



SIM720 KCRQ MCCLELLAN-PALOMAR AIRPORT

Version 1.0

User Guide January 2015





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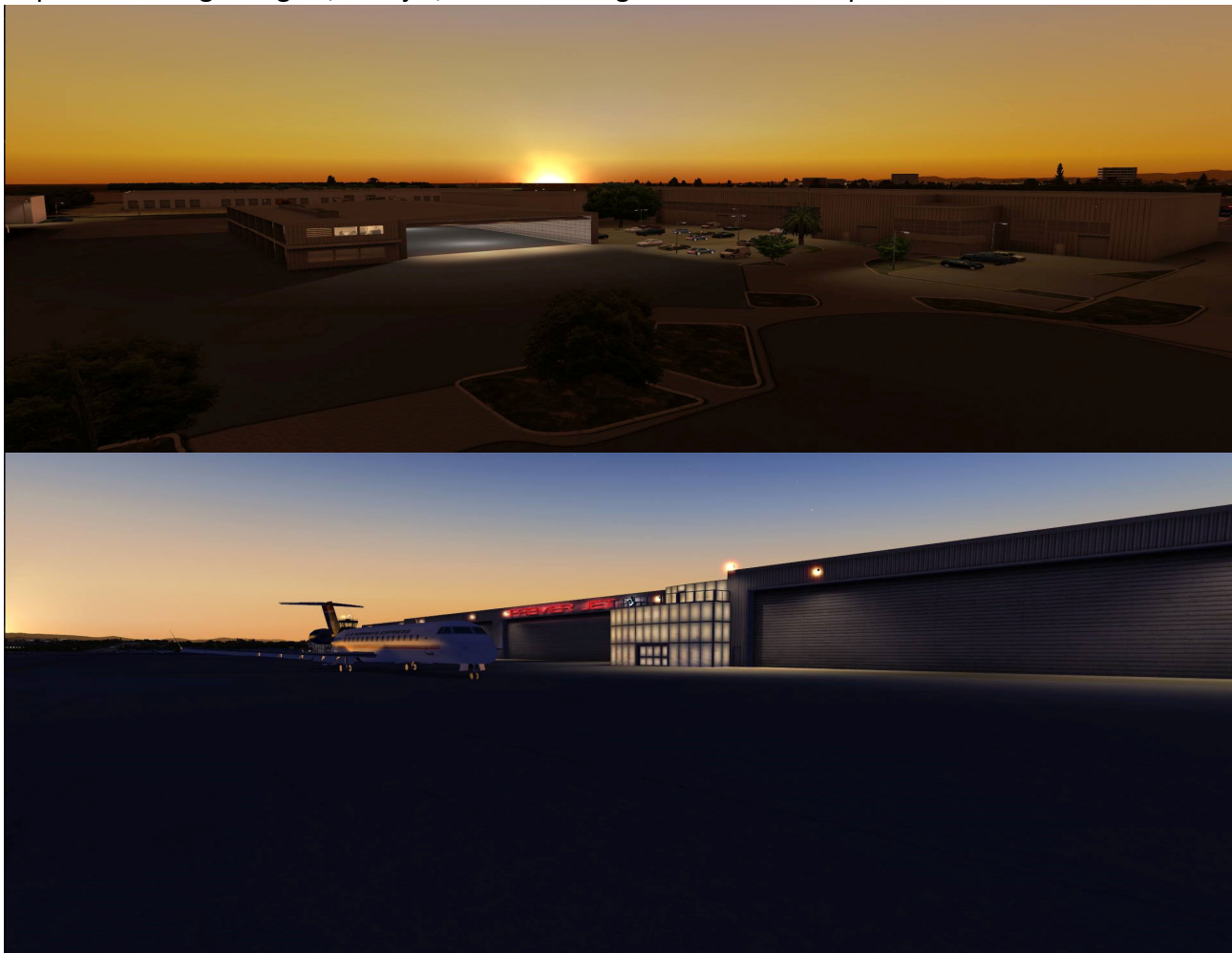
Intro

The SIM720 team would first like to thank you for purchasing **SIM720 KCRQ MCCLELLAN-PALOMAR Airport Version 1.0**. We do hope you enjoy many hours of interesting flying.

McClellan–Palomar Airport (Palomar Airport - KCRQ) is a public airport three miles (5 km) southeast of Carlsbad in San Diego County, California. It is owned by the County of San Diego. The airport is used for general aviation and United Express operates the only scheduled airline flights. In March 2013 the airport was the fourth-busiest single runway airport in the United States.

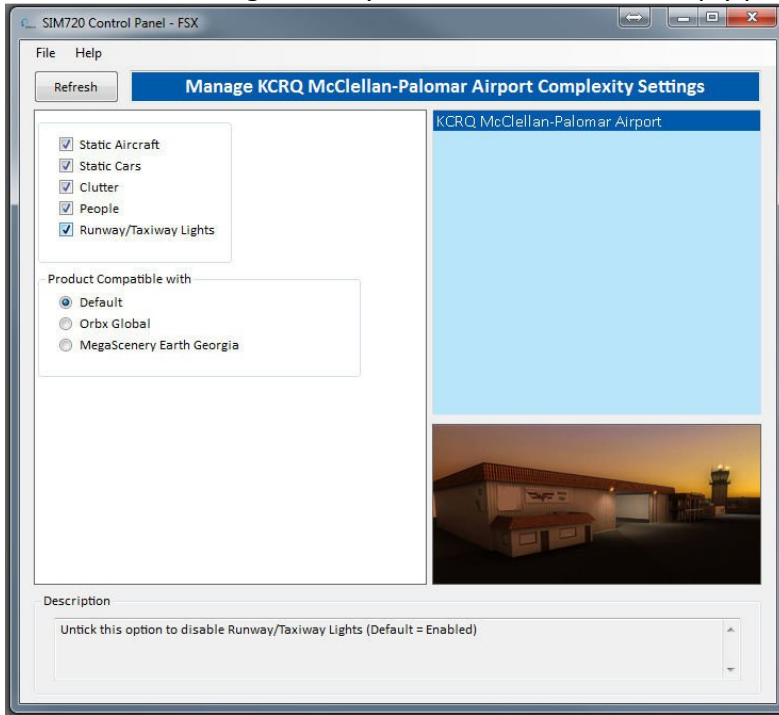
Most U.S. airports use the same three-letter location identifier for the FAA and IATA, but McClellan–Palomar Airport is CRQ to the FAA and CLD to the IATA. The ICAO identifier is KCRQ. The airport is named for Gerald McClellan, an aviator and civic leader in San Diego's North County area. McClellan–Palomar Airport covers 466 acres (189 ha) and has one asphalt runway, 6/24, 4,897 ft × 150 ft (1,493 m × 46 m).

In 2008 the airport had 192,960 aircraft operations, an average of 529 per day: 89% general aviation, 7% air taxi, 3% scheduled commercial and 1% military. 325 aircraft are based at this airport: 61% single-engine, 24% jet, 11% multi-engine and 4% helicopter.



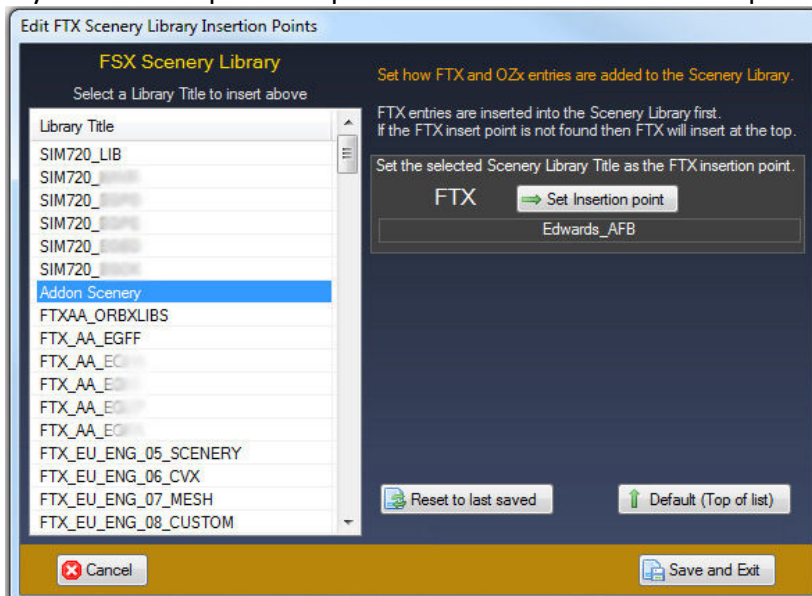
Compatibility

SIM720 KCRQ MCCLELLAN-PALOMAR Airports has been designed to work as a standalone product, using the supplied control panel you can select what you want the Photoreal area to be colour matched to. In KCRQ MCCLELLAN-PALOMAR Airports you have the option of choosing Default FSX, Orbx Global or MegaSceneryEarth California. Just simply pick what you want.



KCRQ MCCLELLAN-PALOMAR Airport is DX10 compatible.

If you use Orbx products please set FTX Central Insertion point to be below SIM720 products





Quick Reference FSX Settings

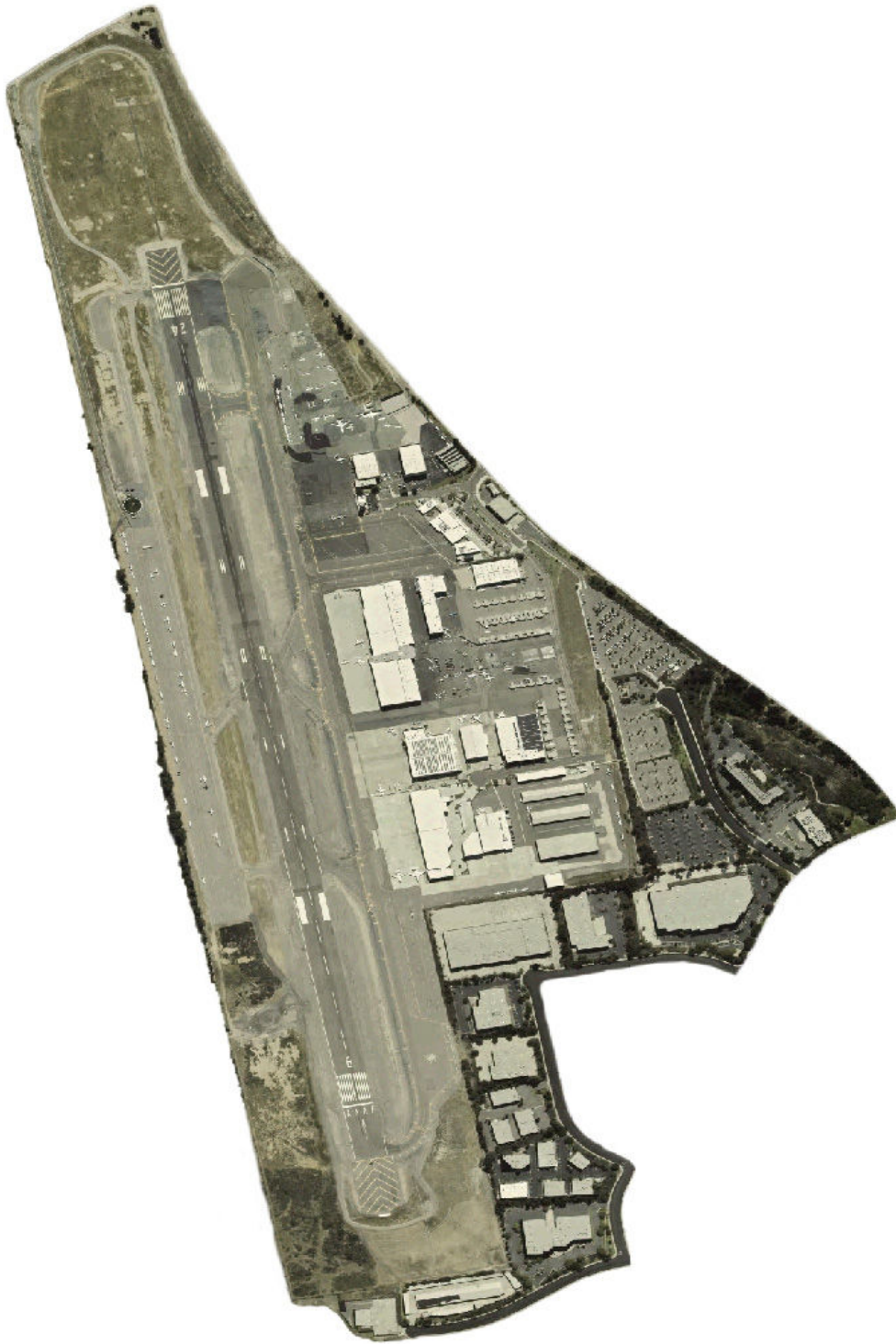
The table below lists in a handy reference the minimum recommended settings required in FSX to enjoy KCRQ MCCLELLAN-PALOMAR Airports the way SIM720 designed it. These settings run well on most PCs and take particular advantage of the custom ground photoreal imagery used in the scenery area.

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	Best displays photoreal textures
Mesh Complexity	100	Better terrain definition
Mesh Resolution	5m	5m is recommended for this airport scenery
Texture Resolution	7cm	Required for displaying the aprons in their native resolution
Scenery Complexity	Extremely Dense	How SIM720 designed KCRQ MCCLELLAN-PALOMAR
Autogen Density	Normal	Best FPS versus detail <i>More discussion below</i>
Airport Vehicles	0%	SIM720 has disabled the default FSX ground vehicles at KCRQ MCCLELLAN-PALOMAR.
GA AI Traffic	16 - 50%	Recommended for this scenery
Road Vehicle Traffic	20%	No need to set higher

Scenery Coverage Area

The image below shows the extent of the KCRQ MCCLELLAN-PALOMAR Airport scenery coverage area.



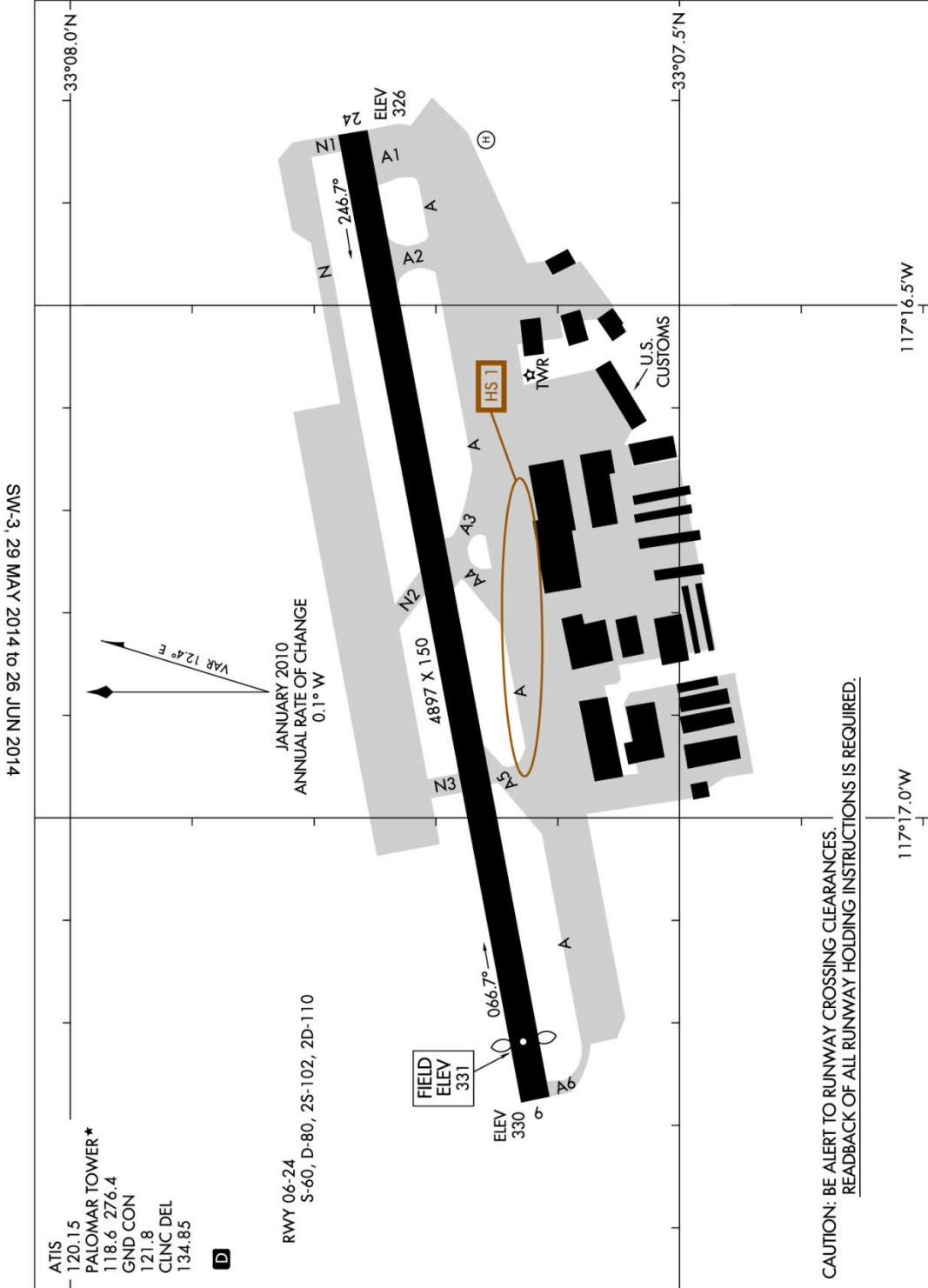
Airport Charts

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AIRPORT DIAGRAM

AL-5310 (FAA)

MC CLELLAN-PALOMAR (CRQ)
CARLSBAD, CALIFORNIA



SW-3, 29 MAY 2014 to 26 JUN 2014

SW-3, 29 MAY 2014 to 26 JUN 2014

ATIS 120.15
PALOMAR TOWER* 118.6 276.4
GND CON 121.8
CLNC DEL 134.85
D

RWY 06-24
S-60, D-80, 2S-102, 2D-110

CAUTION: BE ALERT TO RUNWAY CROSSING CLEARANCES.
REARBACK OF ALL RUNWAY HOLDING INSTRUCTIONS IS REQUIRED.

AIRPORT DIAGRAM

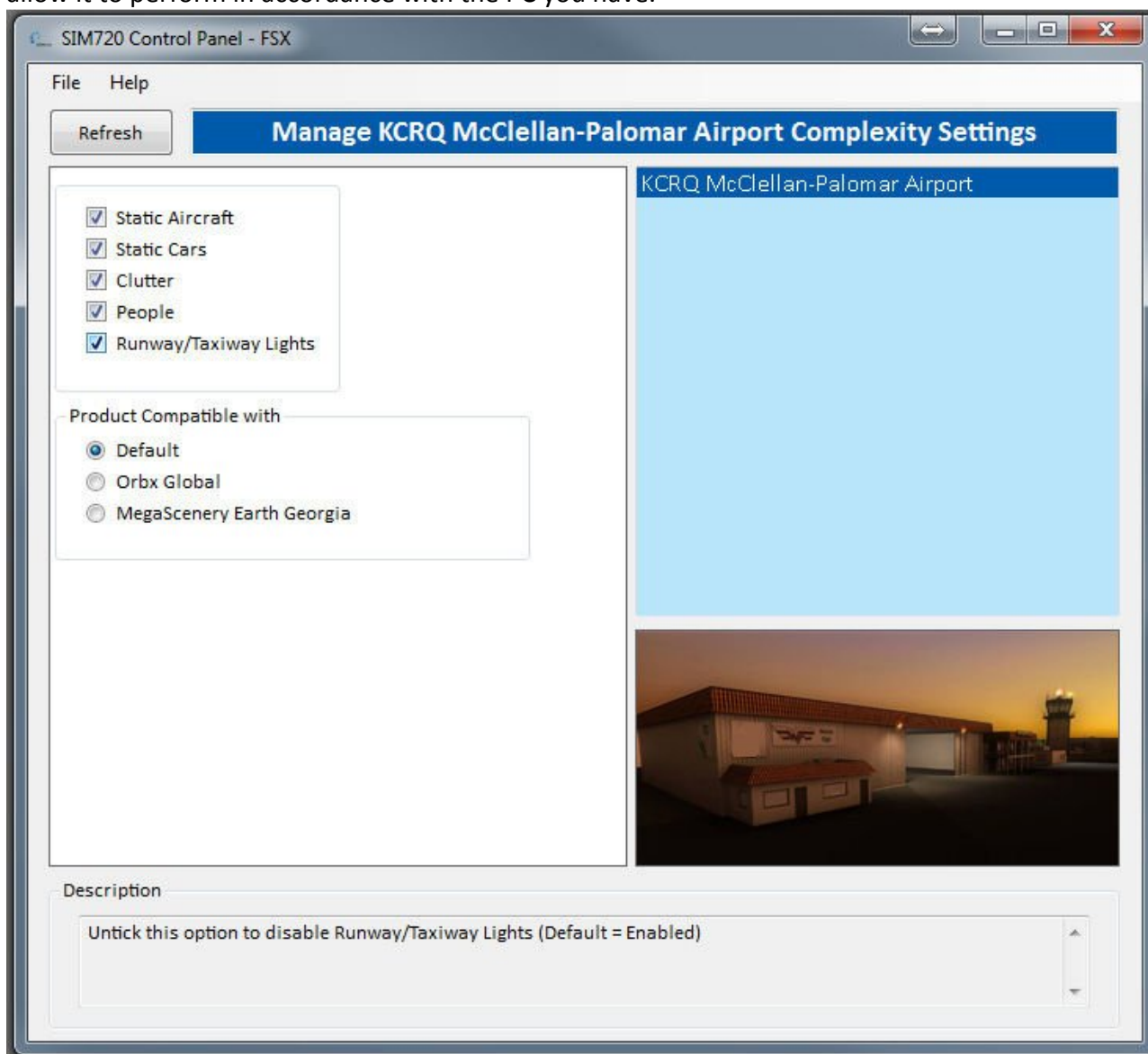
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CARLSBAD, CALIFORNIA
MC CLELLAN-PALOMAR (CRQ)

The KCRQ MCCLELLAN-PALOMAR Control Panel

After KCRQ MCCLELLAN-PALOMAR is installed, a Control Panel icon is placed onto your desktop.

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 you have.



To disable or enable any feature, simply click the tick box. Any changes are made instantly and there is no 'Apply' button required.

The "Product Compatible with" section will change the PR area to match the selected product.

The "refresh" button will restore our Autogen files incase another product overwrites them.

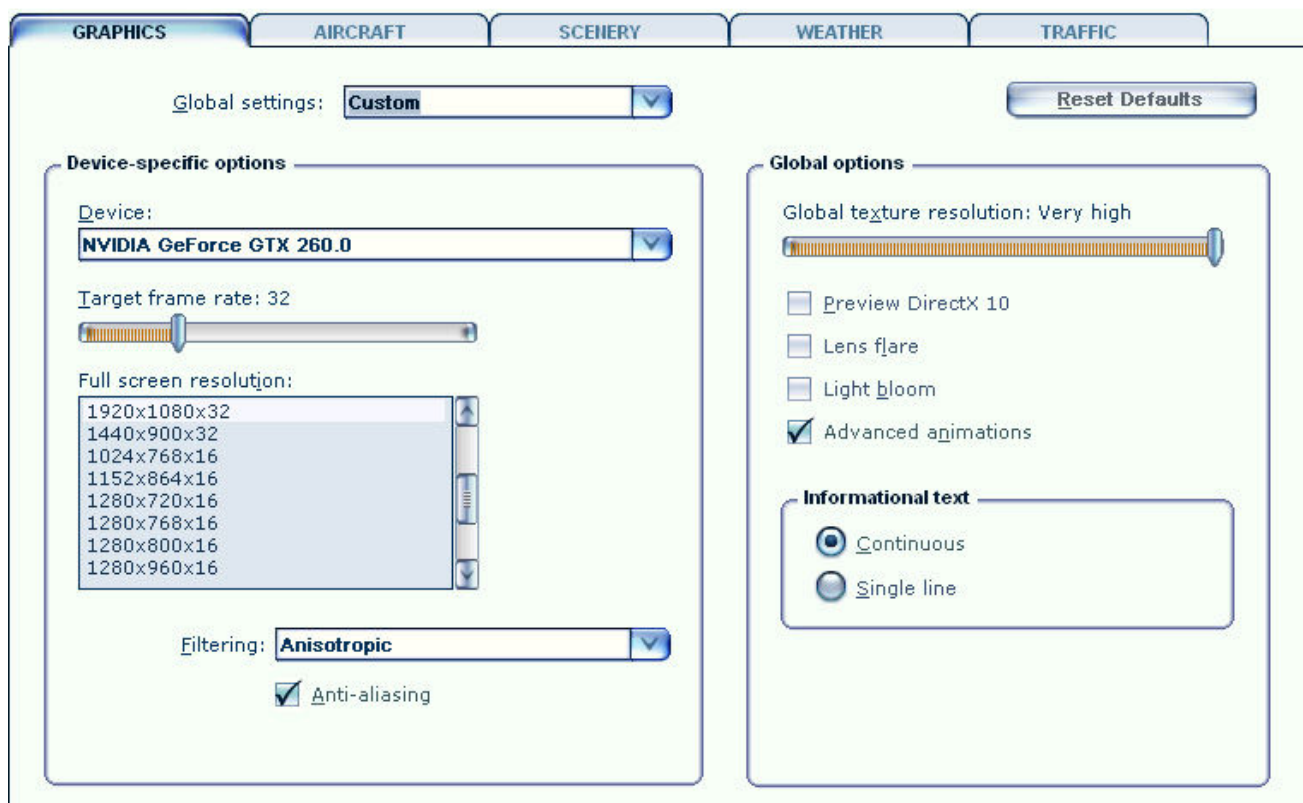
Recommended FSX Slider Settings

Firstly, like default FSX dragging all your sliders to the right even with today's modern hardware, will for most people result in very poor visuals and performance. We suggest that you begin your exploration of KCRQ MCCLELLAN-PALOMAR using the slider settings shown below, and then if you find performance to be acceptable, you can move certain sliders to the right, although we recommend you only move one slider at a time to gauge the effect.

The most critical slider in FSX is the **Autogen Density slider**. With the way KCRQ MCCLELLAN-PALOMAR has been designed, it has the single most critical performance effect in the simulator. We'll discuss the best settings for this slider later.

So before you begin your first flight, please change your FSX sliders to what is shown on the following pages. You may think the settings are too low at first, but we're calling these the **BASE SETTINGS** which is the recommended settings for medium spec PCs.

The following screenshots are from FSX



GRAPHICS AIRCRAFT SCENERY WEATHER TRAFFIC

Global settings: **Custom** Reset Defaults

Cockpit settings

Default cockpit view

3-D virtual cockpit

2-D instrument panel

Show cockpit ToolTips

High-resolution 3-D virtual cockpit

2-D panel transparency (%): 0

Exterior settings

Aircraft casts shadows on the ground

Aircraft casts shadows on itself

Aircraft landing-lights illuminate ground

GRAPHICS AIRCRAFT SCENERY WEATHER TRAFFIC

Global settings: **Custom** Reset Defaults

Terrain and water

Level of detail radius: Large

Mesh complexity: 100

Mesh resolution: 5 m

Texture resolution: 7 cm

Water effects: Low 2.x

Land detail textures

Scenery objects

Scenery complexity: Extremely dense

Autogen density: Normal

Ground scenery shadows

Special effects detail: High

* Please refer to the **Autogen Density Table** further in this user guide for specific information about this slider

GRAPHICS AIRCRAFT SCENERY **WEATHER** TRAFFIC

Global settings: **Very Low** Reset Defaults

Visual settings

Cloud draw distance: 60mi / 96km

Thermal visualization: **None**

Cloud detail

- Simple clouds
- Detailed clouds

Cloud coverage density: Low

Simulation settings

- Download winds aloft data with real-world weather
- Disable turbulence and thermal effects on aircraft

Rate at which weather changes over time: No change

GRAPHICS AIRCRAFT SCENERY WEATHER **TRAFFIC**

Global settings: **Custom** Reset Defaults

Aviation traffic

Airline traffic density (%): 18

General aviation traffic density (%): 18

Airport vehicle density: None

Aircraft labels

- Show aircraft labels
- User aircraft
- Manufacturer
- Model
- Tail number
- Distance
- Altitude

Label color: **Red**

Cycle rate: **1** seconds

Land and sea traffic

Road vehicles (%): 20

Ships and ferries (%): 10




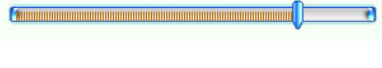

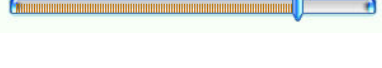
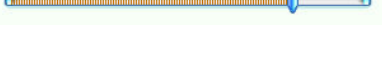

Leisure boats (%): 10

The Autogen Density Slider

Because SIM720 uses much denser and more accurately placed autogen objects in its annotation, having it set to Extremely Dense in large cities areas will bring even the most powerful PC to its knees.

The key thing to remember is that KCRQ MCCLELLAN-PALOMAR is designed to be used both today and in the future, meaning that we did not cripple the product on release to cater for a broad range of PCs, but rather created a standard which will be enjoyed by most people as hardware catches up.

Here's a simple table which should be used as a guide for the Autogen Density slider. If you adhere to these slider settings in KCRQ MCCLELLAN-PALOMAR you will get a good balance between visuals and performance. **Always begin your first KCRQ MCCLELLAN-PALOMAR flight with Autogen set to Normal.**

PC Specifications	Urban Areas	Rural Areas
Entry Level Core2 Duo <= 2.8Ghz <= 512MB GPU	Autogen density: Normal 	Autogen density: Dense 
Mid Range Intel i7 9xx < 4Ghz 1GB GPU	Autogen density: Dense 	Autogen density: Very dense 
High End Intel i7 9xx >= 4Ghz 1-2GB GPU	Autogen density: Dense 	Autogen density: Very dense 
Extreme Intel i7 4XXX Haswell @ 4-6Ghz 1-2GB GPU	Autogen density: Very dense 	Autogen density: Extremely dense 





Product Support

Should you have any questions about KCRQ MCCLELLAN-PALOMAR or its use, please feel free to register on the forums at forum.sim720.co.uk and then log a support question in the Support section. SIM720 Staff will be available to review your support questions and you will usually get a reply on the forums within 24 hours, often much sooner than that.

Please do NOT email support requests

SIM720 provides support on our forums, and it's the only way in which you can receive support for KCRQ MCCLELLAN-PALOMAR. Provided you adhere to the terms of use and have a legitimate copy of KCRQ MCCLELLAN-PALOMAR, you will always be offered our support. However, if you email SIM720 asking for support, you will be directed to the forums, since our policy is that all support is provided through our forums only.

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 Forum Requests

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

- A separate post on the Support forums for each issue (don't add new issue onto others).
- A screenshot to highlight what you are talking about with coordinates.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The SIM720 support team is always on standby to assist you with any problems you may have. Please remember, our priority is to fix any urgent issues first, and address bug reports second.

Community Forums

To visit the forums, just point your web browser to forum.sim720.co.uk. You don't need a user account just to view other people's posts and information posted by SIM720 staff, but if you'd like to join in on the discussion there, simply create an account. It's fast and simple.

We hope to see you there soon.



The SIM720 Team (in no set order)

Paul Webster

Nick Svejidal

Sam Hudson

David Bonney

Beta builds management and installers.

Autogen annotation; User manual; Screenshots; 3D Modelling; Texturing; Ground imagery; Season Photoreal area; Night lighting; Object placement; POI scenery object modeling; library objects.

Specialist Roles

David Bonney

SIM720 Website

Paul Webster

SIM720 servers; forums admin;

Beta Testers (in no set order)

Kevin Firth, Christopher Low, Rod de Vries, Michael Bamforth, Sammy Venables, Josh Fellows.

Further Acknowledgements

Imagery courtesy of the U.S. Geological Survey





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