

TrueEarth

Florida for X-Plane 11

USER GUIDE JANUARY 2020



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Thank you!

Orbx would like to thank you for purchasing TrueEarth Florida for X-Plane 11.

TrueEarth Florida is our most advanced TE region yet, and we are introducing new TrueColour technology to perfectly match the colours of every house roof in the entire state, and all vegetation. This provides for a much more realistic and cohesive experience like never before with everything having a much more "bedded in" look and the vegetation blending in far more naturally.

Over 170,304 Sq. Km (65,754 Sq. Miles) of stunning, highly detailed orthoimagery has been included. Stretching from the very north of Florida, right down to the 'Keys. From Spring Break party paradise Panama City to thrill-ride central, Orlando. The innovative technology within TrueEarth means that millions of accurately placed trees and vegetation all fit with the tropical ecosystem of Florida's climate.

Some highlights from this hot destination include the coastal city of Tampa. Perhaps you want to embark on some island-hopping fun, then the Florida Keys offer the perfect tropical getaway. Detail and attention have gone into providing detailed watermasking effects to blend in the high-quality aerial imagery with X-Plane 11's water.

Bordered by the Atlantic Ocean on one side and the Gulf of Mexico on the other, Florida has mile upon mile of white sand beaches, several thriving metropolises and a sparse range of culture and ethnicity. With the power of the Orbx TrueEarth technology, this is Florida like you've never seen it before!

Product Features

- Over 170,304 Sq. Km (65,754 Sq. Miles) of crisp USGS and NAIP sourced imagery
- Will come in both SD and HD versions
- Stunning orthoimagery for the whole of Florida offering stunning views across the varied landscape including cities, beaches and Everglades National Park
- Beautifully crafted watermasking along the hundreds of miles of coastline
- Key cities include Miami, Orlando, Jacksonville, Tampa, Fort Lauderdale and beyond
- Exclusive ultra-HD Cityscape Miami accurately bringing this vibrant city to life
- Accurate building shapes to precisely match the ortho imagery footprints
- Nearly 1,000 custom-modelled 3D POIs; including Cape Canaveral, Orlando theme parks, major resorts and hotels, stadiums, bridges and much more!
- Millions of accurately placed trees
- Hand-placed and custom modelled landmarks placed throughout the scenery such as bridges, skyscrapers, castles, piers, and monuments
- Superb night lighting for all 3D POI models and cityscapes

Product requirements

This scenery addon is designed to work with **X-Plane 11**.



NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 4 or Aerofly FS2.

No other Orbx or X-Plane products are required to use Orbx TE Florida for XP11. It is a stand-alone scenery addon.

Quick Installation Guide

Installing Orbx TrueEarth Florida 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 TrueEarth Florida 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.



Default X-Plane Airports in Florida

X-Plane is different from Prepar3D and Aerofly FS2 when it comes to default airports. Laminar Research hosts the X-Plane Scenery Gateway (<https://gateway.x-plane.com/>) which allows thousands of airports (and likely, heliports) to be contributed to X-Plane default. Once Laminar approves a user contribution, it gets added to the next patch on Steam or their own servers. This ensures a continuous programme of airports being added to the simulator.

There is a useful scenery map which shows all the airports already created for the entire world including Florida - <https://x-plane.cleverest.eu/>

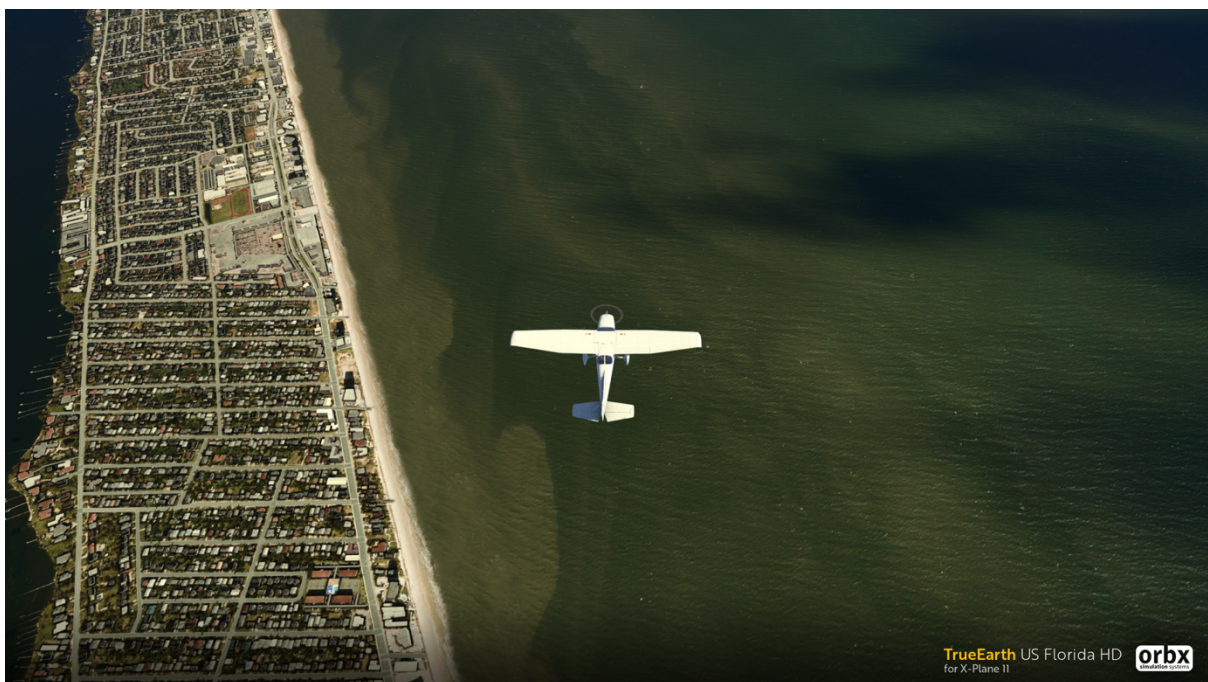
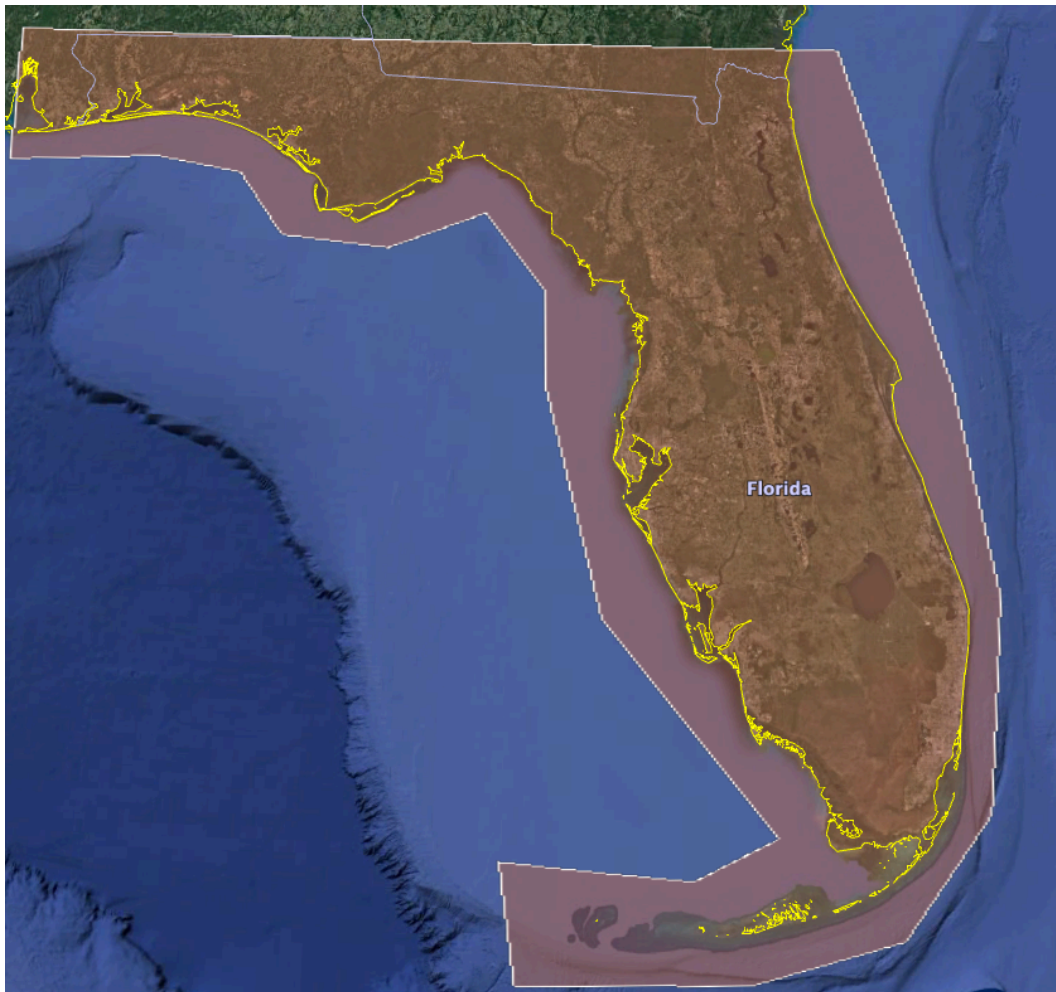
At the time of publishing, a few of the lesser-known gateway airports are not aligned correctly to their true position in the real world or have unnecessary flattening enabled that will cause mesh issues. Laminar Research are aware of this and these will be fixed in future X-Plane updates.

We have provided a separate airport package with the scenery that fixes many of the major and small regional airports, however there are many small grass strips that no longer exist that we are unable to remove from the X-Plane database. Fixing many of the small strips is an on-going process and some of the small lesser known strips may have compatibility issues upon release.

What Orbx is doing is porting our previously published FSX/P3D HD airports from the USA over to XP as payware addons that can be bought when you need them. These will typically offer very highly detailed environments and will range from light GA strips through to B737/A320/Q400 operations.

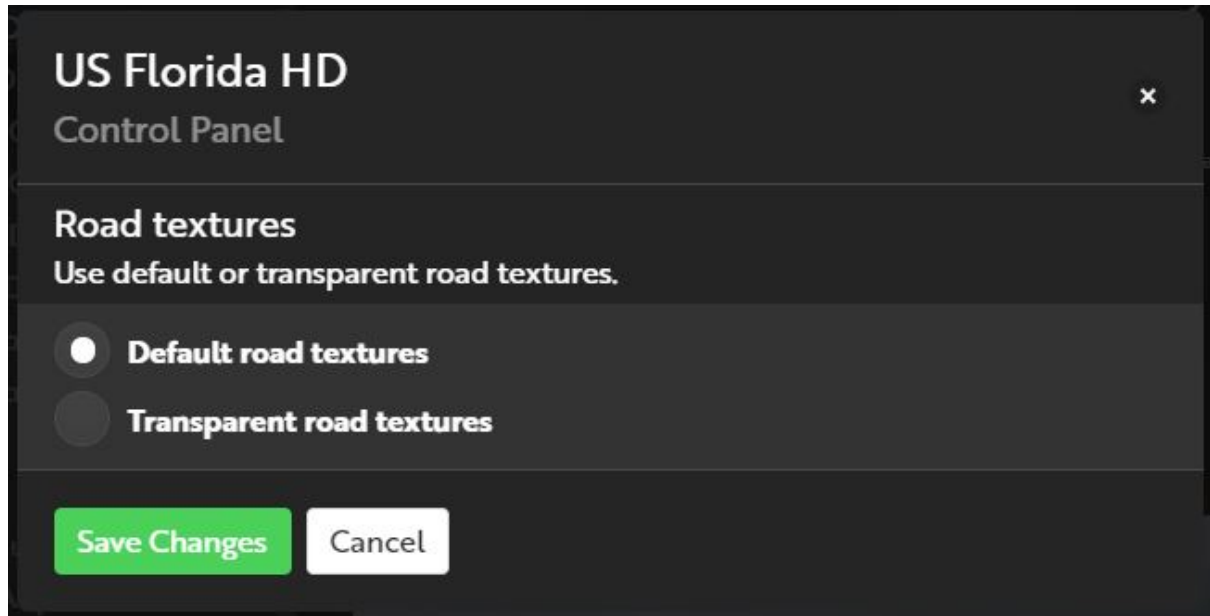


Scenery Coverage Area



TrueEarth Florida Control Panel

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

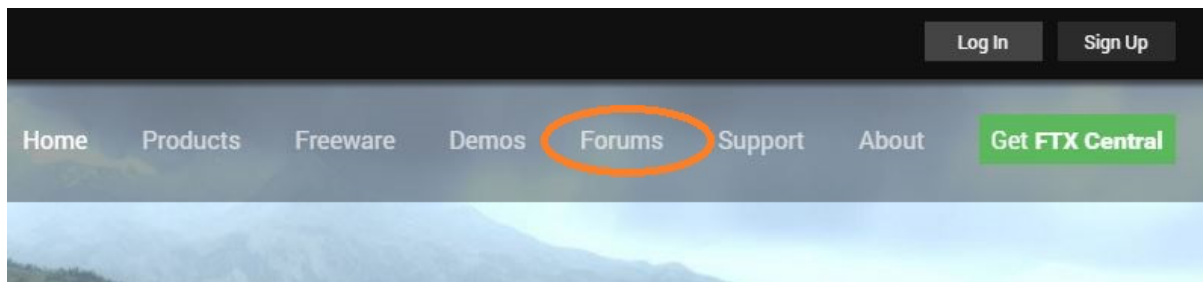


The Control Panel option will allow you to use photoreal major roads/motorways or synthetic X-Plane textures .



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TrueEarth Florida or its use, please feel free to register on the forums at 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.

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 TrueEarth Florida. Provided you adhere to the forum terms of use and have a legitimate copy of TrueEarth Florida., 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

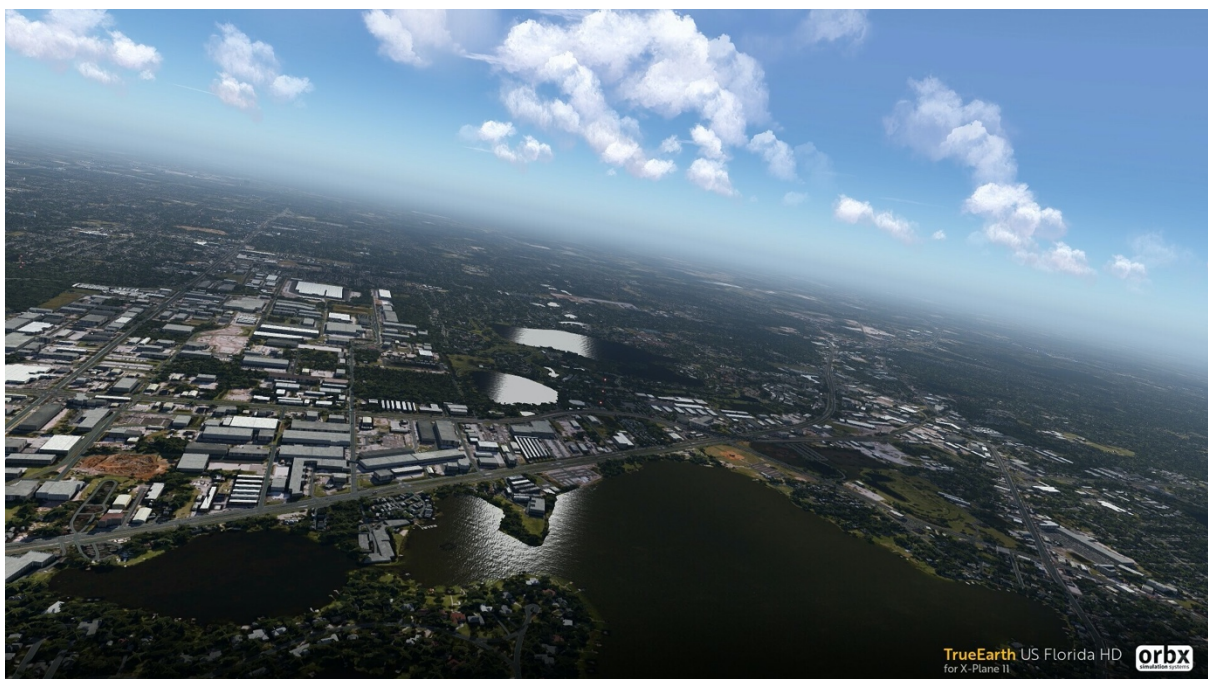
Orbx already has quite a thriving and active user community on the forums, with over 91,000 members as of January 2020. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

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 TrueEarth Florida Team

Lead Developers

- **Tony Wroblewski:** Project lead, coding and 3D modelling

Additional Orbx Developers

- **Frank Schnibben:** Miami Cityscape
- **Gaya Simulations:** 3D modelling
- **Byron Farrow:** POI coordinator
- **Mark Halliwell:** Geospatial data cleansing
- **Holger Sandmann:** Data acquisition

Specialist Roles

- **John Venema:** Head of R&D
- **Ed Correia:** Head of Production & Operations
- **Ben McClintock:** Head of IT

Beta Testing Team

Ross Casey, Scott Harmes, John Dow, Matt McGee, Mark Halliwell, Rob Abernathy, Steve Colbert and Friedi Gulder

Further Acknowledgments

- 3D Mesh generated by Ortho4XP and Triangle4XP – under CC license – Oscar Pilote/Jonathan Richard Shewchuk
- RGB Aerial Photography – United States Department of Agriculture and USGS
- NIR Aerial Photography - United States Department of Agriculture
- Digital Terrain Models and Digital Surface Models – USGS
- LiDAR elevation data – Various under open license
- The Federal Aviation Authority (FAA) – Various data and information



End User License Agreement (EULA)

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

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- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

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- 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
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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;
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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.

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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:

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- 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.

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- 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@orbxsimulation.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.