

An aerial view of a military aircraft, possibly a fighter jet, flying over a dense urban area. The aircraft is in the foreground, and the city below is a mix of green spaces and grey buildings.

Europe

England

USER GUIDE AUGUST 2017



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Thank you!

Orbx would like to thank you for purchasing FTX EU ENG - England. FTX EU ENG has taken a team of developers over ten months to produce. It is the first region in our European series as we continue to recreate magnificent places to fly.

England

England is the largest and most populous of the four countries which make up the United Kingdom. The country is located on the island of Great Britain, the largest island in the British Isles, bordered to the north by Scotland and to the west by Wales. England covers about 130,395 square kilometres, with a distance of approximately 683km from the southernmost point at Land's End in the county of Cornwall, to the northernmost point in the county of Northumberland. It spans approximately 338km at its widest point.

The capital of England is London, this is also the capital city of the entire UK. A large percentage of the population is located around London and the south east. Other densely populated areas include Birmingham in the Midlands, Manchester and Liverpool to the North West, Newcastle in the North East and Leeds in Yorkshire. Bournemouth, in the south west county of Dorset, hosts Europe's largest free airshow - Bournemouth Air Festival ~ which has previously drawn 1.3 million visitors. The world's largest military airshow, the Royal International Air Tattoo is hosted by RAF Fairford in Gloucestershire.

Product Features

FTX EU ENG includes a range of custom-built landscapes including farmland, plains and highland to recreate the luscious rolling green hills that England is renowned for. Assortments of urban landscapes are included, exemplifying the variation found between urban areas. The scenery also includes the Isle of Wight which can be found off the south coast. The landclass textures are drawn from aerial and satellite photography of England and hand placed so as to accurately render the visual environment.

The region pack models most of the aeronautical hazards, obstacles and cultural features mapped in the VFR visual navigation charts for England. This includes towers, power lines, bridges, tunnels, golf courses, dams, lighthouses, power stations, prominent buildings, race courses, radar facilities and wind farms - all the visual aids required for VFR flying. You will also find over 170 registered airfields to land at. The registered airfields have been enhanced with the accurate placement of hangars and facilities, terrain adjustments and scheduling of GA traffic to closely match their real-world counterparts. The airports are full of people, vehicles, and aircraft and clutter making them busy locations to land at and take off from.

When flying down low and slow, you'll see a world full of English buildings and trees. Taking the lead again in pushing the boundaries of what FSX can offer, we've developed new technology making custom autogen tree models and textures. We have also modelled houses, farm facilities, factories and office blocks drawn from an extensive portfolio of photos of England's natural and built environments. Many of the countries' famous landmarks have been custom modelled and accurately hand placed inside the simulator including Stonehenge, the Angel of the North and the London 2012 Olympic Park.

The product includes an integrated network of major roads, motorways, bridges and moving vehicle traffic. Accurate shorelines, rivers, waterfalls, streams and beaches have been professionally developed from GIS data and applied for use with FTX.

Product requirements

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

Compatibility notes

Please visit <http://orbxsystems.com/forums/index.php?board=118.0> for the latest compatibility information between FTX ENG and third party addons.

FLIGHT1 - GROUND ENVIRONMENT X (GEX)

GEX is a default FSX texture replacement product and their textures will not appear inside FTX EU ENG since we use custom landclass textures which are called from within the ORBX folders only. This means you will see GEX outside the FTX EU ENG boundaries and our textures as soon as you cross over into EU ENG. There is nothing to do when flying inside FTX EU ENG. However, you may want to use FTX Central to switch to the 'Default' region when flying outside EU ENG with GEX in different parts of the world.

REAL ENVIRONMENT XTREME (REX)

FTX EU ENG is 100% compatible with REX and you do not need to do anything special to use REX whilst flying over EU ENG. In fact, most of the Orbx developers and beta testers use REX, and it is an Orbx recommended add-on.

THIRD PARTY TERRAIN MESH

EU ENG comes with a complete set of high-resolution terrain mesh files. Third-party add-on terrain mesh files are compatible as long as they do not provide a higher grid resolution than 10m (the resolution of the EU ENG terrain mesh files) and their scenery library position is of lower display priority than FTX EU ENG.

Quick Installation Guide

Installing Orbx FTX ENG 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 purchased ENG 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 ENG and then have FTX Central manage the installation for you once downloaded.

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

Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.

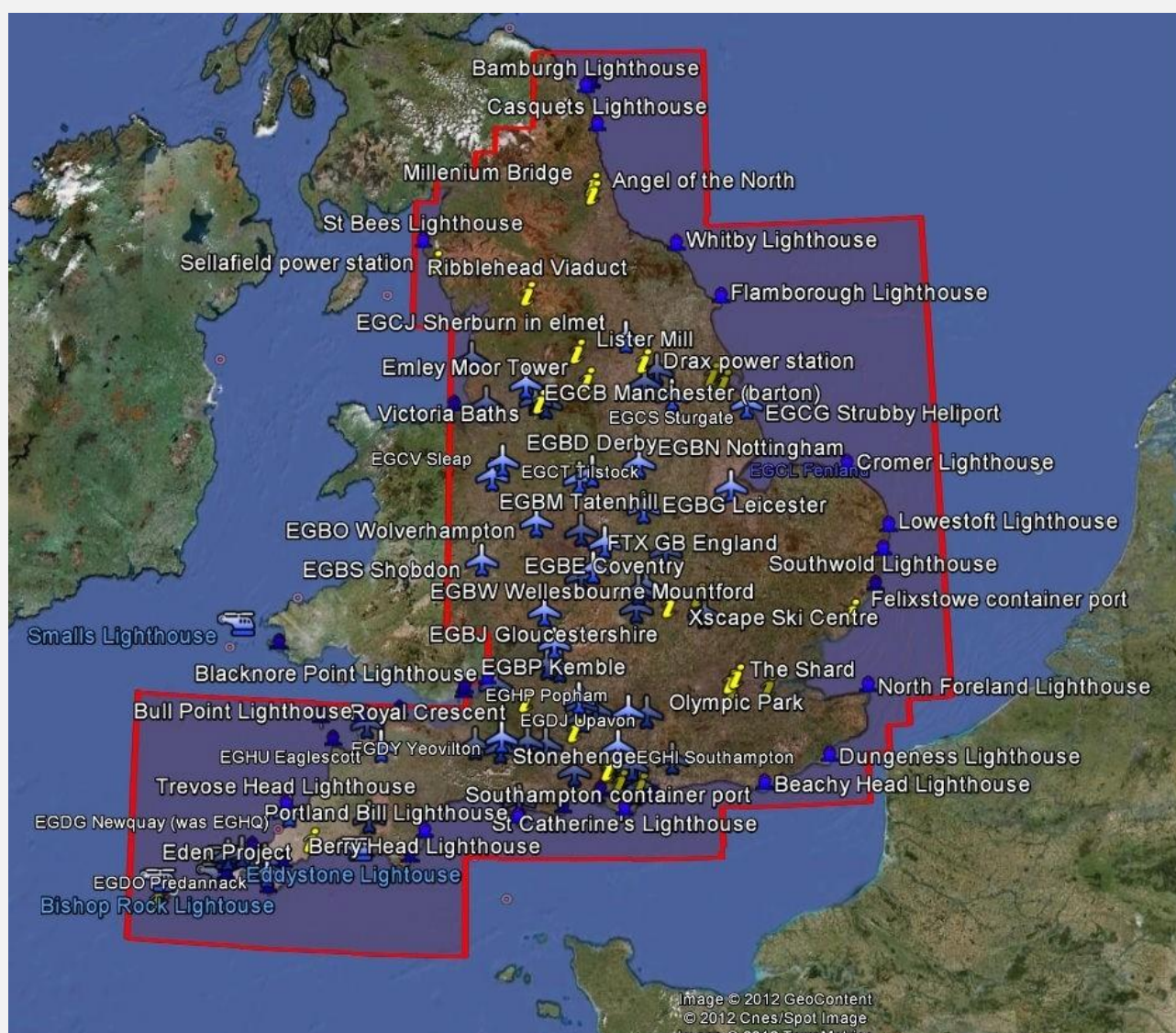


Scenery Coverage Area

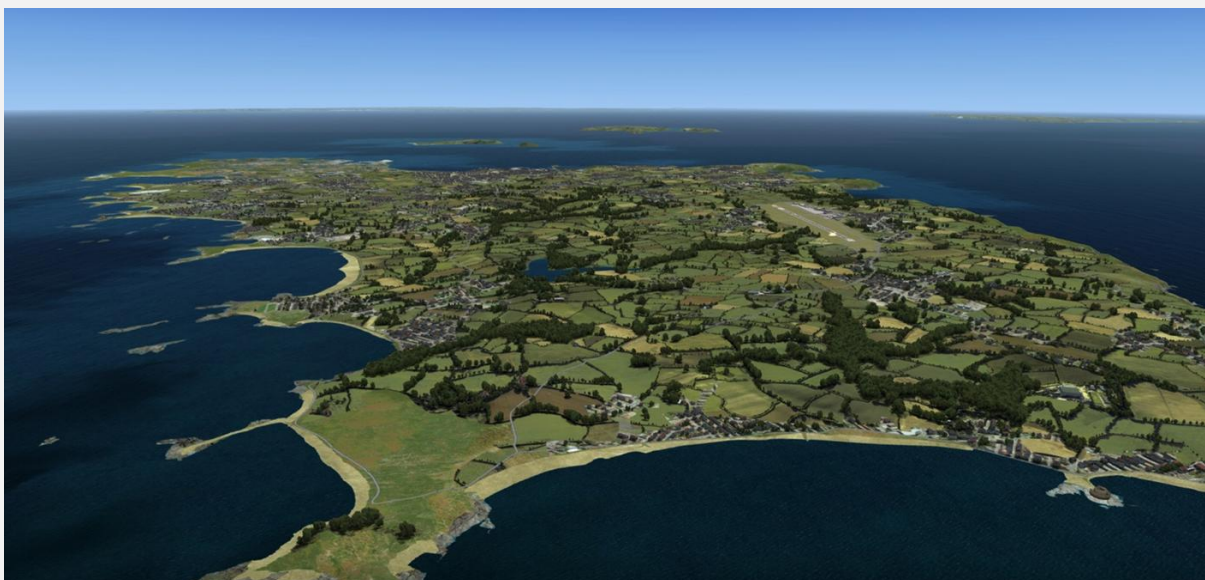
You can view the coverage and features map shown on the previous page interactively in Google Earth by loading the FTX_EU_ENG.kmz which you will find in your ORBX\User Documents folder in your FSX/P3D root folder.

Once loaded into Google Earth, you can select all or some of the features included in the scenery, and the corresponding icons will appear inside the map boundary. You can click on each item on the map for a popup balloon which provides details for that airport or POI.

This is a useful tool to begin to explore the features and points of interest included in FTX EU ENG.



Since Service Pack 5, FTX England includes The Channel Islands:



What is Custom Landclass?

Landclass are special files which reside in the scenery layer “pie”, and their role is to tell FSX what type of ground texture to place in any given square kilometre cell. In other words, landclass files tell the simulator to place a field here, a township there, forest here, and a railway yard there, and so on.

As far as we are aware, FTX is the first flight simulation product to feature totally hand-crafted landclass on such a large scale. Many global or country-specific add-on landclass products for FSX are created using various data sources and compiled using automated scripts and then manually rectified for obvious errors.

This is not so with FTX. The diagram below gives you an idea of the custom landclass which was shipped with FTX EU ENG. Every single square mile in the green highlighted areas was hand placed by our team, using a combination of many sources, including street maps, aerial photos, and topography charts to name a few

The result is nothing like you have ever experienced before, with an almost photoreal feel to all areas which have been edited, but with the added benefit of faster loading times, full five seasons’ support and hand- placed custom autogen and library objects in every single kilometre of the region



Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy ENG 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.

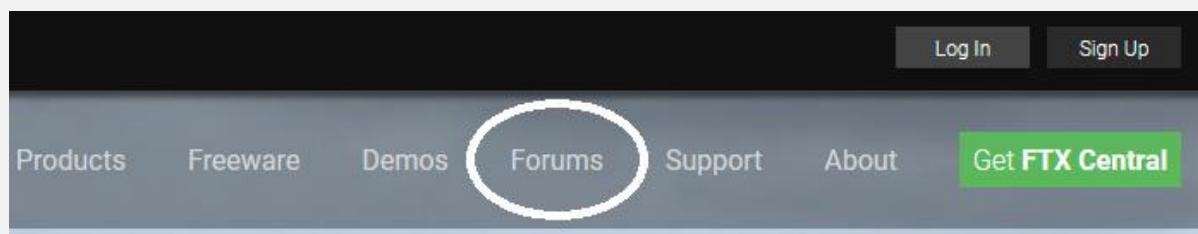
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

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 ENG
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX ENG.
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 for FTX.



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about ENG or its use, please feel free to register on the forums at 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.

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 ENG. Provided you adhere to the forum terms of use and have a legitimate copy of ENG, 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 ORDER NUMBER from your ENG 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

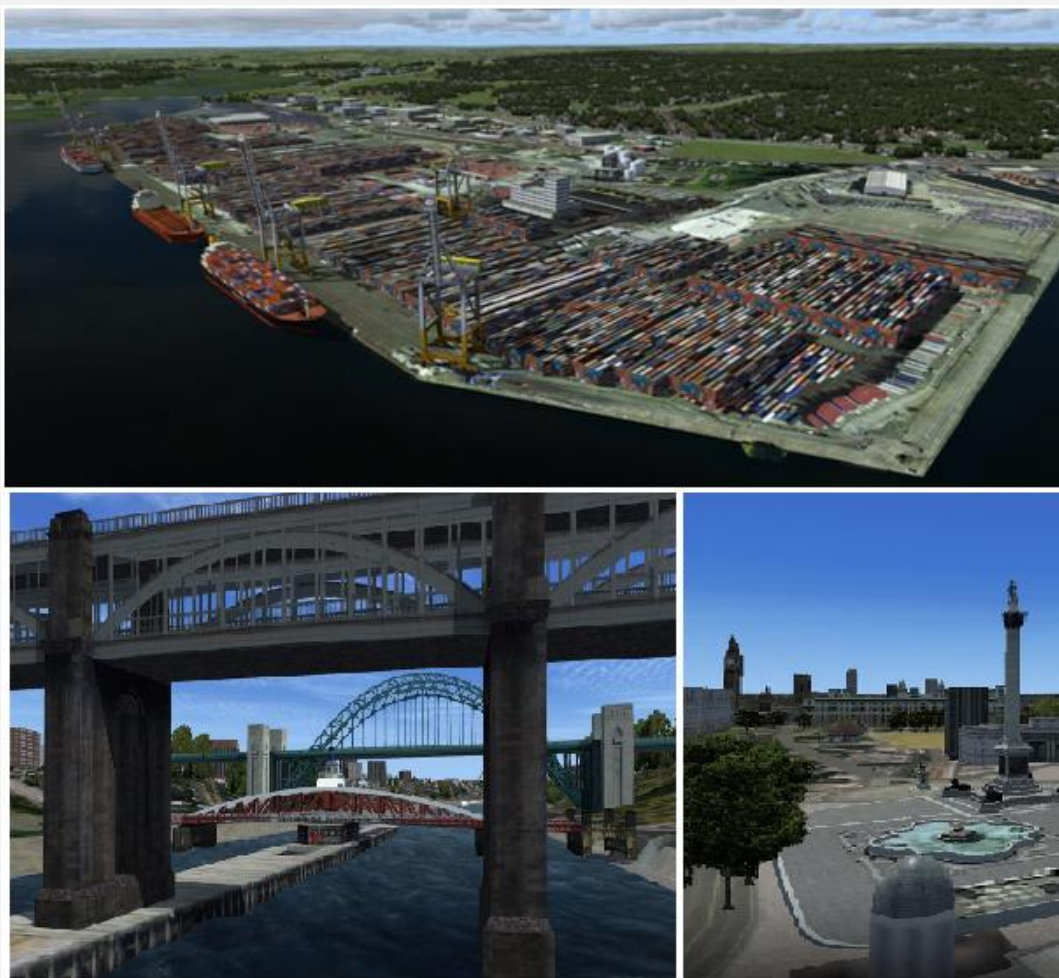
FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

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 FTX ENG Team

Lead Developers

- **Paul Webster (Project Manager):**
- **Anna Hudson, Greg Jones, James Crowther, Jonas Arrhenius, Keith Lewis, Kimberley Charles, Luke Charles, Nick Svejdal, Reece Venema, Russ Linn, Sam Hudson, Stephen Booth & Toby Venema (Hampshire team):** Texture work including landclass ground textures; all building textures; custom autogen tree textures, object placement autogen annotation; default.xml and autogendescriptions.spb edits; lclookup.bgl and terrain.cfg mods; and overall landclass texture architecture Autogen annotation; night lighting; object placement POI (points of interest) development; POI scenery object modeling and team meetings plus beta build management & custom hand-crafted landclass covering the entire region.

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Neil Hill:** Enhancement and correction of airports and airfields
- **Edward Boyte:** Development of Heathrow, Stansted and Gatwick airfields;
- **Holger Sandmann and Sascha Norman:** Geospatial data processing including vector roads and railroads, waterbodies, photoreal glaciers, terrain mesh, seasons file, waterclass and water textures, base landclass, vertical obstructions, and DOC huts; extrusion bridges; road traffic; terrain.cfg mods; m-tiles support.
- **Dr Matt Tomkins:** Landclass ground texture support
- **Alex Goff:** Custom Airport Buildings

Service Packs

- **Richard Bui:** Main lead, landclass, vectors and 3D modelling
- **Neil Hill:** Enhancement and correction of airports over the Channel Islands

Specialist Roles

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

Beta Testing Team

Eberhard Haberkorn, Even Mobaek, Friedi Gulder, Jeff Gilmour, John Dow, Kerrin Bailey, Mark Abdey, Patrick Scharnowski, Phil Manhart, Rob Abernathy, Rob Newman, Tommy Bernes, Voyager, Wolter Van Der Spoel.

Further Acknowledgements

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

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