KRDD\_FSX Redding Municipal Scenery



Find enclosed within KRDD scenery the following folders and files:

* Microsoft Flight Simulator X which contains the following folders:

KRDD folder

KRDD Objects folder

KRDD Effects

P3D Airport Folder

* Install Documentation

Installation:

Copy both KRDD and KRDD Objects into the FSX / Addon Scenery folder.

Copy the two files in the KRDD Effects folder into FSX / Effects folder.

For those using Prepar3D substitute the scenery file KRDD\_ADEX\_TLS.bgl with that found in the P3D Airport Folder. That means delete KRDD\_ADEX\_TLS.bgl once the new files in inserted.

Installation instructions within FSX must be followed carefully. The KRDD scenery must be installed using the FSX scenery installation. The KRDD Objects should be below the KRDD folder.

This scenery works perfectly in Prepar3D although it was made principally for FSX.

This scenery is freeware and must not be used for profit. It can’t be uploaded to any other website or altered in any way without permission. Please see who's credited for scenery objects used here. Some special effects were made by Tom Stovall using the FSX SDK. Tom Stovall produced the airfields using Airport Design Editor and Instant Scenery3. Tom Stovall placed all of the objects using Instant Scenery3. The photo real textures were produced using SBuilderX.

For problems or questions Tom Stovall email is [stovall@shasta.com](mailto:stovall@shasta.com).

Special thanks go to the contributors and use of the scenery objects.

Jim Dhaenens for the blue taxi lights.

Kevin Wynn for the FEDEX Trucks.

Randall Smith for the design of the KRDD Municipal Terminal building.

R Daniell for the general hanger.

Thanks to the beta testers Mark Schimmer and Huub Vink.

Most of the objects used in this scenery are default FSX objects.