

KMMH – Mammoth Regional Airport for X-Plane 11



Thank you for purchasing KMMH – Mammoth Yosemite Airport!

About KMMH – Mammoth Yosemite Airport

Mammoth Yosemite Airport is a small airport outside the town of Mammoth on the east side of California. It is primarily a general aviation airport, however it does have commercial flights during the winter season. Mammoth is also home to a ski resort making it a popular vacation destination.

KMMH – Mammoth Yosemite Airport for X-Plane 11 is an ultra-realistic and accurate rendition of KMMH – Mammoth Yosemite Airport. In addition to the airport, the scenery also includes a generic but generally accurate rendition of the surrounding area. KMMH – Mammoth Yosemite Airport for X-Plane 11 uses all the latest technology in X-Plane and has an extensive feature list including:

- Detailed rendition of KMMH:
 - All buildings feature ultra high resolution textures (most 4 pixels per inch).
 - All buildings feature advanced PBR normal maps for realistic reflections and bump mapping.
 - All buildings are highly detailed, down to even door handles.
 - All buildings feature "lite" interiors to give windows more depth.
 - Detailed ground textures with large scale realistic wear.
 - All ground textures feature realistic normal maps.
 - Realistic 3d vegetation for the entire airport.
- Living scenery:
 - Integration with X-Plane 12 weather effects
 - Ground equipment automatically serves your aircraft upon request.
- All models optimized for maximum performance.
- Generic custom rendition of Mammoth.
- Generic custom rendition of Mammoth Ski Resort.
- Realistic surroundings including custom forests.
- Custom 10 meter mesh with color corrected ZL16 ortho.

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 download, *KMMH Airport and Surroundings.zip*, *KMMH Mesh.zip*, and *X-Codr Designs Library.zip*. Download them all.
- Unzip the 3 zip files you just downloaded.
 - Inside *KMMH Airport and Surroundings.zip* there are several folders including, *KMMH – Mammoth Yosemite Airport*. Move this into your X-Plane *Custom Scenery* folder.
 - Inside *KMMH Mesh.zip* there are two folders, *Z KMMH Mesh* and *Y KMMH Overlay*. Move them both 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 bottom of the file, but above 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/Y KMMH Overlay/
 - SCENERY_PACK Custom Scenery/Z KMMH Mesh/
- Start X-Plane and load at KMMH.
- Enjoy your new scenery!

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 Alplotx.net for allowing me to use his amazing HD Mesh overlays for the autogen overlays in this scenery!

Orthoimagery/DEM:

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