Introduction

This is the **extended-LOD** version of FFLibrary. For a given setting of "world detail distance" in the rendering options menu of X-Plane buildings will appear at a greater distance than in the "regular" version of FFLibary. This will naturally come at a cost in framerate.

FFLibrary is a scenery library with „German looking" buildings. I mainly intended it as a resource for my *Nürnberg VFR* scenery but may use it for other scenery projects as well. Other scenery developers are welcome to place the objects contained in their scenery as well. In that case, please place the FFLibrary icon on your download page and provide a link to the library files in the Download Manager on x-plane.org.

Naturally I considered making all the objects contained part of the OpenSceneryX library. Desirable as that may be, it would have meant organizing my material more carefully as well as rewriting the parts of *Nürnberg VFR* which already existed.

Installation

- As usual, place the unzipped "ff_library" folder in the "custom scenery" folder in your X-Plane installation.

Credits

- Without the incredible Blender software and Marginal's conversion scripts this library wouldn't have been possible.
- Thanks to AlpilotX for letting me use tree textures from the Corine package.
- Many textures in the library come from photos taken directly on location in Nürnberg and surroundings. Others were downloaded from the wonderful free texture sites on the web such as Mayang's.

Enjoy!

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