

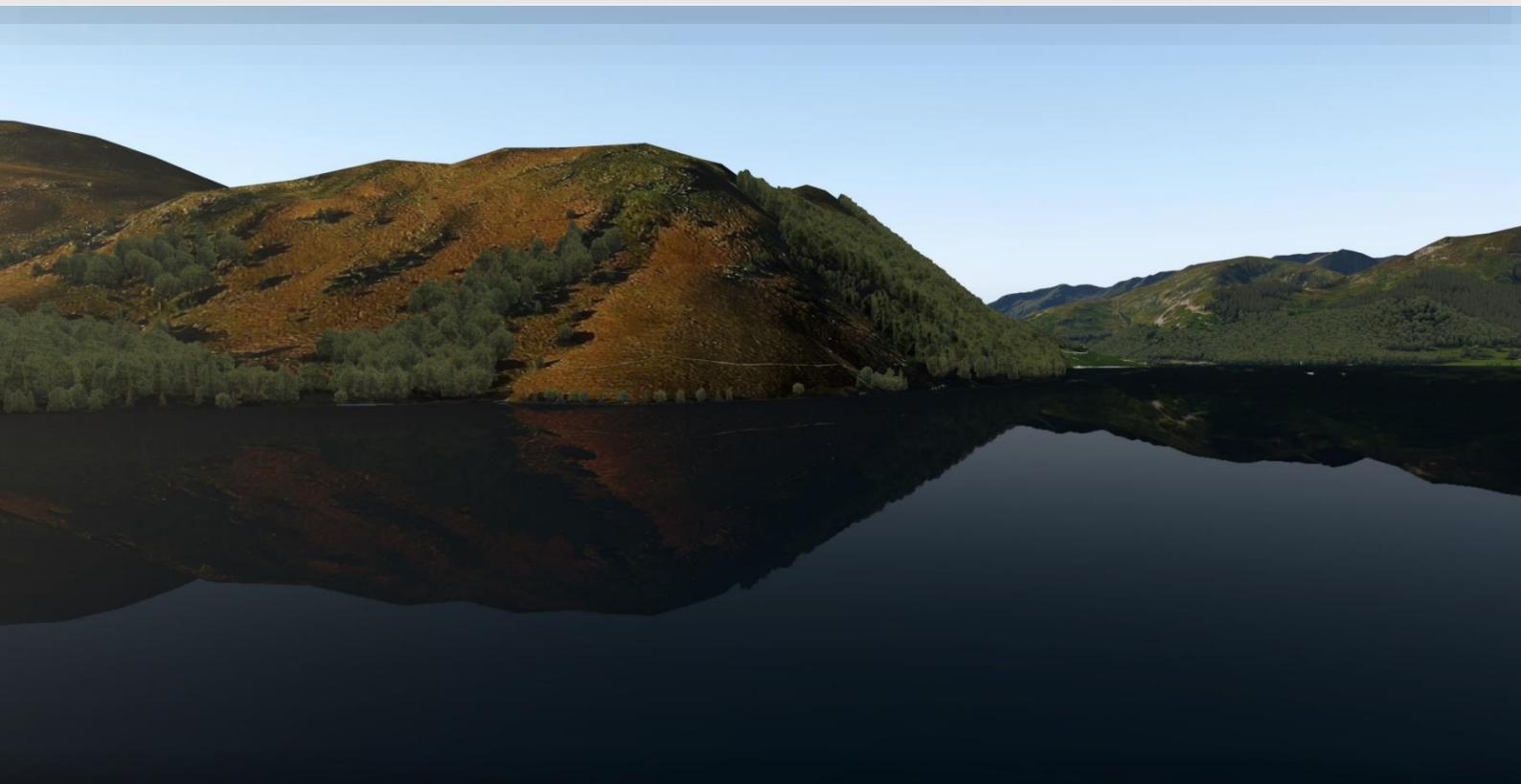


TrueEarth

# Great Britain Central

for X-Plane 11

USER GUIDE DECEMBER 2018



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# Thank you!

Orbx would like to thank you for purchasing the second instalment of the TrueEarth Great Britain series for X-Plane 11 - **Orbx TrueEarth Great Britain Central**.

TrueEarth GB Central covers a massive area of 59,383km<sup>2</sup> of hand corrected imagery covering the entire central region as shown below in the coverage map. Of particular note are metropolitan areas such as Liverpool, Manchester, and Newcastle.

We have also faithfully recreated scenic areas such as the Lake District, the Peak District, Snowdonia National Park, the North Yorkshire Moors, and the North Wales Coast/Llandudno. If you like castles and cathedrals, then you'll be excited about the hundreds of POIs, especially around Bangor, Caernarfon, Cumbria, Northumbria, and Yorkshire.

You won't find a more comprehensive and up-to-date British flying experience anywhere!



# Product Features

- 37,000 square miles (59,383km<sup>2</sup>) of hand corrected, crisp, colour-matched aerial imagery
- New autogen technology developed specially for X-Plane 11, allowing thousands of realistic looking UK-themed houses to be placed at a realistic height with minimal impact on performance
- 72.5 million individually counted trees, ensuring maximum accuracy in forest areas
- Well over 4 million buildings at the correct height and location
- VFR landmarks such as masts, windfarms, churches, power-lines, and lighthouses are all accurately placed.
- Hundreds of custom-modelled 3D POIs
- Hand-placed and custom modelled landmarks placed throughout the scenery such as bridges, skyscrapers, castles, piers, and monuments – this is especially noticeable in city areas such as Liverpool, Manchester, and Newcastle.
- Sharp and detailed 10-meter mesh brings out stunning detail in natural features such as hills and beaches
- Superb watermasking along the entire coastline
- Accurate road and rail network blended into the aerial imagery with moving left-hand drive traffic.
- Control Panel option to use photoreal major roads/motorways or synthetic X-Plane ones.
- Summer season only with night lighting provided by HDR and texture lighting



# Product requirements

This scenery airport addon is designed to work in the following simulator: **X-Plane 11**.



**NOTE:** This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 4 or Aerofly FS2.

*No other Orbx or X-Plane products are required to use Orbx TE Great Britain Central for XP11. It is a stand-alone scenery.*

## Quick Installation Guide

Installing Orbx TE Great Britain Central 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 TE Great Britain Central 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 TE Great Britain Central and then have FTX Central manage the installation for you once downloaded.

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

The installation of TE Great Britain Central will require FTX Central to convert the ortho textures and will show you the progress of the conversion process. Depending on your system's capabilities this process can take more than one hour. Textures files are downloaded in a compressed state to save on bandwidth usage and this process converts them as required.

### MacOS and Linux users

At time of publishing, FTX Central is not compatible with MacOS and Linux systems.

Please make use of the *CROSS-PLATFORM DOWNLOAD* available in your OrbxDirect account. This zip file will have the instructions for you to manually install Orbx TE Great Britain Central into MacOS/Linux as well as a script to perform the required texture conversion.

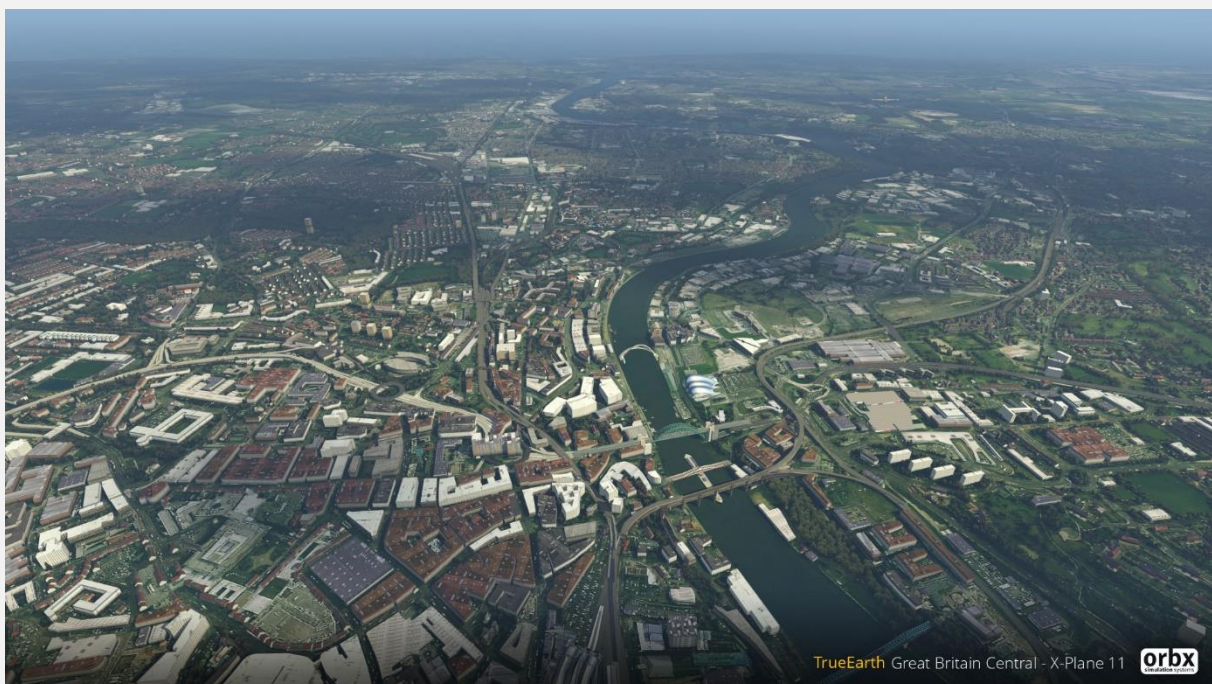
# Default X-Plane Airports in Great Britain

X-Plane is different to Prepar3D and Aerofly FS2 when it comes to default airports. Laminar Research hosts the X-Plane Scenery Gateway (<https://gateway.x-plane.com/>) which allows thousands of airports (and likely, heliports) to be contributed to X-Plane default. Once Laminar approves a user contribution, it gets added to the next patch on Steam or their own servers. This ensures a continuous programme of airports being added to the simulator.

There is a useful scenery map which shows all the airports already created for the entire world including Great Britain - <https://x-plane.cleverest.eu/>

For this reason, Orbx does not update or enhance any default XP airports in TrueEarth Great Britain because there is likely already a reasonable user community contributed version to use in the sim already.

Instead, Orbx is porting its previously published FSX/P3D HD airports from FTX England, Scotland and Wales over to XP11 as payware addons that can be bought when you need them. These will typically offer very highly detailed environments and will range from light GA strips through to B737/A320/Q400 operations.



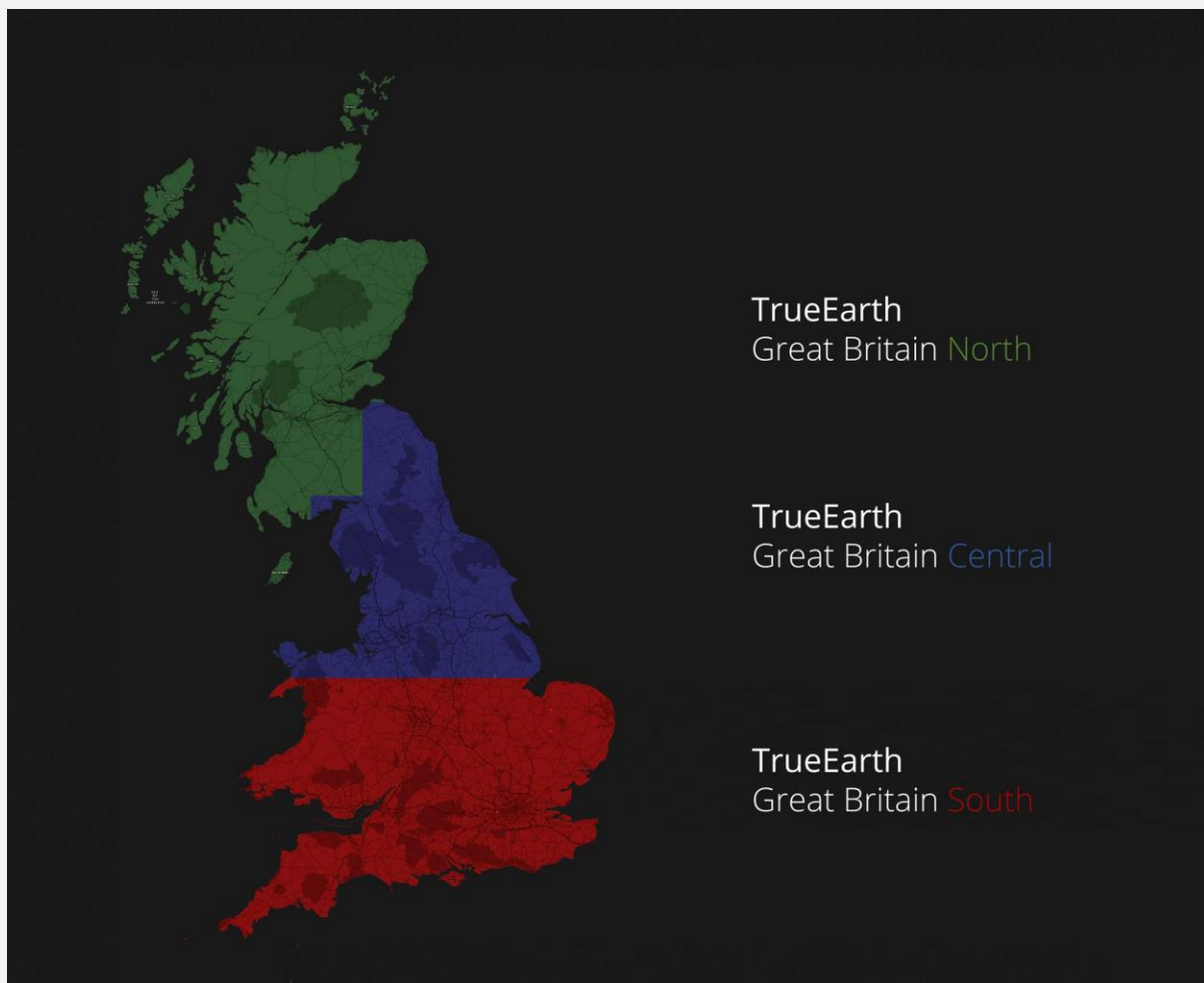
# Scenery Coverage Area

The TrueEarth Great Britain regions will be split into three distinct areas; South, Central and North.

Whereas before the FTX landclass regions split across the country borders, we cannot release the X-Plane version with the same geographical boundaries. This is due to limitations of the X-Plane engine and the only correct way to distribute mesh-based sceneries for X-Plane is by using 1-degree tiles.

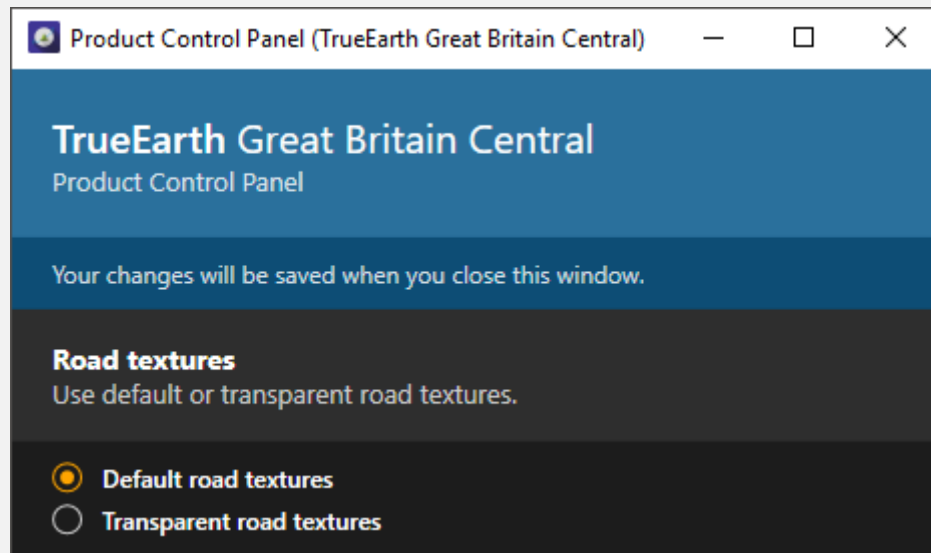
For this reason, we have split TE Great Britain into the three areas as you can see in the map below.

We will also split TE Great Britain versions for P3Dv4 and AFS2 in the same way to keep consistency of the product line between simulators as well as for efficiencies in the development cycles.



# The TE Great Britain Central Control Panel

To access the TE Great Britain Central Control Panel, just click on TE Great Britain product icon under Europe within FTX Central once the installation has completed and select "Configure this product .. [Control Panel]"



We have included as simple Control Panel option which will allow you to use photoreal major roads/motorways or synthetic X-Plane textures. If you wish to view the roads in their more natural state using photoreal markings and colours, then select 'Transparent road textures'.

Please note that changing this setting requires you to exit X-Plane first, then re-starting the sim.

## MacOs And Linux Users – manual roads toggle

In the Custom Scenery folder, inside the Orbx\_B\_GB\_South\_TrueEarth\_Overlay folder, there are two folders "roads" and "roads\_t". The "roads" folder is the textured roads that are inside X-Plane and are now enabled by default. The "roads\_t" folder are the transparent roads. To use transparent roads, rename "roads" to "roads\_x" and rename "roads\_t" to "roads".

## Compatibility Notes

Please remove scenery files which add buildings and objects to the UK., including any UK-specific scenery and ortho. This will ensure there are no conflicts.

You can keep any third party payware airports installed. Just keep in mind that if they include any ortho or ground imagery around the airport it likely won't be colour matched to TE GB.

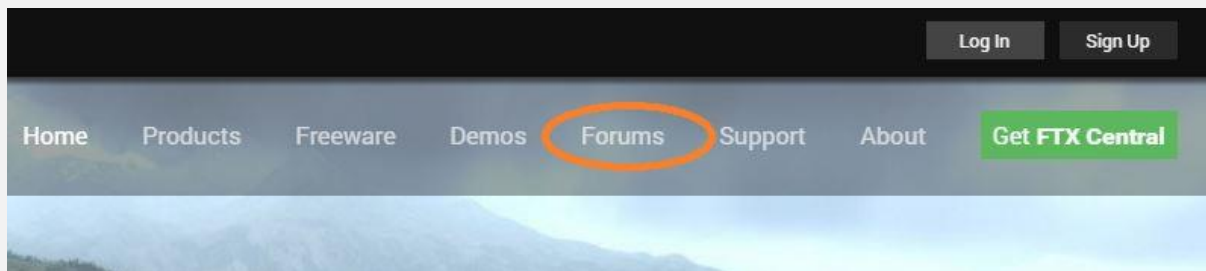
You can keep any ortho tiles above 53 degrees until TrueEarth GB Central is released.

You will need remove GBPro buildings and autogen since they will conflict with TE Great Britain.



# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TE Great Britain Central 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 TE Great Britain Central. Provided you adhere to the forum terms of use and have a legitimate copy of TE Great Britain Central, 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 TE Great Britain Central 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

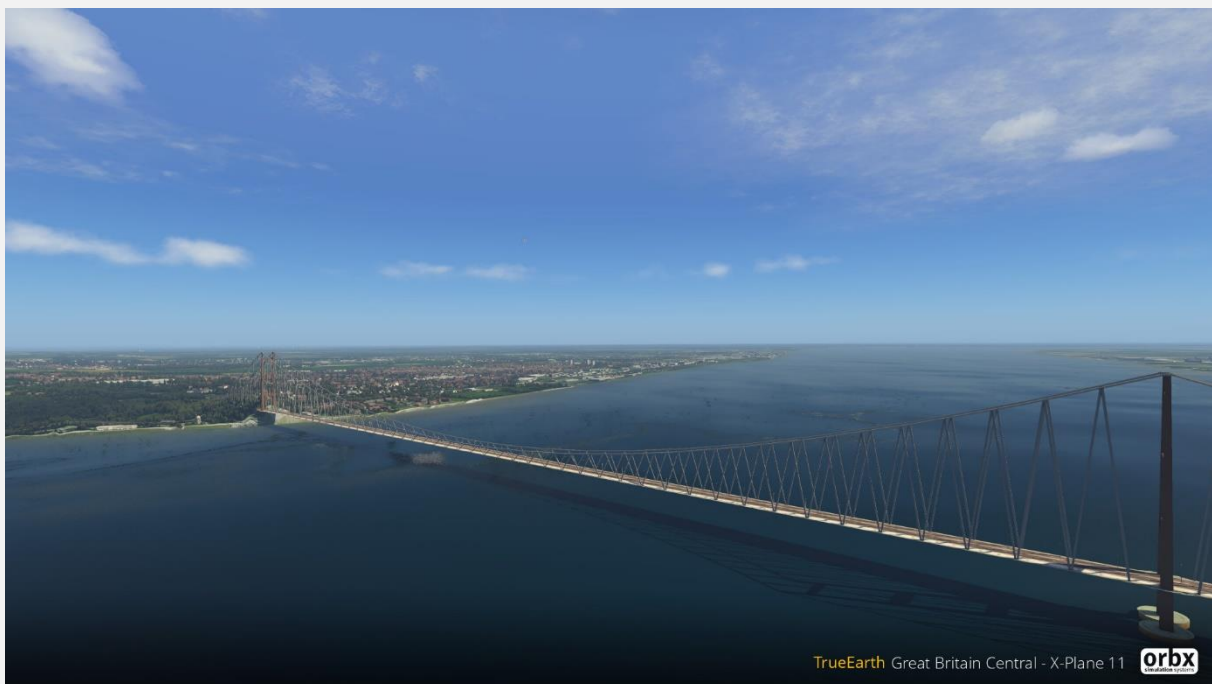
FTX already has quite a thriving and active user community on the forums, with over 83,000 members as of November 2018. To visit the forums, just point your web browser to [orbxdirect.com](http://orbxdirect.com) and from the front page click the “Forums” menu item.

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 Orbx TE Great Britain Central Team

## Lead Developer

- **Tony Wroblewski:** Project Lead, 3D modelling, all orthos, autogen & mesh

## Additional Developers

- **Aaron Scott:** 3D modelling
- **Frank Schnibben:** 3D modelling
- **Raz Goeta:** 3D modelling

## Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production management
- **Ben McClintock:** FTX Central and website
- **Jarrad Marshall:** Operations management
- **Aimee Sanjari:** Community and Marketing

## Beta Testing Team

Jon Murchison, John Lovell, Friedi Gulder, Rob Abernathy, Phil Manhart, Matt McGee, Steve Colbert, HiFlyer, John Dow, James Eden

## Further Acknowledgements

- RGB Aerial Photography - ©Bluesky International Limited, CIR Aerial Photography - ©Bluesky International Limited, Digital Terrain/Surface Model - ©Bluesky International Limited, Lidar Digital Terrain Models and Digital Surface Models - ©Bluesky International Limited, Thermal Infrared Imagery - ©Bluesky International Limited, 3D Model - ©Bluesky International Limited, 5m Contours/NDVI/Aspect/Slope - ©Bluesky International Limited
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- OpenStreetMap "© OpenStreetMap contributors" under the Open Database Licence

# 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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