
KDEN - Denver International Airport

2.2



Contents

Description	Page 2
Installation	Page 4
Patches	Page 5
FAQ	Page 6
Credits	Page 7

Thank you for purchasing KDEN - Denver International Airport!

About KDEN - Denver International Airport

The Real One

At over 52 square miles, KDEN – Denver International Airport is huge by all measurements. **It is the largest airport by land area in the United States, and second largest in the world.** At over 16,000 feet long, runway 16R/34L is the longest public runway in the United States, and seventh longest in the world. Employing over 35,000 people, Denver International Airport serves nearly 70 million passengers each year, going to over 200 destinations, via 25 different airlines as of 2022, making it the **third busiest airport in the United States and the world.**

KDEN - Denver International Airport By X-Codr Designs

KDEN – Denver International Airport V2.2 is the biggest project I have ever taken on, with several major updates, it is the culmination of over 2 years of work, and over 7 years of expertise in scenery development for X-Plane and Microsoft Flight Simulator. I am very proud to present this update free to all existing customers!

KDEN – Denver International Airport V2.2 is fully up to date as of 2024, including the concourse expansions on east and west sides of concourse C, B, and the west side of concourse A. In addition to a detailed, accurate exterior, every terminal also includes a detailed, realistic interior, complete with thousands of animated people. Despite the extreme level of detail, thanks to a tremendous number of meticulous, and at times creative, optimizations, KDEN performs great on a wide range of systems. Some users have even noted that KDEN is the best performing scenery they've used!

Features:

- ✓ High Quality Rendition of KDEN - Denver International Airport
 - Detailed, realistic terminals, accurate as of mid-2024.
 - Realistic terminal interiors with numerous POIs (such as hanging display aircraft).
 - Lively terminal interiors with animated escalators, and thousands of animated sitting, and walking people, whose density varies with time. All of which are visible from the aircraft.
 - Windows on buildings with interiors loose opacity at night, mimicking the optics of real glass, for gorgeous night views.
 - Realistic, high resolution, hand-crafted textures complete with PBR normal maps and realistic, accurate wear.

- Accurate, highly detailed buildings through the airport, including the new Southwest hangar.
- ✓ Realistic, natural ground textures
 - Tile-free pavement textures with textures detailed down to the pebble
 - Realistic normal maps give pavement depth
 - Accurate, detailed markings, with realistic reflections
 - Hand aligned concrete lines where possible, for natural transitions to newer, brighter pavement areas
 - Realistic, hand painted grunge, with unmatched up close detail, that is cohesive with the rest of the scenery.
- ✓ Lively scenery through use of our Living Scenery Technology plugin for animations, and Stairport Sceneries SAM for jetway systems
 - Thousands of walking animated people, with minimal performance impact
 - Cars traverse the airport roads realistically, vs spawning in the middle of a road.
 - Accurate, realistic speeds for people and cars throughout the airport.
 - Animated electronic display boards on Concourse B display local time and temperature.
 - AC fan blade speeds vary with the local temperature.
 - Realistic, ultra detailed jetways through use of SAM
 - All major parking spaces have excellent SAM marshallers to guide you in
- ✓ Maximum performance
 - Every model is meticulously optimized for the best possible performance.
 - Localized LODs reduce rendering load by over 80% on average, relative to traditional LODs
 - Texture reuse other technical techniques improve VRAM efficiency.
 - Shadows are disabled on objects that don't benefit, for big performance gains.
- ✓ Full X-Plane 12 support
 - Realistic weather effects
 - Optimized native aircraft services.
 - Use of the excellent native 3d vegetation

Installation

- ☒ Download:
 - Download **KDEN Airport 2.2.zip**.
 - Download **KDEN Mesh.zip**.
 - Download **X-Codr Designs Library.zip**
 - Unzip all zip files.
- ☒ Add Folders:
 - Move **KDEN Airport 2.2/KDEN – Denver International Airport** into **X-Plane 12/Custom Scenery**
 - Move **KDEN Mesh/Z KDEN Mesh** into **X-Plane 12/Custom Scenery**
 - Move **KDEN Mesh/Y KDEN Overlay** into **X-Plane 12/Custom Scenery**
 - Move **X-Codr Designs Library** into **X-Plane 12/Custom Scenery**
- ☒ Adjust Ini:
 - Open X-Plane 12/Custom Scenery/scenery_packs.ini
 - Add the following lines to the bottom of the ini, but above any other meshes:
 - **SCENERY_PACK Custom Scenery/Y KDEN Overlay/**
 - **SCENERY_PACK Custom Scenery/Z KDEN Mesh/**
- ☒ Install Dependencies:
 - Install [Living Scenery Technology](#).
 - Install [Scenery Animation Manager](#).

Patches

X-Plane 11

This patch adds support for X-Plane 11, at the cost of transparency changes in windows, some texture resolution, and X-Plane 12 exclusive support.

- ☒ Download:
 - Download KDEN Patches.zip
 - Unzip the .zip
- ☒ First install the base scenery
- ☒ Install Folder:
 - Copy the folder **KDEN Patches/X-Plane 11/KDEN – Denver International Airport** to **X-Plane 12/Custom Scenery** and overwrite when asked.
 - **If you are on Mac** choose to **merge** the folder, and if asked on a per-file basis, overwrite the files. If you do not have the merge option, hold down the **option** key while starting the copy/move.

Original

To revert to the original copy, simply redownload KDEN Airport.zip, and reinstall that portion of the scenery.

FAQ

Q: Why are the windows too dark at night/there are no animated cars or people?

A: Please make sure you have installed [Living Scenery Technology 1.11.6](#) which was released on October 29th 2024.

Q: Why are there no marshallers/the jetways don't work?

A: Please make sure you install HotBSO's excellent [OpenSAM](#)

Q: Why are some gates that are closed at the real airport open in the scenery?

A: Some gates are temporarily closed at the real KDEN, they are left open in the scenery to avoid the need for constant updates, and for compatibility with other sceneries when flying online on networks such as Vatsim.

Q: Why are some textures blurry?

A: 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.

Credits

- Absolutely no redistribution of any part of this scenery is allowed under any circumstances.
- Huge thanks to **Oscar Pilote** for the amazing tool Ortho4XP
- Huge thanks to **Stephen Dutton** from XPlanereviews.com for the great Westin night textures!
- Thanks to **Jonathan de Ferranti** and his website **viewfinderpanoramas.org** for the high quality DEM data used in the mesh.
- Huge thanks to HotBSO for his excellent [OpenSAM](#) plugin that replaced SAM
- **Orthoimagery:**
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