



Flight Sim Labs Recommended Settings

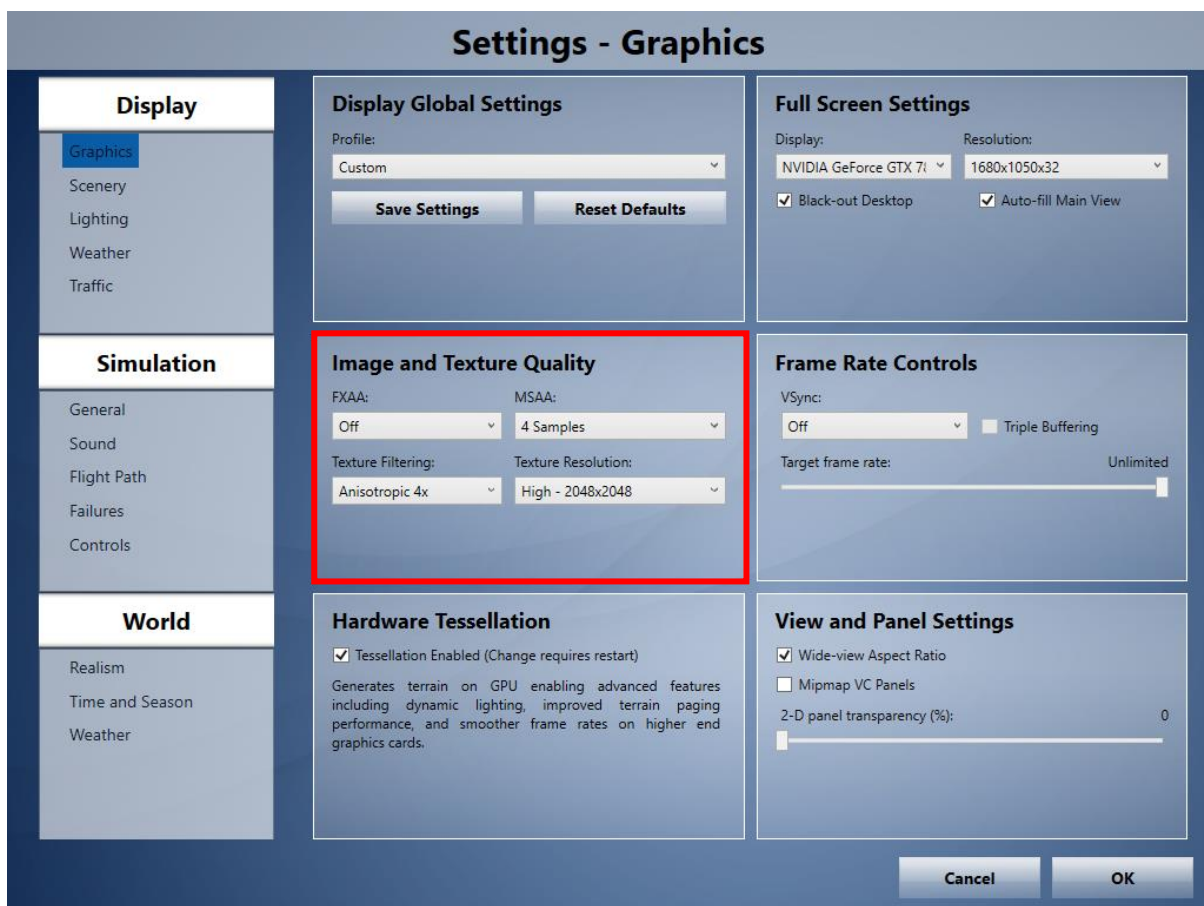
For Lockheed Martin Prepar3D

This document aims to serve as a guide, depicting the optimal graphic settings within Lockheed Martin Prepar3D, to provide a balance between detail and memory usage. The Flight Sim Labs A320 is an extremely complex simulation – and for it to operate correctly within P3D’s memory confinements, the end user must be prepared to setup their environment with consideration.

In addition to the following graphic setting recommendations – we also advise the following:

- Add-on weather cloud texture resolution: 512x512 recommended
- Disable unnecessary sceneries
- Disable ORBX Vector

These are the settings we recommend as starting point. Once you establish that you are running without memory issues, feel free to start increasing settings.



Settings - Scenery

Display

- Graphics
- Scenery
- Lighting
- Weather
- Traffic

Simulation

- General
- Sound
- Flight Path
- Failures
- Controls

World

- Realism
- Time and Season
- Weather

Terrain

Level of detail radius: High

Tessellation Factor: High

Mesh resolution: 19m

Texture resolution: 1m

Land detail textures

Water and Bathymetry

Water Detail: Medium

Bathymetry

Reflections

Clouds User Vehicle SimObjects

Terrain Vegetation Buildings

Scenery Objects

Scenery complexity: Normal

Autogen vegetation density: Normal

Autogen building density: Normal

Special Effects

Special effects detail: High

Special effects distance: High

Cancel
OK

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Lighting

HDR Lighting

Brightness: 1.01

Bloom: 0.60

Saturation: 1.01

Dynamic Reflections: Off

Landing-lights illuminate ground

Lens flare

Shadows

Shadow Quality: Medium

Enable Terrain to Receive Shadows:

Terrain Shadow Cast Distance: 30,000 m

Cloud Shadow Cast Distance: 80,000 m

Object Shadow Cast Distance: 6,000 m

Object Type	Cast	Receive
Internal Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
External Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SimObjects	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vegetation	<input type="checkbox"/>	<input type="checkbox"/>
Buildings	<input type="checkbox"/>	<input type="checkbox"/>
NoShadow Flagged Content	<input type="checkbox"/>	<input type="checkbox"/>

Cancel
OK

Settings - Weather

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Visual Settings

Cloud draw distance: 90 mi

Cloud coverage density: High

Volumetric Fog
 Simple clouds
 Detailed clouds

Thermal visualization: None

Simulation Settings

Disable turbulence and thermal effects on aircraft

Rate at which weather changes over time: No change

Cancel OK

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Aviation Traffic

Airline traffic density (%): 0

General aviation traffic density (%): 0

Airport Vehicle density: None

Vehicle Labels

Show vehicle labels

<input type="checkbox"/> User vehicle	<input type="checkbox"/> Tail number
<input checked="" type="checkbox"/> Manufacturer	<input checked="" type="checkbox"/> Distance
<input checked="" type="checkbox"/> Model	<input checked="" type="checkbox"/> Altitude
<input type="checkbox"/> Airspeed	<input type="checkbox"/> FlightPlan
<input type="checkbox"/> Heading	<input type="checkbox"/> Airline
<input type="checkbox"/> ContainerID	<input type="checkbox"/> AirlineFlightNumber

Label color: Red

Cycle rate: 1 second

Land and Sea Traffic

Road vehicles (%): 0 Ships and ferries (%): 12 Leisure boats (%): 0

Cancel OK