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## [FSX P3D] RF Scenery Building - Reggio Calabria LICR Latest Version



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????? How does it work? Are there additional instructions or additional video lessons? What are the basic rules of “building” the above train in FSX? Why do we use a – what exactly is the difference between “scenery” and “buildings”? Can you please tell me the specifics of the “reason” why we use such a “phantom” train for building, when there is a real one? What is the value of such “underground” scenery – is it for the extreme immersion? [fsx p3d] rf scenery building - reggio calabria licr latest?????

We started with a very easy but very important rule for a first building – you do not see anything. This is absolutely necessary. Why? If you can see the scenery, you can’t build it. But you can cheat – you can draw a small picture, remember it by heart, and paste it on the place where you want to see the building. But do not be surprised – this way, you will not be able to build much. Because of the transparency of the scenery, you will not be able to see the dimensions of the buildings, and you will be unable to trace the direction of the wind on them. That’s why the most important rule for the first building: do not see. How much does it cost? We are going to build a \$250 train station, which has a price of \$100,000. For this price, we need to collect \$150,000 in extra money. It is very important to be logical, to calculate, and not to count coins. To build a train station costs \$100,000 – you need to pay \$10,000 for building the train station, and \$90,000 for the train. A train costs \$100,000 – you need to pay \$10,000 for building the train, and \$90,000 for the scenery. Therefore, you need to pay for \$100,000 + \$10,000 + \$90,000 = \$210,000.

Train station building price – \$10,000 Train scenery price – \$90,000 Total price – \$100,000 Train \$10,000 Scenery \$90,000

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