

# INSTALL SIERRASIM PALONEGRO INTL V2.0

## P3D4 - P3D5



**IMPORTANT: Remove any previous version of SKBG**

**SODE V1.6.8 REQUIRED** - [https://sode.t2bpilot.ch/?page\\_id=9](https://sode.t2bpilot.ch/?page_id=9)

You must be aware of your e-mail, where you will receive the activation serial information, this is associated with your account and is personal and non-transferable.

1. NOW RUN THE INSTALLER, SELECT P3D VERSION, CHOOSE THE SIMULATOR ROOT FOLDER.

Ej. P3DV4 (C:\Program Files\Lockheed Martin\Prepar3D v4)

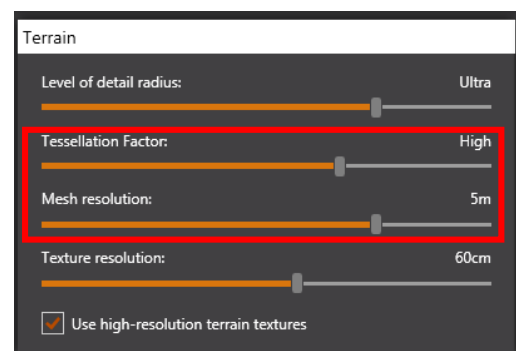
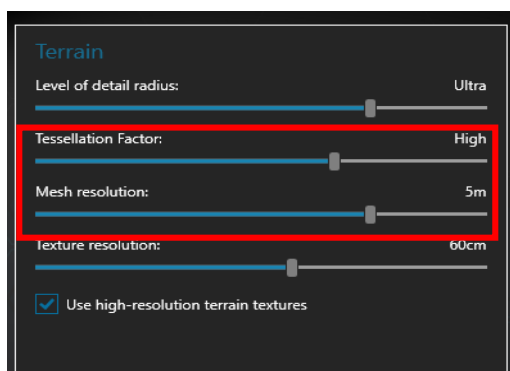
P3DV5 (C:\Program Files\Lockheed Martin\Prepar3D v5)

2. NOW RUN SODE INSTALLER (This is installed in the "ProgramData" folder of SODE)

3. Activate the scenery from the simulator library

Activate the "Sierrasim\_skgb\_V2\_P3Dx" scenery in the "Sierrasim" root folder of your simulator.

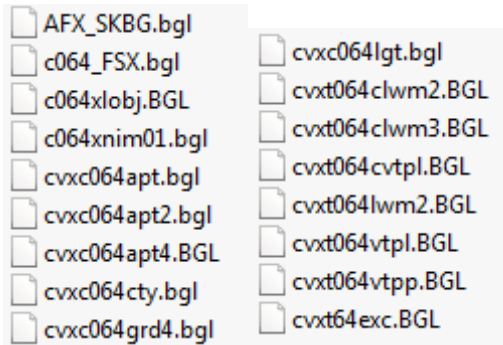
Note 1: Use this Terrain\_P3D config



**Note: If you have the Virtualcol product installed, do the following step:**

Go to your folder at the root of the simulator Addon Scenery\scenery

Identify the following files.



Backup them and delete them from the folder.

It works on Lockheed Martin p3dv4 - 5 with Orbx – GSX L2 - Vector. It is tested with Free Mesh.

UPDATE 04/2020