







## HERE is it!)) Scenery Library

ENABLE	SCENERY AREA	SCENERY LOCATION	PRIORITY
<input checked="" type="checkbox"/>	Flightbeam - KSFOHD scenery	C:\Program Files\Lockheed Martin\Prepar3D v4\Flightbea...	1
<input checked="" type="checkbox"/>	WS HF LORAN	C:\Program Files\Lockheed Martin\Prepar3D v4\Addon Sc...	2
<input checked="" type="checkbox"/>	MSK Jinnah Intl P3Dv4	C:\Program Files\Lockheed Martin\Prepar3D v4\SimMarke...	3
<input checked="" type="checkbox"/>	FTXAA_ORBXLIBS	ORBX\FTX_AU\FTXAA_ORBXLIBS	4
<input checked="" type="checkbox"/>	FTX_AA_IPNW_FERRIES	ORBX\FTX_NA\FTX_AA_PNW_FERRIES	5
<input checked="" type="checkbox"/>	FTX_AA_2S1	ORBX\FTX_NA\FTX_AA_2S1	6
<input checked="" type="checkbox"/>	FTX_AA_7WA3	ORBX\FTX_NA\FTX_AA_7WA3	7
<input checked="" type="checkbox"/>	FTX_AA_CAC8	ORBX\FTX_NA\FTX_AA_CAC8	8
<input checked="" type="checkbox"/>	FTX_AA_CAE3	ORBX\FTX_NA\FTX_AA_CAE3	9
<input checked="" type="checkbox"/>	FTX_AA_CAG8	ORBX\FTX_NA\FTX_AA_CAG8	10
<input checked="" type="checkbox"/>	FTX_AA_CAX6	ORBX\FTX_NA\FTX_AA_CAX6	11
<input checked="" type="checkbox"/>	FTX_AA_CEI4	ORBX\FTX_NA\FTX_AA_CEI4	12
<input checked="" type="checkbox"/>	FTX_AA_CEN4	ORBX\FTX_NA\FTX_AA_CEN4	13
<input checked="" type="checkbox"/>	FTX_AA_CYEG	ORBX\FSimStudios\FSS_AA_CYEG	14
<input checked="" type="checkbox"/>	FTX_AA_CYLW	ORBX\FSimStudios\FSS_AA_CYLW	15
<input checked="" type="checkbox"/>	FTX_AA_DEVILTOWER	ORBX\FTX_NA\FTX_AA_DEVILTOWER	16
<input checked="" type="checkbox"/>	FTX_AA_EDBH	ORBX\FTX_GLOBAL\FTX_AA_EDBH	17
<input checked="" type="checkbox"/>	FTX_AA_EDCG	ORBX\FTX_GLOBAL\FTX_AA_EDCG	18
<input checked="" type="checkbox"/>	FTX_AA_EDVR	ORBX\FTX_GLOBAL\FTX_AA_EDVR	19
<input checked="" type="checkbox"/>	FTX_AA_ENJA	ORBX\FTX_EU\FTX_AA_ENJA	20
<input checked="" type="checkbox"/>	FTX_AA_EO49	ORBX\FTX_GLOBAL\FTX_AA_EO49	21
<input checked="" type="checkbox"/>	FTXAA_HOLGERMESH	ORBX\FTX_AU\FTXAA_HOLGERMESH	22

☐ Empty scenery cache on exit

Move Up  
Move Down  
Edit Area...  
Add Area...  
Delete Area

Press  
OK  
That's  
all))

Cancel OK