

Aerofly Scenery Standard Guide

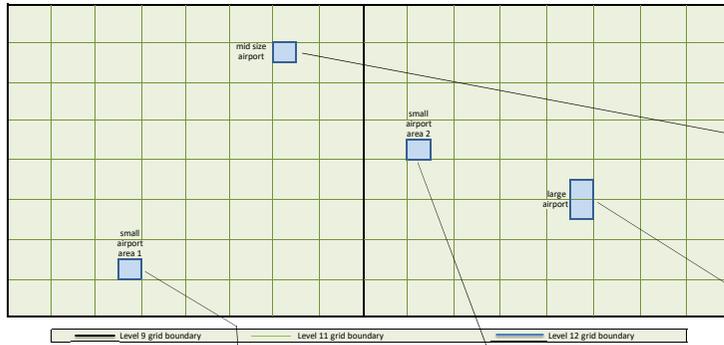
This guide is designed to provide an overview of Aerofly imagery to assist in selecting the best options for optimum scenery output.

Aerofly scenery grids

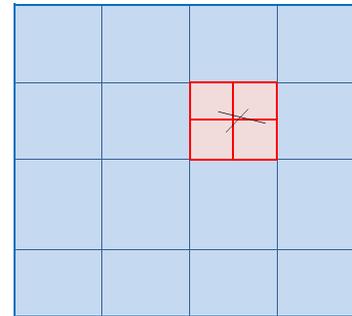
- Level 9 grid area Approx 900 sq miles - lower level imagery is used here for a large area coverage & suitable for flights above 3,000ft
- Level 12 grid area Approx 14 sq miles - higher level imagery used for airport circuit area
- Level 14 grid area Approx 1 sq mile - highest level imagery used for immediate airport area

Notes: Aerofly also has grid areas, 10, 11, 13 & 15
 Grid area 10 is not used for scenery design and is not shown
 Grid area 11 is usually combined with grid 9 for scenery creation and boundaries shown for scale reference
 Grid area 13 is usually combined with grid 12 for scenery creation and boundaries shown for scale reference
 Grid area 15 is usually combined with grid 14 for scenery creation and is not shown

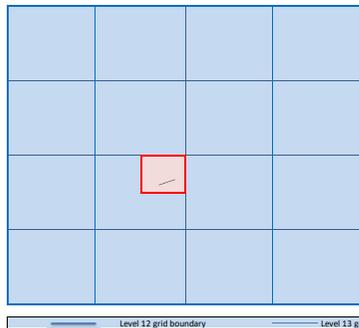
Example A - 2 Level 9 grids containing 4 airports



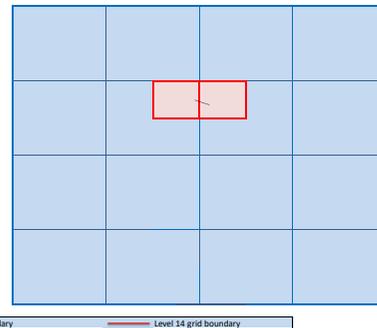
Example D - Level 12 grid containing mid size airport



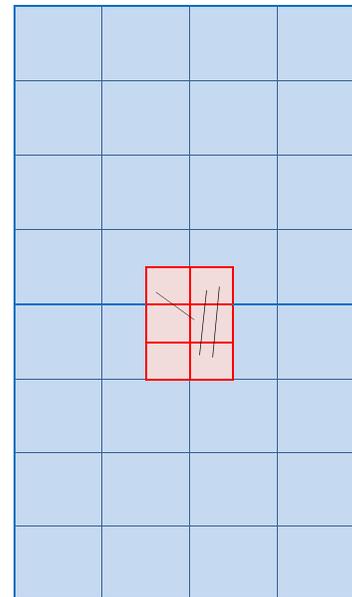
Example B - Level 12 grid containing small airport 1



Example C - Level 12 grid containing small airport 2



Example E - 2 Level 12 grids containing large airport



Steps to create this scenery

Easy mode not developed

Area created	Step	User Action Required	Download image quality	Est DL size per grid select
General area scenery	1	Selects - 2 level 9 map tiles + image quality 15 + Geoconvert levels 9 and 11 for output	Level 9 image quality 15 for std res or image quality 16 for high res *	
	2	Runs AeroScenery to create tiles		
Small Airport 1	3	Selects - 1 level 12 map tile that contains the airport + image quality 17 + GeoConvert levels 12 & 13 for output	Level 12 image quality 17 for std res or image quality 18 for high res *	
	4	Runs AeroScenery		
Small Airport 2	5	Selects - 1 level 14 map tile that contains the airport + image quality 18 + GeoConvert levels 14 & 15 for output	Level 14 image quality 18 for std res or image quality 20 for insane res **	
	6	Runs AeroScenery		
Mid size airport	7	Selects - 1 level 12 map tile that contains the airport + image quality 17 + GeoConvert levels 12 & 13 for output	* Results in longer download time, increased download size, increased requirement for HDD space and may affect performance on lower powered computers	
	8	Runs AeroScenery		
Large airport	9	Selects - 2 level 14 map tiles that contain the airport + image quality 18 + GeoConvert levels 14 & 15 for output	** Only for the brave	
	10	Runs AeroScenery		

Easy mode use

Area created	Step	User Action Required	Automation Action Required
General area scenery	1	Selects - 2 level 9 tile areas on map + std or high quality checkbox	Easy mode would be to have image levels and Geoconvert levels greyed out, and the option to select standard, high or insane quality levels. Insane quality levels would only apply to level 14 and 15 GeoConvert levels. Expert mode would enable all existing options and disable the standard, high and insane quality level options.
	2	Runs AeroScenery to create tiles	
Small Airport 1	3	Selects - 1 level 12 tile that contains the airport + std or high quality checkbox	GeoConvert level automation logic
	4	Runs AeroScenery	
Small Airport 2	5	Selects - 1 level 14 tile that contains the airport + std, high or insane quality checkbox	If map type grid selected is Level 9 then GeoConvert levels 9 & 11 are used. If map type grid selected is Level 12 then GeoConvert levels 12 & 13 are used. If map type grid selected is Level 14 then GeoConvert levels 14 & 15 are used.
	6	Runs AeroScenery	
Large airport 1	7	Selects - 1 level 12 tile that contains the airport + std or high quality checkbox	Download image detail automation logic If std quality selected and map type = Level 9, then image detail = 15 If high quality selected and map type = Level 9, then image detail = 16 If insane quality selected and map type = Level 9, then image detail = 16
	8	Runs AeroScenery	
Large airport 2	9	Selects - 2 level 14 tiles that contain the airport + std, high or insane quality checkbox	If std quality selected and map type = Level 12, then image detail = 17 If high quality selected and map type = 12, then image detail = 18 If insane quality selected and map type = Level 12, then image detail = 18
	10	Runs AeroScenery	
Large airport 2	11	Selects - 1 level 12 tile that contains the airport + std or high quality checkbox	If std quality selected and map type = Level 14, then image detail = 18 If high quality selected and map type = 14, then image detail = 19 If insane quality selected and map type = Level 12, then image detail = 20
	12	Runs AeroScenery	
Large airport 2	13	Selects - 4 level 14 tiles that contain the airport + std, high or insane quality checkbox	
	14	Runs AeroScenery	
Large airport 2	15	Selects - 2 level 12 tiles that contain the airport + std or high quality checkbox	
	16	Runs AeroScenery	
Large airport 2	17	Selects - 6 level 14 tiles that contain the airport + std, high or insane quality checkbox	
	18	Runs AeroScenery	