

# User manual

At last it has come true! The revolution of night lighting in Microsoft Flight Simulator X! FPS friendly 3D lights are placed along 8 types of roads across the whole Europe!

Thank you for download this package.

Now you have possibility to test SLPNorth AmericaX lights for free at state of Nevada and fly above night Las Vegas!

## Installation

1. Unzip all files to temporary directory.
2. Move SLPNorth AmericaX folder to Microsoft Flight Simulator X\Addon Scenery . It is important to move this folder to exactly this directory, because of full installer. If you wish later purchase it, you will avoid duplication of state of Nevada.
3. Run FSX.
4. Then go to Settings – Scenery Library, press **Add Area**. Navigate to your Microsoft Flight Simulator X\Addon Scenery\ SLPNorth AmericaX \.
5. Add **SLPNorth AmericaX** and **SLPNorth AmericaX\_B** folders to the Scenery Library, press OK twice and allow FSX to build the new scenery.

That's all you need to do!

## Description of this package

SLPNorth AmericaX\_B folder contains lights along all roads marked as living street, pedestrian and residential types of roads, and it about 50% of all lights. If you have FPS drop in big cities, you can disable this folder in Scenery Library and still have amazing night view.

Thank you for choosing SLPNorth AmericaX

You can purchase full package SLPNorth AmericaX at <http://secure.simmarket.com/3dlights-street-lights-project-north-america-x-fsx.phtml>

For any question, support or even recommendations, please do not hesitate to contact us at [SLPEuropeX@gmail.com](mailto:SLPEuropeX@gmail.com)