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About This Content

Merrill C. Meigs stands out in flight simulation as one of the most well-known and frequently visited destinations for virtual pilots. Before its tragic demise, the airport served as the default starting location, and for many years the only location, for the Microsoft Flight Simulator series up until Flight Simulator X.

Meigs Field has a single asphalt runway measuring 3,899ft by 150ft. Traffic at the time of closure was an average of 132 aircraft per day. The traffic was 90% transient general aviation, five percent air taxi, five percent local general aviation, and less than one percent military traffic. Meigs Field also saw commuter air service between the 1960s and 1980s, typically with small twin engine aircraft.

Using every resource available from on-site visits to archived information, Meigs Field from Orbx has been recreated with the utmost degree of historical accuracy - from the terminal's historic architecture and glass curtain walls to the challenging approaches, every effort has been made to capture the look and feel of Meigs Field as it stood on its final day.

Additionally, the surrounding parks district has been updated to its current, modern look and heavily enhanced. Surrounding points of interest include the Adler Planetarium, Shedd Aquarium, Field Museum of Natural History, Soldier Field, Navy Pier and the Art Institute of Chicago.

Meigs Field for FSX: Steam Edition includes a separate control panel enabling you to customise ground textures and adjust the density of ground assets. The control panel downloads automatically with Meigs Field, and can be installed and accessed by clicking 'Tools' on the 'Library' menu in the Steam client.

Features

- Historically accurate recreation of Meigs Field
- Updated surrounding parks district
- Landmarks including Adler Planetarium, Shedd Aquarium, Field Museum of Natural History, Soldier Field, Navy Pier and the Art Institute of Chicago
- Control panel for adjusting density of static aircraft and character models, and switching on/off Orbx tree and ground detail textures

Title: FSX: Steam Edition - Meigs Field (KCGX) Add-On

Genre: Simulation

Developer:

Orbx

Publisher:

Dovetail Games - Flight

Release Date: 22 Oct, 2015

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English







love this add on. love meigs field at night and the Chicago skyline. Definitely recommend. Just crank up your settings to get the full effect. Frame rate not affected.. This is a pretty good add-on. With all my settings turned up for the most part it still runs smoothly even with payware aircraft.. Just installed it and it works just fine with lots of detail. I also added some AI traffic to make it come alive.

It's just like the old days of the early Flight Sim when Meigs was the default.

No hesitation in recommending it.

The manual details an ORBX style control panel which I simply can't find but as all the options are enabled it is no great problem for me but lower spec PC's might need it. I have raised it on the forum and hope to get a resolution soon.

Despite that, buy it.. is this program good at NIGHT FLIGHT???????. I am so happy to be "back at Meigs". It's where I flew my first circuits back in FS3. The experience is so much better now. Great quality add-on. I expected nothing less from Orbx, but am still impressed with the quality and how smoothly it runs. Highly recommended!. Issue: Significant elevation issues on the field.

Action: Sent email, waited 1 week for initial response from some person in Asia. After 2-3 exchanges of emails (each with a different Asian person) I received a final reply:

Result: Their final answer an email that simply said "this is a known issue". There appears to be no plan to correct it.. Very nice add-on. Works well, good graphics, does not cause frame rate to drop too much. Reminds me of playing Flight Sim in 1990's, but with WAY better graphics!

Having lived in the Chicago area and being into flying and flight sim I was very disappointed by the removal of Meigs field both in real life and the flightsim versions. The good news is they have put it back at least in the sim world and the result is really well done. They not only have done the airport but also the fountain and pavilions which have been missing from every other attempt at the field. makes for a very realistic experience thank you to all involved. Now if they would just put the real one back it would be nice.. Question:

Meigs Field (KCGX) is in my library but isn't showing up on my scenery selection. Any ideas?

. Great airport. Nice to have it back in FS. However, it does not work with the FSX Steam Edition: US Cities X: Chicago Add-On. Meigs does appear, but you land through the runway. Another reviewer had the same issue.. Great Little Airfield. I like this add-on its nice having the airport scenery back in fsx, Its frame rate friendly didnt take long to install & with an I 7 on medium settings expect 40-60 FPS with A2A Cessna 172. I love doing touch and goes with this airport no scenery glitch I could find. However one thing about it that I would change would be AI aircraft and just a little bit more with the scenery. Wait for it to be one special because its worth more that way.. Now it feels like MFS. Finally.. Adds ILS 36, Tower and ATIS for KCGX along with some nice graphics for runway and surrounding Grant Park. Unfortunately, there is a bugged tile North of Navy Pier and Just East of the Oak Street Beach. Instead of beach and water, it is industrial tile. Hope this can be fixed. Otherwise it works with Chicago X and Ohare X. Chicago X already adds back KCGX but does not have ILS and ATIS.

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