



FTX

Trees HD

USER GUIDE SEPTEMBER 2016



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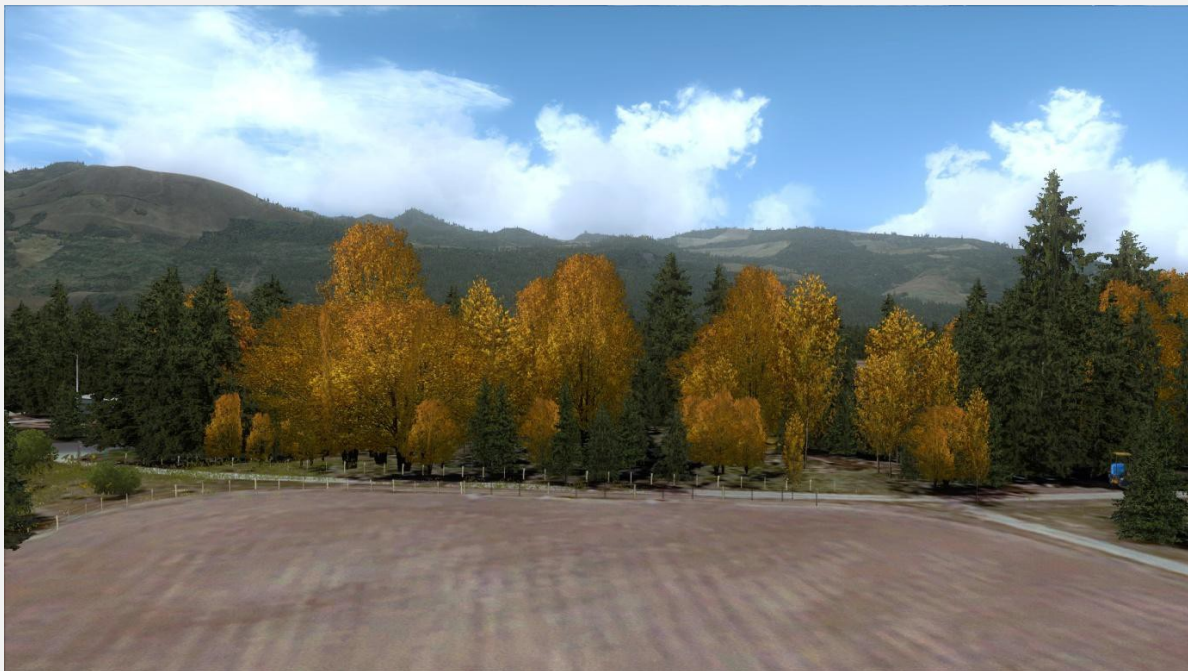
Thank you!

Orbx would like to thank you for purchasing FTX Trees HD.

Developed by Scott Armstrong over a period of more than a year, this revolutionary addon will give you immersion like you've never before seen in FSX/P3D, while simultaneously boosting your sim's performance!

The new tree textures are derived from high-quality images of real trees, both from royalty-free online sources and from photos taken by Scott over a number of years. They have been expertly edited through a long process of trial and error to result in maximum realism. Not only are the images of higher quality, they are double the resolution of previous textures, too - Resulting in a crispness of detail that will greatly enhance your virtual flying experience.

In addition to the new textures, the vegetation models have been updated as well. Eugene Krikunov, ORBX's resident autogen wizard, lent his hand in updating and optimizing the autogen tree models. This results in some performance improvement in FSX, while also providing you with stunning visuals. Now that's what we call a win-win!



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.**

Orbx FTX Central v2 onwards is also required for full functionality.

Compatibility notes

FTX Trees HD is designed to be compatible with nearly every product combination that you may have installed on your home simulator. Regardless of what scenery products you already have installed, Trees HD will replace all of your autogen trees, worldwide (with a few exceptions, see below). Owning other ORBX FTX products will enhance your experience, but they are NOT REQUIRED for Trees HD to function. FTX Trees HD will work equally well as an autogen tree replacement for default FSX / P3D, or with a wide range of scenery products installed, both ORBX and otherwise.

FTX Trees HD is compatible with:

- Default FSX/P3D
- ORBX FTX Global and the Global range of products (Vector, OpenLC, etc.)
- All ORBX FTX Terrain Regions
- Most ORBX airports (exceptions below)
- Most third-party sceneries for FSX and P3D
- Any combination of the above

Although great strides were made to ensure compatibility with the maximum number of products, please be aware that there are some situations where Trees HD will not replace the previous tree textures:

- Custom Vegetation Models - Many airports feature custom models of trees and bushes that are not part of the autogen system, and Trees HD will not alter their appearance. This includes the NatureFlow trees common at many ORBX airports, as well as other custom vegetation.
- Custom Autogen - Some scenery packages utilize custom autogen to achieve a unique look and feel to the area, and Trees HD will not affect these. Examples include ORBX KPSP Palm Springs, KSEZ Sedona, and AYPY Jacksons, as well as various scenery packages from other developers.

It should also be noted that FTX Trees HD is not compatible with other autogen tree replacement software.

Quick Installation Guide

Installing Orbx FTX Trees HD 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 Trees HD 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 Trees HD 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.

TML Setting

Texture Max Load setting, or "TML" for short, defines the maximum texture size that can be loaded in FSX / P3D. Both sims use a default setting of 1024, but they may be increased to allow more detailed textures to be displayed in the sim.

For added detail, some of the texture sheets included in FTX Trees HD have a resolution of 2048, which is above the default setting for FSX P3D. If you have FTX Global, or one of the FTX EU or NZ regions, it is recommended that you raise your TML setting to 2048 or higher in order to see full detail.

Note that raising your TML setting above the default value is NOT REQUIRED for Trees HD to function properly. If you don't wish to raise your TML setting, Trees HD will still function properly, you will get a noticeable improvement in tree appearance, along with the performance improvement. However, when flying in EU or NZ FTX regions, and some parts of FTX Global, you will not see the full "HD" resolution in the textures.



Quick Reference Simulator Settings

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

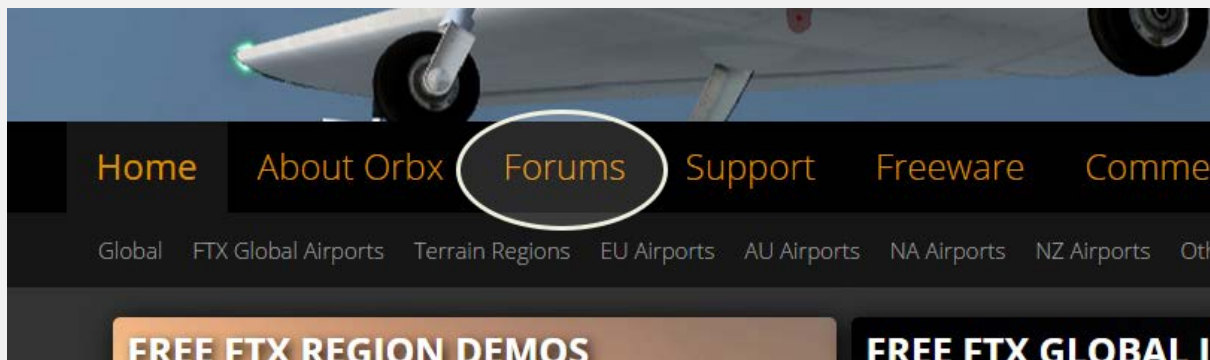
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

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 Trees HD
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX Trees HD.
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 Trees HD 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 Trees HD. Provided you adhere to the forum terms of use and have a legitimate copy of Trees HD, 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 Trees HD 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

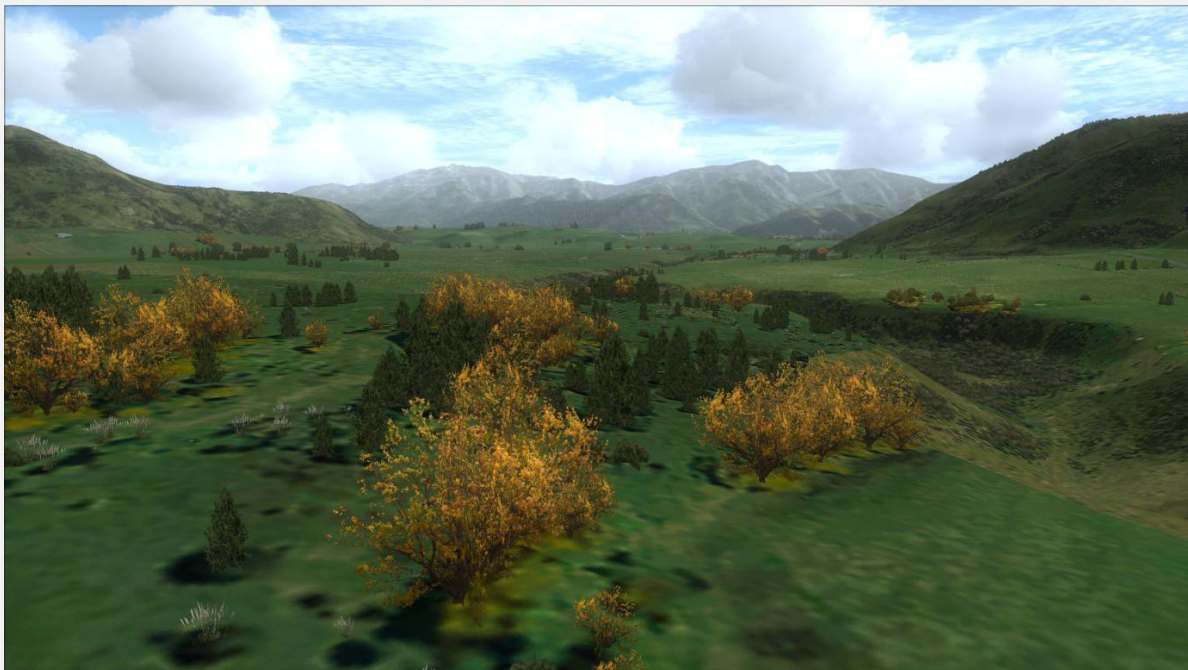
FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

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

- **Scott Armstrong:** Textures, photo acquisition, user guide

Additional Orbx Developers

- **Eugene Krikunov:** Optimized models

Specialist Roles

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

Beta Testing Team

Frank Schnibben, Rob Newman, Rob Abernathy, Friedi Gulder, Wolter van der Spoel, Holger Sandmann, Craig Hanley, Terry Freitas, Edward Boyte and Phil Manhart.



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

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