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# EU Netherlands

## TrueEarth HD

USER GUIDE APRIL 2018



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# Thank you!

Orbx would like to thank you for purchasing **ORBX Netherlands TrueEarth HD!**

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

Netherlands TrueEarth 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 Netherlands TrueEarth 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

- The entirety of Netherlands depicted in complete detail!
- 85,000km2 of photoreal terrain at 1m resolution
- Complete seasonal variation: 5 hand-coloured seasons!
- Full 3D night lighting and night ground textures
- 43 updated airports, including 18 not found in the default scenery.
- CityScene building technology for all major cities, towns, villages and urban areas.
- Incredibly dense autogen vegetation.
- Beautifully edited terrain textures - colourised, edited, cleaned up.
- Custom-painted rural variations, including tulip fields during spring
- Ultra HD mesh at 5m resolution. Netherlands may be flat, but incredible details such as tailings dumps, sand dunes and even highway overpass ramps are visible
- Accurate road, waterway, bridges, transmission line and other vector/GIS components.
- Beautiful custom-building textures for all autogen buildings
- Hundreds of custom landmarks and POI
- Traditional Dutch windmills
- Major churches and cathedrals custom modelled
- Custom models for all major TV and radio masts
- Many major bridges custom designed
- Custom ship models unique to Netherlands
- Thousands of hand-placed wind turbines, refineries, harbours and other library objects
- Hand-edited and colourised water textures, including complete watermasking
- 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**.

We are currently working on optimising the product for Microsoft Flight Simulator X and Lockheed Martin Prepar3D versions 1 to 3.

**Orbxlibs is also required for full functionality.**

## Quick Installation Guide

Installing Orbx Netherlands TrueEarth 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 Netherlands TrueEarth is no exception. This version is around 77.8GB in size with approximately 390 zip files. 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 Netherlands TrueEarth 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 Netherlands TrueEarth 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.

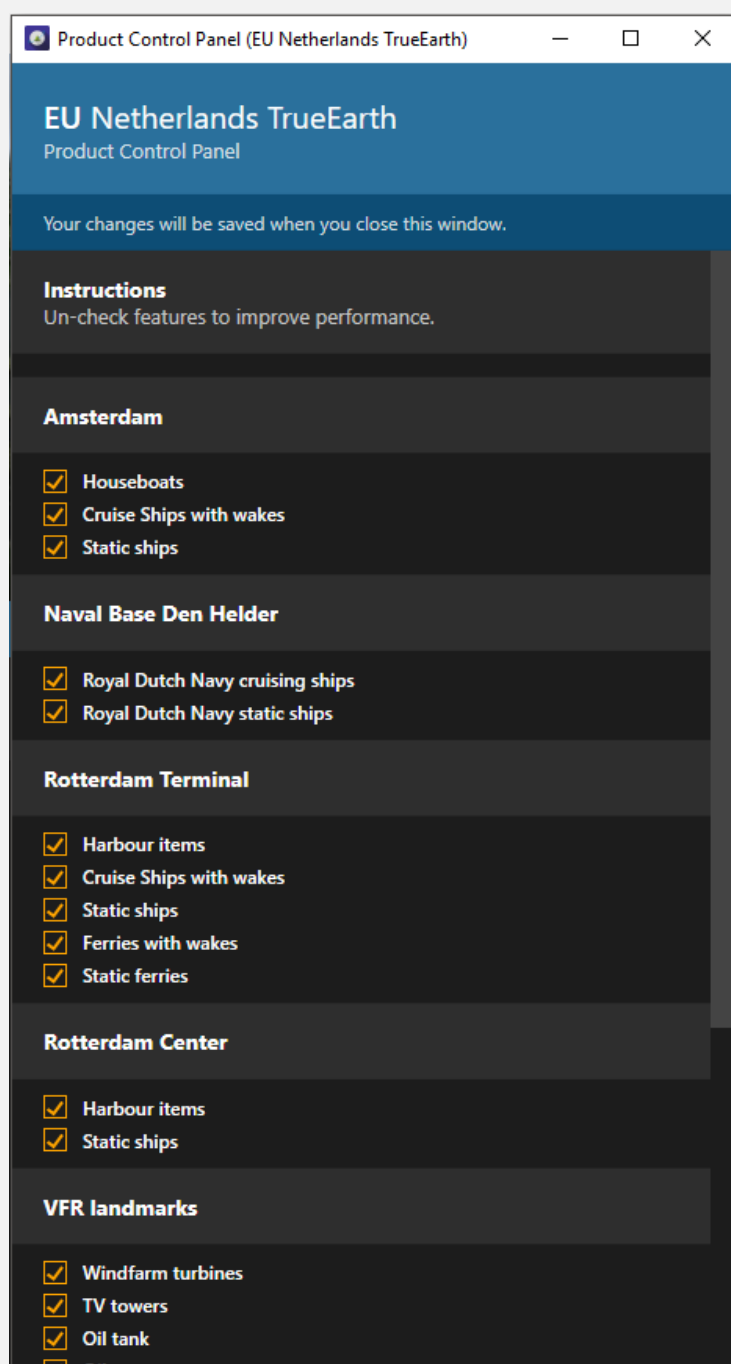
**An internet connection is required for FTX Central to validate your license.**

# Netherlands TrueEarth 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 certain scenery features of the scenery 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.



## Scenery Coverage Area





# Quick Reference Simulator Settings

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

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

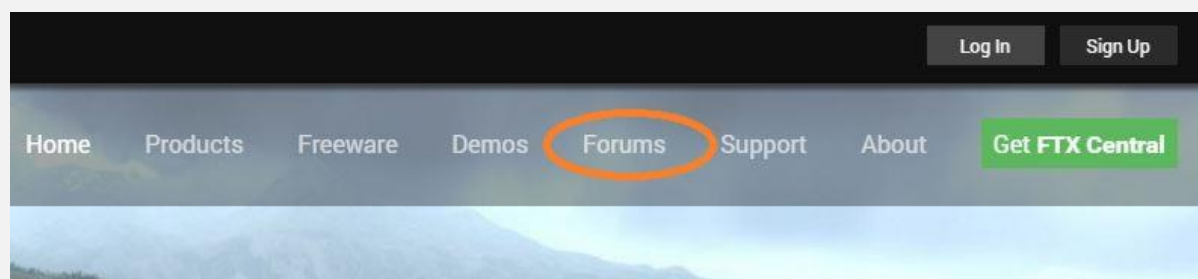
**We also strongly recommend disabling Dynamic 3D Autogen Vegetation (Speedtrees) in P3Dv4 as it has a major impact on performance and disables custom Orbx tree textures.**





# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about Netherlands TrueEarth 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 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 Netherlands TrueEarth 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 78,000 members as of April 2018. 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 Netherlands TrueEarth Team

## Developers

- **Eugene Krikunov:** Lead developer and project management
- **Holger Sandmann:** Geospatial data processing
- **Richard Bui:** Custom landmarks, bridges, POIs and autogen
- **Frank Schnibben:** Custom landmarks, bridges, POIs and autogen
- **Sylvain Delepierre:** Custom landmarks, bridges, POIs and autogen
- **Neil Hill:** Enhancements of Netherlands TrueEarth airports
- **Chris Clack:** Enhancements of Netherlands TrueEarth airports

## Additional Orbx Developers

- **Allen Kriesman:** CityScene technology
- **Orbx Team:** Orbxlibs objects

## Specialist Roles

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

## Beta Testing Team

Ben McClintock, Friedi Gulder, Matt McGee, John Dow, Nick Cooper, Rob Abernathy, Ross Casey, Scott Harmes & Phil Manhart





# 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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