



TrueEarth

Northern California for X-Plane 11

USER GUIDE NOVEMBER 2019



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Thank you!

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

Our most ambitious project to date sees us take the next step in bringing more of the X-Plane world to life with our TrueEarth range of products. TrueEarth US Northern California is the result of years of research and development as well as countless hours of crafting together one of the most stunning and diverse regions in North America.

Take off from across the sprawling region and explore to your heart's content with over 212,000 square kilometers of orthoimagery and accurately placed autogen. The wide-range of landscapes, detailed mountains and stunning coastlines will redefine how you travel across the state in X-Plane 11. Special care and attention have been given to color correction, editing and balancing the orthoimagery to ensure the highest fidelity and quality. Using the latest technology, millions of trees have been accurately placed throughout the entire region and grouped together to create an immersive environment if you enjoy flying close to the ground. The vegetation has been hand-coloured to ensure it blends in perfectly with the ground textures.

Northern California prides itself on its varied landscape, giving you plenty of choice for places to explore. Yosemite National Park, famous for its stunning valleys and flower-covered meadows, find life in X-Plane thanks to the TrueEarth technology. If the wilderness isn't your thing, then take a trip up the Northern California coast and catch the west-coast sunshine as the light bounces off of your aircraft. The sights you will see will be truly breathtaking.

Product Features

- 212,000 km² of hand-corrected/cleaned aerial imagery in 1m/px resolution (**HD version**) or 2m/px resolution (**SD version**)
- Millions of individual autogen trees/shrubs, grouped by type and hand-corrected for maximum realism across the entire region
- Explore and soar over the stunning San Francisco Cityscape crafted with full PBR effects
- Nearly 1,000 custom PBR POIs placed around the state; including San Francisco's Golden Gate Bridge, Silicon Valley and many, many more.
- All major cities accurately modeled, including SFO, Sacramento, San Jose, Oakland, Monterey, Fresno, Redding and many others.
- Millions of themed and efficient PBR autogen buildings placed to match the aerial imagery across the entire region
- Ultra detailed elevation mesh sourced from 10m DEM to bring out great detail in the coastline and mountains
- Beautiful hand-cleaned water-masking, which blends in beautifully
- Many marinas have hand-placed 3D boats added
- Blends in seamlessly with TrueEarth US Oregon and the upcoming TrueEarth US Southern California (in development) to provide even more US coverage

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 Oregon for XP11. It is a stand-alone scenery.

Quick Installation Guide

Installing Orbx TrueEarth Northern California 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 Northern California 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.

You may also manually download TrueEarth Northern California and then have Orbx Central manage the installation for you once downloaded.

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



Default X-Plane Airports in Northern California

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 Oregon - <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.

For this reason, Orbx does not update or enhance any default XP airports in TrueEarth because there is likely already a reasonable user community-contributed version to use in the sim already. In addition, after release many of the airports will be updated to be compatible, e.g. Runways aligned correctly. However, these airports are controlled by Laminar Research and will appear in future updates of the simulator.

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.

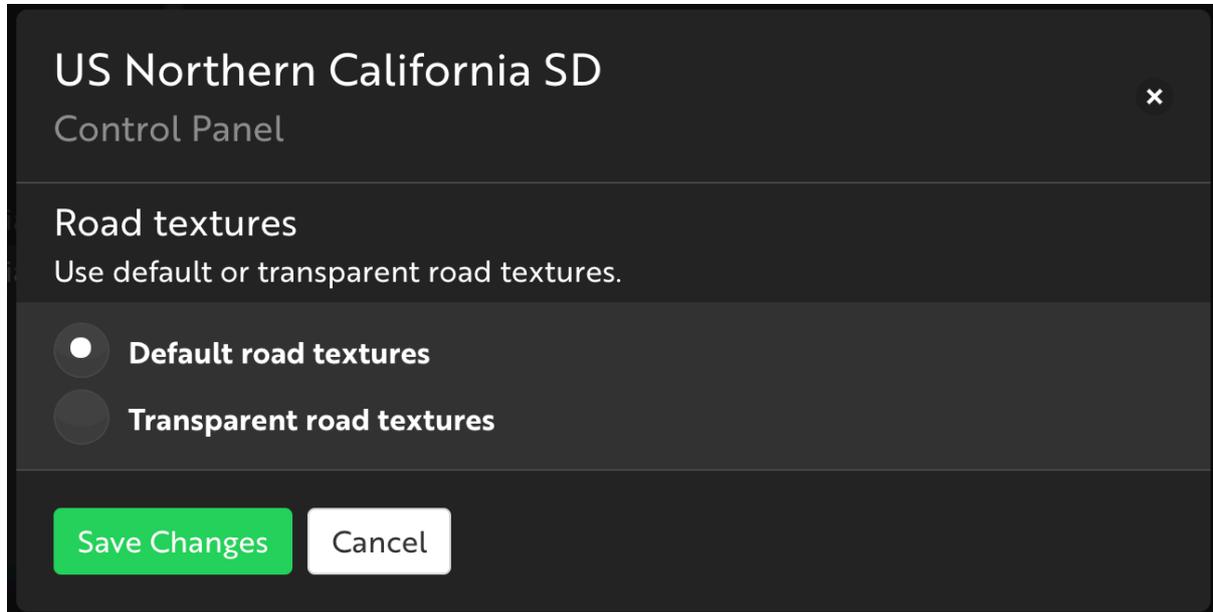


Scenery Coverage Area



TrueEarth Northern California Control Panel

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

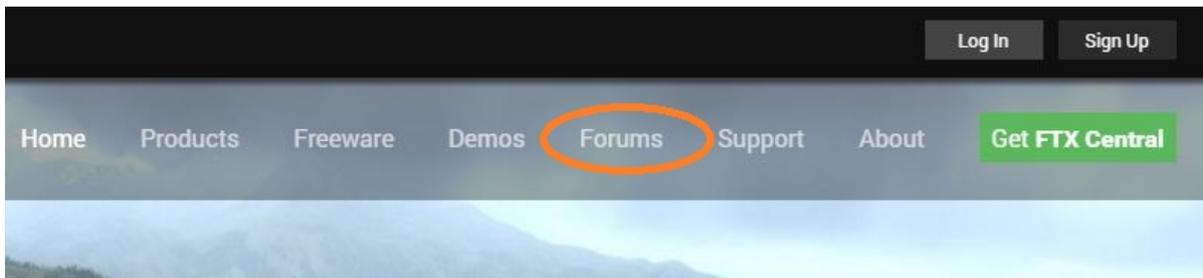


The Control Panel option will allow you to use photoreal major roads/motorways or synthetic X-Plane textures .



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TrueEarth Northern California 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 Northern California. Provided you adhere to the forum terms of use and have a legitimate copy of TrueEarth Northern California., 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 90,000 members as of November 2019. 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 Northern California Team

Lead Developers

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

Additional Orbx Developers

- **Gaya Simulations:** 3D modelling
- **Byron Farrow:** POI coordinator
- **Mark Halliwell:** Geospatial data cleansing
- **Kristian Howes:** Texture artist
- **Philip Speakman:** Texture artist
- **Farren Corcoran:** Texture artist
- **Leanne Howes:** Texture artist
- **Will Adams:** Texture artist

Specialist Roles

- **John Venema:** Chief Product Officer
- **Ed Correia:** Chief Operating Officer
- **Ben McClintock:** IT Manager

Beta Testing Team

Ross Casey, Matt McGee, John Dow, Rob Abernathy, Nick Cooper, Darryl Wightman, Steve Colbert, Phil Manhart, Friedi Gulder, Scott Harmes & John Lovell

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- 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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- 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.

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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.

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- 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. 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.

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- 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.