



# FTX Global

## Iceland Demo

USER GUIDE SEPTEMBER 2016

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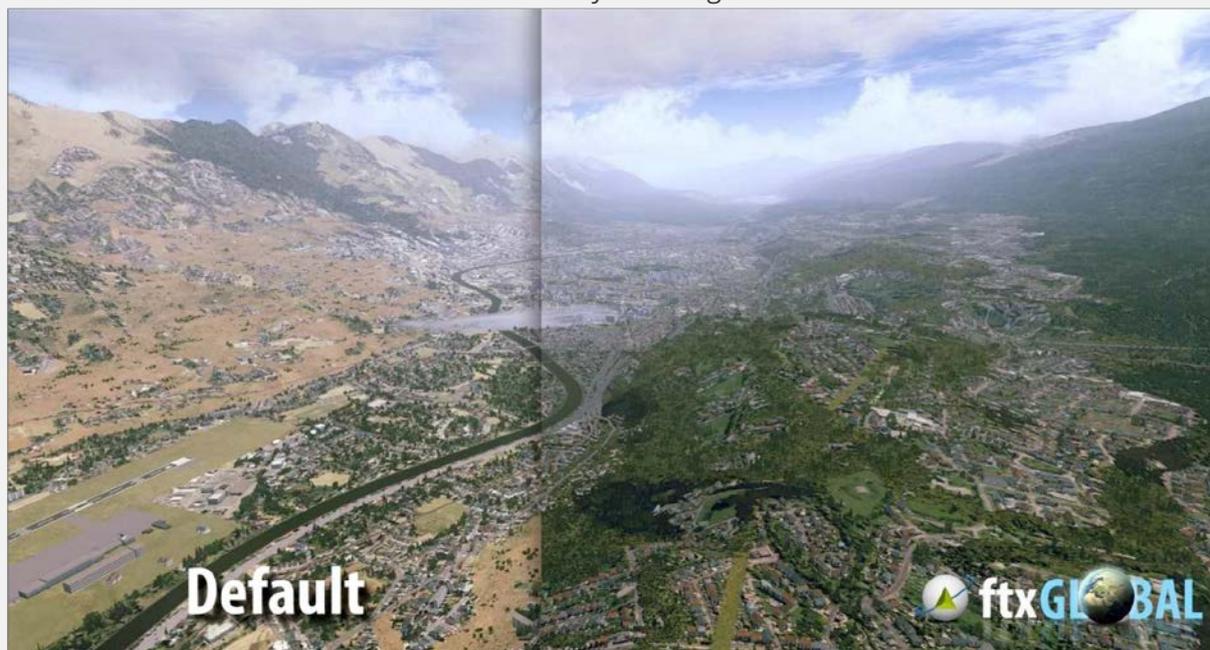
# Thank you!

Orbx and our partner developer PILOT'S would like to thank you for downloading our free FTX Global (FTX GLOBAL) Demo that covers the entire country of Iceland with the three main FTX Global product layers (BASE, openLC and VECTOR) and also includes a free demo of PILOT'S FSGlobal 2010 FTX Edition elevation mesh.

If you are new to FTX Global and have downloaded this demo to see what it's all about you'll probably want to know what the FTX Global BASE product does. This was released back in July 2013 and upgrades the entire simulator TEXTURES worldwide, more specifically:

- Replaces all the default landclass textures located in \Scenery\World\Texture with custom Orbx FTX textures
- Installs FTX Central and other supporting apps into the \ORBx folder. FTX Central and these other apps help manage all Orbx addons including FTX GLOBAL, FTX Regions and FTX Airports
- Adds 3D lights to all vector main roads all over the world. These can be turned on and off using FTX Central
- Makes corrections to the base landclass for some parts of the world, particularly in SE Asia and the USA SW area
- Adds 3D lights to all textures all over the world

So the difference between what you had before and after FTX GLOBAL is quite remarkable; we like to compare it to a complete simulator texture upgrade. However to completely upgrade the sim we are missing two vital scenery layers: landclass (which tells the sim what type of textures to place in a certain area), and vector (which defines accurate coastlines, rivers, lakes, roads and much more). This demo includes all three layers (BASE textures, openLC Landclass and VECTOR). Read on for further information about how they work together.



# 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://www.orbxsystems.com/forum/forum/80-ftx-compatibility-forum/> for the latest compatibility information between FTX Global and third party addons.

### AEROSOFT ICELAND X

This demo essentially does the same function as Aerosoft Iceland X, in that it's a landclass based scenery area. You may want to keep the upgraded airports that came with Aerosoft Iceland X in which case you will need to experiment with the scenery folders of that product to keep them enabled. For the best initial impression though, we recommend you disable all Aerosoft Iceland X scenery library entries in the simulator.

### GROUND ENVIRONMENT X (GEX)

GEX is a default texture replacement product just like FTX GLOBAL and is therefore not compatible at all. When you install this FTX GLOBAL demo its textures will take priority over any GEX textures that may have been active in Scenery\World\Texture and displayed in Iceland. However if you uninstall the demo and you still have GEX installed, its textures for Iceland will once again re-appear. In other words, if you're using GEX this installer will not overwrite or interfere with it in any way.

### REAL ENVIRONMENT XTREME (REX)

FTX GLOBAL is 100% compatible with REX and you don't need to do anything special to use REX whilst flying over FTX GLOBAL. In fact, most of the Orbx developers and beta testers use REX, and it's an Orbx recommended addon. The only thing we do is add new road textures to \Scenery\World\Texture so check after the installation if you prefer the new FTX GLOBAL roads or re-install some of your REX favorites. The choice is yours of course.

### THIRD PARTY TERRAIN MESH

This demo already contains terrain mesh for Iceland. If you already have the full FSGlobal 2010 or other PILOT'S mesh products installed, there is no need to do anything. The same applies for FSGenesis or any other mesh installed.

# Quick Installation Guide

Installing Orbx FTX GLOBAL Iceland Demo 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 FTX GLOBAL Iceland Demo to your account, you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

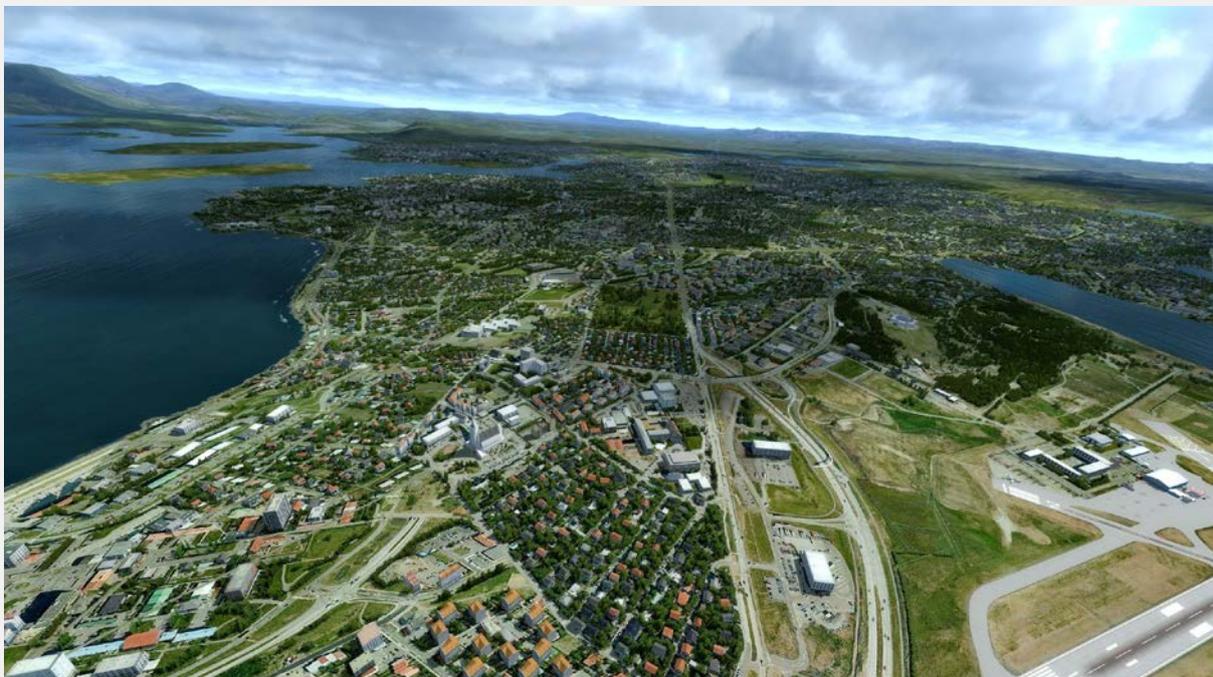
You may also manually download FTX GLOBAL Iceland Demo and then have FTX Central manage the installation for you once downloaded.

**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.*

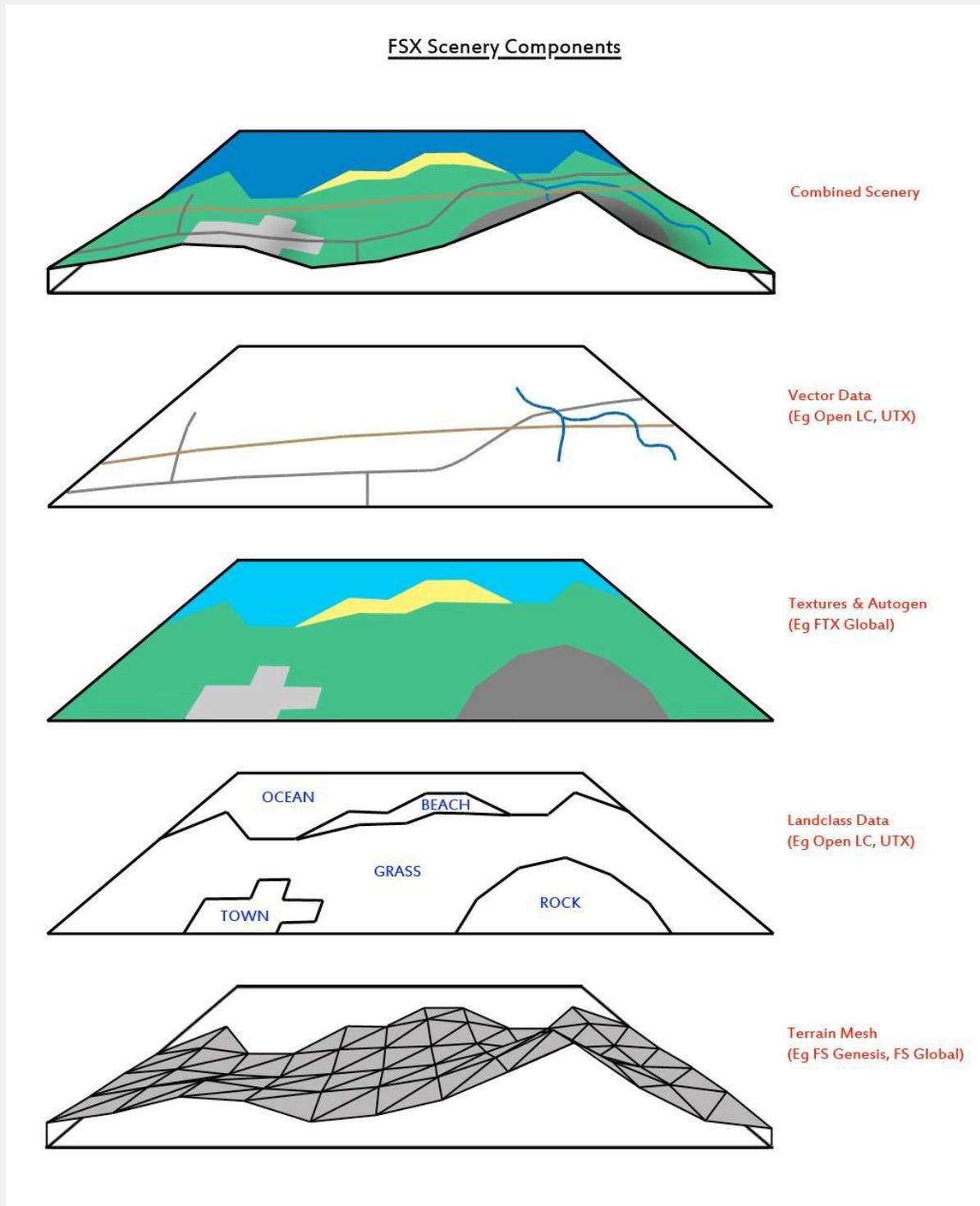
## Uninstalling the FTX Demo

To uninstall the Demo, please use the uninstall function from within FTX Central.



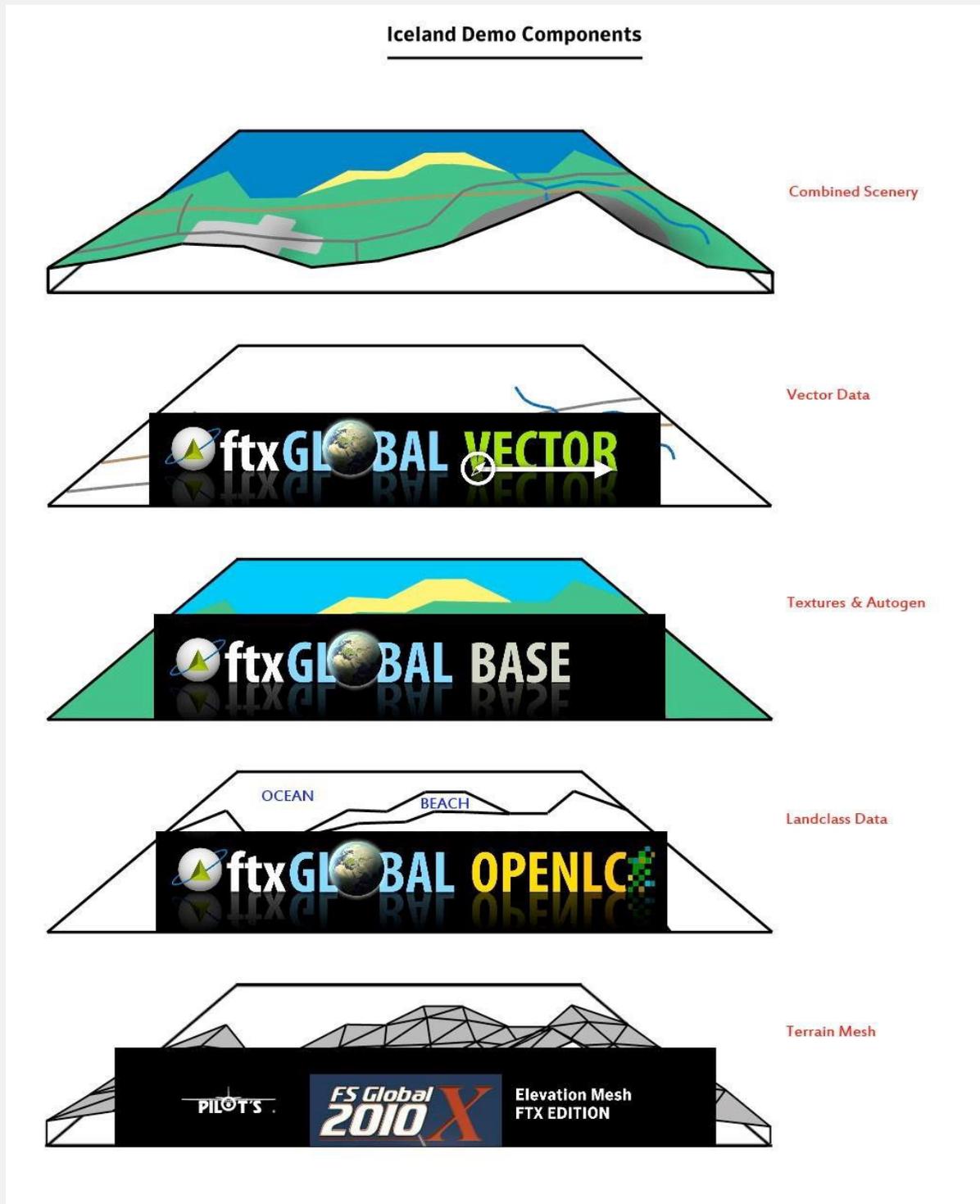
# Layers in the simulator

Orbx staffer Rob Newman created a very easy to follow chart which explains how various “layers” work for FSX (as well as Prepar3D):



# Layers in this Demo

So here is the same diagram again but this time showing how the three FTX Global products fit and where the demo mesh also fits:



## But I want all three FTX Global layers now!

So you like the demo and want to see the whole world upgraded just like Iceland was? No problem, Orbx is working hard to bring all three layers to market through and we have a roadmap below that explains the timings of these:



**FTX Global BASE** was released in July 2013 and Orbx has already updated it to version 1.1 with a patch available at [fullterrain.com](http://fullterrain.com). This base layer is feature-complete, covers the entire world with new textures and future maintenance updates will be released for free from Orbx. You can purchase and install this layer at any time. For more information about FTX Global visit [http://fullterrain.com/product\\_FTX Globallobal.html](http://fullterrain.com/product_FTX Globallobal.html)



**FTX Global VECTOR** covers the entire world with vector data in a single compact installer. This will include all features seen in the Iceland Demo such as coastlines, roads, rivers, lakes, streams, railways, moving traffic, motorways and much more. Orbx and PILOT'S will continue to refine and release free patches and upgrades to VECTOR. We very much see VECTOR as an ongoing project that will improve with time and customer feedback.

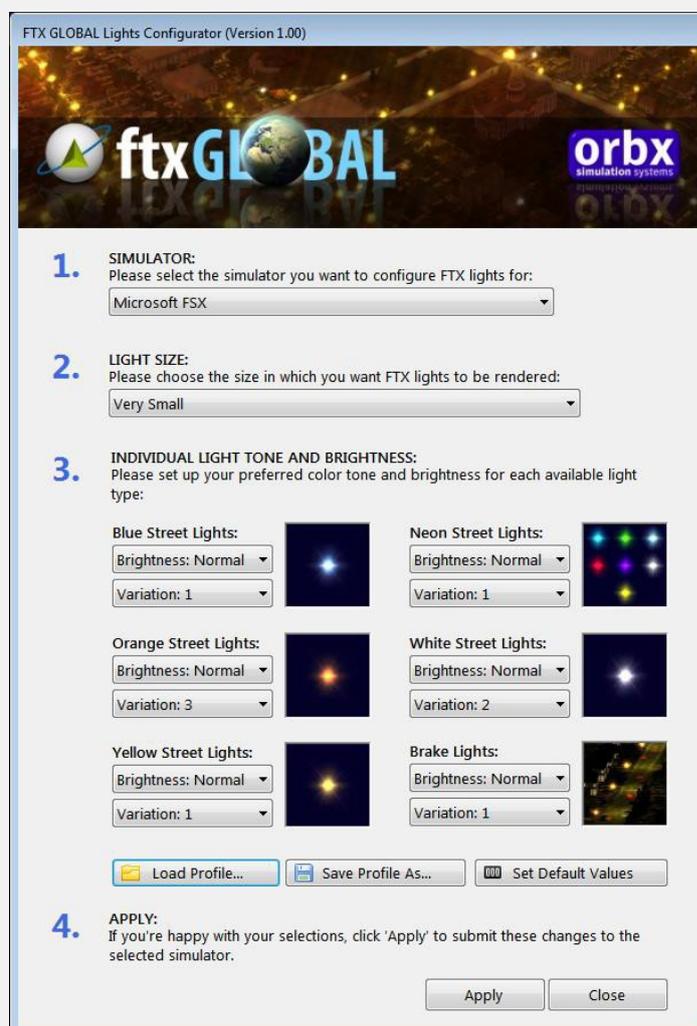


**FTX Global openLC** is a major undertaking when tackling the whole world as a single product. Since developing it involves a huge amount of manual landclass development and gathering of land usage data from a myriad of sources, we will be splitting its release into seven worldwide regions beginning with Europe. Each of these openLC packs will be very competitively priced and will also come with hundreds of MB's of unique textures that enhance the area of the world they are installed into. This means FTX Global BASE will be extended and enhanced by adding more custom ground textures in each of the openLC packs.

# The 3D Lighting System

FTX uses a 3D night lighting system developed by Orbx and exclusive to our products. This system creates multi-colored lighting for all roads in urban areas as well as on major highway interchanges. The same lighting system is also implemented as autogen objects in the landclass textures themselves, so you will find cities, towns, and rural areas depicted very accurately during your dawn/dusk and night flights.

To provide you with the most flexibility, we decided to create an optional control utility, called the "FTX Global Lights Configurator", which is available from our Freeware page -- <https://www.fullterrain.com/freeware> -- and will allow you to adjust the size, coloring, and brightness of the light points via several different presets. Its interface looks like the screenshot below. Note that you can save different profiles and also use different settings for P3D and FSX/P3D.

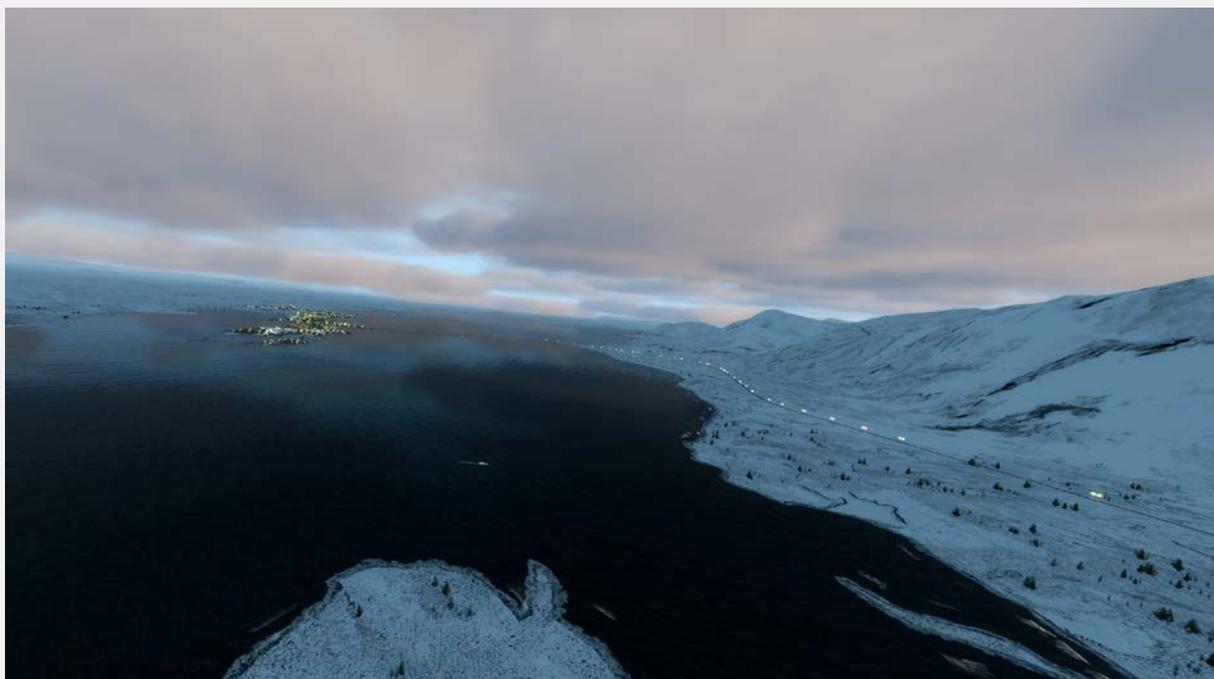


# Quick Reference Simulator Settings

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

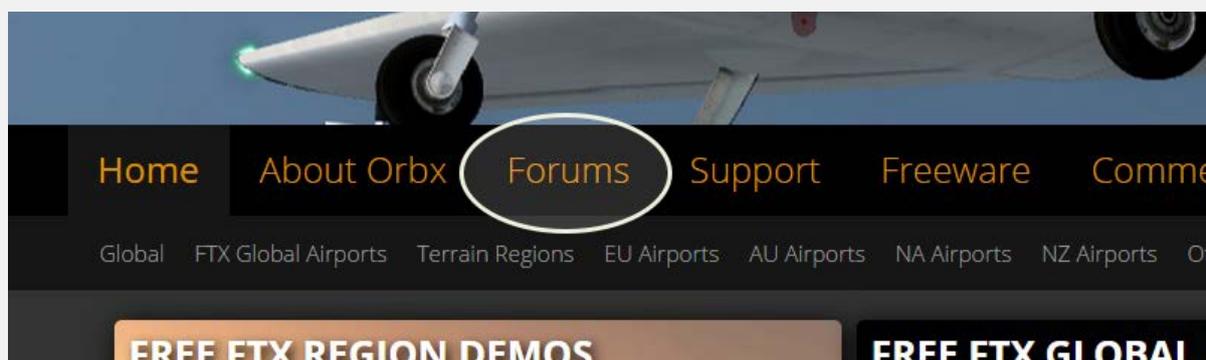
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

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 FTX GLOBAL
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX FTX GLOBAL.
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 FTX GLOBAL 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 Freeware 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 FTX GLOBAL. Provided you adhere to the forum terms of use and have a legitimate copy of FTX GLOBAL, 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).
- 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](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 FTX Global Iceland Demo Team

## Lead Developers

- **New Ground Textures and Landclass:** Eugene Krikunov
- **Autogen annotation:** Tim Harris, Martin Henare, Matt Tomkins, Eugene Krikunov, John Venema
- **Iclookup.bgl and regions R&D:** John Venema, Holger Sandmann, Eugene Krikunov
- **Vector and Mesh development:** Bernd Podhradsky, Stefan Schaefer (PILOT'S)
- **FTX GLOBAL Night lighting system:** Eugene Krikunov

## 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

Friedi Gulder, Eberhard Haberkorn, Craig Hanley, Vlad Maly, Edward Boyte, Wolter van der Spoel, Rob Newman, Misha Cajic



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

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