KSEZ — Sedona

Thank you for purchasing KSEZ — Sedona!

About KSEZ — Sedona

The Real One

KSEZ — Sedona is America's Most Scenic Airport! It is referred to as such due to its location atop a bluff in the center of the stunning Red Rocks State Park. In addition, due to it's geography strong air currents on either end of the runway are common, resulting in strong down drafts on final, and strong up drafts immediately after takeoff, making for a thrilling, but challenging approach that can test even the most seasoned pilots. Combined with the incredible scenery, and challenging approaches, KSEZ - Sedona is a top destination among private pilots, and a must have for any simmer!

KSEZ — Sedona By X-Codr Designs

KSEZ — Sedona is an ultra-detailed recreation of the real Sedona airport and is my most detailed scenery yet. Along with the usual features such as detailed buildings and high-resolution textures, KSEZ — Sedona also has some groundbreaking new features that further push the boundaries of what is possible. Buildings are now extremely detailed, down to photoreal 3d food, the people are animated and lively, the ground textures combine extremely high-res detail albedo and normal textures that have been hand crafted to avoid tiling for unparalleled up-close detail, without the tiling, and all the vegetation is 3d and blows in the wind with X-Plane 12's amazing new forest system. But all these features pale in comparison with the big feature: Sedona's custom 3d rock formations. These hand sculpted hand textured 3d rock formations add tremendous detail and immersion compared with any HD Mesh, ortho4xp, or other mesh solutions, and bring this scenery to a whole new level. I'm thrilled to present this scenery as a free upgrade to all my customers who have owned this scenery and supported my work since 2017!
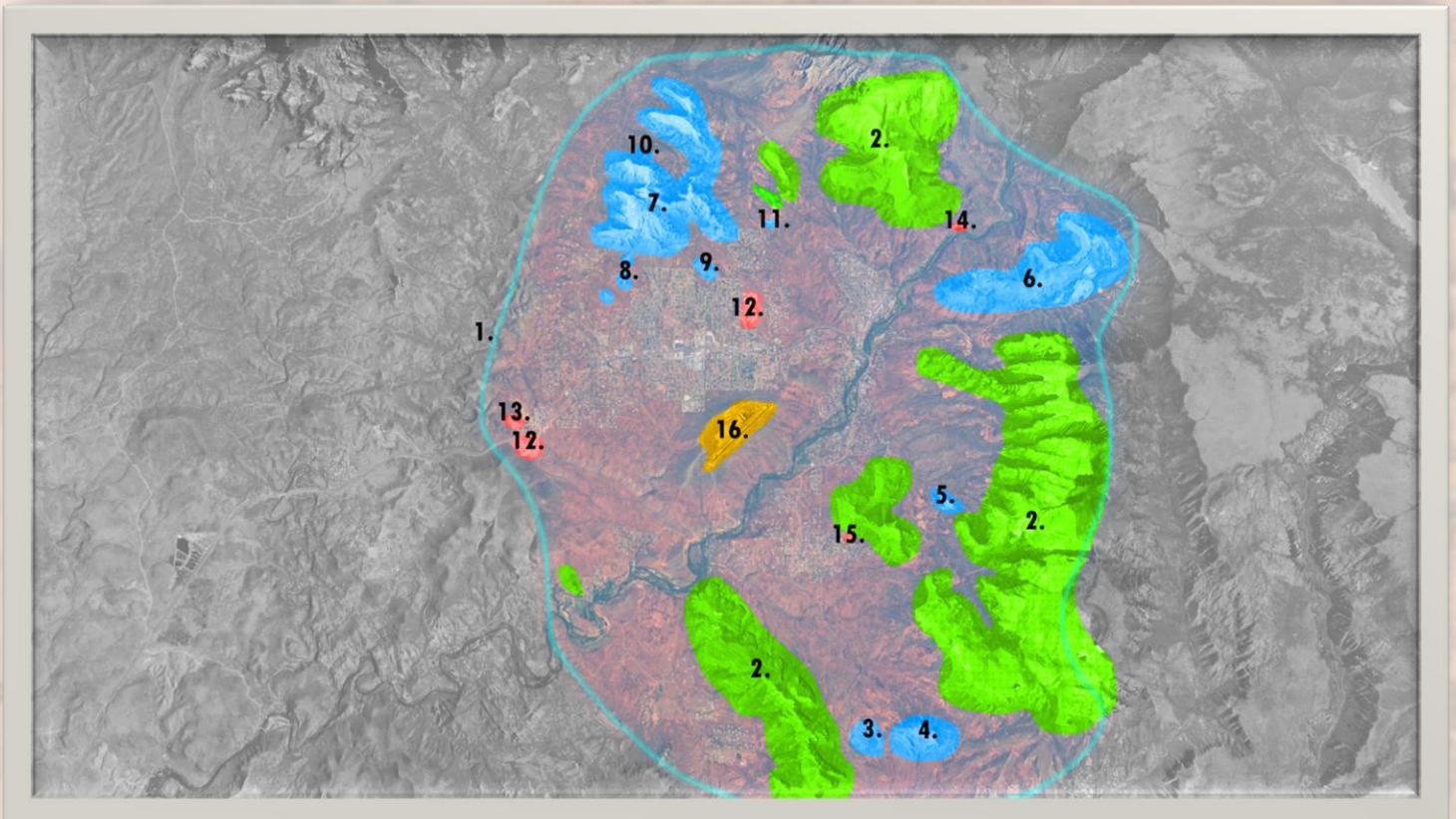
Features:

- ✓ High Quality Rendition of KSEZ — Sedona
  - ✓ Ultra-detailed buildings, most major buildings have 3d interiors
  - ✓ Ultra-detailed realistic textures
  - ✓ Ultra-detailed ground textures with virtually no visible tiling
  - ✓ 3D animated people
  - ✓ 3D animated vegetation
  - ✓ Realistic accurate clutter throughout the airport (utilities, gates, dumpsters, cars, etc)
  - ✓ Iconic details such as iconic signs and Pink Jeep Tours jeeps
- ✓ Custom generic but regionally appropriate autogen optimized for max fps. Some local landmarks
- ✓ Custom Ortho4XP mesh with color corrected USGS imagery. ZL16 with ZL17 around valley
- ✓ Custom hand sculpted 3d rock formations for most of the valley for stunning views
- ✓ Heavily optimized (VR ready, and constant 60fps in 2D with near max settings on high end systems)

POIs

KSEZ has numerous points of interest you're going to want to check out… here's a map!

1.	Scenery Boundary
2.	Rock Formations
3.	Bell Rock
4.	Courthouse Butte
5.	Submarine Rock
6.	North east ridge
7.	Capitol Butte
8.	Chimney Rock
9.	Sugarloaf Ridge
10.	Devils Bridge
11.	Devils Kitchen
12.	Local schools
13.	Abandoned stadium
14.	Midgley Bridge
15.	Cathedral built into Twin Buttes
16.	KSEZ — Sedona Airport

Installation

- ☑ **If you are a previous user updating, delete the following folders from Custom Scenery**
  - o Sedona UHD
  - o Sedona UHD Mesh
  - o Sedona UHD Overlay
- ☑ **Download the following items from your account:**
  - o KSEZ Airport Package.zip
  - o KSEZ Mesh Package.zip
  - o X-Codr Designs Library Package XP12.zip
- ☑ **Unzip all the folders you downloaded**
- ☑ **Move the following folders into your Custom Scenery folder**
  - o KSEZ Airport Packages/KSEZ — Sedona
  - o KSEZ Mesh Package/Z KSEZ Mesh
  - o KSEZ Mesh Package/Y KSEZ Overlay
  - o X-Codr Designs Library Package XP12/X-Codr Designs Library
- ☑ **You should now have the following folders in your Custom Scenery Folder:**
  - o KSEZ — Sedona
  - o Y KSEZ Overlay
  - o Z KSEZ Mesh
  - o X-Codr Designs Library
- ☑ **Add the following lines to the bottom[1] of your scenery_packs.ini:**
  - o SCENERY_PACK Custom Scenery/Y KSEZ Overlay/
  - o SCENERY_PACK Custom Scenery/Z KSEZ Mesh/
- ☑ **Download and install Living Scenery Technology. Please make sure you have V1.05 (Released 10/25/2022).**
- ☑ **Enjoy!**

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[1] If you have other meshes/overlays (such as Ortho4XP or X-America), you will need to place the mesh above your other meshes, and the overlay below your other overlays.

FAQ

✋ **The gate randomly opens and closes!?**

📖 Power surges. In reality, there is a logic issue in LST that I am still tracking down. But officially it's power surges 😎 ⚡ .

✋ **There's a lot of cars, why?!**

📖 Random numbers are weird in that, they don't like to distribute randomly, they like to come in groups. So sometimes lots of cars spawn in a short time and all decide to go the same way. So sometimes the airport might be a ghost town, other days it might look like LA on Friday night.

✋ **Some crazy driver parked in front of my plane!**

📖 Don't worry, he's fully insured and just looking for a piece of luggage he lost when he was unloading his plane. He'll leave in 25 seconds. You can speed this up by tapping the "L" key a few times to move the time forward.

✋ **The traffic is behaving… oddly…**

📖 Try updating Living Scenery Technology. KSEZ requires V1.05 to operate correctly. You can check the version number in the log.txt. Just search for "Living Scenery Technology". If it doesn't specify a version number, you have a version pre 1.05.

✋ **The rocks don't blend well with the terrain!?**

📖 Mesh editing is extremely hard in X-Plane, and imprecise. I've done my best… but it's not perfect. Hopefully in the future we will get a proper mesh editing solution and I can improve on this.

✋ **My frame rate is bad and/or my textures are blurry!**

📖 Sounds like you might have run out of VRAM. Try turning down your texture resolution and see if that helps. If the issue persists, please contact me.

✋ **There's stuff floating, sunken, and/or in general the scenery looks bad.**

📖 Sound like there is an issue in the scenery_packs.ini. Please review this article on the scenery_packs.ini as well as the install instructions.

Contact

If you run into issues, please don't hesitate to reach out! You can:

- ✓ Post a topic on my site
- ✓ Contact me via my site
- ✓ Email me
- ✓ Join me on Discord
- ✓ Send me a message on X-Plane.org
- ✓ Or post in the X-Plane.org support forum.

If you don't get a reply within a day, please try another method. Unfortunately, every now and then I miss a message. It's not intentional, so please, if it happens, just try getting my attention another way.

License

- You may not distribute this scenery in whole or in part.
- Huge thanks to Oscar Pilote for the amazing tool Ortho4XP!
- USGS requires me to include the following statement regarding the use of their data (Orthoimagery and DEM data):

  USGS-authored or produced data and information are considered to be in the U.S. public domain.
  Credit: U.S. Geological Survey
  Department of the Interior/USGS
  U.S. Geological Survey
  https://www2.usgs.gov/laws/info_policies.html