



TrueEarth

Great Britain North

USER GUIDE DECEMBER 2019



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Thank you!

Orbx would like to thank you for purchasing **Orbx TrueEarth Great Britain North!**

Take flight over the North of England and Scotland with TrueEarth Great Britain North on Prepar3D. Millions of trees, thousands of points of interest and over 73,000 square KM of colour-corrected imagery make this an unmissable addition to your library. The ultra-detailed mesh means that areas such as the Scotland Highlands are as breathtaking as they are challenging to fly around.

We have faithfully recreated the beautiful areas of natural beauty including Cairngorms National Park, the Isle of Skye and Loch Ness. If you look carefully enough, maybe the mythical legend that is Nessie will make an appearance. There are plenty of historic sights to find such as the Scottish Parliament Building and of course Edinburgh Castle which sits proudly in the Scottish capital. Glasgow, Inverness and the Isle of Man have also been recreated with TrueEarth Great Britain North complete with over 50 custom 3D models.

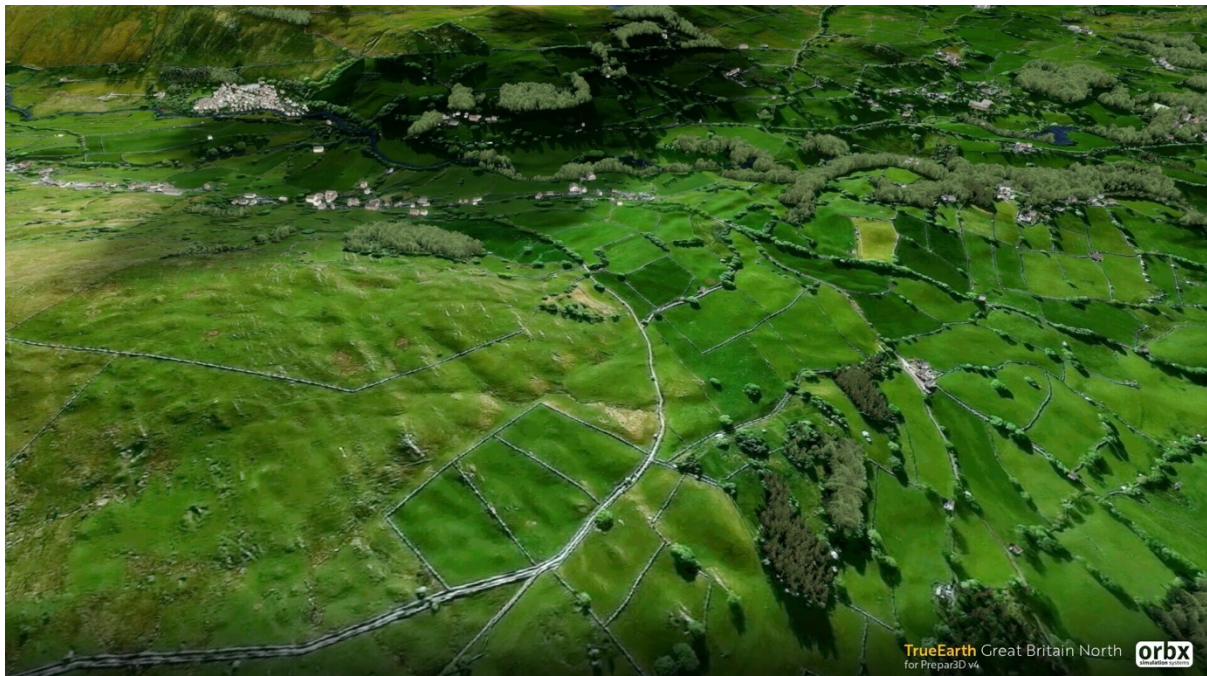
Our TrueEarth series represents innovative new technology combined with relentless hard work to provide a truly realistic representation of the area. Combining satellite imagery, hand-crafted modelling and extensive research, TrueEarth Great Britain North gives you an unparalleled experience from the comfort of your home.

This is the perfect product for those looking to scratch their fix for VFR flying around one of the most stunning places in the world thanks to the diverse range of flying. Load up your favourite GA aircraft and grab a friend as you take flight across this stunning recreation of natural beauty.



Product Features

- Over 73,000 square KM of hand-corrected, crisp, colour-matched aerial imagery
- Explore key cities such as Edinburgh, Glasgow and the Isle of Man
- Stunning recreations of Cairngorms National Park, the Isle of Skye and Loch Ness.
- Considerable performance improvements over previous TrueEarth products on P3D
- Accurate building shapes to precisely match the ortho imagery footprints
- Millions of trees accurately placed giving natural beauty to forests and other densely populated areas.
- Millions of buildings at the correct height and location for an accurate representation of busy cities and towns
- Over 1,900 salmon farms exclusive to TrueEarth Great Britain North
- VFR landmarks such as masts, windfarms, churches, power-lines, castles, stadiums 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.
- Sharp and detailed 20-meter mesh brings out stunning detail in natural features such as hills and beaches
- Superb watermasking along the entire coastline
- Summer season only with full night-lighting supported
- Fully compatible with Orbx Global and OpenLC Europe



Product requirements

This scenery addon is designed to work in **Lockheed Martin Prepar3D v4**.

Orbxlibs is also required for full functionality.

Quick Installation Guide

Installing Orbx TrueEarth Great Britain North 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.

TrueEarth sceneries are large and TrueEarth Great Britain North is no exception. Due to the large sizes and number of files, downloading and installing will take some time – so please be patient.

Once you have purchased TrueEarth Great Britain North 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 TrueEarth Great Britain North and then have Orbx Central manage the installation for you once downloaded. Similarly, this will take time as well as Orbx Central extracts a large number of zip files.

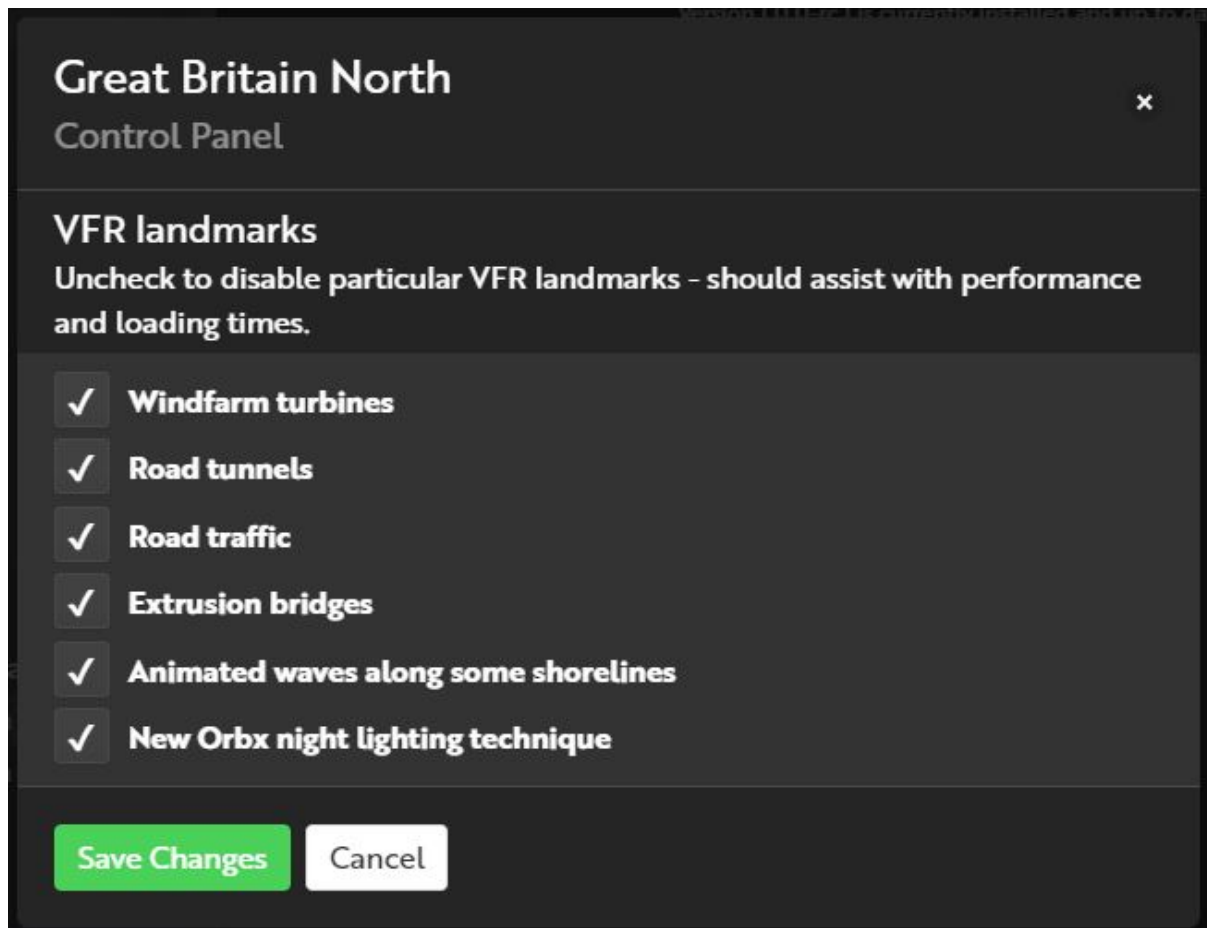
An internet connection is required for Orbx Central to validate your license.



TrueEarth Great Britain North Control Panel

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



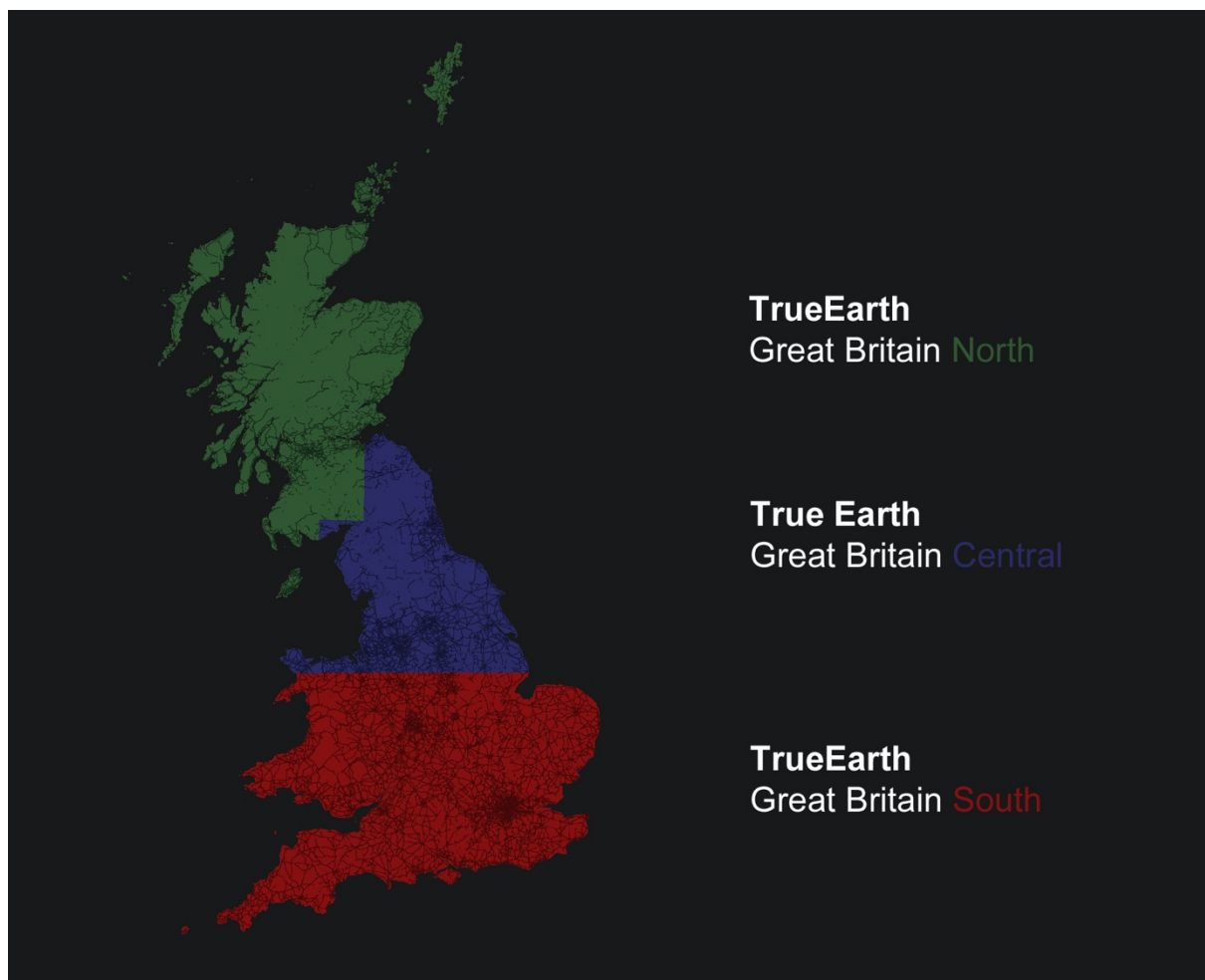
Scenery Coverage Area

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, the X-Plane version could not have been split 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 have split TE Great Britain versions for P3Dv4 in roughly the same way to keep consistency of the product line between simulators as well as for efficiencies in the development cycles.



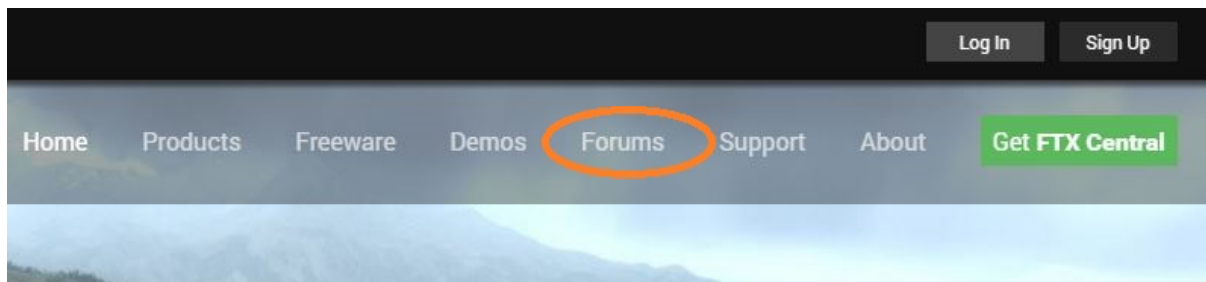
Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy TrueEarth Great Britain North 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.

Setting	Value	Why?
Global Texture Resolution (FSX only)	Very High	Enables maximum display quality of object textures
Level of detail radius	High (P3D)	Influences sharpness of textures with increasing distance
Use high-resolution terrain textures	ON	Enhances distance-display of photoreal ground textures
Mesh Complexity Tessellation Factor(P3D)	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 of aerial imagery textures
Scenery Complexity	Extremely Dense	Lower settings may be advisable if you're struggling with performance problems (low FPS) - particularly in densely populated areas."
Autogen and scenery draw distance	Medium	Higher settings may induce obvious "popping in" of autogen. Users of high end systems may benefit from the ability to set this higher to see a more realistic "3D depth" of scenery
Autogen Density (separate sliders in P3D)	Extremely 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	Highly recommended! 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!
Shadows Casting/Receiving: Vegetation	Off/Off	Looks great if turned on but has a serious impact on performance. Only recommended for very, very high-end systems in conjunction with high autogen settings

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TrueEarth Great Britain North 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 Netherlands TrueEarth. Provided you adhere to the forum terms of use and have a legitimate copy of Netherlands TrueEarth, 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 TrueEarth Great Britain North 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 90,000 members as of November 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 TrueEarth Great Britain North Team

Developers

- **Sascha Normann:** Lead developer and project management

Additional Orbx Developers

- **Tony Wroblewski:** TE GB South X-Plane 3D modelling, orthos, autogen & mesh
- **Orbx Team:** Orbxlibs objects
- **Gaya Sim:** POIs
- **Frank Schnibben:** 3D modelling
- **Richard Bui:** 3D modelling
- **Sylvain Delepierre:** 3D modelling

Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production management
- **Ben McClintock:** IT Manager

Beta Testing Team

Ross Casey, Darryl Wightman, John Dow, Friedi Gulder, Matt McGee, Rob Abernathy, Nick Cooper, Phil Manhart

Further Acknowledgements

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Special Thanks

Arno Gerretsen for his insanely useful FS development tools!

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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
- 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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