1G4 – Grand Canyon West for

X-Plane 11

Thank you for purchasing 1G4 – Grand Canyon West!

About 1G4 – Grand Canyon West

1G4 – Grand Canyon West is a small public airport located 60 miles north west of Peach Springs Arizona. It's location less than a mile from the south rim of the Grand Canyon makes it a beautiful airport to fly into. When on approach to runway 17, directly below you is the Colorado River snaking through the Grand Canyon, on your right you'll see the old tramway at Guano Point, and on your left, the famous Grand Canyon Skywalk, a glass bridge that extends over 60 feet over the Grand Canyon. When on approach for runway 35, the view is just as impressive. To your right is the Cabins at Grand Canyon West, and directly ahead, you have a clear, stunning view of the Grand Canyon! And best of all, all these spectacular sights are included and beautifully detailed in this package, so you can have this very same experience from the comfort of your own home! Below is a full feature list:

- Detailed rendition of 1G4 – Grand Canyon West:
  - All buildings feature ultra high resolution textures.
  - All buildings feature advanced PBR normal maps for realistic reflections and bump mapping.
  - All buildings are highly detailed, down to even door handles.
  - Most buildings feature "lite" interiors to give windows more depth.
  - Large scale realistic ground textures with high frequency tiled normal maps for detail.
- Living scenery:
  - Integration with X-Plane 12's weather effects system
  - Ground equipment automatically serves your aircraft upon request.
- All models optimized for maximum performance.
- Local Landmarks
  - Detailed rendition of the famous Grand Canyon Skywalk.
  - Detailed rendition of Guano Point and the old tramway
  - Detailed rendition of the Cabins at Grand Canyon West.
- Custom surroundings
  - 30m mesh surrounding the airport covering roughly 40% of the Grand Canyon (Tiles +36-114 and +35-114).
  - ZL16 USGS NAIP Orthoimagery is used for both ortho tiles.
  - Nearly all noticeable ugly shadows removed from Orthoimagery for a clean realistic view of the canyon.
  - Procedurally placed forests based on ZL15 NAIP Imagery show vegetation in the correct areas, and nowhere else.
  - Alpilotx's UHD Mesh V4 provides all other overlay elements (used with his permission) (roads towns etc).

Installation

To fully enjoy the scenery it is vital that you properly install the product. To install, please closely follow the following steps.

- On your store page you have 3 downloads, *1G4 – Grand Canyon West Airport.zip*, *1G4 – Grand Canyon West Mesh.zip*, and *X-Codr Designs Library.zip*. Download them all.
- Unzip the 3 zip files you just downloaded.
    - Inside *1G4 – Grand Canyon West Airport.zip* there are several folders including, *1G4 - Grand Canyon West* **Airport**. Move this into your X-Plane *Custom Scenery* folder.
    - Inside *1G4 – Grand Canyon West Mesh.zip*, there are 3 folders. Move them **all** into your X-Plane *Custom Scenery* folder.
    - Inside *X-Codr Designs Library Package.zip* there is one folder, *X-Codr Designs Library*. Move this folder into your X-Plane *Custom Scenery*.
- Now you will need to edit your *scenery_packs.ini* located in your X-Plane *Custom Scenery* folder.
    - Open the file *scenery_packs.ini* located in your X-Plane *Custom Scenery* folder.
    - Add the following lines at the <u>bottom</u> of the file, but <u>above</u> any other ortho sceneries or mesh (if you don't know what those are chance are you don't have any.
        - SCENERY_PACK Custom Scenery/y1G4 - Grand Canyon West Forests/
        - SCENERY_PACK Custom Scenery/y1G4 - Grand Canyon West Overlay/
        - SCENERY_PACK Custom Scenery/z1G4 - Grand Canyon West Mesh/
- Start X-Plane and load at 1G4.
- Enjoy your new scenery!

Alternate Versions

To best suite the needs of all users, KMMH – Mammoth Yosemite Airport comes with multiple variations. To install these variations please follow the below steps

- No custom tree placement:
  - The custom procedurally placed trees can take some time to load, and can cost some fps. So, they are optional.
  - To remove the custom procedurally placed trees, simply **remove y1G4 – Grand Canyon West Forests** from your **Custom Scenery** folder.
  - To revert, simply place **y1G4 – Grand Canyon West Forests** back into **Custom Scenery**, and place the line "SCENERY_PACK Custom Scenery/y1G4 - Grand Canyon West Forests/" directly above the line "SCENERY_PACK Custom Scenery/y1G4 - Grand Canyon West Overlay/" in your scenery_packs.ini. (See install instructions for more detail on editing this file).

Credits/License

No redistribution of this scenery is allowed in whole or in part.

Huge thanks to Oscar Pilote for the amazing tool Ortho4XP

Huge thanks to Andras of Alpilotx.net for allowing me to use his amazing HD Mesh overlays for the autogen overlays in this scenery!

Orthoimagery/DEM:

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Department of the Interior/USGS

U.S. Geological Survey

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