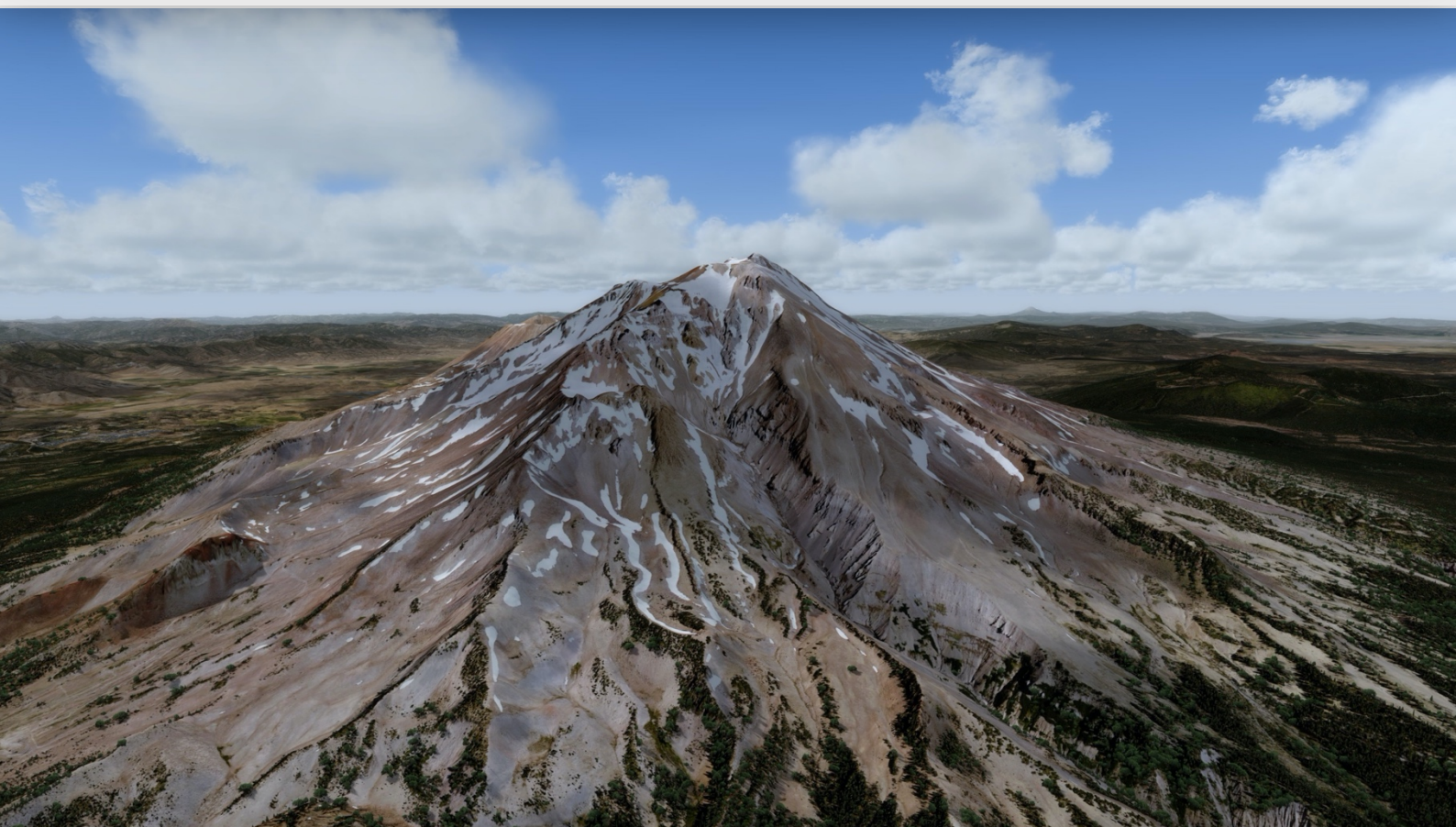




TrueEarth

Northern California

USER GUIDE JUNE 2020



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Thank you!

Orbx would like to thank you for purchasing **Orbx TrueEarth Northern California**.

Take off from across the sprawling region and explore to your heart's content with over 240,000 square kilometres of detailed ground imagery and accurately placed autogen. The wide range of landscapes, detailed mountains and stunning coastlines will redefine how you travel across the state in Prepar3D.

Working to bring a truly immersive experience, TrueEarth US Northern California takes a data-driven approach to accurately placing millions of trees, buildings and points of interest throughout the region. If you love flying across varied environments and stunning landscapes, Northern California will give you everything you desire and more. Famous for its diverse range of places to explore, you'll never be bored seeking the next place to visit.

TrueEarth US Northern California features Yosemite National Park, famous for its stunning valleys and flower-covered meadows, or take a cruise up the Californian coast and watch as the sunshine bounces off the water. The sights you will see will be truly breathtaking. Perhaps you want a more urban experience? The beautiful cityscape of San Francisco has been fully modelled for a detailed rendition of the City by the Bay. Set yourself the challenge of finding everything there is to see in Northern California.

The most exciting element of North California is the variety of typography throughout the region, meaning you could spend days exploring and still find uniqueness throughout. The rugged coastlines up by Big Sur and Shelter Cove make for excellent expeditions, whilst seeing the peaks of Mt Shasta is simply breathtaking. Whatever your preference, TrueEarth US Northern California will have something for you!

Product Features

- 93,190 square miles (241,363 km²) of hand-corrected, crisp, color-matched aerial imagery
- 1002 custom-modeled 3D POIs!
- Over 284 million trees placed
- More than 8 million buildings
- Stunning San Francisco Cityscape
- VFR landmarks such as masts, wind farms, churches, power-lines, and lighthouses are all accurately placed
- Hand-placed and custom modelled 3D landmarks
- Sharp and detailed Ultra-HD 10-meter mesh
- Superb watermasking along the entire coastline and most rivers and lakes
- Beautiful summer imagery with exquisite night-lighting

Product requirements

This scenery addon is designed to work in the following simulators: **Lockheed Martin Prepar3D v4 and v5.**

Orbxlibs is also required to use Orbx TrueEarth Northern California.

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.

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



Airports in Northern California

We have included airports from our NA landclass regions into the TrueEarth regions. This adds a large number of additional airports as well as additional 3D content to most previously existing default airports and should be considered a free bonus that comes with this scenery.

Even though we have taken care to ensure that these airports fit within the photoreal imagery, there may be instances where an airport may be slightly offset to the underlying imagery.

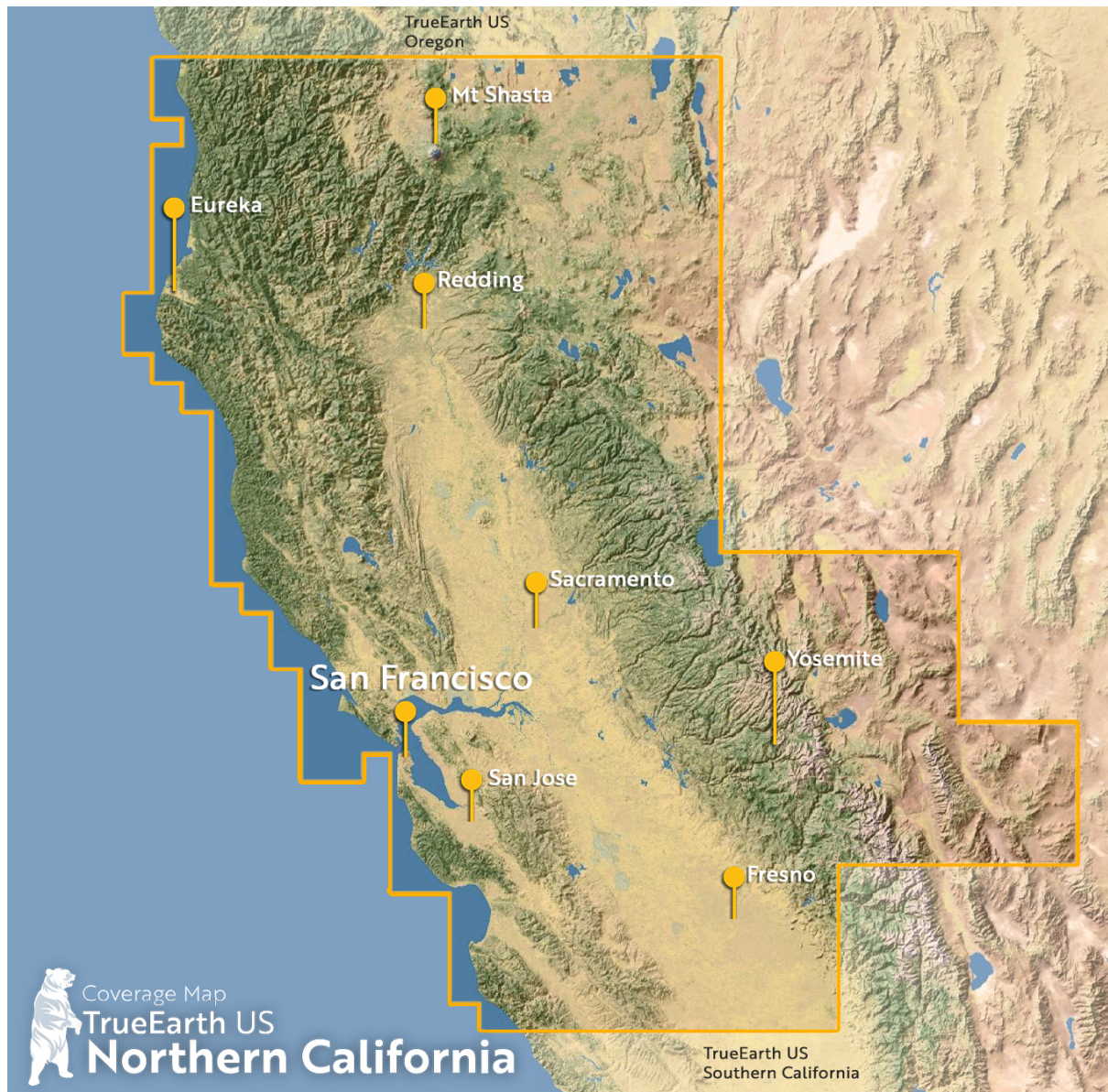
We have corrected the most frequented destinations for the release version of Northern California.

Our payware airports have also been updated and will be made available at release time to ensure that the airport product and Northern California work together.



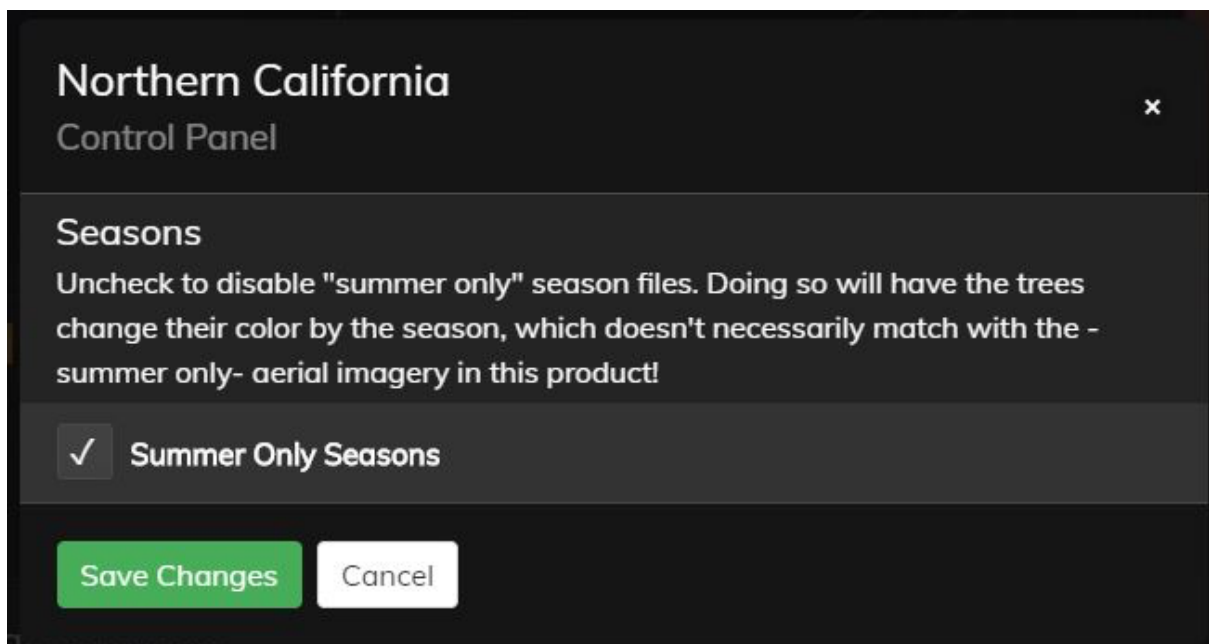
Scenery Coverage Area

The coverage area does not match the actual size of Northern California state due to the different grid systems used by P3D & X-Plane.



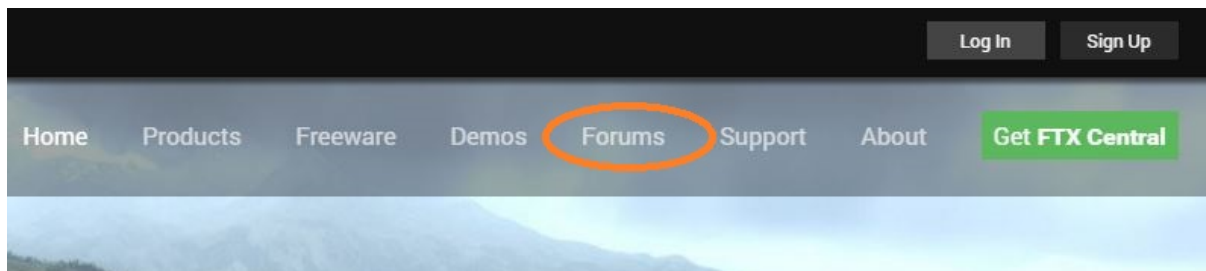
The TrueEarth Northern California Control Panel

We have included as simple Control Panel option which will allow you to disable the summer season file that controls the seasonal vegetation.



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 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 support forums for each issue (don't tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your TrueEarth Northern California 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 94,000 members as of June 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 Orbx TrueEarth Northern California Team

Lead Developer

- **Sascha Normann:** Project lead

Additional Developers

- **X-Plane version:** Tony Wroblewski (Project lead), Byron Farrow (POIs) & Mark Halliwell (Data cleansing), Kristian Howes, Philip Speakman, Farren Corocoran, Leanne Howes & Will Adams (texture artists)
- **Gaya Simulations:** 3D modelling
- **Neil Hill, Chris Clack, Larry Isenor & John Barner:** Airport enhancements

Specialist Roles

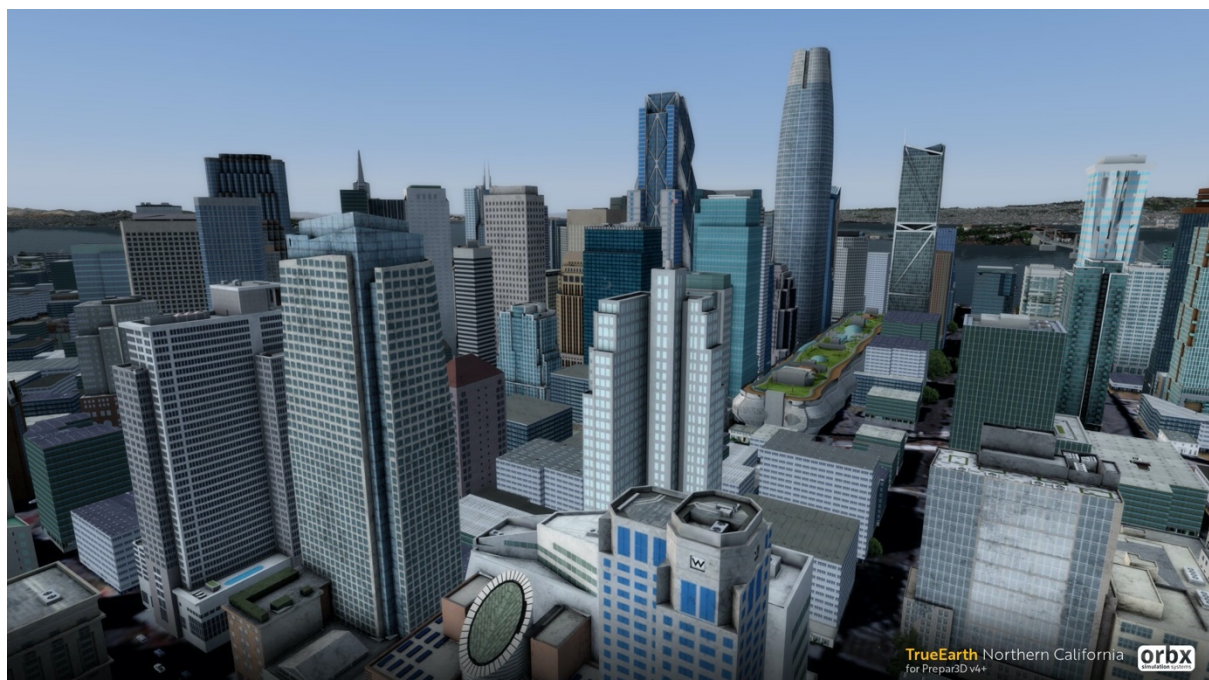
<https://orbx.group/team/>

Beta Testing Team

Phil Manhart, Rob Abernathy, Ross Casey, Steve Colbert, Darryl Wightman, John Dow, Mark Halliwell, Matt McGee, Steve Ruiz & James Eden

Further Acknowledgements

- 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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- associated printed materials, media and online or electronic documentation (**Documentation**),

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 - 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
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- 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
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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;
 - 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.

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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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- 6.6. 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.