FTX Global

Base Pack

USER GUIDE SEPTEMBER 2016

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Thank you!

Orbx would like to thank you for purchasing FTX Global (FTXG), which is the culmination of over six years of texture development now combined into a single product to cover your whole Flight Simulator X or Prepar3D world with the renowned Orbx FTX textures.

What FTX Global Does

If you are reading this User Guide you have likely already installed FTXG and perhaps taken your first flight to discover the difference. However for the sake of providing a documented definition here is what FTXG does:

•   Replaces all the default landclass textures located in \Scenery\World\Texture with custom Orbx FTX textures

•   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

So the difference between what you had before and after FTXG is quite remarkable; we like to compare it to a complete simulator upgrade.

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 FTXG and third party addons.

ULTIMATE TERRAIN X (UTX)

FTX Global is fully compatible with UTX, since we replace the landclass textures that are also called by UTX. You have a lot of configuration options available using the UTX config tool and we recommend you take time to explore what works best when FTXG and UTX are combined. We do recommend that the UTX lighting be disabled if you have a high FPS impact with them on, but this is entirely your choice of course.

GROUND ENVIRONMENT X (GEX)

GEX is a default texture replacement product just like FTXG and is therefore not compatible at all. When you install FTXG you will replace any GEX textures which may have been active in Scenery\World\Texture. We do recommend that you firstly uninstall your GEX before installing FTXG, then also using the backup option from our installer to make a backup of the default textures. Please check the compatibility forums at the above link for more information.

REAL ENVIRONMENT XTREME (REX)

FTXG is 100% compatible with REX and you don't need to do anything special to use REX whilst flying over FTXG. 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 FTXG roads or re-install some of your REX favorites. The choice is yours of course.

THIRD PARTY TERRAIN MESH

FTXG does not include any terrain mesh files. Mesh is used to provide the definition of mountains and undulating terrain so the smaller the distance between each mesh point (the resolution), the better defined these features look in the simulator. We recommend you check the compatibility forum in the link above or the FTX forums to research what the best terrain mesh product is for FTXG. Orbx will also be partnering with other vendors on mesh and other products for FTXG so keep checking our website and forums for announcements about that. Initially though, we simply recommend using FTXG using the standard default mesh and see how you find that experience.

Quick Installation Guide

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

You will be provided the option to back up your default textures in the installation process of FTX Global.

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.

Orbx FTX openLC Demo

FTXG includes a demo of openLC, our landclass enhancement series of products available from Orbx to enhance your FTXG your flying experience ever further. What openLC stands for is "open source data landclass", meaning we use OpenStreetMap (OSM) http://www.openstreetmap.org/copyright and public domain data sources to assemble much more accurate land usage definition files for seven worldwide areas as shown in the map below:

FTXG comes bundled with a demo of what openLC does to improve the landclass; the Baltic States in Eastern Europe. The map below shows the coverage area of the openLC Baltics demo and we recommend a flight commencing at EVRA Riga Intl Airport in Latvia and then heading east towards the capital city of Riga.
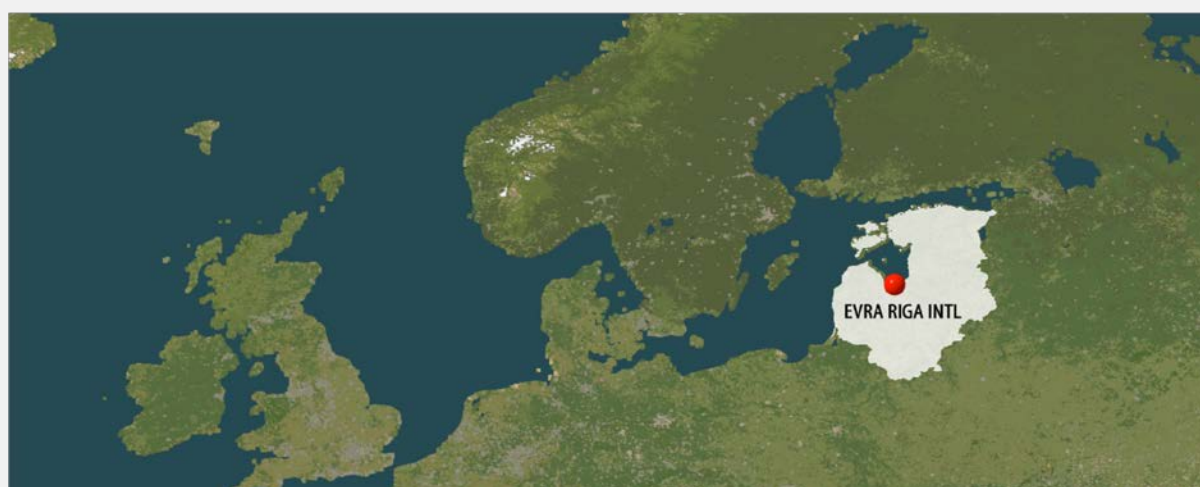
The first thing you will notice about openLC is that the textures in the simulator are much more diverse and have less repetition with virtually no "checkbox effect". The two images below are what you can expect to see when flying out of EVRA Riga International Airport. Also look for unique 'old city' textures in Riga.

Check the Orbx FTX website for more information about how to purchase the seven openLC addon packs as they are released.

Worldwide Landclass Fixes

To fix some very blatant omissions to landclass in Asia and parts of Europe and South America, we have included some openLC base landclass fixes with FTX Global. The map below shows the areas highlighted where we have edited the base landclass to make better use of the textures available.


Worldwide LC fixes included with FTX Global
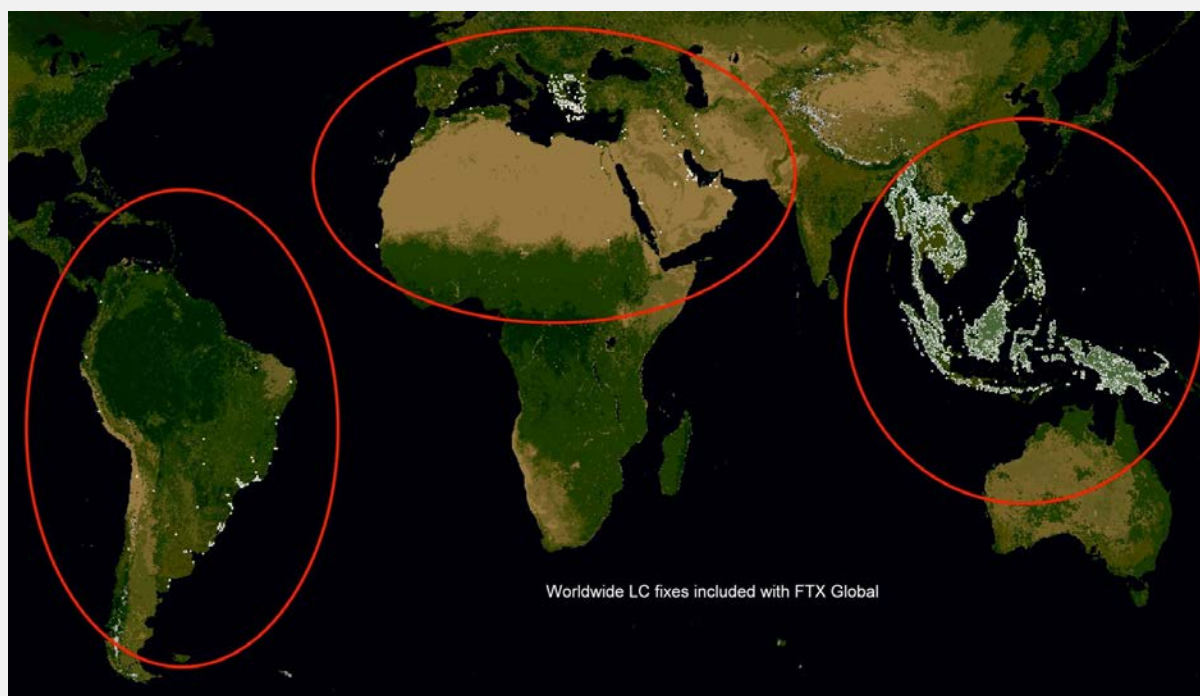
In particular, Southeast Asia has been extensively modified to add unique crops, rice paddies and villages as per the screenshot shown below of the Philippines:

Seasonal Variations and Lighting

FTX Global textures (just like our FTX Region textures) have unique coloring across five seasons and distinct unique FTX lighting which comes into its own at dawn, dusk and night. Here's an example of one scene across five seasonal variations.
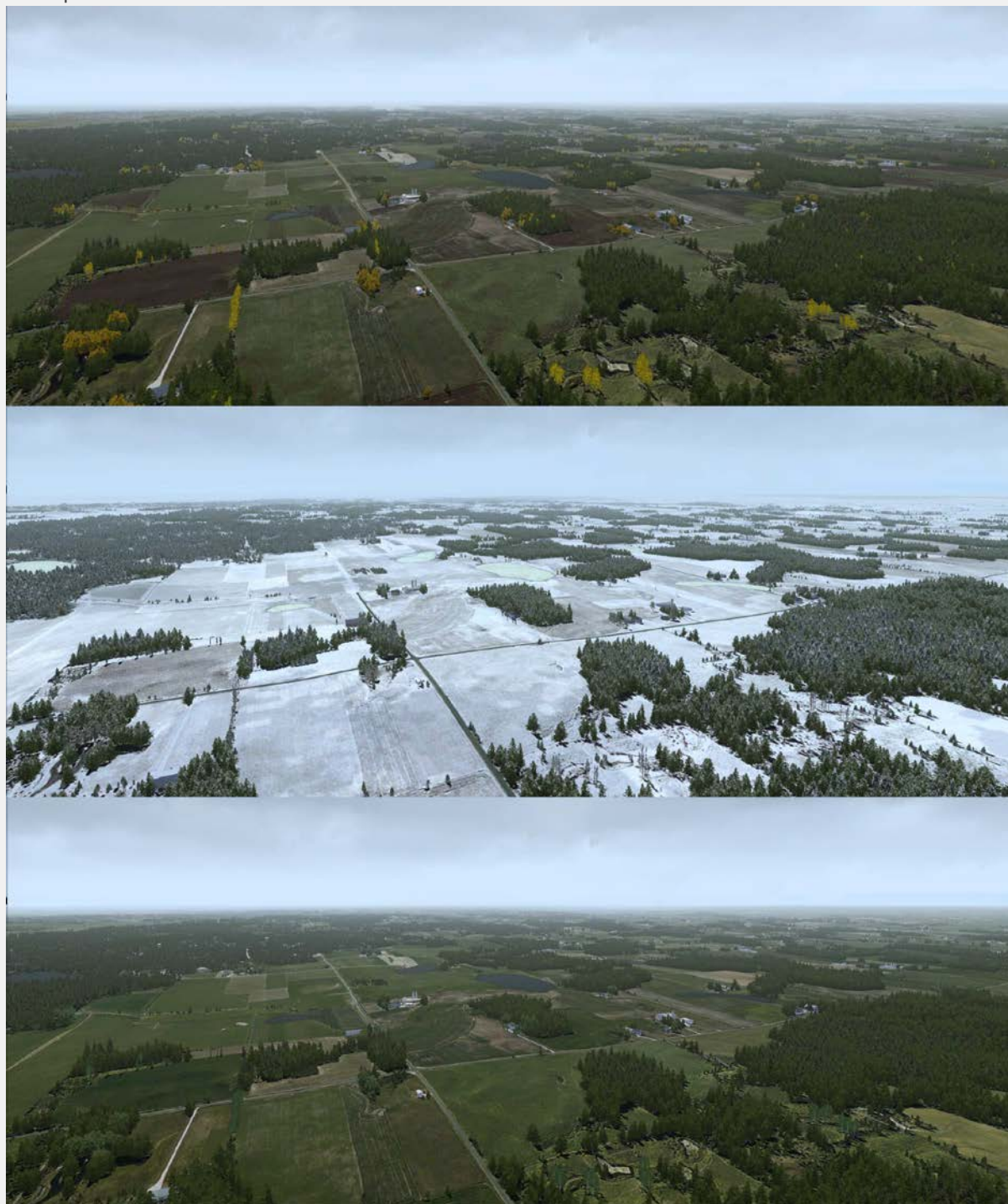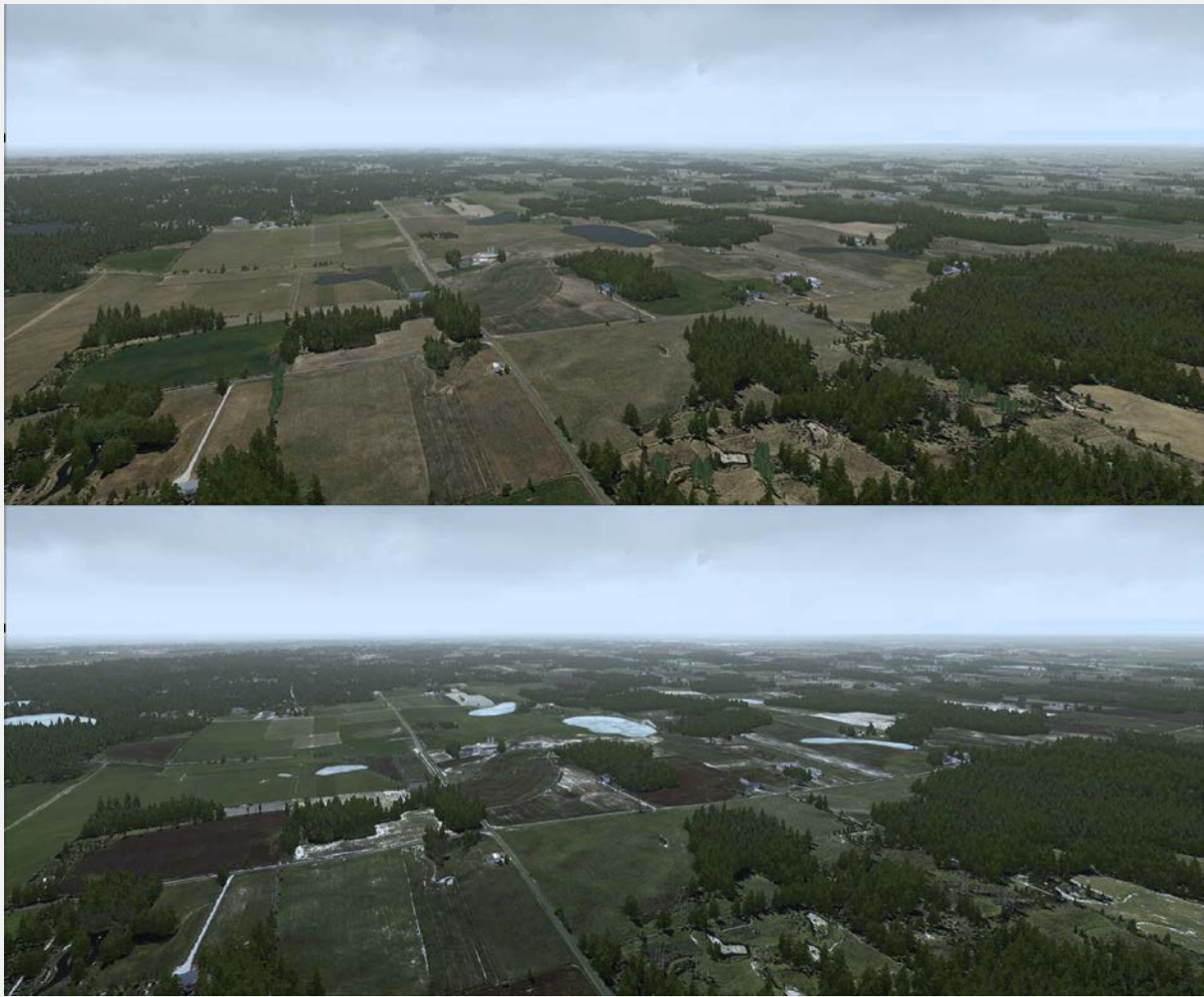
We are confident you will be absolutely thrilled with the diversity and depth of FTX Global across all seasons and times of day.

The 3D Lighting System

FTX Global uses a brand new 3D lighting system that has only a slight FPS impact. However, you should keep in mind that FSX/P3D will always perform worse during dawn and dusk because of the way the simulator applies two layers of textures to simulate lighting hues.

These 3D lights will display during dawn, dusk and night and will automatically turn off during the day. There is nothing you need to do to control this lighting system.

Here is an example of the new 3D night lighting near LSZW Thun Airport in Switzerland:
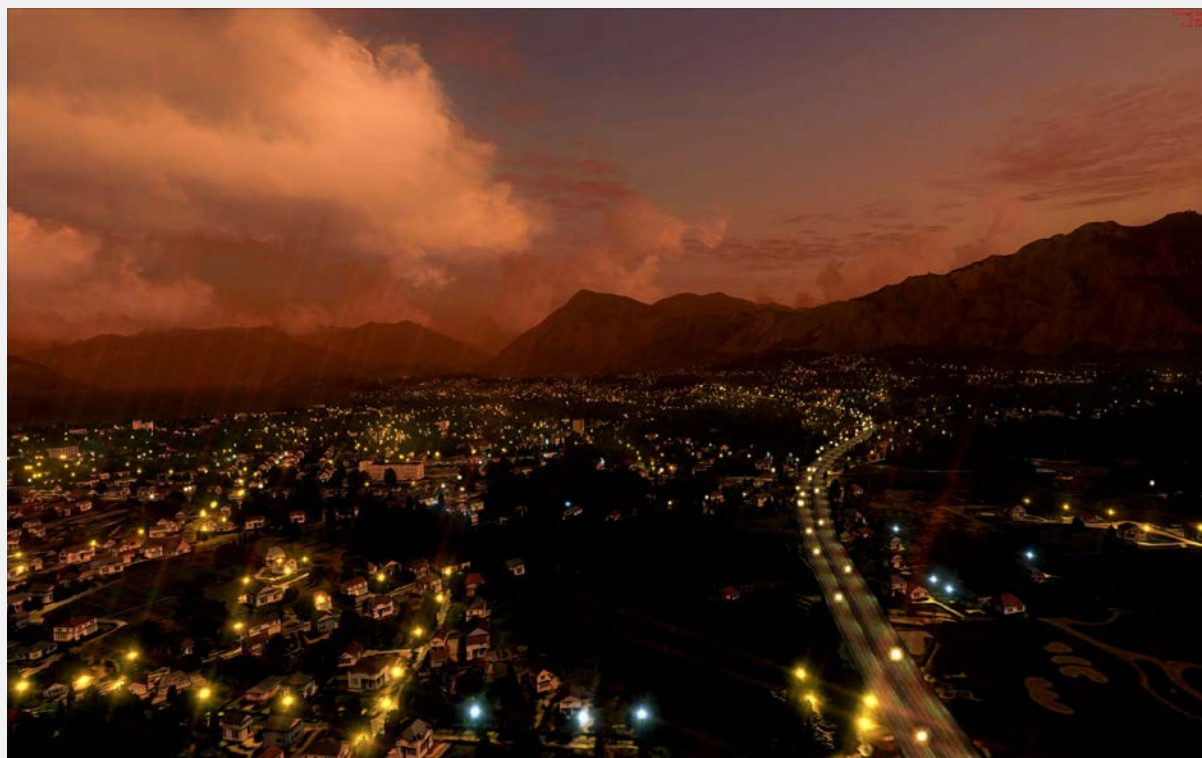
Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy FTXG 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 FTXG
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX FTXG.
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.
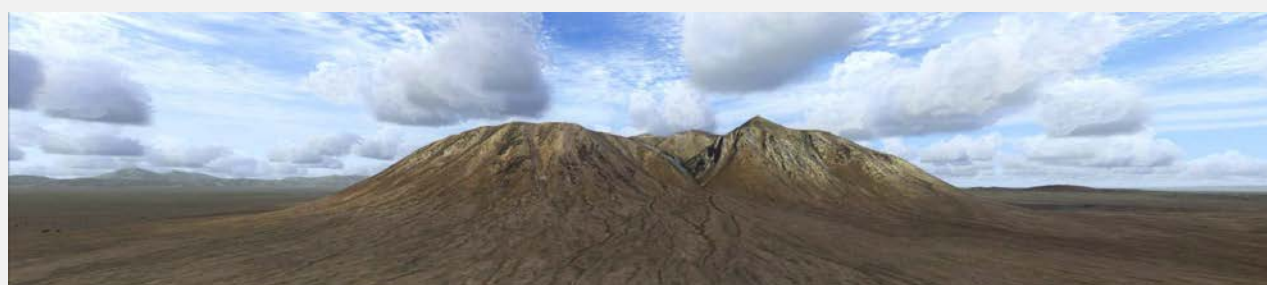
Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about FTXG 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.
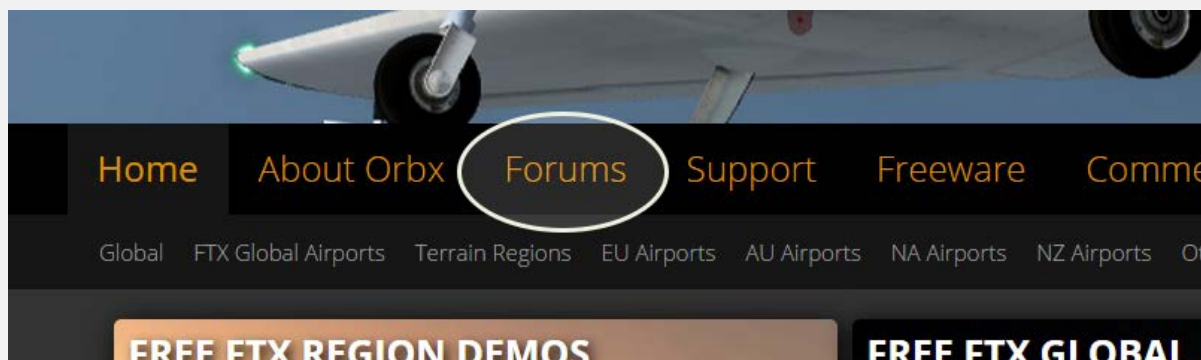
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

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 FTXG. Provided you adhere to the forum terms of use and have a legitimate copy of FTXG, 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 FTXG 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 Global Team

Lead Developers

- **Ground Textures**: Eugene Krikunov, Matthew Tomkins, John Venema
- **Autogen annotation**: Tim Harris, Martin Henare, Matt Tomkins, Eugene Krikunov, John Venema
- **lclookup.bgl and regions R&D**: John Venema, Matt Tomkins, Holger Sandmann, Paul Webster
- **Autogen implementation and textures:** Eugene Krikunov, Matt Tomkins, John Venema, Martin Henare
- **Autogen tree models and textures** : Matt Tomkins, Bill Womack, Martin Henare
- **FTXG 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

(Not in alphabetical order) Friedi Gulder, Cédric Bogros, Eberhard Haberkorn, Tim Harris, Phil Manhart, Scott Armstrong, Patrick Scharnowski, Ken Hall, Wolter van der Spoel, Vlad Maly, John Lovell, John Dow, Edward Boyte, Craig Hanley, Rob Newman, Fred Solli, Iain Emms, Alex Goff, Tore Stranden

End User License Agreement (EULA)

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

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