

Scott Valley for X-Plane 12



Thank you for purchasing Scott Valley for X-Plane 12!

VERSION 1.0

About Scott Valley for X-Plane 12

The Real One

Scott Valley airport is nestled in beautiful Scott Valley California, 5 miles south of Fort Jones CA, and 8 miles north of the city of Etna. Surrounded by mountains rising two to five thousand feet above it's 2,732 foot elevation, the view from Scott Valley is stunning, especially in winter when the surrounding peaks are covered by snow. The airport is un-towered, but offers 100LL Avgas, a small pilot's center, and bathrooms. Runway lighting is provided by pilot controlled lighting on the CTAF frequency, 122.800 MHz. Interestingly, Scott Valley doesn't have an AWOS, rather pilots should tune Siskiyou County Airport ASOS on 121.125.

Scott Valley for X-Plane 12 By X-Codr Designs

A30 - Scott Valley for X-Plane is a high quality scenery based on real photos taken at the real airport. It is our most detailed scenery yet, featuring extremely accurate buildings, and near-photoreal textures. In addition A30 features numerous exciting features such as fully functional pilot controlled lighting (requires free LST plugin), seasonal effects (such as falling leaves), and weather effects! A small number of surrounding buildings are included, however covering a much larger area in the desired quality is beyond the scope of this scenery. Therefore, I highly recommend you check out free addons such as Ortho4xp, and X-World, which provide excellent ground textures and autogen placement on a global scale. A30 – Scott Valley is designed to fit in perfectly with these addons!

Features:

- ✓ High Quality Rendition of Scott Valley for X-Plane 12
- ✓ Extremely detailed buildings, modeled off real photographs
- ✓ Near photo-realistic textures.
- ✓ Realistic material and normal mapping on textures for excellent lighting and reflections.
- ✓ High quality ground textures with layered detail textures for extreme detail, with minimal performance impact
- ✓ Realistic night lighting
- ✓ Custom pilot controlled runway lighting system, activates runway lights with 5 clicks of the PTT command when on the correct CTAF frequency
- ✓ Baked extremely low poly models for LODs, providing huge performance savings, with very little visual loss
- ✓ Realistic weather effects
- ✓ Realistic seasonal effects (such as leaves on the ground, and leaves falling from trees)

Installation

- ☑ Download “**A30 Package 1.0.zip**” from your store account
- ☑ Download “**X-Codr Designs Library Package 1.9.zip**” from your store account
- ☑ Unzip “**A30 Package 1.0.zip**”
- ☑ Copy “**A30 Package 1.0/A30 – Scott Valley**” into your “**Custom Scenery**” folder
- ☑ Unzip “**X-Codr Designs Library Package 1.9.zip**”
- ☑ Copy “**X-Codr Designs Library Package 1.9/X-Codr Designs Library**” into your “**Custom Scenery**” folder
- ☑ Download and install our [Living Scenery Technology](#) plugin
- ☑ Enjoy!

Note: In the future the X-Codr Designs Library version may be greater than 1.9. That is ok, proceed with installation according to the instructions.

FAQ

☐ Why are the runway lights off?

- A30 – Scott Valley uses pilot controlled lighting, you'll need to turn them on by tuning COM1 to 122.800, and pressing your X-Plane Push to Talk button 5 times. Please also ensure you downloaded and installed the Living Scenery Technology plugin.

☐ Why is there no orthoimagery included with the airport

- A30 – Scott Valley is designed to fit perfectly with the current default scenery, X-Plane's Next Generation scenery, and ortho scenery such as Ortho4xp. By providing just the unique parts of the ground textures (such as gravel/dirt patches, lawn mower tracks, etc), we ensure the scenery looks great under all conditions. It also saves you storage space!

☐ Why are textures blurry?

- All object's texture resolution is dependent on it's distance from your *aircraft*. This saves you a *lot* of VRAM, but if your camera is far from the aircraft, you may see blurry textures. It is my hope that in the future LR will change this behavior to be based on the *camera* location rather than the aircraft location.

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

What you can do

- ✓ Anything you want in the privacy of your own home
- ✓ Use this product on any computer you own for your own personal use

What you can't do

- ✗ Redistribute this scenery in whole or in part