Thank you for your purchase!

Long Beach

ICAO/ KLGB

MSFS2020 Manual version

ABOUT KLGB

Long Beach Airport (Daugherty Field. ICAO:KLGB, IATA: LGB, FAA: LGB) for MSFS2020 is a public airport northeast of downtown Long Beach in Los Angeles, California.

A primary commercial service airport with 1,4 passenger every year and 10th busiest airport in California.

Close to LAX 20 miles away the airport is more domestic commercial passenger, cargo, military and general aviation with full equipment for every category.
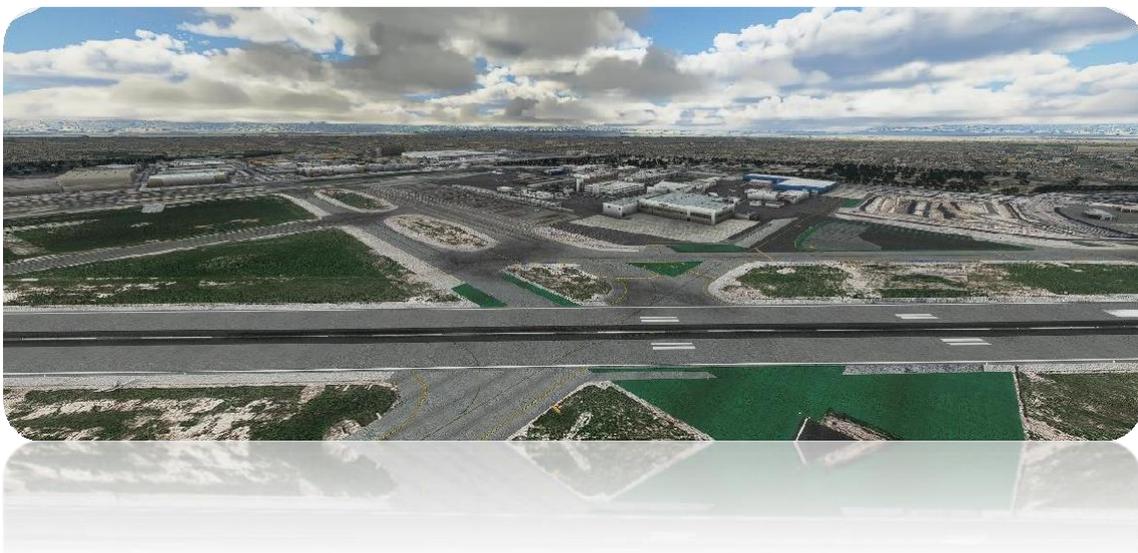
The Boeing Company with the massive maintenance facilities for Boeing and McDonnell Douglas aircraft.

The famous Walter Pyramid and the industrial area during approach with thousands of hand placed objects.

Main airlines and Cargo: American Eagle, Delta Airlines, Delta Connection, Hawaiian Airlines, JetBlue, Southwest Airlines,

FedEx Express, UPS Airlines, DHL Airlines,

CODE: LGB Elevation: 18m – 60 feet Province: Ontario

PRODUCT FEATURES

Detailed Airport

✈ Designed with the latest airport updates

✈ UHD Custom Textures using the latest painting techniques

✈ Super Detailed 3D modeling

✈ PBR Materials on every building

✈ FSEco-subsystem

✈ Animated Radar

✈ Detailed HD Ground with PBR and decals

✈ Custom 3D vegetations blends with orthophotos

✈ HD-resolution orthoimagery for the airport and surroundings

✈ Thousands of 3D custom static objects

✈ Accurate Long Beach area using original US imagery and OSM data

✈ High resolution Buildings, industrial area and buildings of interest like Walter Pyramid

✈ Amazing and detailed Night Textures

✈ FPS Friendly

System requirements:
Microsoft Flight Simulator 2020
Microsoft Windows 7 / 8 / 10 (64bit)
Prozessor: Quad-Core 3,5 GHz
RAM: 16 GB DDR4-RAM (2666 MHz)
Videocard: 8 GB VRAM (DirectX 11)
Download-Size: 2 GB

SKYline

INSTALLING THE AIRPORT

On the main airport downloaded zip file you will find the following installer file: "KLGB-Long Beach Airport Skyline Simulations.exe" Run the installer file and follow the instruction. Select the MSFS2020 folder for new airports installation usually Community folder. That's it! Enjoy!

FINDING THE AIRPORT IN

You can find the airport in FS many ways, you can search in the name (Long Beach), the ICAO code (KLGB). You can then select the active runway or any of the parking location

COVERAGE

This scenery covers the complete airport area and the immediate surroundings, photoreal, covers around 60 square km

CHARTS

You can find the new airport diagram from Airnav charts in the on https://www.airnav.com/airport/KLGB

SETTINGS (SCENERY SETTINGS) FOR BETTER FLIGHT EXPERIENCE

This guide suggests you to set the following graphics settings for better performance and quality. Use it with your own risk.

- set the Display Mode to FULL SCREEN, and make sure that the full screen resolution is your native resolution.
- select the Global Rendering Quality to be in HIGH END
- set the following settings

V-Sync: OFF
Render Scaling: 100
Anti-Aliasing: TAA
Terrain Level of Detail: 125
Terrain Vector Data: HIGH
Buildings: HIGH
Trees: ULTRA
Grass and Bushes: HIGH
Object Level of Detail: 200
Volumetric Clouds: HIGH
Texture Resolution: HIGH
Anisotropic Filtering: 16X
Texture Super sampling: 6X6
Texture Synthesis: HIGH
Water Waves: HIGH
Shadow Maps: 1536
Terrain Shadows: 512
Contact Shadows: HIGH
Windshield Effects: HIGH
Ambient Occlusion: HIGH
Reflections: HIGH
Light Shafts: HIGH
Bloom: ON
Depth of Field: OFF
Motion Blur: OFF
Lens Correction: OFF
Lens Flare: OFF
Glass Cockpit Refresh Rate: MEDIUM

Flight Details

For support send us email on

info@skyline-simulations

or with our facebook page

skyline simulations