EGLC
London City Airport
USER GUIDE AUGUST 2019
Contents

Thank you!.................................................................................................................................3
Product requirements ..................................................................................................................4
Quick Installation Guide .........................................................................................................4
Scenery Coverage Area .............................................................................................................5
Airport Information Charts ....................................................................................................6
EGLC Control Panel ..................................................................................................................8
Quick Reference Simulator Settings .......................................................................................9
Product Technical Support ......................................................................................................10
  Please do NOT email support requests ..............................................................................10
  Use the forum search function ....................................................................................... 10
  What to include in your support requests .................................................................. 10
Orbx Community Forums .....................................................................................................11
Thanks for reading! ................................................................................................................11
The EGLC Team ....................................................................................................................12
  Lead Developers ..................................................................................................................12
  Specialist Roles ..................................................................................................................12
  Beta Testing Team ............................................................................................................12
End User License Agreement (EULA) ..................................................................................13
Thank you!

Orbx would like to thank you for purchasing EGLC London City Airport for Prepar3D!

Located a stone's throw away from Canary Wharf and the financial heart of the city, London City Airport is one of the last remaining true inner-city airfields. With one of the most exciting approaches in Great Britain, flying into EGLC takes you over the iconic centre of downtown London.

Combining the latest P3D PBR technology, alongside other advanced features such as material scripting, EGLC brings this famous location to life in amazing detail and is the first complete PBR airport for P3Dv4. This is perfect for the infamous weather of London as London City Airport features dynamic ground textures that react to rain and other adverse weather conditions.
Product requirements

This scenery addon is designed to work in the following simulators: Lockheed Martin Prepar3D v4.

Orbx TrueEarth Great Britain South is also required for full functionality. The product will also work either Orbx Global Base or Orbx EU England.

What will you miss out on if you don’t have Orbx TrueEarth Great Britain South installed?

- Blending of the airport photoreal into the surrounding terrain
- Enhanced Orbx Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit orbxdirect.com/product/gbr-south to purchase your copy of Orbx TrueEarth Great Britain South if you haven’t already done so.

Quick Installation Guide

Installing Orbx EGLC is all managed by our Orbx 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 purchased EGLC it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.

You may also manually download EGLC and then have Orbx Central manage the installation for you once downloaded.

An internet connection is required for Orbx Central to validate your license.
Scenery Coverage Area

The image below shows the extent of the EGLC region scenery 30cm coverage area.

Please note that the imagery has been colour matched to Orbx TrueEarth Great Britain South. If you do not have that region installed the scenery area will not match the colour of default Prepar3D terrain or any Ortho4XP tiles you may have installed. We call this the ‘postage stamp’ effect.
EGLC Control Panel

The Control Panel can be accessed from the main Orbx Central interface by clicking the Configure button.

The Control Panel will enable you to disable or enable certain scenery features of the scenery to allow it to perform in accordance with the PC hardware you have.
Quick Reference Simulator Settings

Firstly, dragging all your sliders to the right, even with current hardware, will probably result in poor visuals, low frame rates, and potentially crashes.

We suggest that you begin your exploration of EGLC using the settings suggested below. Then, if you find performance to be acceptable, experiment with moving certain sliders to the right, although we recommend you only move one slider at a time to objectively gauge its effect.

The table below lists the minimum recommended settings required in FSX/P3D to enjoy EGLC the way Orbx designed it.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Value</th>
<th>Why?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Global Texture Resolution (FSX only)</td>
<td>Very High</td>
<td>Enables maximum display quality of object textures</td>
</tr>
<tr>
<td>Level of detail radius</td>
<td>Large (FSX)</td>
<td>Influences sharpness of textures with increasing distance</td>
</tr>
<tr>
<td></td>
<td>High (P3D)</td>
<td></td>
</tr>
<tr>
<td>Use high-resolution terrain textures</td>
<td>ON</td>
<td>Enhances distance-display of photoreal ground textures</td>
</tr>
<tr>
<td>Mesh Complexity (FSX)</td>
<td>100 (FSX)</td>
<td>Better terrain definition (= interpolation between adjacent grid elevation points)</td>
</tr>
<tr>
<td></td>
<td>Ultra (P3D)</td>
<td></td>
</tr>
<tr>
<td>Mesh Resolution</td>
<td>5m</td>
<td>5m terrain mesh resolution is the slider setting that all Orbx regions and airports are designed for. Since the slider setting governs the horizontal spacing of mesh grid points this value primarily affects the steepness of slopes adjacent to flattened areas at airports or lakes and rivers. If objects are placed on or next to such slopes they can shift a bit.</td>
</tr>
<tr>
<td>Texture Resolution</td>
<td>7cm</td>
<td>Enables maximum display quality of vector textures meaning roads, freeways, railroads, and shorelines</td>
</tr>
<tr>
<td>Scenery Complexity</td>
<td>Extremely Dense</td>
<td>Lower settings mean fewer custom objects are displayed</td>
</tr>
<tr>
<td>Autogen and scenery draw distance (P3D only)</td>
<td>Medium</td>
<td>Higher settings induce more obvious “popping in” of autogen</td>
</tr>
<tr>
<td>Autogen Density</td>
<td>Dense</td>
<td>Regulates the overall density of autogen buildings and vegetation (-20% with each slider notch to the left)</td>
</tr>
<tr>
<td>Dynamic 3D autogen vegetation (P3D V4+)</td>
<td>OFF</td>
<td>Highly recommended! Dynamic trees do not match the Orbx colours and may cause performance issues.</td>
</tr>
<tr>
<td>Road Vehicles traffic</td>
<td>15-20%</td>
<td>Decent road traffic density; higher settings cost performance!</td>
</tr>
</tbody>
</table>

We also strongly recommend disabling Dynamic 3D Autogen Vegetation (Speedtrees) in P3Dv4 as it has a major impact on performance and disables custom Orbx tree textures.
Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about EGLC or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Payware Support Forum section. Orbx 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.

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 EGLC. Provided you adhere to the forum terms of use and have a legitimate copy of EGLC, 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 Orbx support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your 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.
Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 89,000 members as of August 2019. To visit the forums, just point your web browser to 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 EGLC Team

Lead Developers

- **Russell Linn**: Groundpolygon model and texturing
- **Mark Silvester**: Terminal, static aircraft, GSE models, POI models
- **Russ White**: Train station, GSE models and ancillary buildings
- **Karl Hoybye**: POI models, animated vehicles, dynamic animations.
- **Greg Jones**: Project manager, orthoimagery, terrain adjustments.

Specialist Roles

- **John Venema**: Chief Product Officer
- **Ed Correia**: Chief Operating Officer
- **Ben McClintock**: IT Manager

Beta Testing Team

Scott Harmes, Friedi Gulder, Rob Abernathy, John Dow, Jon Murchison, Matt McGee
End User License Agreement (EULA)

For the most recent version of the EULA, see orbxdirect.com/eula.

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- the Orbx libraries associated with the Software (Orbxlibs); and
- associated printed materials, media and online or electronic documentation (Documentation),

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b) you must cease all activities authorised by this EULA; and
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You agree to defend, indemnify, and hold us, our members, managers, officers, employees and agents harmless from and against any claims, actions or demands, including, without limitation, reasonable legal and accounting fees, arising or resulting from your breach of this EULA or your uploading of, access to, or use or misuse of the Software Product.

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8.2. If we have to contact you or give you notice in writing, we will do so by email or by pre-paid post to the address you provide or confirm to us.

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We will only use your personal information as set out in our privacy policy, a copy of which is contained in our website.

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10.4. If we do not insist immediately that you do anything you are required to do under this EULA, or if we delay in taking steps against you in respect of your breaking this EULA, that will not mean that you do not have to do those things and it will not prevent us taking steps against you at a later date.

10.5. This EULA constitutes the entire statement of the agreement between you and us on the subject matter, and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.