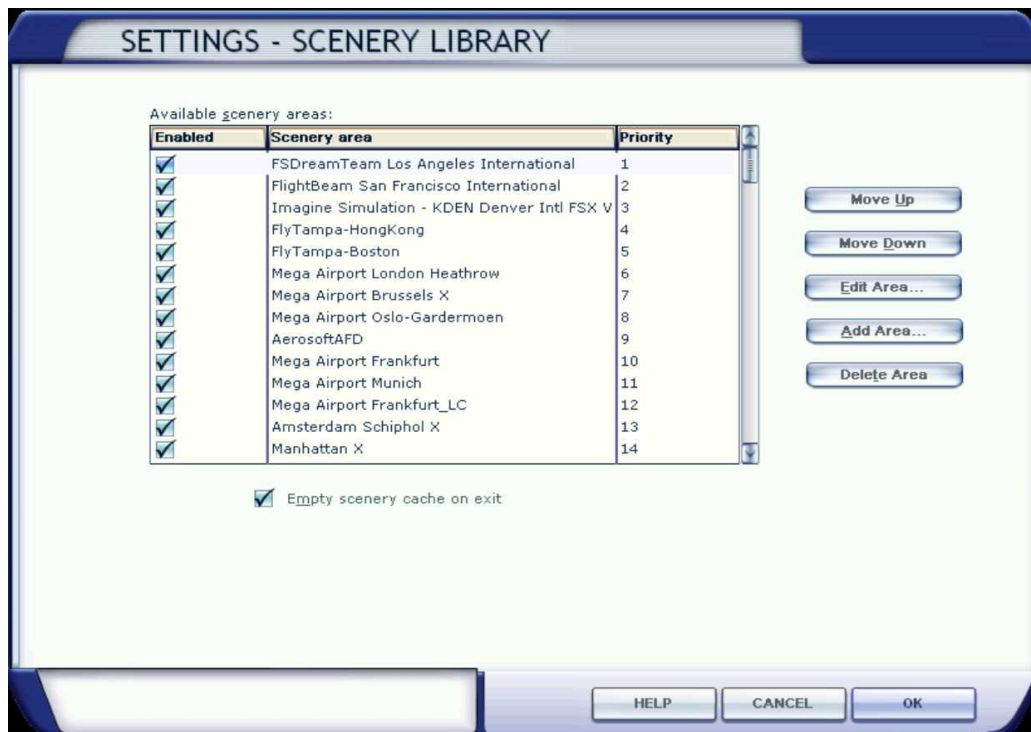Hello Umberto,

First, a bit of explanation… I have a simulator with a wrap around scenery display that uses four copies of software per the EULA agreement. One on the server and one for each scenery generator computer. They are Win7, 64-bit OS computers running FSX, Service Pack 2. I am running Microsoft Essentials on the scenery generators and turned off scanning while performing the installation. The Add-on Manager and Couatl programs installed and operate properly.

While the server has an AI program installed (UT2), the scenery generator computers do not, only the complied aircraft file has been included as location and movement is driven by the server.
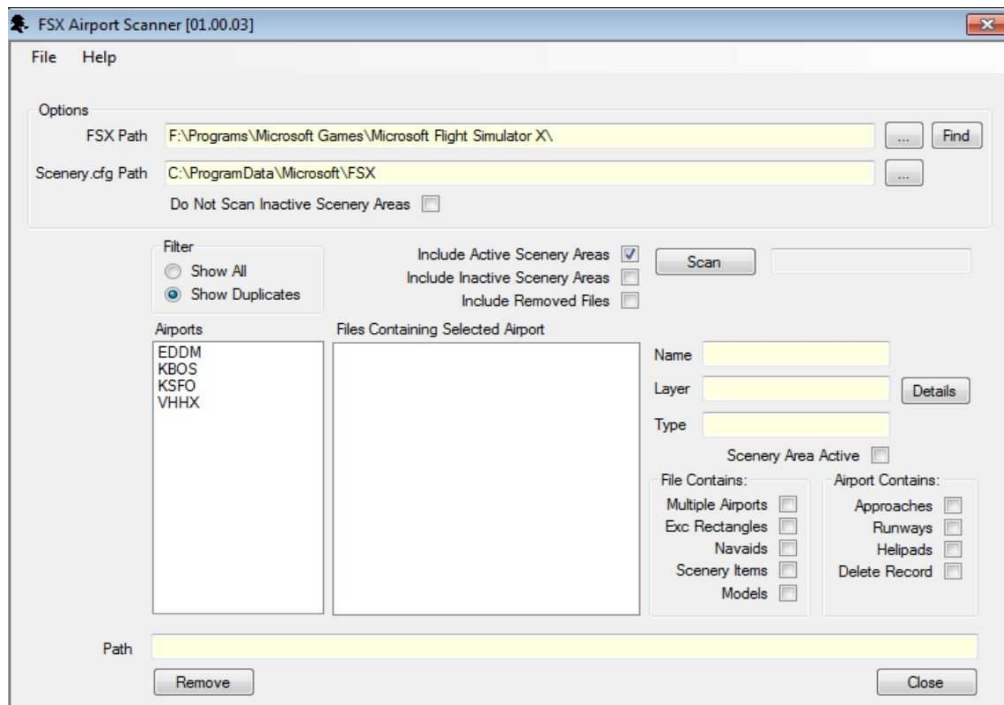
Okay. To the points you raised. I uninstalled everything and did a reinstall of just KLAX (FSDreamteam). As shown in the following screenshot KLAX is at the top of the scenery index.

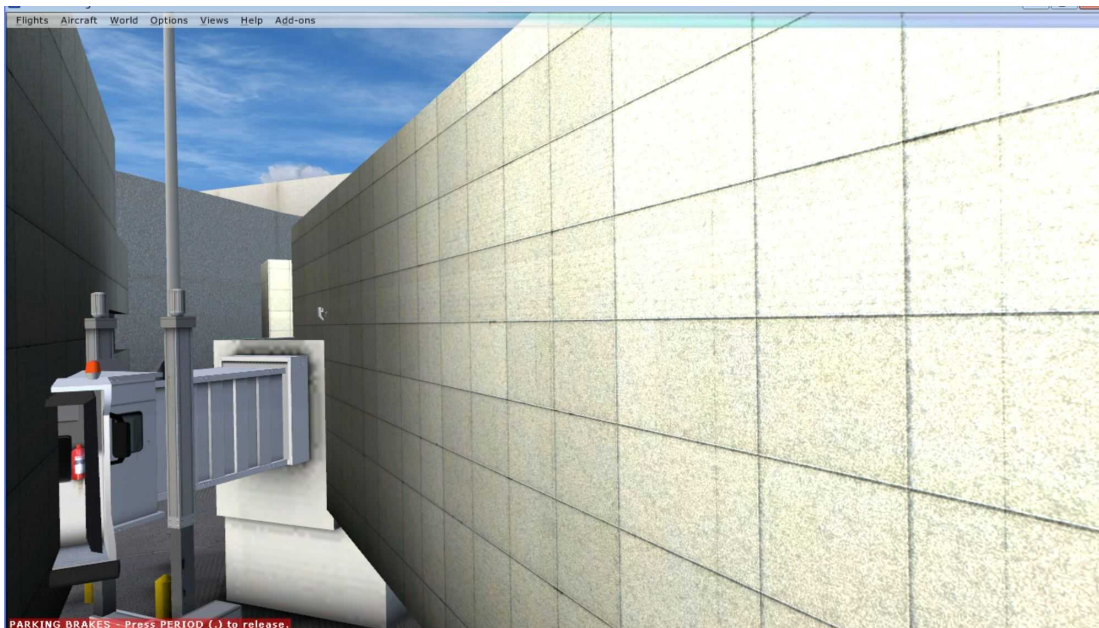I have shown the screenshot from just one of the scenery generator computers but all three are identical.

Regarding duplicate AFCAD's…

I ran the AFCAD scanner on all three computers and obtained identical results.

As you can see, nothing displayed for KLAX. It was interesting that I did get two duplicates for KSFO. However, no artifacts have been observed.

Now, regarding the screenshots of images for all three computers. This was done at KLAX during pushback. When I first initiated the system, everything was normal. It was when the system was put into motion that the artifacts appeared.

Left Scenery Generator

Front Scenery Generator

Right Scenery Generator

I have had this issue only with your scenery and it has appeared on three separate computers. The only common link is the server, which uses WideView to provide position information to the clients, but certainly does nothing regarding sending any scenery information.

I have been a huge fan of your airports and have purchased several in the past and will fill out my scenery generator computers as well if I can get this issue resolved.

Any suggestions would be greatly appreciated.