and a fine one it is at that. As the latest update to his first versions of LGB for FS2002, this version is completely remodeled and up to date and ready for FS2004. No details have been left out. The feeling of being in one of So Cal's most important airports is uncannily realistic. This scenery should be a welcome addition to any hard drive. Fly in and enjoy.



Update:

This version contains the completed and fully operational new Terminal. The parking stands are realigned with proper gate numbering and gate assignments reflecting current operators at the airport. The main terminal apron and gate markings have been modified to correct night lighting problems with the previous version.

Installation:

1.Unzip the zipped file to a temporary location

2. Open the folder

3. Move the contents of the "effects" folder to the FS9/effects folder in your

computer

4. Move the "SFS-SA-KLGBv5" folder to the FS9/Addon Scenery/ folder in

your computer.

5. Start FS9, go to the Scenery Library, click "add area", locate and activate

"SFS-SA-KLGBv4.0", and de-activate any other version of KLGB you may

have.

6. Close FS, restart, and fly...



Notes:

1. Please remove any other KLGB afcads from your addon scenery/scenery folder before installation

2. No aircraft pictured are included with the scenery download

3. I recommend installing "Airport Environment Upgrade 7", available at Avsim.NET, for more detailed generic textures

4. Frame rates may be slow depending on your system. You may want to delete some bgl files to ease the load on your

computer, but do not remove any bgl's with "exclude" or "Library" in the filename.

5. For EZScenery users: There are object libraries included with the download that may show up in the EZS

library menu as duplicates. Feel free to delete duplicate libraries because all you need is one of each for

that particular library to work in any scenery on your system.

6. Some testers have reported some textures not showing up on respective objects. This problem is correctable

by moving the included textures to one of the main scenery folders (FS9/texture) or (FS9\Addon Scenery\Texture).

7. This scenery may not be compatible with Ultimate Terrain or other Land class sceneries.

Any questions or problems:

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All SFS software is uploaded exclusively to FRFSudio.NET AND AVSIM.NET. If you have downloaded this scenery from another website, please check AVSIM.NET for the latest version. As updated software packages are uploaded, older versions are removed from the file library, so you will never download an outdated version from AVSIM.NET.