



EGNX

# East Midlands Airport

USER GUIDE SEPTEMBER 2019



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# Thank you!

Orbx would like to thank you for purchasing EGNX East Midlands Airport!

This airport, originally developed by Gaya Simulations for X-Plane 11, has been ported over to P3Dv4 with the utmost attention to detail and accuracy.

EGNX East Midlands Airport is an international airport in the East Midlands of England, close to Castle Donington, Leicestershire, between Loughborough, Derby, and Nottingham with Leicester 20 miles to the south. The airfield was originally built as a Royal Air Force station known as RAF Castle Donington in 1943, before being redeveloped as a civilian airport in 1965.

EGNX for Prepar3D v4 is a stunning addition to any UK scenery collection. Fully integrated with TrueEarth Great Britain South, EU England or Orbx Global, this PBR rendition of East Midlands Airport features high resolution buildings, modelled cars and trucks, and HDR night lighting.



# Product requirements

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

**Orbx TrueEarth Great Britain South or EU England or Global is also required for full functionality.**

## **What will you miss out on if you don't have Orbx TrueEarth Great Britain South or EU England or Global installed?**

- Blending of the airport photoreal into the surrounding terrain

Please visit [orbxdirect.com/product/](https://orbxdirect.com/product/) to purchase your copy of Orbx TrueEarth Great Britain South or EU England or Global installed if you haven't already done so.

## Quick Installation Guide

Installing Orbx EGNX 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 EGNX 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 EGNX and then have Orbx Central manage the installation for you once downloaded.

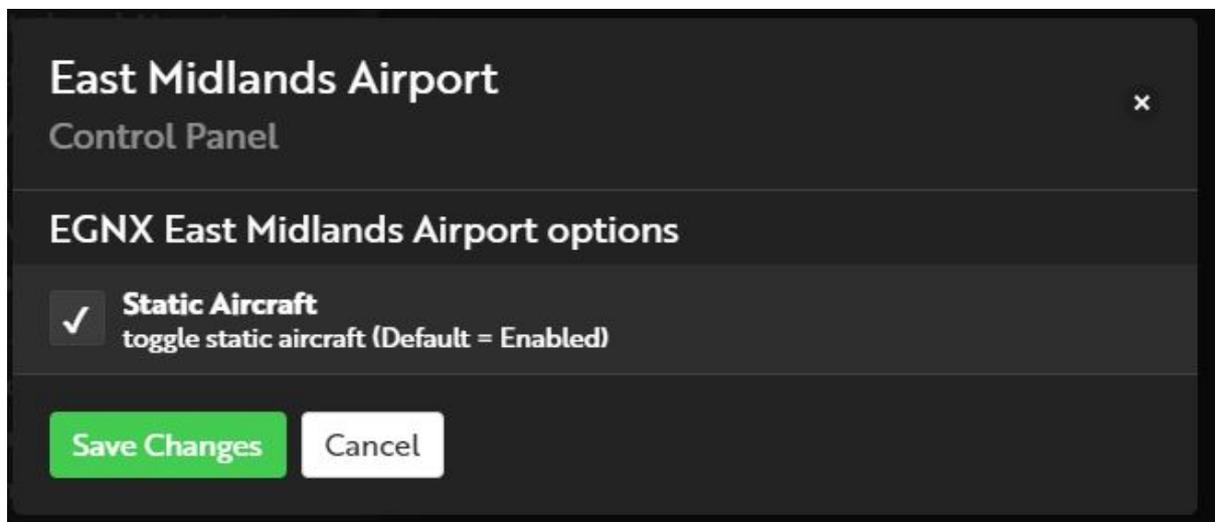
**An internet connection is required for Orbx Central to validate your license.**

# Scenery Coverage Area

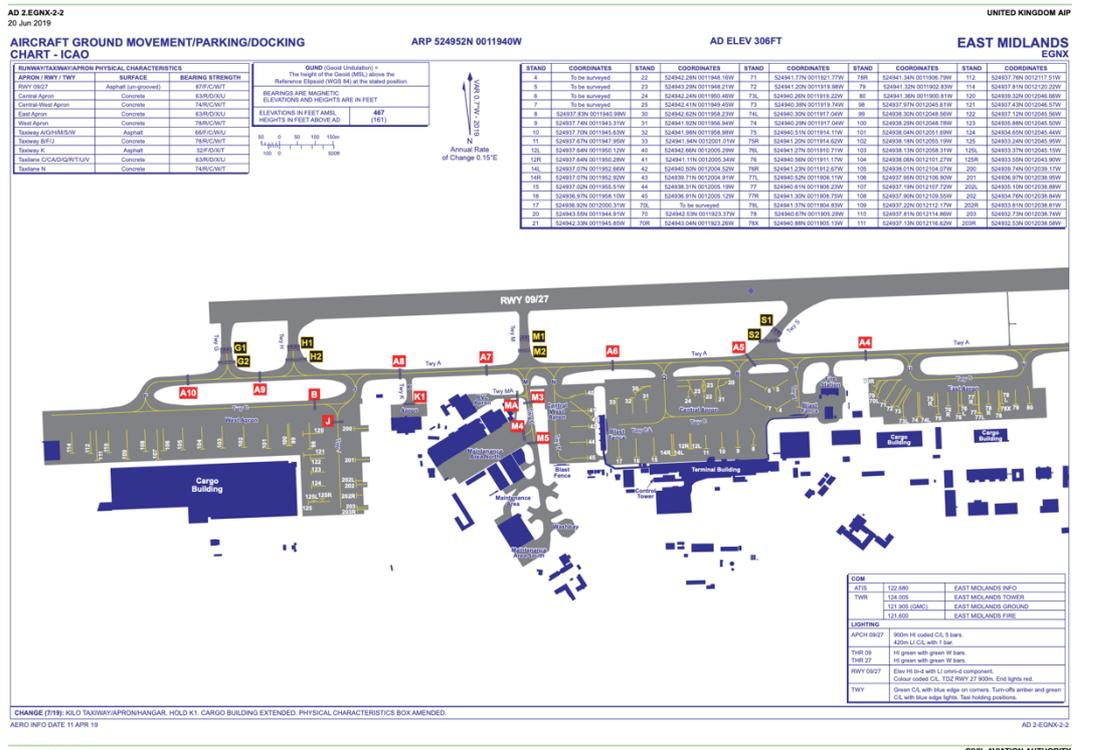
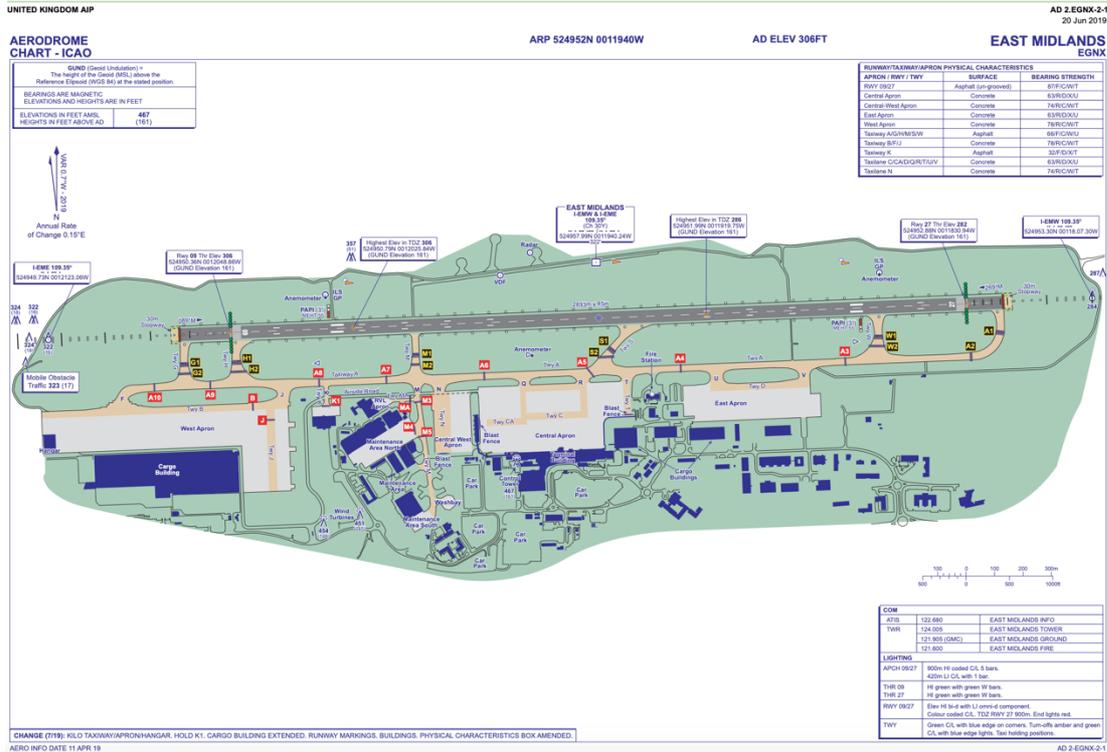


## EGNX Control Panel

The EGNX Control Panel will allow you to select the Static AI option.



# Airport Information Charts



Source: [http://www.nats-uk.ead-it.com/public/index.php%3Foption=com\\_content&task=blogcategory&id=60&Itemid=109.html](http://www.nats-uk.ead-it.com/public/index.php%3Foption=com_content&task=blogcategory&id=60&Itemid=109.html)

# 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.

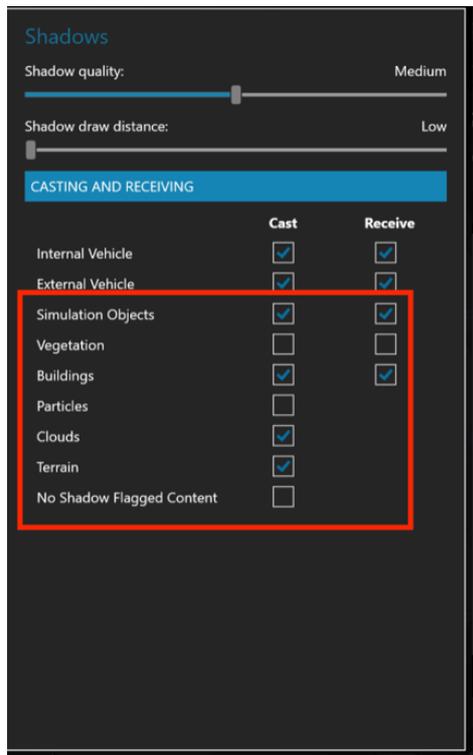
We suggest that you begin your exploration of EGNX using the settings suggested below. Then, if you find performance to be acceptable, experiment with moving certain sliders to the right, although we recommend you only move one slider at a time to objectively gauge its effect.

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

Setting	Value	Why?
Global Texture Resolution (FSX only)	Very High	Enables maximum display quality of object textures
Level of detail radius	Large (FSX) High (P3D)	Influences sharpness of textures with increasing distance
Use high-resolution terrain textures	ON	Enhances distance-display of photoreal ground textures
Mesh Complexity (FSX) Tessellation Factor(P3D)	100 (FSX) Ultra (P3D)	Better terrain definition (= interpolation between adjacent grid elevation points)
Mesh Resolution	5m	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.
Texture Resolution	7cm	Enables maximum display quality of vector textures meaning roads, freeways, railroads, and shorelines
Scenery Complexity	Extremely Dense	Lower settings mean fewer custom objects are displayed
Autogen and scenery draw distance (P3D only)	Medium	Higher settings induce more obvious "popping in" of autogen
Autogen Density (separate sliders in P3D)	Dense	Regulates the overall density of autogen buildings and vegetation (-20% with each slider notch to the left)
Dynamic 3D autogen vegetation (P3D V4+)	OFF	<b>Highly recommended!</b> Dynamic trees do not match the Orbx colours and may cause performance issues.
Road Vehicles traffic	15-20%	Decent road traffic density; higher settings cost performance!

**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.**

To ensure shadows display properly, have the following options enabled:

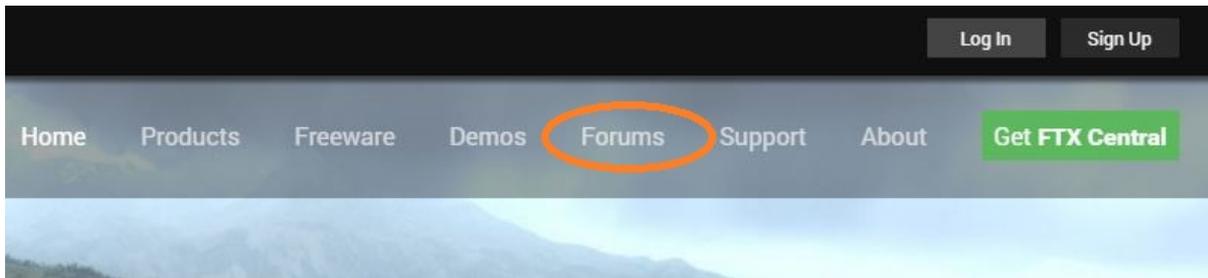


For Dynamic Lighting ensure the option is enabled and that you have set Dynamic Reflections to Medium as a minimum.



# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about EGNX 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 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](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 EGNX. Provided you adhere to the forum terms of use and have a legitimate copy of EGNX., 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 88,000 members as of September 2019. 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 EGNX Team

## Lead Developers

- **Gaya Simulations:** Fully developed the airport include all elements – Plan and implement 3D modelling, texturing, ground imagery, ground poly, autogen annotation, POI scenery object modelling

## Specialist Roles

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

## Beta Testing Team

Matt McGee, Rob Abernathy, Phil Manhart, Darryl Wightman, Nick Cooper, Friedi Gulder, Scott Harmes and John Dow



# 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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- Orbx Scenery Addon for Microsoft Flight Simulator X, Lockheed Martin Prepar3D, Laminar Research X-Plane and IPACS Aerofly (**Software**);
- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

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- 1.3. We may update or require you to update the Software Product, provided that the Software Product shall always match the description of it that we provided to you before you licensed it.
- 1.4. This Software Product is provided "as is", however ORBX will provide provision of support services in relation to the operation, installation or remedy of issues arising to the use of the Software at its official support forum at [www.orbxsystems.com/forum](http://www.orbxsystems.com/forum). Orbx reserves the right to refuse support if the Licensee violates our websites terms of use or this EULA.

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  - c) not to rent, lease, sub-license, loan, translate, merge, adapt, vary, alter or modify, the whole or any part of the Software Product nor permit the Software Product or any part of it to be combined with, or become incorporated in, any other programs;
  - d) not to provide, or otherwise make available, the Software Product in any form, in whole or in part (including, but not limited to, program listings, object and source program listings, object code and source code) to any person without our prior written consent;
  - e) not to disassemble, de-compile, reverse engineer or create derivative works based on the whole or any part of the Software Product nor attempt to do any such thing; and
  - f) not to modify, use, call GUIDs, reference, extract or in any way make use of the Orbxlibs in any software project be it freeware, donation ware or payware.

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## 4. WARRANTY

- 4.1. We warrant that:
  - a) the Software will, when properly used on an operating system for which it was designed, perform substantially in accordance with the functions described in the Documentation;
  - b) the Documentation correctly describes the operation of the Software in all material respects.
- 4.2. The warranty in 4.1 does not apply if:
  - a) the defect or fault in the Software results from you having altered or modified a Software Product; or
  - b) if the defect or fault in the Software results from you having used a Software Product in breach of the terms of this EULA.

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We may terminate this EULA immediately by written notice to you if you commit a material or persistent breach of this EULA which you fail to remedy (if remediable) within 14 days after the service of written notice requiring you to do so. Upon termination for any reason:

- a) all rights granted to you under this EULA shall cease;
- b) you must cease all activities authorised by this EULA; and
- c) you must immediately delete or remove the Software Product from all computer equipment in your possession and immediately destroy or return to us (at our option) all copies of the Software Product then in your possession, custody or control and, in the case of destruction, certify to us that you have done so.

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- 6.1. The Software Product is provided "as is," and we do not guarantee the functionality of the Software Product or a particular result from the use of the Software Product.
- 6.2. Neither ORBX, its members, managers, officers, employees, agents, nor its suppliers shall be liable to you for any loss of use, lost or inaccurate data, lost profits, failure of security mechanisms, interruption of business, delays or any direct, indirect, special, incidental, reliance or consequential damages of any kind, regardless of the form of action, whether in contract, tort (including negligence), strict liability or otherwise, even if informed of the possibility of such damages in advance.
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- 6.5. In no event does ORBX authorise you to use the Software Product in applications or systems where the Software Product's failure to perform can reasonably be expected to result in a physical injury, or in loss or endangerment of life. Any such use by you is entirely at your own risk, and you agree to hold ORBX harmless from any claims or losses relating to such unauthorised use.
- 6.6. The above disclaimers do not exclude or limit in any way our liability to you where it would be unlawful to do so.
- 6.7. You acknowledge that the Software Product has not been developed to meet your individual requirements, and that it is therefore your responsibility to ensure that the facilities and functions of the Software as described in the Documentation meet your requirements.

## 7. INDEMNITY

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.

## 8. COMMUNICATIONS BETWEEN US

- 8.1. If you wish to contact us in writing, or if any condition in this EULA requires you to give us notice in writing, you can send this to us by email to Orbx Simulation Systems at [info@orbxsystems.com](mailto:info@orbxsystems.com). We will confirm receipt of this by contacting you in writing, normally by email.
- 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.

## 9. HOW WE MAY USE YOUR PERSONAL INFORMATION

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

## 10. OTHER IMPORTANT TERMS

- 10.1. We may transfer our rights and obligations under these terms to another organisation. We will always tell you in writing if this happens and we will ensure that the transfer will not affect your rights under this EULA.
- 10.2. You may only transfer your rights or your obligations under this EULA to another person if we agree in writing.
- 10.3. Each of the paragraphs of this EULA operate separately. If any court or relevant authority decides that any of them are unlawful, the remaining paragraphs will remain in full force and effect.
- 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 merges and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.