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# Monument Valley

USER GUIDE SEPTEMBER 2016

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# Thank you!

Monument Valley (Navajo: Tsé Bii' Ndzisgaii, meaning valley of the rocks) is located on the Arizona-Utah state line (Coordinates: 36°59'N 110°6'W), near the Four Corners area. The valley lies within the range of the Navajo Nation Reservation and is accessible from U.S. Highway 163.

The region of the Colorado Plateau is characterized by a cluster of vast sandstone buttes, the largest reaching 1,000 ft. (300 m) above the valley floor. The elevation of the valley floor ranges from 5,000 to 6,000 feet (1,500 to 1,800 m) above sea level. The floor is largely siltstone of the Cutler Group, or sand derived from it, deposited by the meandering rivers that carved the valley. The valley's vivid red color comes from iron oxide exposed in the weathered siltstone. The darker, blue-gray rocks in the valley get their color from manganese oxide. Monument Valley is officially a large area that includes much of the area surrounding Monument Valley Navajo Tribal Park, a Navajo Nation equivalent to a national park. Oljato, for example, is also within the area designated as Monument Valley.

Included in the scenery:

- Twenty 3D model mountains with seasonal textures. From November to February winter textures, the others months with dry desert climate.
- Photoreal area also seasonally textured.
- Reconstruction of 3D buildings in the area, View Hotel, Welcome Center, airport hotels and Goulding's Lodge.
- Autogen housing and local vegetation.
- Various tourist areas and small farms, scattered throughout the area.

Developer Frank Dainese has reconstructed the 3D models of the mountains using DEM (Digital Elevation Model) data. These 3D models are then textured with photographic images creating a perfect replica of the real thing.



# Product requirements

This scenery airport 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 Global** is also required for full functionality.

## What will you miss out on if you don't have Orbx FTX Global installed?

- Blending of the airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit <https://orbxdirect.com/product/ftxglobal> to purchase your copy of FTX Global if you haven't already done so.



# Quick Installation Guide

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

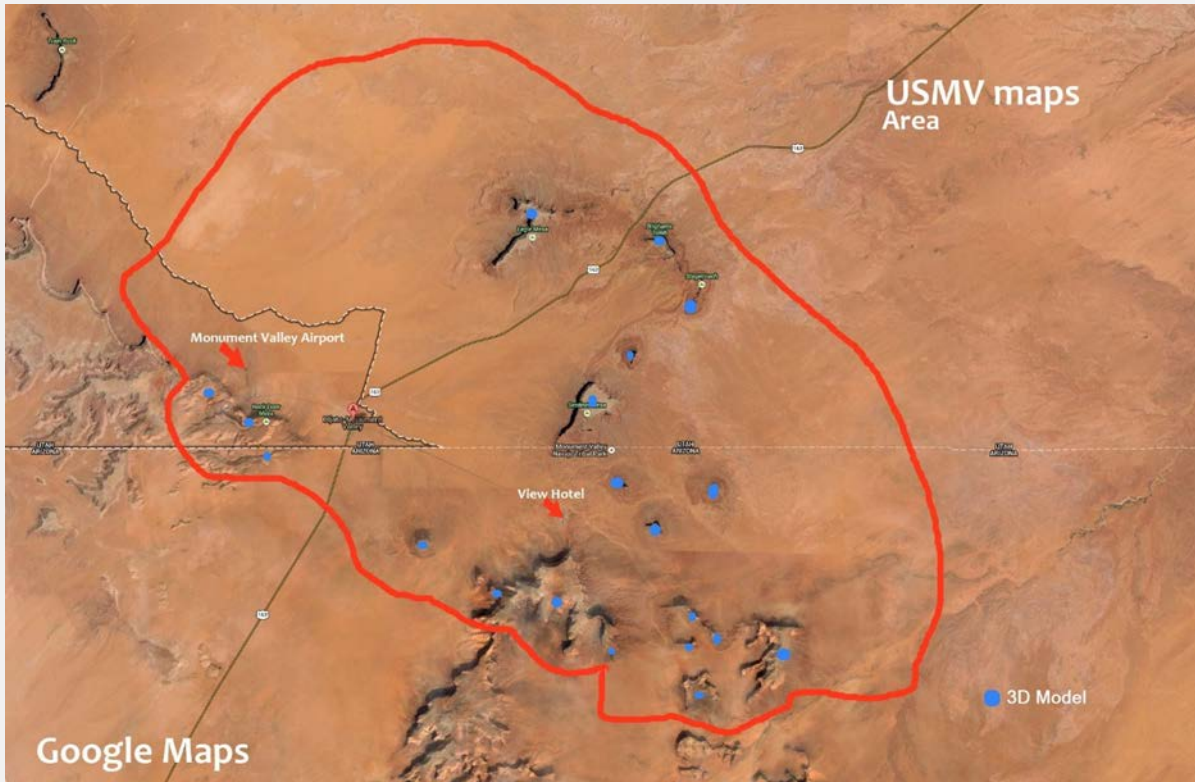
**An internet connection is required for FTX Central to validate your license.**

*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.*



# Scenery Coverage Area

The screenshot from Google Earth below shows the extent of the FTX Monument Valley coverage area



# The Monument Valley Control Panel

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

The Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC hardware you have. By default, all scenery options are enabled by the installer. If you have a high end PC, enable all the CP options. For low to mid-range PCs it is recommended to try disabling some settings.

## Quick Reference Simulator Settings

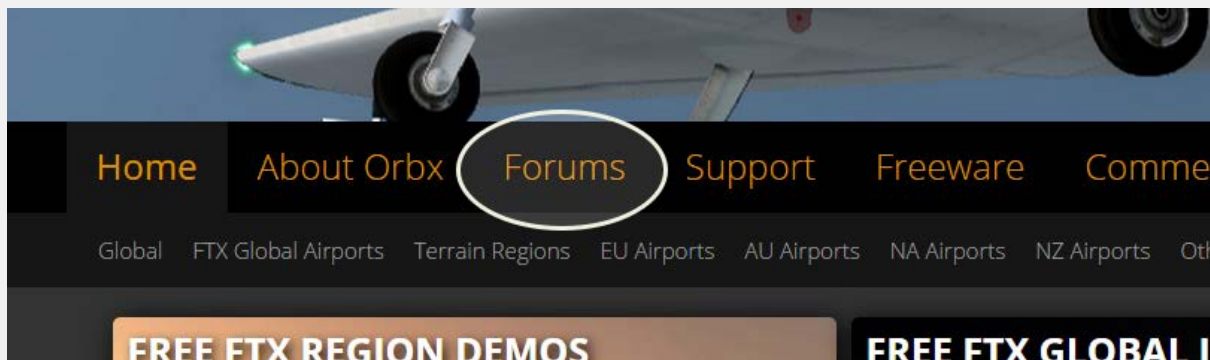
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy Monument Valley the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

## Lead Developer

- **Frank Dainese:** 3D modelling of terrain features as well as POIs, photoreal area, autogen annotation, mesh adjustments

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Iain Emms:** Senior screenshot artist
- **John Lovell:** Screenshot and movie artist
- **Mark Abdey:** Screenshot artist

## Specialist Roles

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

## Beta Testing Team

Rob Abernathy, Terry Freitas, Edward Boyte, Friedi Gulder, Eberhard Haberkorn, John Lovell, Frank Schnibben, Craig Hanley and Wolter van der Spoel.



# End User License Agreement (EULA)

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

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