



orbx  
simulation systems



# CityScene

## Barcelona

USER GUIDE JULY 2018



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# Thank you!

Orbx would like to thank you for purchasing **CityScene Barcelona**!

Barcelona is a city in Spain and is the capital and largest city of Catalonia. With a population of 1.6 million within city limits, its urban area extends to numerous neighbouring suburbs within the Province of Barcelona and is home to around 4.8 million people. This makes Barcelona the sixth most populous urban area in the European Union.

It is the largest metropolis on the Mediterranean Sea, located on the coast between the mouths of the rivers Llobregat and Besòs, and bounded to the west by the Serra de Collserola mountain range.

Allen Kriesman is a legend of the Flightsim community; a master of his craft for several decades, you will know from his company Scenery Solutions, and highly popular products such as Ultimate Terrain X (UTX). We are delighted to have him on the team; not only will you see new scenery projects from Allen during 2018 and onward, but his technology will be making its way into many of our other product lines over the coming months.



Orbx CityScene is a new line of scenery products that will recreate urban centres and cityscapes around the world in incredible detail. Building upon thousands of hours of R&D over several years, Allen's ground-breaking new technology enables highly-detailed scenery, coupled with highly improved performance and optimisation compared to default city centres. Bypassing traditional autogen methods, buildings correctly replicate unusual footprints, improve on building height and type accuracy, and even add more details for an immersive experience. Vegetation, lighting, terrain, traffic, are all fully integrated.

In short, features you can expect from an Orbx CityScene product:

- Highly detailed city and urban landscapes brought to life
- Accurate and detailed buildings that go far beyond the limitations of the P3D autogen system
- Realistic photoreal/satellite orthoimagery base
- Dense and highly-accurate vegetation placement
- Road traffic, vector, mesh (DEM) and landclass where required
- Full 5 seasons (where applicable) and complete night lighting
- Important POI, landmarks and features modeled
- Optimised for the best balance between performance and detail
- 

In addition to the Barcelona Region Cityscene product, we have included a bonus version of LEBL airport to work with the surrounding CityScene. This airport is designed with the same efficient technology used in our Cityscene products.

Our bonus LEBL provides much more detail over the default LEBL airport, without any additional frame rate loss. Please keep in mind that the included LEBL airport is an added bonus and not intended to compete with heavily detailed, but resource hungry commercial LEBL airport products.

To disable the bonus airport included with this product, while retaining the use of the Barcelona CityScene:

- Run FTX Central and select "CityScene Barcelona"
- Select "Control Panel"
- Uncheck the box labeled "LEBL Airport"

You may want to disable the included bonus airport for the following reasons:

- You want to use the default LEBL airport
- You want to use any other 3rd party LEBL airport scenery packages with CityScene Barcelona

CityScene Barcelona has been tested in house with SimWings Barcelona Professional for P3D V4. To use CityScene Barcelona with the SimWings product, you should run the "Configurator For Barcelona Professional" interface that is included with SimWings Barcelona Professional product. Then, just uncheck the box labeled "Disabled Photoreal Area and City".

# Product requirements

This scenery airport addon is designed to work in the following simulators: **Microsoft Flight Simulator X**, **Lockheed Martin Prepar3D v1**, **Lockheed Martin Prepar3D v2**, **Lockheed Martin Prepar3D v3** and **Lockheed Martin Prepar3D v4**.

**Orbxlibs** is also required for full functionality.

Please visit <https://orbxdirect.com/support> to download Orbxlibs if you haven't already done so.

## Quick Installation Guide

Installing Orbx CityScene Barcelona is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

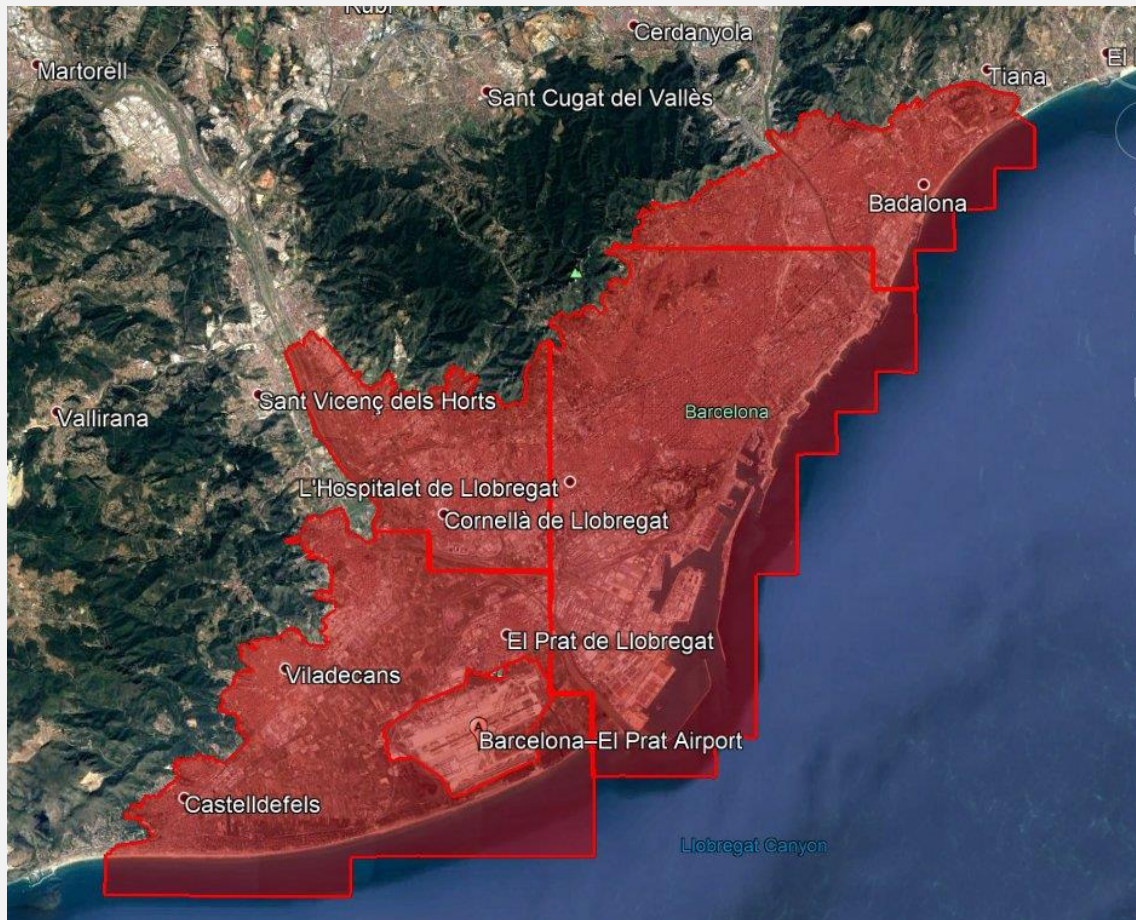
Once you have added CityScene Barcelona it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download CityScene Barcelona and then have FTX Central manage the installation for you once downloaded.

**An internet connection is required for FTX Central to validate your license.**



# Scenery Coverage Area



# Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy CityScene Barcelona the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for CityScene Barcelona
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed CityScene Barcelona
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher.

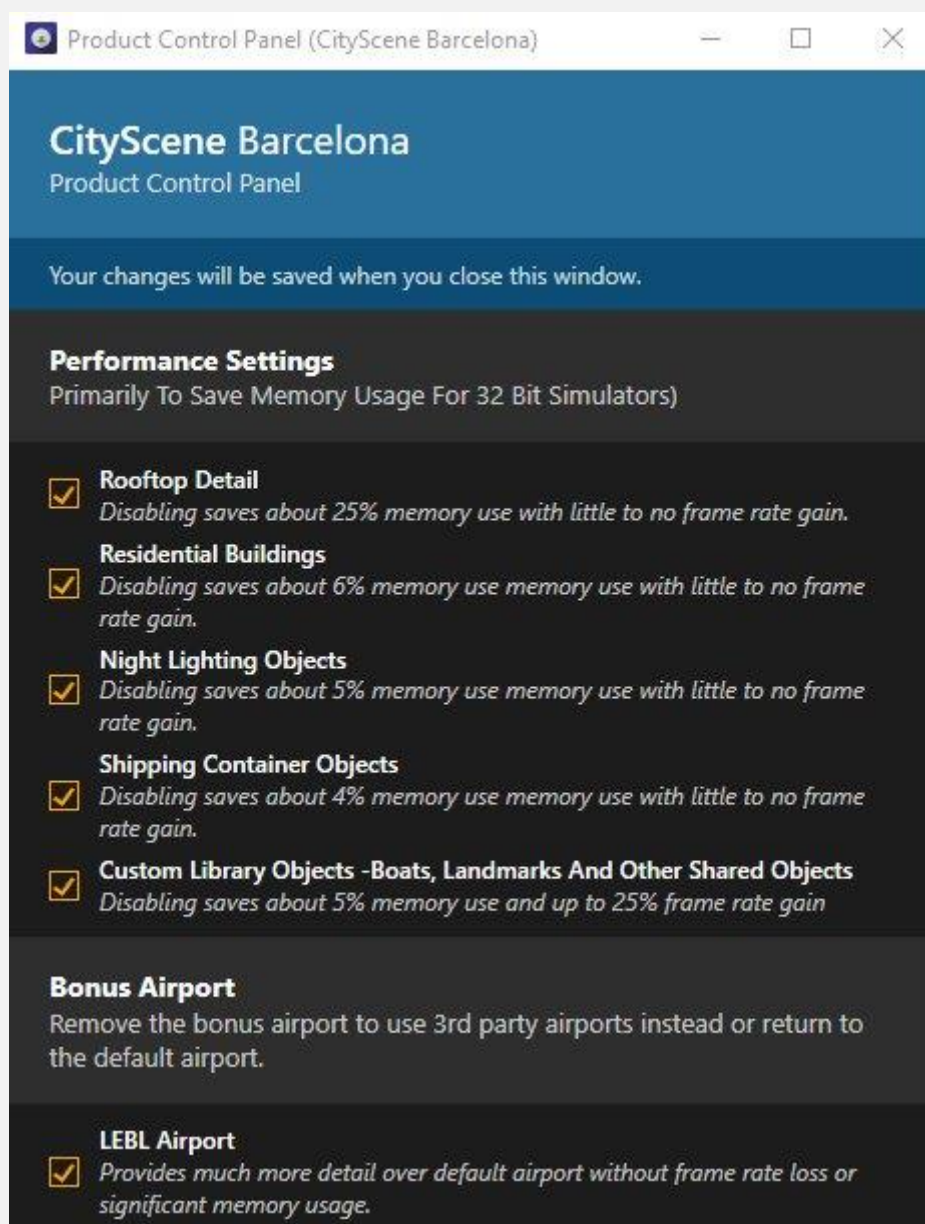
You will probably find CityScene Barcelona to be the most object dense scenery package that you have ever installed for a PC based flight simulator. Because of the technology used to dramatically reduce draw calls, despite the large number of building objects, frame rates are still quite good even without a high-end PC. However, you will probably notice longer than usual load times as all those custom objects take some time to initially load.

CityScene Barcelona is designed to be extremely efficient and give great performance. You should be able to load and fly around the scenery area using any FSX/P3D sim platform without running out of memory, using the default aircraft provided by the sim and our bonus LEBL airport.

However, 32-bit simulator platforms are limited to using only 4gb of memory, even when the PC has more than 4gb installed. Due to the 32-bit memory limitation, adding a high end additional LEBL commercial airport scenery and/or detailed aircraft may push 32-bit simulators beyond the available memory and cause a system crash.

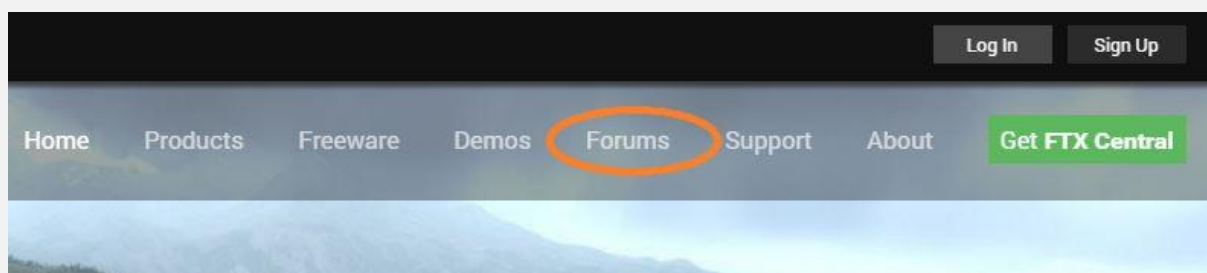
For this reason, we highly recommend the 64-bit P3D V4 as the simulator platform of choice with this scenery.

For 32-bit systems, you can also reduce the complexity of the scenery area by turning off certain features using the CityScene Barcelona Control Panel, found in FTX Central, as shown below:



# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about CityScene Barcelona or its use, please feel free to register on the forums at [orbxdirect.com](http://orbxdirect.com) and then log a support question in the FTX Payware Support Forum section. Orbx FTX experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of [orbxdirect.com](http://orbxdirect.com).

## Please do NOT email support requests

Orbx provides world-class support on our forums, and it's the only way in which you can receive support for CityScene Barcelona. Provided you adhere to the forum terms of use and have a legitimate copy of CityScene Barcelona, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

## Use the forum search function

Before you post a question, please try searching for the answer first, using the forum's built in search function located on the forum menu bar.

## What to include in your support requests

If at all possible, this is what we'd like to see provided for each request you log:

- A separate post on the FTX support forums for each issue (don't tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your CityScene Barcelona purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

# FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 79,000 members as of July 2018. To visit the forums, just point your web browser to [orbxdirect.com](http://orbxdirect.com) and from the front page click the “Forums” menu item.

You don’t need a user account to view other people’s posts and information posted by Orbx staff, but if you’d like to join in on the discussion there, simply create an account. It’s instant and no validation email is required. We like to keep things simple 😊.

We hope to see you there soon!

## Thanks for reading!

You’ve stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!



# The CityScene Barcelona Team

## Lead Developer

- **Allen Kriesman (Scenery Solutions)**

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects

## Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production Management
- **Ben McClintock:** FTX Central and website

## Beta Testing Team

John Dow, Scott Harmes, John Tavendale, Matt McGee, Jon Murchison, James Eden, Friedi Gulder, HiFlyer, Rob Abernathy



# End User License Agreement (EULA)

For the most recent version of the EULA, see [orbxdirect.com/eula](http://orbxdirect.com/eula).

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