



KCGX

Merrill C. Meigs Field

USER GUIDE SEPTEMBER 2016



Contents

Thank you!.....	3
Product requirements	4
What will you miss out on if you don't have Orbx FTX Global Base installed?	4
Quick Installation Guide	5
Scenery Coverage Area.....	6
The KCGX Control Panel	7
Quick Reference Simulator Settings	7
Product Technical Support.....	8
Please do NOT email support requests.....	8
Use the forum search function.....	8
What to include in your support requests	8
FTX Community Forums	9
Thanks for reading!	9
The FTX KCGX Team	10
Lead Developer.....	10
Additional Orbx Developers.....	10
Specialist Roles.....	10
Beta Testing Team	10
Further Acknowledgements	10
End User License Agreement (EULA)	11

Thank you!

Orbx would like to thank you for purchasing FTX KCGX Merrill C. Meigs Field.

This airport is developed by Alex Goff and Tim Harris. With dozens of projects and over a decade of combined flight simulation development experience, Alex and Tim have poured hours of research recreating this flight simulation classic.

Merrill C. Meigs stands out in flight simulation as one of the most well-known and frequently visited destinations for virtual pilots. Before its tragic demise, the airport served as the default starting location, and for many years the only location, for the Microsoft Flight Simulator series up until Flight Simulator X. Using every resource available from on-site visits to archived information, Meigs Field has been recreated with the utmost degree of historical accuracy. From the terminal's historic architecture and glass curtain walls to the challenging approaches, every effort has been made to capture the look and feel of Meigs Field as it stood on its final day.

Additionally, the surrounding parks district has been updated to its current, modern, look and heavily enhanced. Surrounding points of interest include the Adler Planetarium, Shedd Aquarium, Field Museum of Natural History, Soldier Field, Navy Pier, and the Art Institute of Chicago.

Meigs Field has a single asphalt runway measuring 3899ft by 150ft. Traffic at the time of closure was an average of 132 aircraft per day. The traffic was 90% transient general aviation, 5% air taxi, 5% local general aviation, and <1% military traffic. Meigs Field also saw commuter air service between the 1960's and 1980's, typically with small twin engine aircraft. The largest aircraft to service Meigs Field was a Hawker Siddeley HS 748 operated by Air Illinois

Source: AirNav archives and Wikipedia, the Free Encyclopedia



Product requirements

This scenery airport addon is designed to work in the following simulators: **Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2 and Lockheed Martin Prepar3D v3.**

Orbx FTX Global Base is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Global Base installed?

- Blending of the airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit <https://orbxdirect.com/product/ftsxglobal> to purchase your copy of FTX Global Base if you haven't already done so.



Quick Installation Guide

Installing Orbx FTX KCGX is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased KCGX it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download KCGX and then have FTX Central manage the installation for you once downloaded.

An internet connection is required for FTX Central to validate your license.

Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.



Scenery Coverage Area



The KCGX Control Panel

The KCGX Control Panel can be accessed from the main FTX Central interface by clicking the Configure button.

The Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC hardware you have. By default, all scenery options are enabled by the installer. If you have a high end PC, enable all the CP options. For low to mid-range PCs it is recommended to try disabling some settings.

Quick Reference Simulator Settings

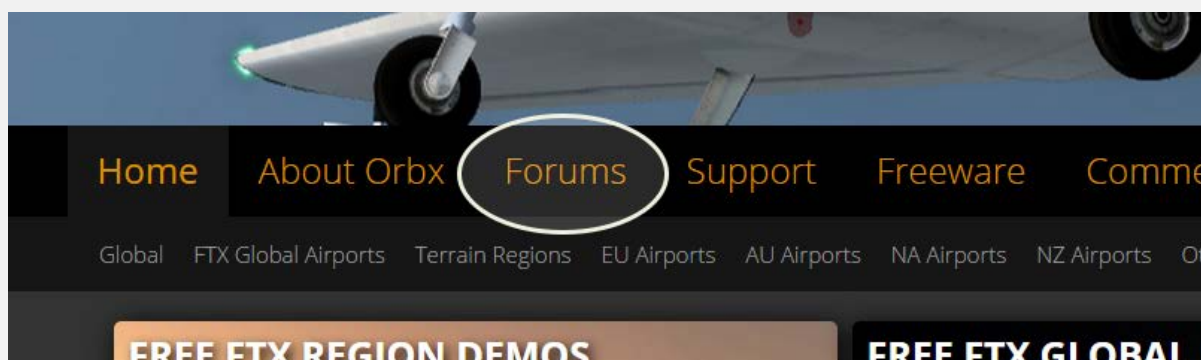
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KCGX the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for KCGX
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX KCGX.
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for FTX.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KCGX or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the FTX Payware Support Forum section. Orbx FTX experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it’s the only way in which you can receive support for KCGX. Provided you adhere to the forum terms of use and have a legitimate copy of KCGX, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum’s built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we’d like to see provided for each request you log:

- A separate post on the FTX support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your ORDER NUMBER from your KCGX purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

You don’t need a user account to view other people’s posts and information posted by Orbx staff, but if you’d like to join in on the discussion there, simply create an account. It’s instant and no validation email is required. We like to keep things simple☺.

We hope to see you there soon!

Thanks for reading!

You’ve stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!



The FTX KCGX Team

Lead Developer

- **Alex Goff:** 3D modelling, texturing, ground imagery, ground poly, autogen annotation, POI scenery object modelling, user guide
- **Tim Harris:** 3D modelling, texturing, POI scenery modelling, mesh acquisition, AI traffic

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Edward Boyte:** APX file

Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production Management
- **Ben McClintock:** FTX Central and website

Beta Testing Team

Friedi Gulder, Rob Abernathy, Iain Emms, John Lovell, Eberhard Haberkorn, Phil Manhart, Jon Murchison

Further Acknowledgements

- **Nick Blaising:** Location photography



End User License Agreement (EULA)

For the most recent version of the EULA, see orbxdirect.com/eula.

END-USER LICENSE AGREEMENT (EULA) for Orbx Simulation Systems Full Terrain Experience (FTX) Scenery Addon for Microsoft Flight Simulator X and Lockheed Martin Prepar3D.IMPORTANT

PLEASE READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or single entity) and Orbx Simulation Systems Pty. Ltd. ("ORBX") for the ORBX software product identified above, which includes software and includes associated media and "online" or electronic documentation ("SOFTWARE PRODUCT"). The SOFTWARE PRODUCT also includes any updates and supplements to the original SOFTWARE PRODUCT which may be provided to you by ORBX. By accessing or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not use the SOFTWARE PRODUCT.

SOFTWARE PRODUCT LICENSE

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is sold as a single user license and no ownership is transferred, only the right to use the license software. The SOFTWARE PRODUCT may not be re-distributed, sold for non-profit or profit from subscription fees, repackaged, delivered on CD or DVD media or any other form of electronic media by any other persons or party, website, organisation or entity, other than the official e-commerce seller website(s) as contracted or authorised by ORBX.

1. GRANT OF LICENSE. This EULA grants you the following rights:

a. You may install, access, and run a SINGLE copy of the SOFTWARE PRODUCT on a SINGLE personal computer for your personal, non-commercial, non-profit use. Any party or organisation seeking to use the SOFTWARE PRODUCT under license for commercial use should see our Commercial Use License Agreement.

b. This SOFTWARE PRODUCT is for personal entertainment purposes only and may not be used for flight training purposes. This SOFTWARE PRODUCT is not part of an approved training program under the standards of any aviation regulatory agency or body worldwide, whether private or government.

c. Separation of Components. The SOFTWARE PRODUCT is licensed as a single product. Its original component parts created by ORBX may not be separated for use in other software or projects.

d. Trademarks. This EULA does not grant you any rights in connection with any trademarks or service marks of ORBX.

e. Rental. You may not rent, lease, or lend the SOFTWARE PRODUCT. You may not charge admission fees for any simulator, entertainment or training device which breaches this EULA by use of the SOFTWARE PRODUCT therein.

f. Support Services. This SOFTWARE PRODUCT is provided "as is", however ORBX will provide provision of support services in relation to the operation, installation or remedy of issues arising to the use of the SOFTWARE at its official support forum at orbxsystems.com/forum.

g. Termination. Without prejudice to any other rights, ORBX may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts.

h. The Orbx libraries (Orbxlibs) are licensed for use ONLY with Orbx products licensed by our customers. Whilst they are freely distributed on this site and our forums it is for the support of our own products only. It is EXPRESSLY FORBIDDEN to modify, use, call GUIDs, reference, extract or in any way make use of Orbxlibs in any software project be it freeware, donation ware or payware. Any mis-use of Orbxlibs will invoke legal action.

2. COPYRIGHT. All title and copyrights in and to the original created components of the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, and test incorporated into the SOFTWARE PRODUCT), the accompanying documentation materials, and any copies of the SOFTWARE PRODUCT are owned by ORBX or its suppliers. All title and intellectual property rights in and to additional third party libraries and content (which are used under the terms of those components' distribution) which may be accessed through use of the SOFTWARE PRODUCT is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. This EULA grants you no rights to use such content. This SOFTWARE PRODUCT contains documentation which is provided only in electronic form, and you may print multiple copies of such electronic documentation.

3. LEGAL JURISDICTION. This EULA is governed by the laws of the State of Victoria, Australia.

4. LIMITATION OF LIABILITY. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL ORBX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF ORBX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Microsoft Flight Simulator X is a © copyrighted trademark of Microsoft Corporation.

Prepar3D© is a Copyrighted trademark of Lockheed Martin Corporation

FTX and Full Terrain Experience are brands of Orbx Simulation Systems Pty. Ltd.