



KSJC

# San Jose International Airport

USER GUIDE AUGUST 2020



# Contents

Thank you!	3
Product requirements	4
Quick Installation Guide	4
Scenery Coverage Area	5
KSJC Control Panel	6
Quick Reference Simulator Settings	7
Product Technical Support	8
Please do NOT email support requests	8
Use the forum search function	8
What to include in your support requests	8
Orbx Community Forums	9
Thanks for reading!	9
The KSJC San Jose Team	10
Lead Developers	10
Specialist Roles	10
Beta Testing Team	10
Special Acknowledgement	10

# Thank you!

Orbx would like to thank you for purchasing **KSJC San Jose International Airport!**

Located in the heart of the city of San Jose, Norman Y. Mineta San Jose International Airport is the perfect airport for those looking for regional and long-haul hops to and from the centre of Silicon Valley. San Jose International Airport is the second largest airport in the San Francisco Bay Area, providing unique opportunities to fly to long-haul destinations such as Tokyo, Beijing and London. Alternatively, take flight in a large number of 737 routes across the country carrying Silicon Valley executives to their next business meeting.

Sparing no details, numerous building clusters and high-rise apartments can also be found scattered around the exciting airport. Featuring both HD and SD models and numerous configuration options, you will have complete flexibility of the airport to suit your performance needs.

Using the latest technology, experience jetways that integrate with your aircraft, and stunning dynamic lighting brings the airport to life during the late nights. Advanced PBR materials make the main terminal buildings look life-like from all perspectives giving you the ultimate experience at San Jose International Airport.

## Features:

- Complete rendition of San Jose International Airport
- Stunning set of ultra-detailed texture work throughout
- Exquisite modelling work for the entire airport and beyond
- Detailed use of dynamic lighting bringing life to the apron
- SODE jetway support for all aircraft types
- POIs surrounding the airport
- Range of user-configurable options to meet your performance needs
- Perfectly blends with TrueEarth Northern California and NA Northern California



# Product requirements

This scenery addon is designed to work with **Lockheed Martin Prepar3D v4.4 or later**.

***Orbx TrueEarth Northern California or NA Northern California is also required for full functionality. The product will also work either Orbx Global Base/openLC North America though not optimised for it***

## What will you miss out on if you don't have TrueEarth Northern California or NA Northern California?

- Blending of the airport photoreal into the surrounding terrain
- Additional POIs with TrueEarth Northern California

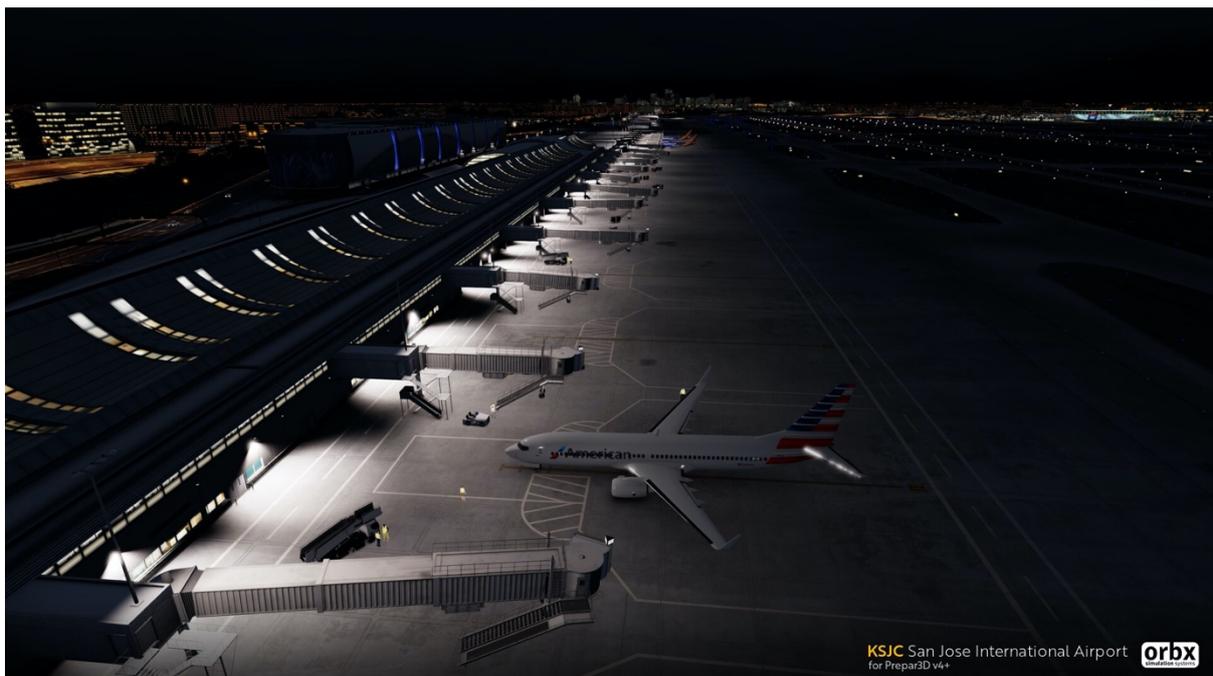
Please visit <https://orbxdirect.com/category/north-america/esp> to purchase your copy of Orbx TrueEarth Northern California or NA Northern California if you haven't already done so.

## Quick Installation Guide

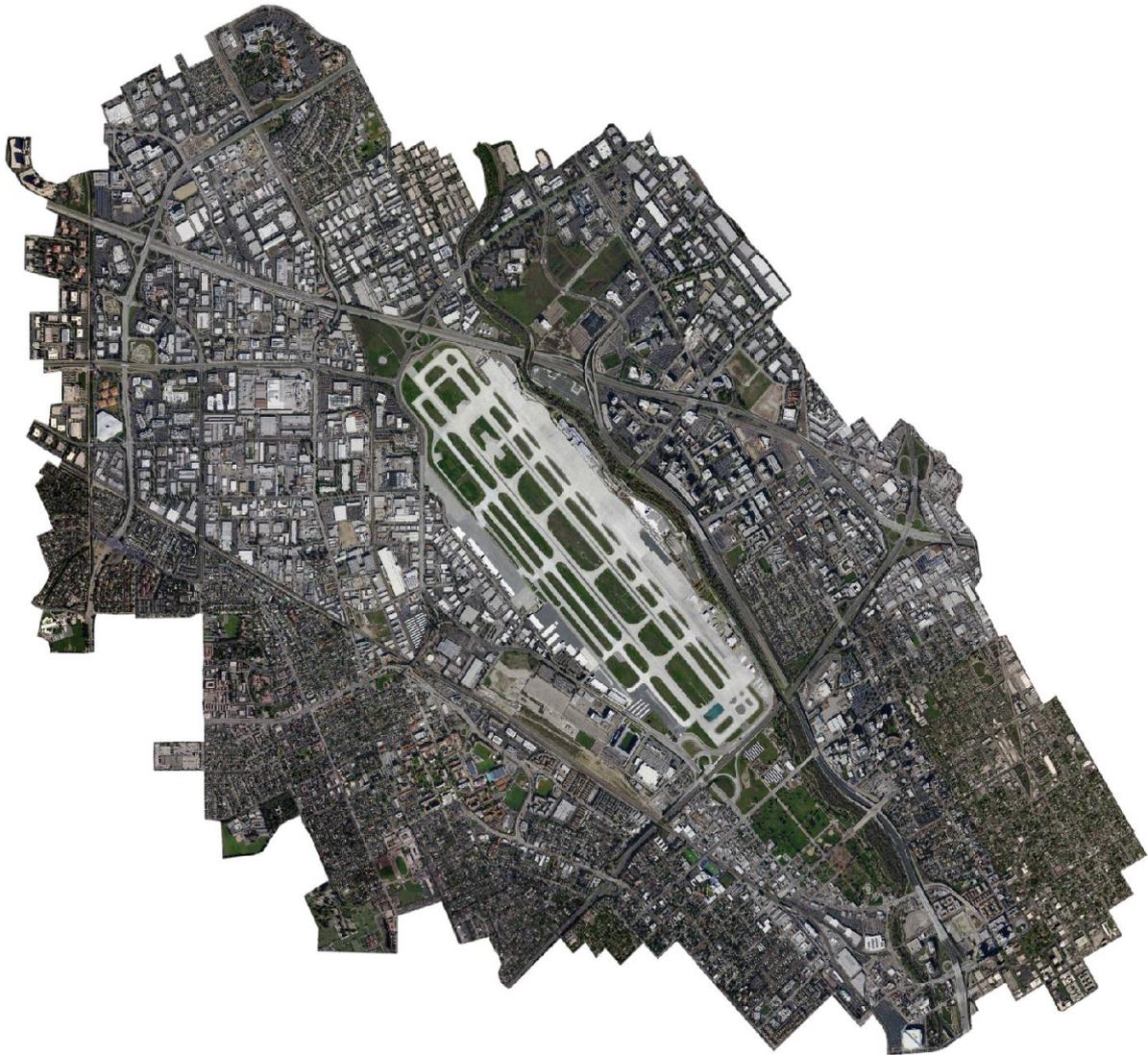
Installing Orbx KSJC San Jose International Airport is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased KSJC San Jose International Airport 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.

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

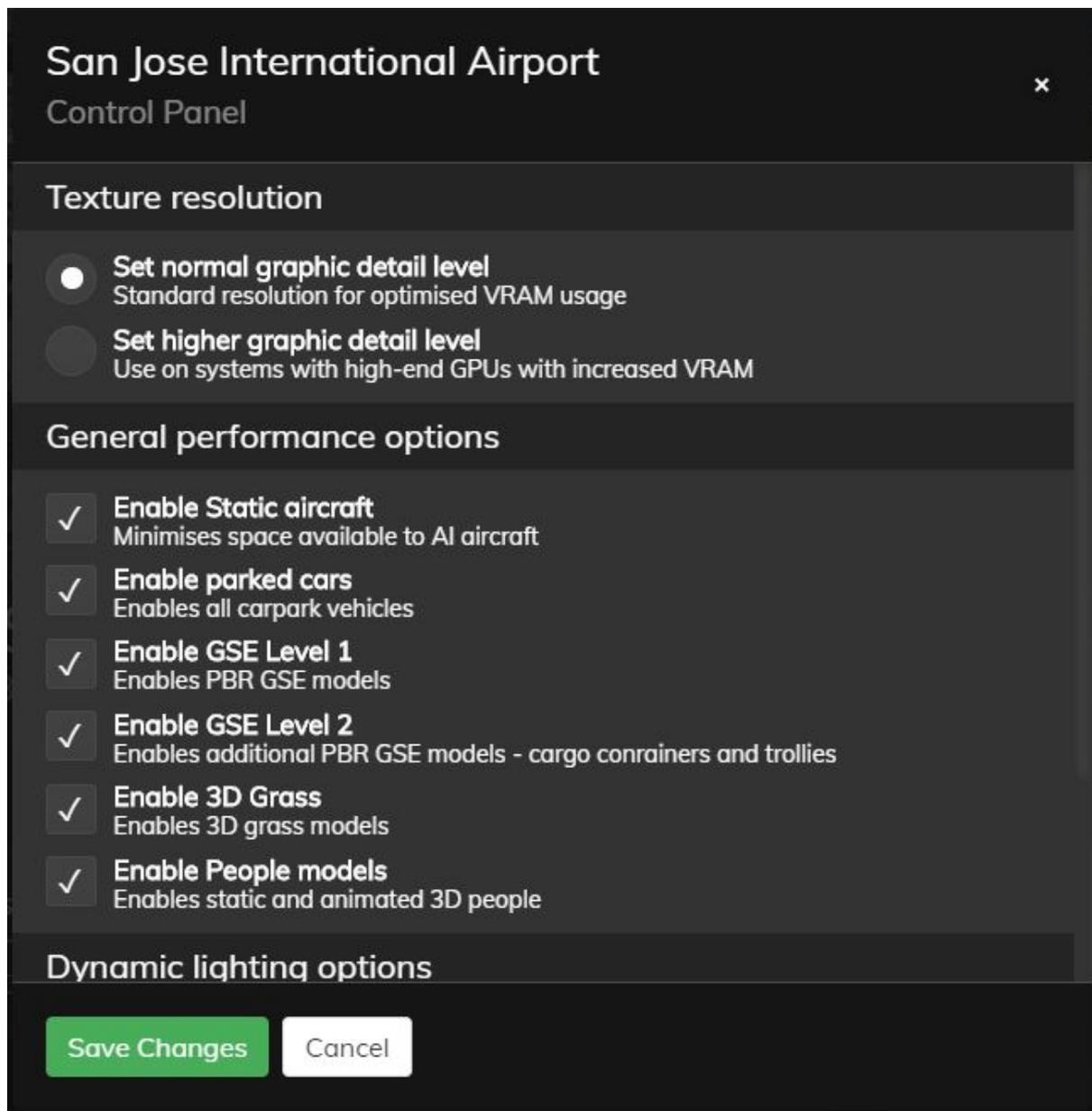


# Scenery Coverage Area



# KSJC Control Panel

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

# Quick Reference Simulator Settings

Firstly, dragging all your sliders to the right, even with current hardware, will probably result in poor visuals, low frame rates, and potentially crashes.

We suggest that you begin your exploration of KSJC San Jose International Airport using the settings suggested below. Then, if you find performance to be acceptable, experiment with moving certain sliders to the right, although we recommend you only move one slider at a time to objectively gauge its effect.

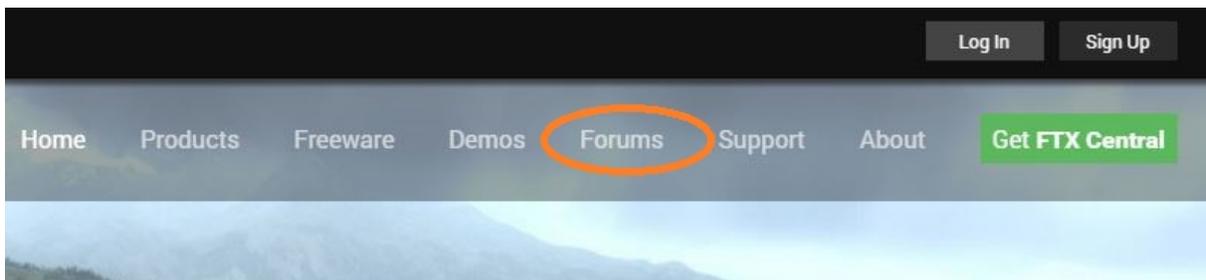
The table below lists the minimum recommended settings required in P3D to enjoy KSJC San Jose International Airport the way Orbx designed it.

Setting	Value	Why?
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
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 quality of vector textures meaning roads, freeways, railroads, and shorelines
Scenery Complexity	Extremely Dense	Lower settings mean fewer custom objects are displayed
Autogen and scenery draw distance (P3D only)	Medium	Higher settings induce more obvious "popping in" of autogen
Autogen Density (separate sliders in P3D)	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	<b>Highly recommended!</b> Dynamic trees do not match the Orbx colours and may cause performance issues.
Road Vehicles traffic	0-10%	Decent road traffic density; higher settings cost performance!

**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 KSJC San Jose International Airport 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 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](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 KSJC San Jose International Airport. Provided you adhere to the forum terms of use and have a legitimate copy of KSJC San Jose International Airport., 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 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

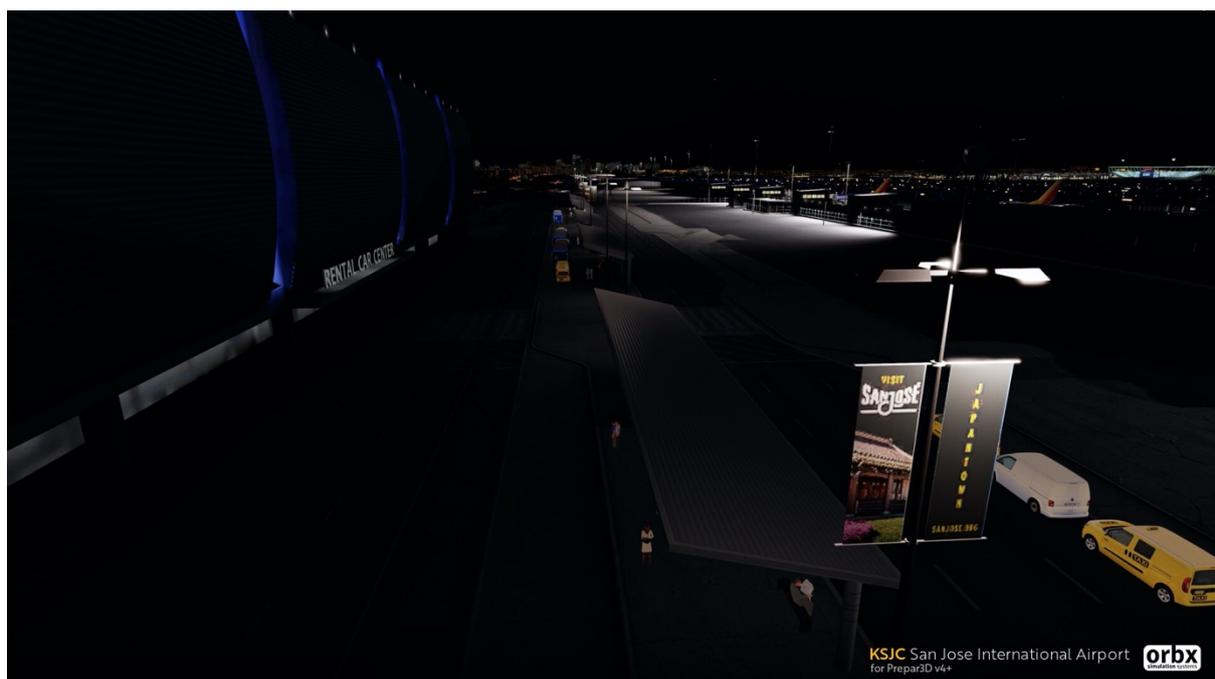
Orbx already has quite a thriving and active user community on the forums, with over 95,000 members as of August 2020. To visit the forums, just point your web browser to [orbxdirect.com](http://orbxdirect.com) and from the front page click the “Forums” menu item.

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 KSJC San Jose Team

## Lead Developers

- **Lewis Brooks:** Team lead and primary modelling
- **Will Adams:** Primary modelling
- **Ben Meyer:** Groundpoly
- **Greg Jones:** Orthoimagery, terrain, SODE, APX & lighting

## Specialist Roles

<https://orbx.group/team/>

## Beta Testing Team

John Burgess, Phil Manhart, Darryl Wightman, Rob Abernathy, Matt McGee, John Dow, Steve Colbert

## Special Acknowledgement

A big thanks to Aaron Kim for onsite photography and reference information!



# End User License Agreement (EULA)

For the most recent version of the EULA, see [orbxdirect.com/eula](http://orbxdirect.com/eula).

**IMPORTANT - PLEASE READ THESE TERMS CAREFULLY:** This End-User License Agreement (**EULA**) is a legal agreement between you (**Licensee** or **you**) and Orbx Simulation Systems Pty Ltd (**ORBX, us** or **we**) for:

- Orbx Scenery Addon for Microsoft Flight Simulator X, Lockheed Martin Prepar3D, Laminar Research X-Plane and IPACS Aerofly (**Software**);
- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

(together the **Software Product**). The Software Product is sold as a single user licence and we licence use of the Software Product to you on the basis of this EULA and remain the owners of the Software Product at all times. By accessing or otherwise using the Software Product, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not use the Software Product.

## 1. GRANT OF LICENSE

- 1.1. In consideration of you agreeing to abide by the terms of this EULA, ORBX hereby grants you a non-exclusive, non-transferable licence to use the Software Product on the terms of this EULA.
- 1.2. You may install, access, and run a single copy of the Software Product on a single personal computer for your personal, non-commercial, non-profit use.
- 1.3. We may update or require you to update the Software Product, provided that the Software Product shall always match the description of it that we provided to you before you licensed it.
- 1.4. This Software Product is provided "as is", however ORBX will provide provision of support services in relation to the operation, installation or remedy of issues arising to the use of the Software at its official support forum at [www.orbxsystems.com/forum](http://www.orbxsystems.com/forum). Orbx reserves the right to refuse support if the Licensee violates our websites terms of use or this EULA.

## 2. RESTRICTIONS

- 2.1. Except as expressly set out in this EULA or as permitted by any local law, you undertake:
  - a) not to copy the Software Product, except where such copying is incidental to normal use of the Software Product or where it is necessary for the purpose of back-up or operational security;
  - b) to only use the Software Product for personal entertainment purposes and not to use the Software Product for flight training purposes;
  - c) not to rent, lease, sub-license, loan, translate, merge, adapt, vary, alter or modify, the whole or any part of the Software Product nor permit the Software Product or any part of it to be combined with, or become incorporated in, any other programs;
  - d) not to provide, or otherwise make available, the Software Product in any form, in whole or in part (including, but not limited to, program listings, object and source program listings, object code and source code) to any person without our prior written consent;
  - e) not to disassemble, de-compile, reverse engineer or create derivative works based on the whole or any part of the Software Product nor attempt to do any such thing; and
  - f) not to modify, use, call GUIDs, reference, extract or in any way make use of the Orbxlibs in any software project be it freeware, donation ware or payware.

## 3. INTELLECTUAL PROPERTY RIGHTS

You acknowledge that:

- a) all intellectual property rights in and to the original created components of the Software Product (including but not limited to any images, photographs, animations, video, audio, music, and text incorporated into the Software Product), and any copies of the Software Product are owned by ORBX or its third party suppliers;
- b) you have no intellectual property rights in or to the Software Product other than the right to use the Software Product in accordance with the terms of this EULA; and
- c) all title and intellectual property rights in and to additional third party libraries and content accessed through use of the Software Product is the property of the respective content owner and this EULA grants you no rights to use such content.

## 4. WARRANTY

- 4.1. We warrant that:
  - a) the Software will, when properly used on an operating system for which it was designed, perform substantially in accordance with the functions described in the Documentation;
  - b) the Documentation correctly describes the operation of the Software in all material respects.
- 4.2. The warranty in 4.1 does not apply if:
  - a) the defect or fault in the Software results from you having altered or modified a Software Product; or
  - b) if the defect or fault in the Software results from you having used a Software Product in breach of the terms of this EULA.

## 5. TERMINATION

We may terminate this EULA immediately by written notice to you if you commit a material or persistent breach of this EULA which you fail to remedy (if remediable) within 14 days after the service of written notice requiring you to do so. Upon termination for any reason:

- a) all rights granted to you under this EULA shall cease;
- 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.

## 6. DISCLAIMER

- 6.1. The Software Product is provided "as is," and we do not guarantee the functionality of the Software Product or a particular result from the use of the Software Product.
- 6.2. Neither ORBX, its members, managers, officers, employees, agents, nor its suppliers shall be liable to you for any loss of use, lost or inaccurate data, lost profits, failure of security mechanisms, interruption of business, delays or any direct, indirect, special, incidental, reliance or consequential damages of any kind, regardless of the form of action, whether in contract, tort (including negligence), strict liability or otherwise, even if informed of the possibility of such damages in advance.
- 6.3. To the extent permitted by law, ORBX expressly disclaims any responsibility for the loss or damage, including personal injury or death, resulting from the use of the Software Product.
- 6.4. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL ORBX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF ORBX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 6.5. In no event does ORBX authorise you to use the Software Product in applications or systems where the Software Product's failure to perform can reasonably be expected to result in a physical injury, or in loss or endangerment of life. Any such use by you is entirely at your own risk, and you agree to hold ORBX harmless from any claims or losses relating to such unauthorised use.
- 6.6. The above disclaimers do not exclude or limit in any way our liability to you where it would be unlawful to do so.
- 6.7. You acknowledge that the Software Product has not been developed to meet your individual requirements, and that it is therefore your responsibility to ensure that the facilities and functions of the Software as described in the Documentation meet your requirements.

## 7. INDEMNITY

You agree to defend, indemnify, and hold us, our members, managers, officers, employees and agents harmless from and against any claims, actions or demands, including, without limitation, reasonable legal and accounting fees, arising or resulting from your breach of this EULA or your uploading of, access to, or use or misuse of the Software Product.

## 8. COMMUNICATIONS BETWEEN US

- 8.1. If you wish to contact us in writing, or if any condition in this EULA requires you to give us notice in writing, you can send this to us by email to Orbx Simulation Systems at [info@orbxsystems.com](mailto:info@orbxsystems.com). We will confirm receipt of this by contacting you in writing, normally by email.
- 8.2. If we have to contact you or give you notice in writing, we will do so by email or by pre-paid post to the address you provide or confirm to us.

## 9. HOW WE MAY USE YOUR PERSONAL INFORMATION

We will only use your personal information as set out in our privacy policy, a copy of which is contained on our website.

## 10. OTHER IMPORTANT TERMS

- 10.1. We may transfer our rights and obligations under these terms to another organisation. We will always tell you in writing if this happens and we will ensure that the transfer will not affect your rights under this EULA.
- 10.2. You may only transfer your rights or your obligations under this EULA to another person if we agree in writing.
- 10.3. Each of the paragraphs of this EULA operate separately. If any court or relevant authority decides that any of them are unlawful, the remaining paragraphs will remain in full force and effect.
- 10.4. If we do not insist immediately that you do anything you are required to do under this EULA, or if we delay in taking steps against you in respect of your breaking this EULA, that will not mean that you do not have to do those things and it will not prevent us taking steps against you at a later date.
- 10.5. This EULA constitutes the entire statement of the agreement between you and us on the subject matter, and merges and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.