TrueEarth

Great Britain South

USER GUIDE FEBRUARY 2019
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Thank you!

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

TrueEarth is a game-changing product for the Orbx; where we have combined the full suite of features from our Region sceneries, with a completely photoreal terrain base, a feature previously limited to our airports.

TrueEarth Great Britain South is far more than a traditional photoreal product, it features comprehensive (and complete) building and vegetation placements, thousands of hand-placed landmarks and POI, complete seasonal and night variations, integrated GIS components and hand-edited textures.

Ground-breaking technology has gone into bringing you the most detailed and accurate terrain product ever seen in a flight sim to date; we are very excited at what this product represents.

Many of the components found in TrueEarth Great Britain South are a natural evolution from our existing lines; for example, we are leveraging CityScene technology, expert GIS technology found in our latest Regions, advanced night lighting from ORBX Global Base and openLC, proprietary autogen techniques previously seen at Innsbruck, Berlin (GEN) and Munich (GES), and many more.

TrueEarth regions will also sit alongside landclass-based regions; both types of Regions will be continued to be developed into the future.
Product Features

- 42,000 square miles of hand corrected, crisp, colour-matched aerial imagery
- VFR landmarks such as masts, windfarms, churches, power-lines, and lighthouses are all accurately placed
- Summer season only with full night-lighting supported
- 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 London and along the coast
- Hundreds of custom-modelled 3D POIs
- Sharp and detailed 10-meter mesh brings out stunning detail in natural features such as hills and beaches
- Superb watermasking along the entire coastline
- Fully compatible with neighbouring regions (GES, GEN), 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 South 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. **You will require FTX Central version 3.3 or above for TrueEarth, so please ensure it is kept updated.**

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

FTX Central 3.3 or above will allow you to manually set the Temp location for downloading and extraction. Please use this feature to manage any issues with space restrictions.

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

**An internet connection is required for FTX Central to validate your license.**
TrueEarth Great Britain South Control Panel

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

The Control Panel will enable you to disable or enable the tidal photoreal areas installed with the England and Wales Regions. We recommend checking the selection boxes so as to disable the photoreal installed with Regions.

Please note that if you do not have a Region installed, the Control Panel will not display any options as shown below.

![Control Panel Image](image-url)
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 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.
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 South 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.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Value</th>
<th>Why?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level of detail radius</td>
<td>Large</td>
<td>Reduces blurring of textures.</td>
</tr>
<tr>
<td>Global texture resolution</td>
<td>Max</td>
<td>Displays photoreal textures best.</td>
</tr>
<tr>
<td>Mesh resolution</td>
<td>5m</td>
<td>5 m is required for TrueEarth</td>
</tr>
<tr>
<td>Texture resolution</td>
<td>7 cm</td>
<td>Sharpest roads and freeways.</td>
</tr>
<tr>
<td>Scenery complexity</td>
<td>Extremely Dense</td>
<td>How Orbx designed TrueEarth.</td>
</tr>
<tr>
<td>Autogen density</td>
<td>Dense</td>
<td>Best FPS vs detail.</td>
</tr>
<tr>
<td>AI traffic</td>
<td>10-50%</td>
<td>Recommended for this scenery.</td>
</tr>
<tr>
<td>Land and Sea traffic</td>
<td>15%</td>
<td>No need to set higher for Orbx.</td>
</tr>
</tbody>
</table>

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.
Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TrueEarth Great Britain South 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 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 FTX support forums for each issue (don't tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your TrueEarth Great Britain South 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 84,000 members as of January 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 South Team

Developers
- **Eugene Krikunov**: Lead developer and project management

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

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

Beta Testing Team
Ross Casey, Darryl Wightman, John Dow, Friedi Gulder, Matt McGee, Rob Abernathy, Nick Cooper, Phil Manhart, Tim Harris

Further Acknowledgements
End User License Agreement (EULA)

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

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