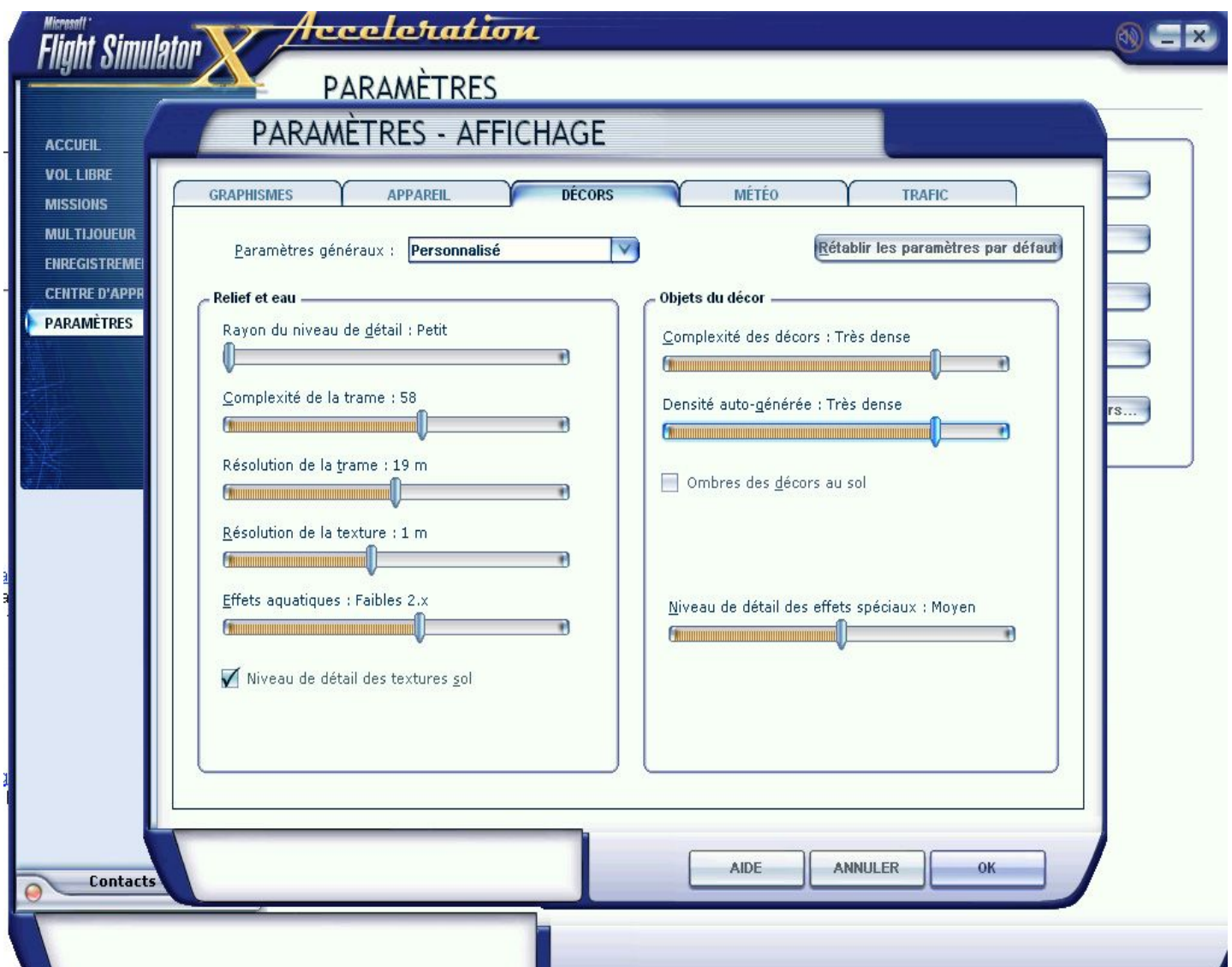


Scenes complexity settings

Some objects, such as revetments, are planned to appear at a high level of scenes complexity in order to prevent from low FPS.

Sceneries are set so that all objects will be visible only if the density of scenes complexity is set from very dense to extremely dense.

To show all objects, FSX settings must be adjusted, choose customize : and set scenes complexity to extremely dense.



Sorry, this is french FSX version, but this may help you.