Please note! While this manual refers to the complete "US Cities X - Los Angeles" product you will only be able to Catalina Island with its airport (ID: KAVX) and Heliport (ID: L11) in this demo unless you buy the complete product.
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INTRODUCTION

US Cities X is a series of city scenery that should be positioned between the high end city scenery like Manhattan X and the default scenery. It is intended to give the user who likes to explore the world new destinations. Fully aimed at daytime VFR flights it does not include seasons and night textures (this would make the product too large for comfort as well).

There is probably no city where you see more aviation than Los Angeles. Not only are there several major airports close to the city but general aviation rules the skies over the city. Besides Alaska there is no state where single engine aircraft are more used and there are more helipads than in any other city. That’s not only because of the rich and famous but also because the layout of the city looks spectacular. From the coastline to the mountains around the city, LA is a great city to see from above.

COPYRIGHTS

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CREDITS

Concept: LimeSim
Programming: LimeSim
Project Management: Lime Sim, Mathijs Kok
Manual, documentation: Mathijs Kok, LimeSim
Installer: Andreas Mügge
Testing: Several good folks who will all be getting a copy


3D source of Disneyland Castle: BigBlueAnimations @ turbosquid.com
3D source of Tropical palm used on Catalina Is.: killst4r @ turbosquid.com

SYSTEM REQUIREMENTS

- Intel Core i5 or equivalent
- 4 GB RAM
- Direct X 9 compatible Graphics Card with minimal 512 MB (1024 MB or more advised)
- Microsoft FSX (with SP2, Gold or Acceleration) or Lockheed Martin Prepar3D (fully updated)
- Windows XP, Windows VISTA, Windows 7 (fully updated), Windows 8
- Adobe Acrobat® Reader 10 minimal to read and print the manual (1)

(1) Available for free, download at: http://www.adobe.com/prodindex/acrobat/readstep.html

CONTACT SUPPORT

Support for this product is done by Aerosoft. We prefer to do support on the support forum for one simple reason, it is fast and efficient because customers help customers when we are sleeping.

Aerosoft forums: http://www.forum.aerosoft.com/

We feel strong about support. Buying one of our products gives you the right to waste out time with questions you feel might be silly. They are not.
AIRPORTS AND HELIPORTS

All airports are included with new high res ground images and with customized mesh terrain (no new building structures added with the exception of KVAX).

HELIPORTS:

As you may have noted, US Cities X Los Angeles comes with an incredible number of helipads. In fact there is no other city with a high density of helipads like Los Angeles. And that’s for a simple reason: Zoning laws require every building taller than 75 feet to have an emergency helipad. There are rarely fire truck ladders that reach higher than 80 feet. A clever invention that, combined with the fact of usually heavily crammed highways on the ground, led to the situation of Los Angeles having a much higher density of helicopter traffic than any other city in the U.S. An interesting read:

NY Times: Helicopters Jam the Skies Above Los Angeles

Here we have collected some information about just a few heliports. For a complete listing of all heliports that come with this scenery check out this manual’s appendix.

• 4CA0 – Los Angeles LAPD Hooper Heliport
  This is the set location of the popular series and movie you may remember from the 80ies called “Blue Thunder”. It is the largest rooftop heliport in the world and having the largest fleet of Police helicopters stationed there without a doubt the coolest. It is located between Santa Ana Freeway to the south, Union Station to the west, LA prison to the north and LA River to the east with some high power lines running along it that make approaches quite challenging. The views from here of close-by located downtown LA are spectacular.

• LAD38 – Los Angeles US Bank Tower Helipad
  Highest rooftop helipad in the world overlooking the whole city. A very interesting video featuring this helipad can be found here: http://www.youtube.com/watch?v=PROv8IXnoQY

• CL07 – Long Beach Queen Mary Heliport
  A private helipad located right next to the Queen Mary. There is a small passenger terminal from where passengers can depart to Catalina Island. Great views of Long Beach.

• 6CA3 – San Pedro Catalina Air-Sea Terminal Heliport
  Stunning location almost under the Vincent Thomas Bridge, which connects LA Port to the mainland. This is an alternative location for departures to Catalina Island, mostly used by cruise ship passengers.

• L11 - Pebbly Beach Catalina Helipad
  Catalina Island’s helipad, a former Seaplane Base. The ramp that can be used by amphibian aircraft still exists.

• LAH01 – Hollywood Renaissance Hotel Helipad
  “And the Oscar goes to…!” This hotel is right next to the Kodak (now Dolby) Theatre complex. There must be a lot of celebrities coming through here during the annual Academy Awards event.
• 29CL – Los Angeles Children’s Hospital I
Just the usual hospital helipad except for the fact that this complex consisting of the CHLA and Hollywood Presbyterian Hospital has 4 of them very close to each other (29CL, LAD75, 4CN7, CL70)

• 9CA5 – Los Angeles California Mart Heliport
Great views of LA downtown from here.

• 3CL3 – Long Beach World Trade Center Heliport
Great views of the beach, the yacht harbor and Queen Mary from Long Beach’s highest building.

AIRPORTS

• KLAX – Los Angeles Intl
It is big, it is massive, and it is LAX. In 2011, LAX was the sixth busiest airport in the world with 61,862,052 passengers. It is also the only airport to rank among the top five U.S. airports for both passenger and cargo traffic. LAX is the busiest airport in the Greater Los Angeles Area. LAX is also the busiest airport in California and the West Coast of the United States in terms of flight operations, passenger traffic and air cargo activity, leading it to be referred to as the "Gateway to the Pacific Rim."

• KVAX – Catalina “Airport in the Sky”
The airport is open to the public and allows general aviation aircraft to land there. The airport is primarily used for general aviation. The airport is also used for airfreight from the mainland. Supplies for the island are delivered via Douglas DC-3 aircraft daily. There are no scheduled passenger flights to or from the airport. It is also known as the Airport in the Sky due to the fact it lies near the island's highest point at an elevation of 1,602 ft (488 m) All roads to the airport from the island's population centers climb steeply upward.

There is a restaurant at the airport, the DC-3 Gifts and Grill (http://www.catalinadc3.com), and for private pilots in the Los Angeles area, the airport is one local choice for a $100 hamburger (aviation slang for a private general aviation flight for the sole purpose of dining at a non-local airport). Buffalo burgers are the house specialty. The restaurant and airport is also a stop on some of the tours of the interior of Catalina Island from Avalon. The airport originally opened as "Buffalo Springs Airport" in the late 1930s and was made by leveling off the top of a hill. Scheduled passenger service was briefly provided by United Airlines in DC-3s; long-disused refueling equipment is located in the pavement in front of the terminal building; no fuel currently available. The Wrigley family - who owned Santa Catalina Island for decades - used to keep their DC-3 in the large hangar at the airport.

Catalina Airport covers 25 acres and has one asphalt runway (4/22) measuring 3,000 x 75 feet (914 x 23 m). Surface elevation of the runway is 1602 feet (488 m) above sea level. The runway is known for being pitched up in the middle, so that on short approach it appears much shorter. Terrain falls off steeply at both ends of the runway. Due to turbulence and downdrafts at the approach ends, lack of normal visual references on final approach, and the upslope of the first 1/3 of Runway 22 (which creates the illusion of being too high on final approach) the airport can be hazardous for inexperienced pilots. Aircraft at opposite ends of the runway cannot see each other. Contact with UNICOM is required to obtain permission for landing.
Interesting read:
Pilot Getaways March 2010 – Catalina Island’s Airport in the Sky:

• KBUR – Burbank Bob Hope
  This airport is mostly used by the budget airline Southwest and it is closer to Hollywood than is LAX.

• KVNY – Van Nuys
  No major commercial airlines fly into this airport; it is used by private, chartered, and small commercial aircraft. Van Nuys Airport is currently one of the busiest general aviation airport in the world, and the 25th busiest airport (in terms of takeoffs and landings) in the world. With just two parallel runways, Van Nuys Airport handled 448,681 aircraft movements in 2005, averaging over 1,200 operations/day; in 2006 it handled 394,915 movements, nearly 1,100 per day. By comparison, LAX (with 4 runways and exceptional amounts of commercial traffic) has roughly 1,700 operations a day. The airport was the world’s busiest general aviation airport through 2005 and is home to lots of aircraft owned by Hollywood celebrities.

• KSNA – John Wayne Orange Co
  The main runway, at 5,701 feet (1,738 m), is the shortest of any major airport in the United States, and passenger airliners at the airport have never been larger than the Boeing 757. (Some larger cargo aircraft fly from SNA, such as the FedEx A310/300.)

• KNTK – Tustin MCAS
  The Air Station was established in 1942, a base for airship operations in support of the United States Navy’s coastal patrol efforts during World War II. Operational closure of the base occurred in July 1999. However, the north hangar is still used as a storage and repair center for commercial blimps. It is slated for demolition to make way for a housing development.

• KNZJ – El Toro MCAS
  Before it was decommissioned in 1999, it was the 4,682 acres (19 km²) home of Marine Corps aviation on the West Coast. Designated as a Master Jet Station, its four runways (two of 8,000 feet (2,400 m) and two of 10,000 feet (3,000 m) could handle the largest aircraft in the U.S. military inventory. While it was active, all U.S. Presidents in the post-WWII era landed in Air Force One at this airfield. It survived virtually unchanged until the close of the Air Station. The land area originally taken by the air station is planned to be converted into a large recreational center, the Orange County Great Park. Because of the runways being inactive they have been removed in this scenery, only the aerial imagery runways remain.

• KLGB – Long Beach
• KSLI – Los Alamitos AAF
• KTOA – Torrance/Zamperini Field
• KCPM – Compton/Woodley
• KHHR – Northrop/Hawthorne Mun
• KFUL – Fullerton Mun
• KEMT – El Monte
• KSMO – Santa Monica Mun
- CA24 – Sheperd Field  
  Closed! Removed from scenery!
- KWHP - Whiteman

AIRPORT CHARTS

- KLAX – Los Angeles Intl  
- KBUR – Burbank Bob Hope  
- KLGB – Long Beach  
- KVNY – Van Nuys  
- KWHP – Whiteman  
- KEMT – El Monte  
- KSMO – Santa Monica Mun  
- KHHR – Northrop/Hawthorne  
- KTOA – Torrance/Zamperini Field  
- KFUL – Fulleron  
  [http://flightaware.com/resources/airport/KFUL/APD/AIRPORT+DIAGRAM](http://flightaware.com/resources/airport/KFUL/APD/AIRPORT+DIAGRAM)
- KSLI – Los Alamitos AAF  
  [http://flightaware.com/resources/airport/KSLI/APD/AIRPORT+DIAGRAM](http://flightaware.com/resources/airport/KSLI/APD/AIRPORT+DIAGRAM)
- KSNA – John Wayne Orange Co  
- KAVX - Catalina  
- KCPM – Compton/Woodley  
- VFR Terminal Area Charts (KLAX)  
  [http://skyvector.com/?id=KLAX](http://skyvector.com/?id=KLAX)
**SCENERY DENSITY TOOL**

Due to the high complexity of this scenery there are things that cannot be done with the setting options that FSX gives us. That’s why we supply a so-called Scenery Complexity Tool that enables you to choose your favorite scenery complexity matching your system speed.

In Los Angeles, Long Beach and Irvine this will replace some smaller buildings and commercial flat roof buildings (e.g. shopping malls) around the city by autogen (hence the abbreviation for “auto generic”) buildings if you choose the performance friendlier version. Of course those buildings would not look as good as they could. That’s why we recommend using the highest possible setting using this tool if you can afford to do so.

You will find the tool in your Windows Start Menu at: Aerosoft | US Cities X: Los Angeles

**ADvised DISPLAY SETTINGS**

To change your scenery settings, go to Settings -> Display

Note: All other settings not mentioned here are up to you. They don’t actually affect the scenery very much. Keep in mind to do your settings with care otherwise you may overload your system.

**GRAPHICS MENU**

Global Texture resolution should be at Very High to get the full detail in textures (aerial image, building walls etc.)

**SCENERY SETTINGS**

- Unlike in many other sceneries the **Scenery Complexity** slider won’t do much in this scenery. Most of the 3D stuff will become visible at “Normal” or higher.
  
  Static aircraft around the airports, cars around the heliports and static yachts/boats will become visible at “Extremely Dense”.

- For best results in displaying the blocks, suburbs and vegetation in between we recommend to set **Autogen Density** to **Extremely Dense**. But keep in mind not all systems can handle this much detail!
- **Mesh resolution**: VERY IMPORTANT in this scenery! Please set the slider to the very right (highest resolution). Otherwise you might see hovering buildings and other “funny” stuff, particularly around Catalina Island’s sloped runway.
- **Texture resolution** should be at **30cm/pix** or higher to get the best resolution of the aerial image below the 3D objects.
- **Water Effects** set to **Max 2x** look best but keep in mind that this setting requires a lot of performance, too!
- **Ground Scenery casts shadows**: Should be deactivated for a better performance (shadows are already rendered in the model textures and terrain that come with this scenery)

TRAFFIC MENU:

**Road Vehicles**: IMPORTANT SETTING for Los Angeles! Due to the high amount of traffic in the LA area you might have to deal with major performance problems when activating road traffic in addition to the highly detailed scenery. We recommend using the scenery without any road traffic activated at all at first. If you feel your system can handle the scenery performance impact good enough you can gradually increase the traffic slider. We equipped some major roads within the city boundaries with additional road traffic. This will bring you a better real-world feeling when flying over the scenery, but: FSX only knows freeway traffic, meaning that the traffic doesn’t stop at intersections and other obstructions. If you don’t like this do the following to remove our customized road traffic (this will bring back FSX’s default traffic): Go to folder `FSX\Aerosoft\USCitiesX-LosAngeles\Scenery` and remove the file `LosAngeles_Traffic.bgl` from this folder.

**Ships and ferries**: Another IMPORTANT setting: If you want to see the animated boats and ships that come with this scenery, set it to **10%**. If you set it higher than that, some unrealistic ships will gather in a circle in the middle of LA Port! Unfortunately it is not possible to remove default FSX ship traffic without touching FSX’s source files, which we don’t have access to.
Leisure boats: Please be aware of that FSX’s engine has some problems having the leisure boats stay within water boundaries when a scenery is a bit more complex. They are nice to look at but don’t be surprised to see some of them running ashore when activated.

SYSTEM OVERLOAD

Because of the extremely high complexity of this scenery it can happen that weaker systems have to struggle with system overloads resulting in blurry textures and a non-readable FSX menu bar and ATC and “out of memory” crashes. This usually happens with 512MB video cards, which is the reason why we recommend a minimum of 1024MB memory on your video card (see system requirements). Although we haven’t had any reports of problems with 1024MB video cards some people may still encounter problems with budget video cards or the like.

In the past we have discovered that Windows 7 64 bit systems seem to have a much lower risk of running into “out of memory” crashes when using detailed sceneries.

The Scenery Density Tool will also help you to keep the performance impact at a minimum if necessary.

SOUND EFFECTS

There are sounds (highway traffic, city traffic, gulls...) around the city and airports. We decided to make the sound volume a bit higher as in real world for a better show-effect. If you don’t like this, just go to settings -> Sound and decrease the environment sound volume.

COMPATIBILITY WITH OTHER ADD-ONS

Please note that USC LA (US Cities – Los Angeles) is NOT planned to be compatible with all those innumerable AFCAD freeware files available out there! They should be removed before/after installing USC LA to avoid conflicts.

Mega Scenery SoCal

In general it can be said that both sceneries merge quite well and are compatible to each other.
• Due to the lack of dense autogen in Mega Scenery you will encounter a lack of autogen when leaving USC LA’s aerial image coverage areas. This looks less apparent when using FSX’s default scenery.

• Mega Scenery covers the water, particularly around LA port, with a darker layer that shows a few squares when coming closer.

• Particularly around LA Port and the coastlines you will encounter ships, piers etc. rendered in the aerial images (=flat). Those have been removed in USC LA to be replaced with 3D models but reappear once you have Mega Scenery activated. In general the coastline might look a bit strange here and there where the coastlines of both sceneries don’t match (which they rarely do).

**ChiliView Series by BlueSkyScenery**
When writing this manual we tested USC LA it with all ChiliView tiles available for the LA area, NOT with the one for Catalina Island that is yet missing. Keeping that in mind it looks like both sceneries are compatible to each other.

• Due to the lack of autogen in BlueSky’s scenery the difference between the autogen free scenery by BlueSky and the dense coverage of USC LA is even more apparent than with Mega Scenery.

• The Airports files that come as separate ChiliView Downloads may add buildings or flattens around the airports that do not merge entirely with USC LA. It is recommended to deactivate the airport files (if installed) of airports that already exist in USC LA manually. For Los Angeles Intl for example that would be:  
  `[FolderWhereYourBlueSkyChiliViewIsInstalled]\Scenery\KLAX_ADEX.BGL`

• Similarly to Mega Scenery you will encounter ships, piers etc. rendered in the aerial images (=flat) around LA Port and the coastlines. Those have been removed in USC LA to be replaced with 3D models but reappear once you have BlueSky’s scenery activated. In general the coastline might look a bit strange here and there where the coastlines of both addons don’t match. But in general both sceneries merge pretty well!

**FS Dreamteam’s KLAX Los Angeles International**
FS Dreamteam’s scenery excludes some of USC LA’s autogen objects placed around the airport. Apart from that everything looks great together and it can be said that both sceneries are compatible to each other. When using both please keep in mind that:

• There may be a heavy impact on your FPS/performance. It may be recommended to use the Scenery Density Tool to reduce the number of custom 3D buildings to avoid stutters when approaching LAX.

• FS Dreamteam’s KLAX should be placed above *US Cities X – Los Angeles* in your FSX scenery library.

• It might be a good decision to deactivate the following file by renaming its extension from BGL to OFF to avoid conflicts:  
  `FSX\Aerosoft\USCitiesX-LosAngeles\Scenery\AF2_KLAX.bgl`
Ultimate Terrain X USA/Canada
In general both sceneries merge quite well together. You may struggle with bad performance though when using Ultimate Terrain X together with USC LA. Therefore it is highly recommended to deactivate UTX’s Custom Landclass Layer when using it together with US Cities. This layer adds innumerable 3D objects like industry and container harbors around the cities, which need a lot of performance. Just use the UTX Setup Tool that comes with the product to deactivate them:

John Wayne-Orange County Airport Freeware by MkStudios
Unfortunately both sceneries are NOT compatible to each other. The aerial image of this freeware has been aligned along the default runways, which do not represent the real world heading that has been used in USC LA. When using both sceneries together everything will look very offset.

Oshkoshsim – Catalina Island X
Our intention when adding Catalina Island to our product was to make our version of Catalina Island better than that by Oshkoshsim. If you feel differently and would like to use the Oshkoshsim version of Catalina Island instead, you can always deactivate “our” version of Catalina Island by renaming the following files’ extensions from BGL to OFF:

Folder:
FSX\Aerosoft\USCitiesX-LosAngeles\Scenery\Files:
Catalina_Aerial.bgl
Catalina_Custom3D.bgl
Catalina_Water.bgl
AF2_L11.bgl
AF2_KAVX.bgl
LosAngeles_ShipTraffic.bgl <- will remove all ship traffic between LA Port and Catalina Island
FAQS

Q: Why are there no night and seasonal textures?
A: We wanted to keep the price of this whole series as low as possible and the development process as simple as possible so that we can cover as many cities as possible. The VFR flights over these cities is mostly a daytime affair anyway. Still all autogen buildings and airports in the series will have night illumination and autogen vegetation will change with the season.

Q: Even after the loading process has reached 100% there are still some objects not loaded!
A: Due to the extreme scenery density some computers (mainly those with only 512MB video memory, slower hard disks etc.) take a little longer to load everything. This can last up to 2-3 additional minutes. Still the frames per second should be pretty good after everything becomes visible.

Q: After I selected an elevated helipad/Catalina Airport, my aircraft is placed BELOW the ground/helipad!
A: Reload the flight and everything should be good again.
Please note that - for whatever reason - when using Prepar3D, this might not solve the problem. The only possibility to access those helipads or Catalina Airport will be to approach them manually.

Q: I just started FSX but after selecting one of the cities helipads/airports everything stands still for a long while!
A: This can happen on slower systems because FSX actually starts loading the scenery after the airport has been selected - before you even started the flight. If you have one of those systems, do as follows: First select the desired aircraft, time and weather and only then select the airport/helipad in the city and start the flight.

Q: Are there any extensions for this city planned? I'm missing a certain 3D object, newly constructed building or more coverage!
A: There might be updates for possible bugs or additional missions, but extensions are not planned once a city has been finished and released.

Q: Some of the 3D buildings or autogen's positions are slightly shifted on the aerial image
A: This can happen on the corners of the covered scenery and is due to different coordinate system used. Although in a very limited scale.

Q: Some 3D buildings seem to have misplaced textures!
A: Please note that to create a dense scenery like this for a low price was only possible with some automatic procedures and images couldn’t be taken from every angle of a cities’ building (for this scenery alone there are about 5,000 unique buildings!)

Q: The roofs of some autogen storage buildings show residential buildings!
A: An – unfortunately – well known bug in the FSX object library we can’t do much about because FSX chooses the buildings and textures it wants to display on autogen buildings. Please note however that this bug is even more persistent when having FTX/ORBX sceneries activated! Ensure to deactivate their regional scenery settings for North America using their FTX Tool before using a US City X.

Q: Why is the volume traffic etc. so high? Can I do something about this?
A: Yes, you can! We decided to make the sound volume a bit higher as in real world for a better show-effect. If you don’t like this, just go to settings -> Sound and decrease the environment sound volume.

Q: There are hovering buildings/trees in the city!
A: See the settings chapter (mesh settings)
Q: There’s a bunch of strangely anchored ships in LA Port!
A: See the settings chapter (traffic settings)

Q: I have FTX/ORBX New Zealand South Island installed and there are some strange pixelated areas without autogen objects all over Detroit. Particularly outside the areas covered by aerial imagery!
A: This is a worldwide bug caused by FTX/OTBX New Zealand South Island’s scenery addon. Make sure you have all their latest updates installed to resolve this issue.

Q: Why are there no autogen objects in the final approach path of airport XY?
A: FSX doesn’t allow autogen objects to be within the final approach path of airports if they are equipped with PAPI/VASI systems. This is probably for a good reason because in FSX’s innumerable airports MS could impossibily check all of them for “approachability” without autogen objects in the approach path. Sadly this “feature” removes quite a few autogen objects from the approach paths, even if they are intended to be there and there’s nothing we can do about this right now. On the other hand this will ensure your approach paths to be clear of buildings because autogen objects often tend to be higher than the real world ones. In LA you will encounter excluded autogen objects around these airports:
   - KSMO Santa Monica Mun
   - KHHR Northrop/Hawthorne Mun
   - KCPM Compton/Woodley
   - KWHP Whiteman

Q: Shepherd Field (CA24) is gone!
A: Although this airport is still in FSX’s airport list you won’t find it anymore because it has been closed quite some time ago and is simply not visible anymore in real world (build up).

Q: At some airports I have duplicated buildings, e.g. double control towers!
A: This may have been caused by freeware AFCAD downloads for the airports you have installed previously. Compatibility with those cannot be guaranteed. At one occasion one of our beta testers reported problems with files named \[ICAO-Code\]_ADE_OBJ.bgl, which were located in FSX\[-Directory]\Scenery\Global\Scenery\Removing those files or deactivating by renaming their extension from BGL to OFF solved the problem.

Q: Some autogen trees grow on streets or inside houses!
A: FSX places autogen trees in a semi-automatic way making it difficult to place autogen trees accurately. You might encounter some of these anomalies here and there. This is normal with all sceneries that have autogen.

Q: Why do the John Wayne airport buildings look so blurry?
A: We had the option to keep the default buildings there but decided to use the automatically generated ones because even if they are blurry they represent the real airport better than some fancy FSX default buildings.

Q: How come the spot plane viewpoint is sometimes below ground at Catalina Airport?
A: To make the sloped runway possible we had to create landable 3D model of the airport’s terrain that is slightly above the actual terrain. Although you can land there, FSX’s viewpoint engine doesn’t see this as “actual” ground, so you will be able to watch your aircraft from below.

Q: Why are AI aircraft sinking into the terrain when landing at Catalina Airport?
A: Same reason as the previous FAQ. AI aircraft do not work on sloped runways which is one of the downsides of creating them in FSX. Multiplayer however should work just fine.
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LAD31  Los Angeles 600 Wilshire Blvd Helipad  34.047959  -118.256541  515  Normal
LAD32  Los Angeles 631 Olive St Helipad  34.047577  -118.255117  394  High
LAD65  Los Angeles 717 Olympic Helipad  34.045093  -118.263353  595  High
LAD24  Los Angeles 777 Tower Helipad  34.048450  -118.261349  970  Normal
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LAD12  Los Angeles Angelus Plaza Evensong Bldg Helipad  34.051904  -118.250118  507  Normal
LAD11  Los Angeles Angelus Plaza Jubilate Bldg Helipad  34.053380  -118.248680  495  Normal
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4CN7  Los Angeles Children's Hospital II Heliport  34.097258  -118.288717  550  High
LAD75  Los Angeles Children's Hospital III Heliport  34.097844  -118.288705  542  High
LAD37  Los Angeles Citigroup Center Heliport  34.051639  -118.255022  916  Normal
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LAD60  Los Angeles Evo Elleven Heliport  34.041379  -118.262679  402  Normal
LAD62  Los Angeles Evo Luma Helipad  34.041584  -118.263292  474  Normal
LAD61  Los Angeles Evo South Helipad  34.040519  -118.263401  507  High
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LAD41  Los Angeles Little Tokyo Towers Helipad  34.047364 -118.240551  412 Normal
56CA  Los Angeles Los Angeles Times Helipad  34.050533 -118.246040  343 Normal
LAD68  Los Angeles MacArthur Park Towers  34.061235 -118.275934  433 High
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LAD35  Los Angeles Mellon Bank Center Helipad  34.051464 -118.253608  755 Normal
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LAD48  Los Angeles Metroplex Wilshire Helipad  34.061412 -118.301213  480 Normal
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LAD50  Los Angeles MTA Bldg Helipad  34.056431 -118.232872  690 Normal
LAD18  Los Angeles Museum Tower Helipad  34.053208 -118.249814  569 Normal
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LAD76  Los Angeles Norris Hospital Helipad  34.061375 -118.204913  490 Normal
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LAD17  Los Angeles Omni Hotel Helipad  34.052702 -118.250326  552 Normal
LAD16  Los Angeles One California Plaza Helipad  34.052271 -118.251365  962 Normal
LAD40  Los Angeles Pacific Commerce Helipad  34.046710 -118.242242  400 Normal
LAD57  Los Angeles Pacific Stock Exchange Helipad  34.057607 -118.255986  449 Normal
4SL  Los Angeles Parker Center Helipad  34.052167 -118.241138  394 Normal
LAD07  Los Angeles Promenade Towers Helipad I  34.057748 -118.252457  490 Normal
LAD08  Los Angeles Promenade Towers Helipad II  34.057258 -118.253632  475 Normal
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LAD19  Los Angeles Renaissance Tower Helipad  34.043367 -118.260734  408 Normal
LAD63  Los Angeles Ritz-Carlton Helipad  34.045273 -118.266997  939 High
LAD43  Los Angeles Ronald Reagan Bldg Helipad I  34.049782 -118.246633  503 Normal
LAD42  Los Angeles Ronald Reagan Bldg Helipad II  34.049107 -118.247012  543 Normal
LAD66  Los Angeles Skyline Condominiums Helipad  34.045096 -118.260853  387 Normal
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Detail grades:

- **Normal**: Textured helipad with windsock if available
- **High**: Textured helipad on/next to detailed buildings, e.g. with animated aircons
- **Very High!**: Helipad including many minor details like people, parked cars, luggage carts, detailed approach etc.

Please note: All helipads having a 5 letter/digit identifier in this list don’t have an ICAO code in real world, which often means they are for emergency use only (often you see this mentioned on the pads itself, e.g. "Emergency Only" or "Police Only").