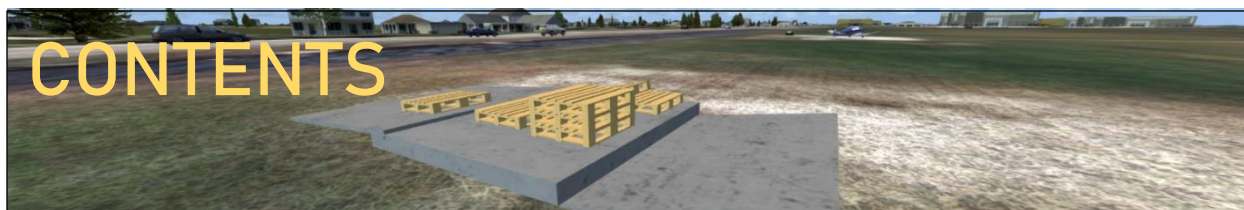


CB Simulations

X10 BELLE GLADE STATE MUNICIPAL AIRPORT v1.0

User Guide

PREPAR3D®



Thank you for your purchase of (or interest in purchasing) CB Simulations' scenery of X10
– Belle Glade State Municipal Airport.

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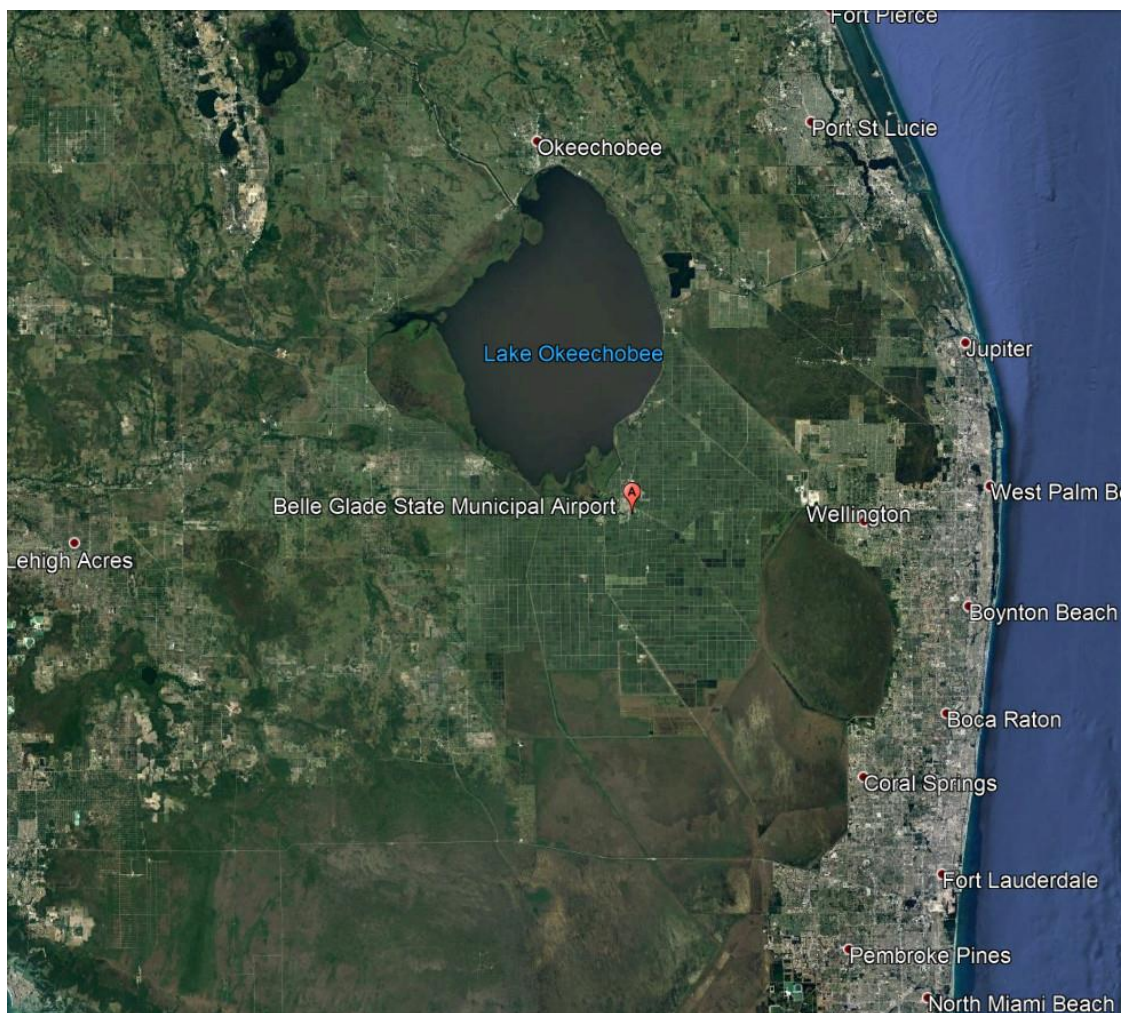
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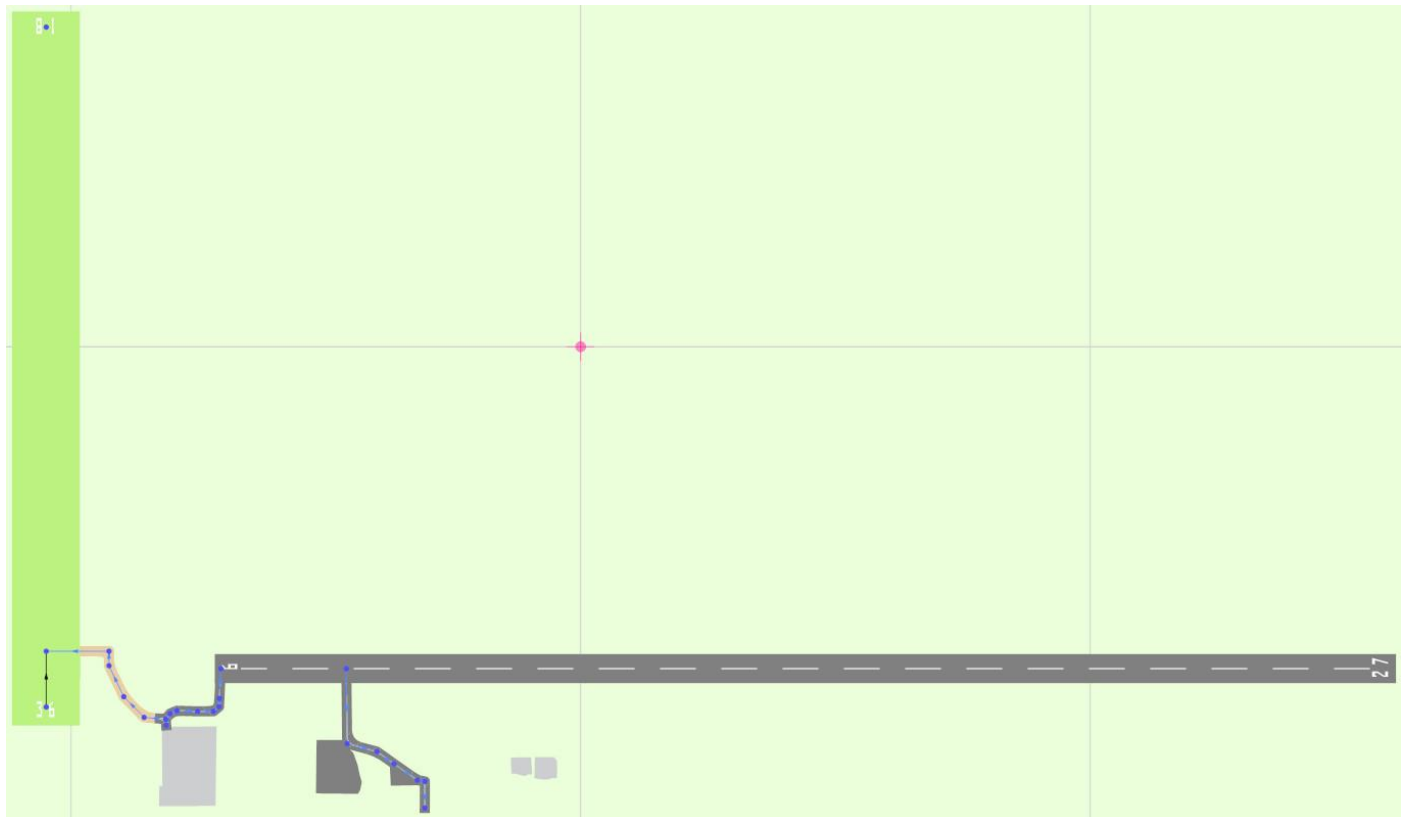
X10 - Belle Glade State Municipal Airport is a small crop-duster base in Belle Glade, Florida, United States, which is a small town in the southeastern part of the state, located just southeast of Lake Okeechobee. This airport has one main (and official) asphalt runway (runway 9-27), and one non-official, less known grass strip (runway 36-18), which is used mainly by the crop-dusters based out of the airport. X10 - Belle Glade Airport has undergone a lot of construction in February of 2017, which included a repaving of the runway and the adding of solar powered runway lights and *Airfield Mats* around them, both of which are featured in the CB Simulations Scenery.

LOCATION OF X10 - BELLE GLADE STATE MUNICIPAL AIRPORT:





AIRPORT DIAGRAM:





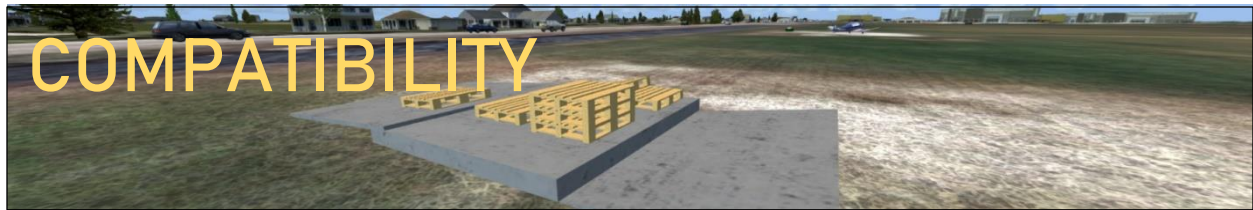
PARKING DIAGRAM:





The features of the CB Simulations scenery for X10 Belle Glade State Municipal Airport include, but are not limited to:

- High quality, detailed object models for the airport and surrounding areas
- Realistic textures
- Hand-placed autogen buildings for the surrounding areas
- Over 20 square kilometers of HD 30 cm/pixel ground imagery for the airport and surrounding areas
- Detailed, hand placed watermarks for every single irrigation canal in the photoreal coverage area
- Static aircraft and cars placed around the airport
- Modeled runway lights and *Airfield Mats* based on the real ones at X10 - Belle Glade Airport



SYSTEM REQUIREMENTS

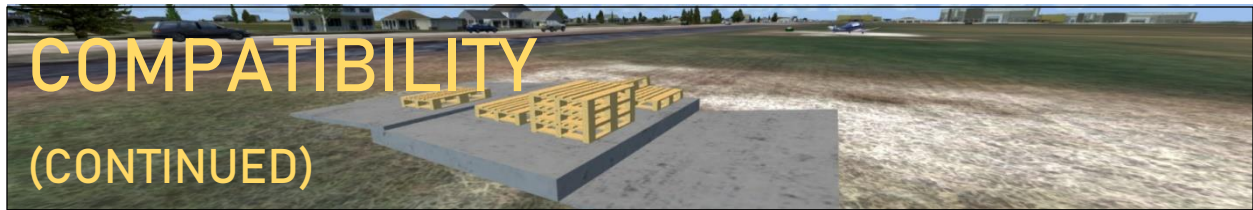
Legend:

● = Guaranteed Compatibility

● = Should Work (not tested)

Operating Systems:

Operating System	Compatibility
Windows XP	●
Windows Vista	●
Windows 7	●
Windows 8	●
Windows 8.1	●
Windows 10	●



Hardware:

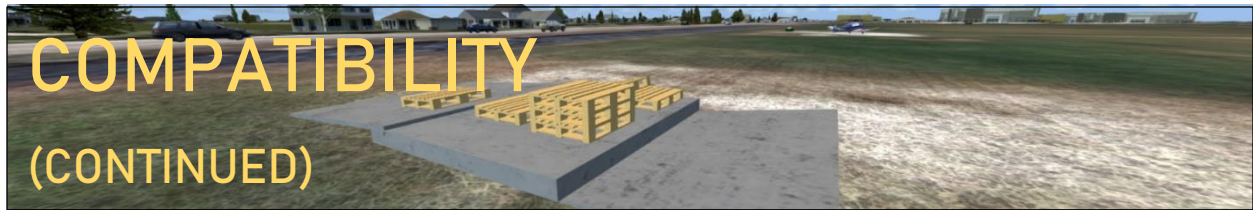
CB Simulations has simple hardware requirements:

If your PC will run the simulator well, it will run our scenery well, with less than a 3 FPS drop.

Below is the hardware information of the PC that this scenery was tested on, to give you a comparison.

31 Frames/Second or higher were achieved during the testing of this scenery on this PC.

Computer	HP Envy 750 Desktop
Central Processing Unit (CPU)/Processor	Intel® Core™ i7 6700 Quad Core
Graphics Processing Unit (GPU)/Graphics Card	Nvidia GeForce GTX 745
RAM/Memory	24 GB
Processor Type	64-Bit



SIMULATOR COMPATIBILITY:

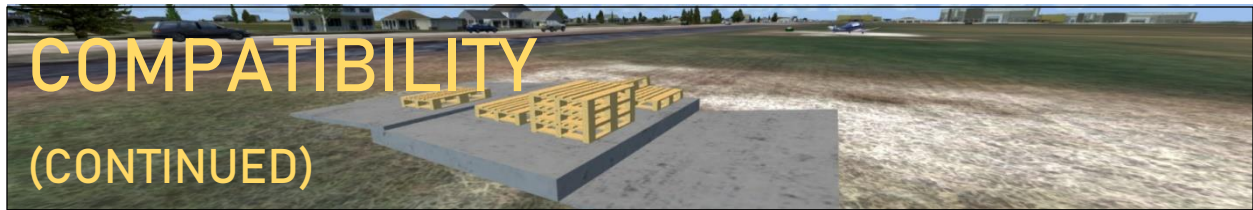
Legend:

● = Guaranteed Compatibility

● = Should Work (not tested)

● = Currently Not Compatible (compatibility is planned in future versions)

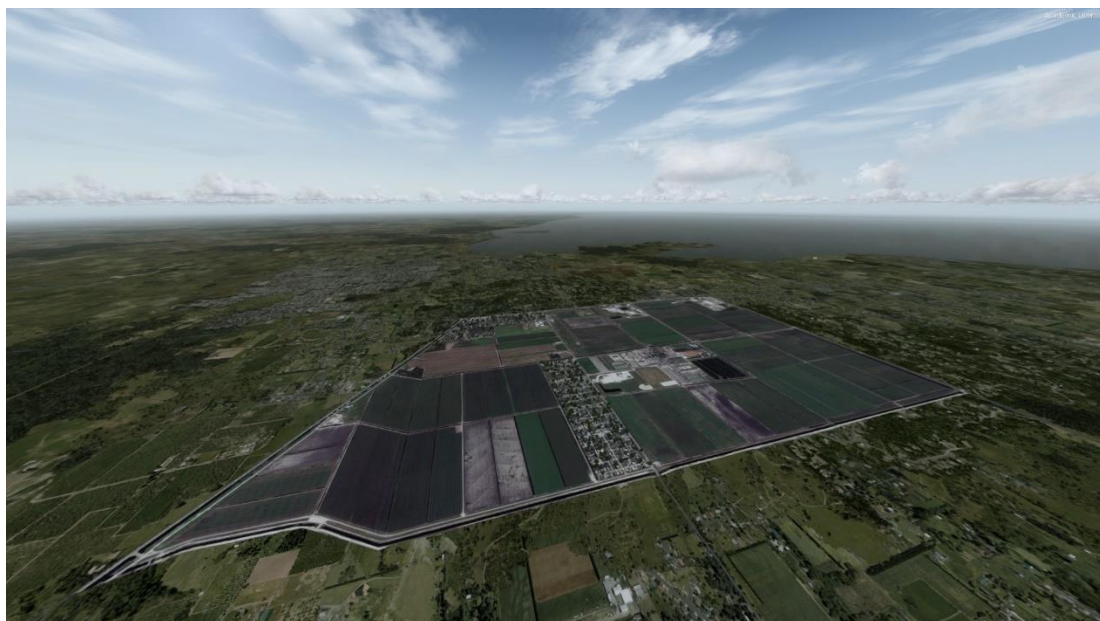
Simulator	Compatibility
Microsoft Flight Simulator X	●
Microsoft Flight Simulator X: Steam Edition	●
Prepar3D v1	●
Prepar3D v2	●
Prepar3D v3	●
Prepar3D v4	●

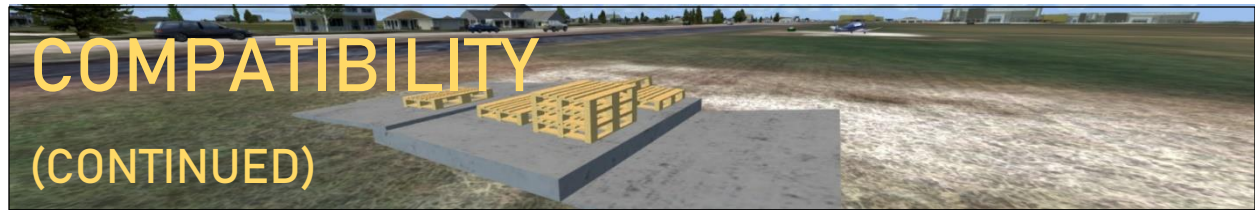


OTHER SCENERIES:

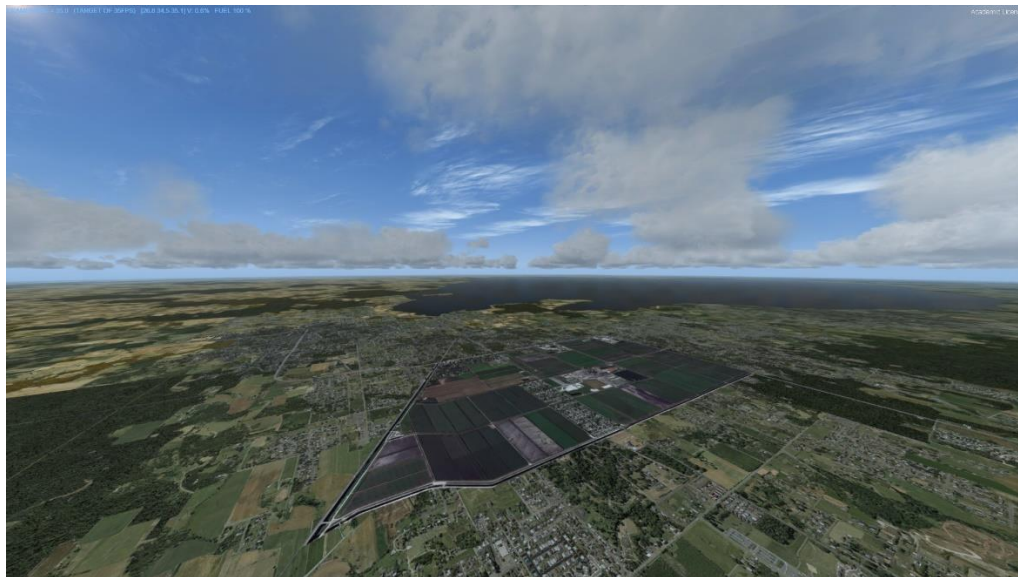
CB Simulations X10 – Belle Glade Airport is compatible with all of [Orbx Simulation Systems' FTX Global products](#). Below are some screenshots of CB Simulations X10 Belle Glade airport blending into surrounding areas with various sceneries, so you can judge for yourself what sceneries should be used with CB Simulations X10 Belle Glade airport for it to look the best for you.

CB Simulations X10 Belle Glade Airport + Prepar3D v3 Default:

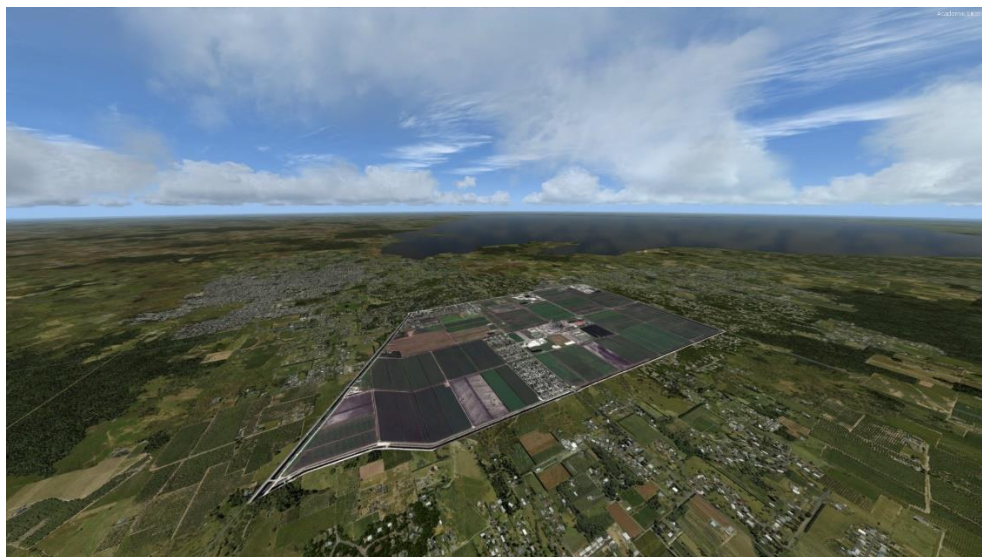


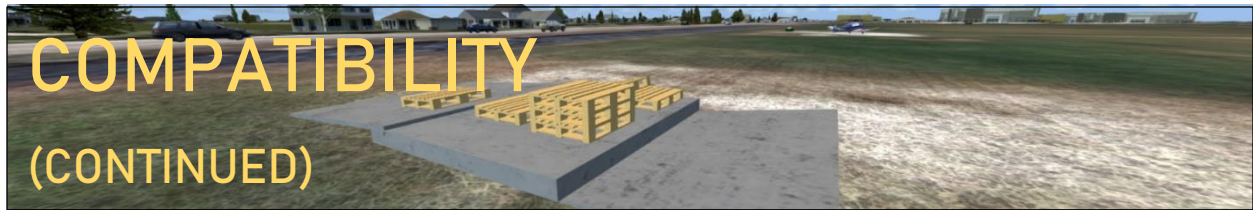


CB Simulations X10 Belle Glade Airport + Prepar3D v4 Default:

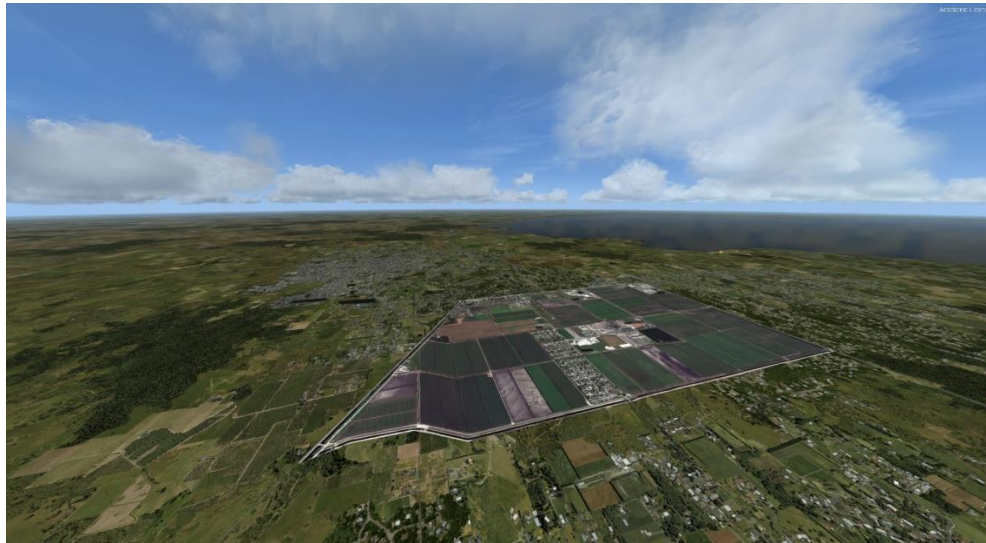


CB Simulations X10 Belle Glade Airport + [Orbx FTX Global Base Pack](#):



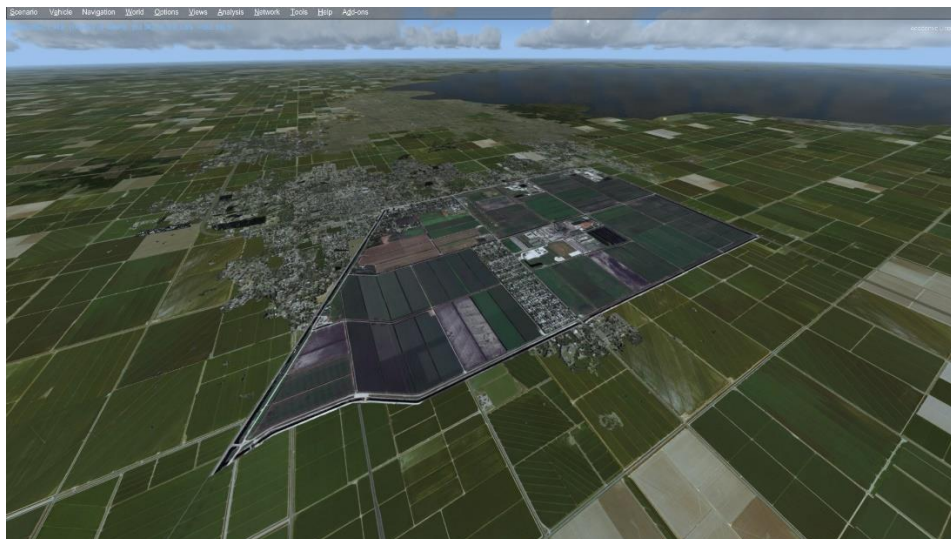


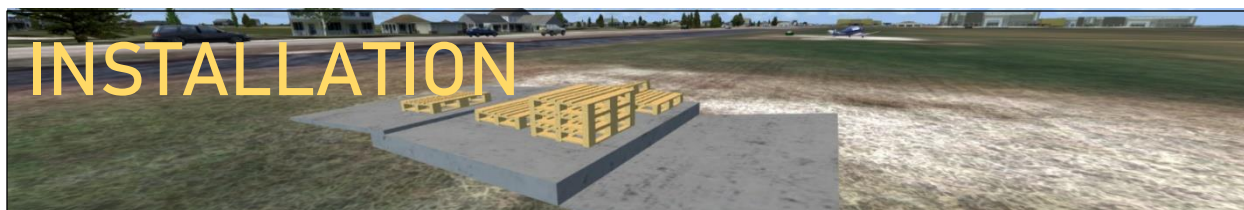
CB Simulations X10 Belle Glade Airport + [Orbx FTX Global Base Pack](#) + [Orbx FTX Global Vector](#):



* Although no large difference between with FTX Global Vector and without FTX Global Vector is easily seen from this angle, the main difference is that when you have FTX Global Vector, you have moving road traffic on the roads near the airport.

CB Simulations X10 Belle Glade Airport + [Orbx FTX Global Base Pack](#) + [Orbx FTX Global Vector](#) + [Orbx FTX Global OpenLC North America](#):





USING THE INSTALLER:

The CB Simulations X10 Belle Glade Airport Scenery includes an installer to make your installation process easy, and require less actions from you, so you can spend more time enjoying the scenery, not trying to get it to work.

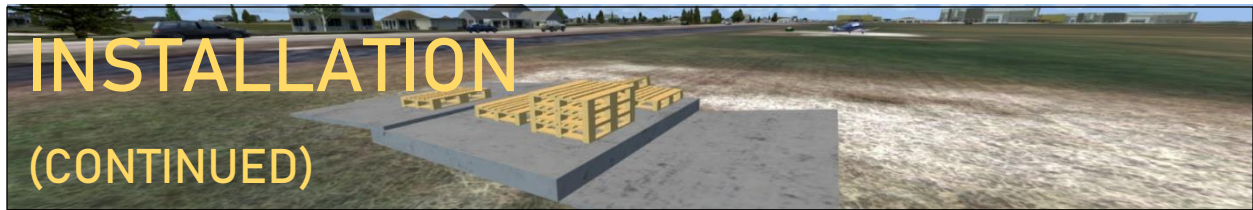
The installer is very self-explanatory, but for those who need help, here is a step by step guide on how to use the installer.

If you are not able to get the scenery installed using the installer, you can manually install the scenery. A manual installation guide is provided with the downloaded package.

1. After extracting the downloaded .zip file to a folder of your choice, right click on the "CBsim_x10_install.exe" file and chose "Run as Administrator."
2. If prompted with any questions before the installer starts, please be sure to allow the installer to do whatever it needs to do.
3. Once the installer starts, click next to review and accept the license agreement.
4. After you are done with that, click next and you will be prompted to choose the location of your simulator install location. This will be the same location that you chose to install the simulator to when you installed your simulator. If you did not change the install path for the simulator when you installed it, and used the default path, please refer to the table below to see default paths for each simulator.

***If you have a 64-bit PC, replace "Program Files" with "Program Files (x86)" in the paths below (except for Prepar3D v4).**

Simulator	Default Path
Prepar3D v1	C:\Program Files\Lockheed Martin\Prepar3D v1
Prepar3D v2	C:\Program Files\Lockheed Martin\Prepar3D v2
Prepar3D v3	C:\Program Files\Lockheed Martin\Prepar3D v3
Prepar3D v4	C:\Program Files (x86)\Lockheed Martin\Prepar3D v4



5. After you have entered the path, click next to begin the installation process.
6. When the installation process is complete, exit the installer.

AFTER-INSTALLATION STEPS

After installation, the scenery needs to be added to the simulator's scenery library. Below are some steps on how to do this in case you do not know already.

Steps for Microsoft Flight Simulator X:

1. Open FSX
2. Go to the settings menu on the left panel
3. Click on "Scenery Library" on the right side
4. Click "Add Area"
5. In the "Directory" field Enter "scenery\ cbsim_x10_v1.0"
6. Click OK

Steps for Prepar3D v3:

1. Open P3D
2. Start a Flight
3. Press "alt" to bring up the menu
4. Go to World>Scenery Library
5. Click "Add Area"
6. In the "Directory" field, enter "[your simulator's install directory]\scenery\ cbsim_x10_v1.0"
7. Click OK

Steps for Prepar3D v4:

1. Open P3D
2. Click "Scenery"
3. Click "Add Area"
4. In the "Directory" field, enter "[your simulator's install directory]\scenery\cbsim_x10"
5. Click OK

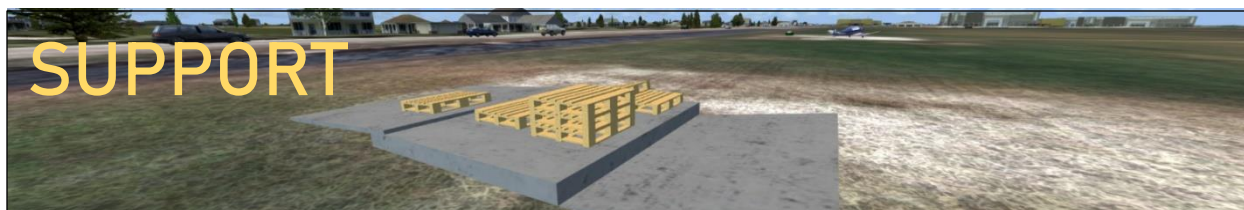
This is all of the necessary steps to install CB Simulations X10 – Belle Glade Airport. Enjoy!



Below are the recommended simulator settings for the best experience using CB

Simulations X10 Belle Glade Airport:

Setting	Recommended Value
Autogen Building Density	Extremely Dense
Autogen Vegetation Density	Extremely Dense



You can gain technical support, report bugs, or ask other questions related to any CB Simulations product on the CB Simulations Community and Support forums at [CBSimulations.com/community](https://cbsimulations.com/community).

For any refund requests, purchasing issues, or store account issues, in addition to any business inquiries, or anything else that should be privately communicated with CB Simulations, please email info@cbsimulations.com.

Thank you for your purchase of (or interest in purchasing) CB Simulations' scenery of X10 – Belle Glade State Municipal Airport.

Enjoy the scenery!