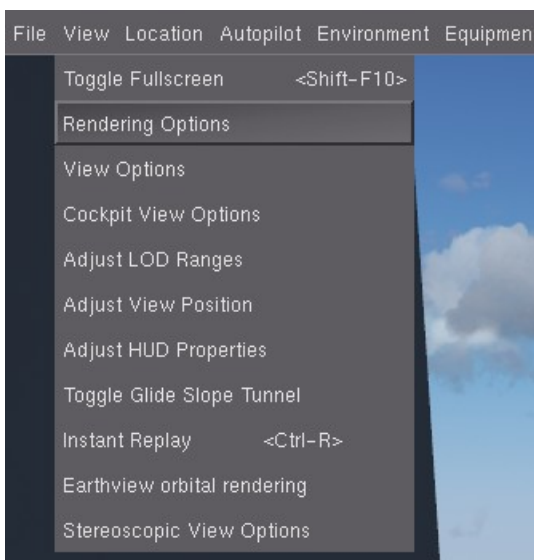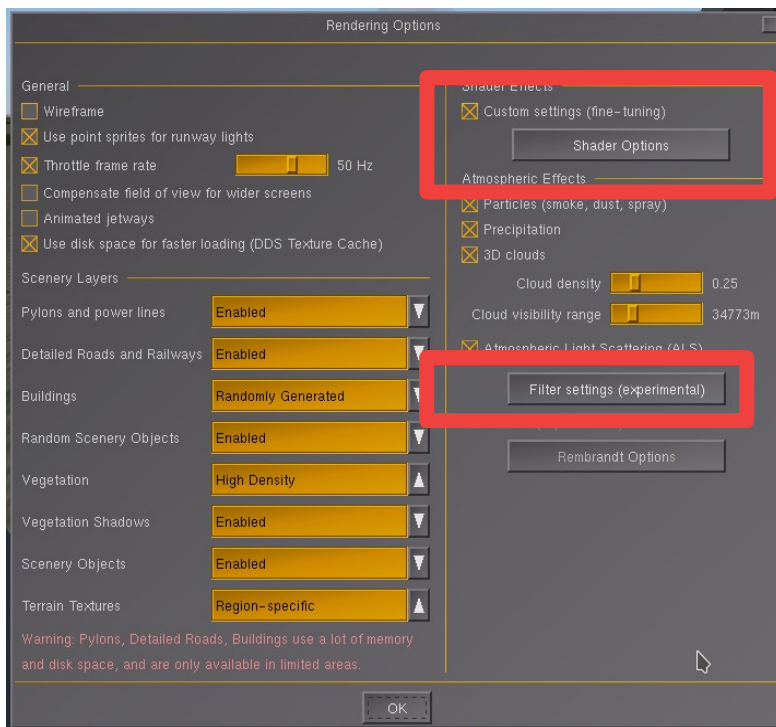**This PA28 model is optimized to look best with certain rendering settings. Please note that**
- **this is optional and you can use the aircraft without doing this**
- **adjusting these settings**
  - **may lead to a decrease in performance**
  - **will also stay active for other aircraft you use in FlightGear.**
  - **can be undone at any time by doing the opposite of the procedure described below**

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This document will guide you how to set the rendering settings in a way that let's you get the most out of this model, especially its lights.
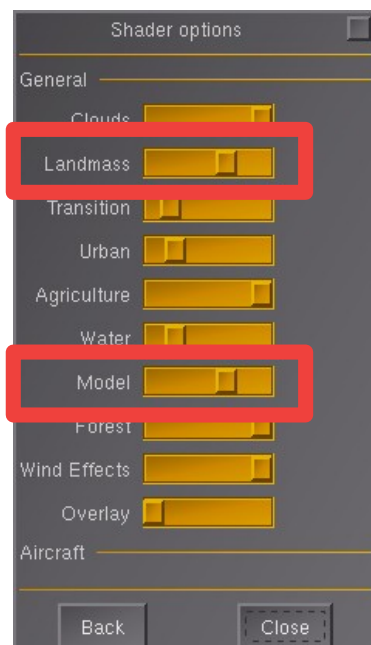

1. In the menu, go to **View → Rendering Settings**

2. Enable **Custom Settings** and
 Atmospheric Light Scattering (ALS)

3. Click on **Shader Options**

4. Set **Landmass** to **minimum 4**
 (fully left = 0; fully right = 6)

5. Set **Model** to **minimum 2**

 (fully left = 0; fully right = 3)

6. That's it!

Piper Archer PA28 model for the FlightGear Flight Simulator – Rendering Settings
Content: Joshua Davidson (Octal450) / Benedikt Wolf (D-ECHO)
Layout: Benedikt Wolf (D-ECHO)