**FSX KLGA**

**LaGuardia Airport Photo Real Scenery**

[](http://gjsceneries.weebly.com/)**By Glenn Johnson**

****[](http://www.google.com/imgres?q=laguardia+airport&um=1&hl=en&sa=N&rlz=1T4GGHP_enUS428US428&biw=1904&bih=914&tbm=isch&tbnid=14mUaMk4Q_LIKM:&imgrefurl=http://www.panynj.gov/airports/lga-history.html&docid=uYAPBoY6fgVPuM&imgurl=http://www.panynj.gov/photo/airports/lga-history-c.jpg&w=446&h=268&ei=8B0pUYmYBs-4qQG50YDoBA&zoom=1&iact=hc&vpx=1493&vpy=374&dur=557&hovh=174&hovw=290&tx=127&ty=111&sig=113019839765891411488&page=1&tbnh=146&tbnw=232&start=0&ndsp=44&ved=1t:429,i:282)

This Photo Real scenery is a complete rebuild for the FSX Default KLGA airport using the latest version of ADE, SBuilderX scenery design tool, & Google SketchUp. This scenery includes a new Marine Air Terminal A, Terminal B, C & D, Welcome to New York sign, Flushing Meadows–Corona Park, new parking garage, American & Delta Airlines Maintenance buildings, realistic Google Earth buildings, and Photo Real ground textures that give the airport a more realistic feeling. I constructed this scenery using native FSX textures and imported Google Earth Buildings via Google SketchUp. I have also added night textures, new Highway signage, parking lot lamps, terminal gate assignments, and several other nice scenery enhancements. The runways and airport aprons are aligned to match Google & Yahoo satellite imagery.

I hope you enjoy the scenery. Your feedback is welcomed.

**Important Scenery note:**

* In order to see the cars parked in the lots, this scenery does require that you have the “FSX Library: Large Car Parking” file by Sidney Schwartz, installed on our PC.
* Please uninstall any other KLGA and/or any Flushing Meadows scenery files before installing this scenery.

**Installation**

1. Copy the KLGA\_PHOTO\_REAL folder and Paste it into your; Microsoft Flight Simulator X/Addon Scenery folder.

2. Start FSX and activate the KLGA\_PHOTO\_REAL scenery in the settings, scenery library tab.

3. That’s it…

**To Uninstall**

\* Deactivate and/or delete the KLGA\_PHOTO\_REAL in the settings, scenery library tab.

**Other Scenery Notes:**

* Delta Marine Terminal gates are labeled Gates W1 - W6. Gates G1- G10 are Delta Airlines standard terminal gates.
* On Runway 13 approach, make sure you are at least 100ft above the runway threshold on landing, if not; you might encounter a crash into the terminal fence. Just target the normal runway touchdown markings and this should not be an issue.
* Extra road traffic has been added to the terminal areas so you might notice more vehicles on the roads when you enable the road vehicle traffic.
* There is a texture glitch on the left side of the old tower. I am working to correct this issue and I will release an update soon.

**LEGAL DISCLAIMER**

This is FREEWARE and is NOT intended for COMMERCIAL use. You may NOT charge or make money from these files. These files have been tested in Microsoft Flight Simulator X with Ultimate Traffic 2 AI. You may copy and edit these files as you see fit. Use these files at your own risk. Glenn Johnson accepts no liability or responsibility for damage caused to your computer while using these files.

**CREDITS**

• Thanks to Jon Masterson (a.k.a. Scruffy Duck) for his Airport Design Editor Utility v1.51.... http://www.scruffyduck.org.uk/

• Thanks to Luis Féliz-Tirado for his SBuilderX scenery design tool.... http://www.ptsim.com

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