

Hong Kong



Hong Kong, Kai Tak

Scenery for FlightGear, the open-source flight simulator

Hong Kong
by FGHK

AIRPORT INFORMATION

Runway	ILS ID	ILS Frequency	Runway Length
13	KL	111.9	11,122ft
31	IHK	109.9	11,122ft



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SCENERY INSTALLATION

Unlike the previous version of the scenery, there is now an option to install the scenery without modifying FGData. You will only have to install the HK-CustomScenery folder as you would install a normal scenery. This is done by adding the folder via the launcher, in the addons menu.



MATERIALS INSTALLATION

In order to use the custom terrain textures supplied with this scenery package, installation of regional materials and textures are required. This is not recommended, as it affects performance and modifications to FGData are required. The materials are installed in data/Materials/regions, and the textures are installed in data/Textures. Make sure to keep the file structure, and always create backup copies before replacing.



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PERFORMANCE

You can still use the scenery if you do not have the best machine. Here are some options to increase performance on slower computers.

1. Turn down your level of detail ranges. Higher LOD ranges make the scenery look stunning, but it affects performance. Settings can be found in view in the menu bar.
 2. Use default terrain textures instead of custom. This was also mentioned earlier.
 3. In HK-CustomScenery/Objects/e110n20/e114n22, there is a file called “4824080_light.stg”. Remove 4824080.stg, and rename 4824080_light.stg to “4824080.stg”. Doing so will remove all hand-placed buildings throughout the city, and the scenery will likely perform better.
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LINKS

FlightGear Hong Kong Discord: <https://discord.gg/k7P7b55ccy>

FlightGear Indian Community (partner) <https://discord.gg/M9qS4ZFSPg>

FlightGear Asia Discord: <https://discord.gg/pB9mkWB>

FlightGear official website: <https://www.flightgear.org/>
