

Basic steps to reduce memory burden for Xbox users.

The G3000/5000 Cockpit Management System is extremely memory intensive and, in some cases, can affect Xbox users experience. The issue often manifests itself by shutting off the screens to conserve memory and avoid a CTD. When resources free up the screens will come back on.

In order to avoid issues, we recommend taking the following steps. Please note that these steps are persistent and will remain in the status that they were left in once changed.

PLEASE NOTE THAT IF YOUR TOUCH SCREEN CONTROLLERS ONLY ARE NOT WORKING THEN YOU MUST REMOVE THE WORKING TITLE FOLDERS FROM YOUR COMMUNITY FOLDER. THIS IS FOR PC ONLY.

1. Declutter the g3000 (Generally speaking turn off anything you don't need)
 - a. Start the aircraft in a remote location that does not have much traffic or scenery. We prefer users to try an airport in the South Pacific somewhere. If you start in a high-density area, you may overwhelm your system and not be able to get to your settings to make adjustments.
 - i. Go to the MFD softkey on one of the GTC's
 - ii. Select Map and then Map Settings
 - iii. Use the Map Detail Settings Slider to take everything to zero. Although this will remove all navigational elements from the screen it will be a good indicator if you are on the way to solving your issue. If the system then becomes stable users can then go in and start adjusting settings to get to a "happy medium." This can be done by hitting plus by one step on the slider or, putting it back to full and gradually increasing the individual levels in the various tabs.

The viewable range for Airspaces, Airports, VOR, INT, NDB and User Waypoints all seem to have a dramatic impact on resource. In other words, if your map looks like this then its probably way too much.



Ideally you want something that looks like this (or with whatever your specific needs are within reason.)



- iv. Generally, keep the terrain visibility to 5NM or less.
2. Reduce or eliminate AI traffic
3. Make sure you are using default liveries or liveries that don't use 8k textures
4. Refrain from using the Inset and/or the HSI map when possible.
5. When in multiplayer try and stick to generic aircraft if needed
6. Reduce using split screen when using maps, particularly having two maps up at the same time.
7. Try and reduce the use of other third party addons in addition to the aircraft and the simulator.
This includes sceneries, weather mods, liveries and sim and menu bar modifications.
8. Very dense weather situations in combination with any of the above can cause issues for some.