TrueEarth

Oregon

for X-Plane 11

USER GUIDE AUGUST 2019

Contents

Thank you!

Orbx would like to thank you for purchasing **Orbx TrueEarth Oregon** for X-Plane 11. TrueEarth Oregon is our second major region for the United States following on from Washington and we hope that you will enjoy this product as much as we do.

Product Features

- 150,000 square miles (241,415 km^2) of hand-corrected, crisp, color-matched aerial imagery
- Our PBR autogen technology developed especially for X-Plane 11, allowing thousands of realistic looking regional-themed houses and buildings to be placed with minimal impact on performance
- 574 custom-modelled PBR 3D POIs!
- Over 500 million trees placed correctly based on detailed land use and high-resolution height data
- 2.7 million buildings at their correct height and location where data is available
- Major Cityscapes for Portland, Eugene and significant buildings added to many smaller towns.
- VFR landmarks such as masts, wind farms, and power-lines are all accurately placed.
- Hand-placed and custom-modelled 3D landmarks placed throughout the scenery, such as bridges, skyscrapers, stadiums, cranes, tanks, piers, farms, and monuments – this is especially noticeable in city areas.
- Based on 10-meter resolution data which brings out stunning detail in natural features such as mountains, coastlines and valleys.
- Superb watermasking along the entire coastline and most rivers and lakes
- Accurate road and rail network blended into the aerial imagery with moving traffic
- Summer season only with full night-lighting supported

Product requirements

This scenery addon is designed to work in the following simulator: **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 TE Oregon is all managed by our Orbx Central application. This application is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased TE Oregon 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 Central.

You may also manually download TE Oregon 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 Oregon

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 can 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

This scenery covers Oregon state and some small areas of Washington and Idaho
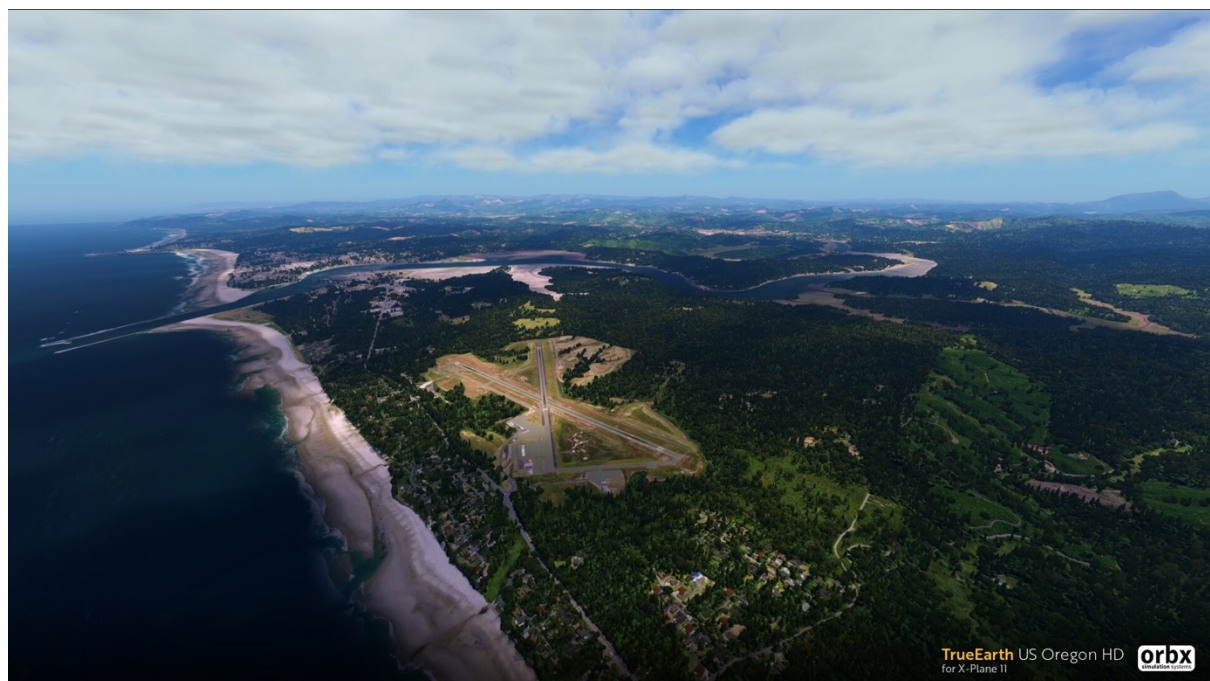
Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TE Oregon or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the X-Plane 11 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.
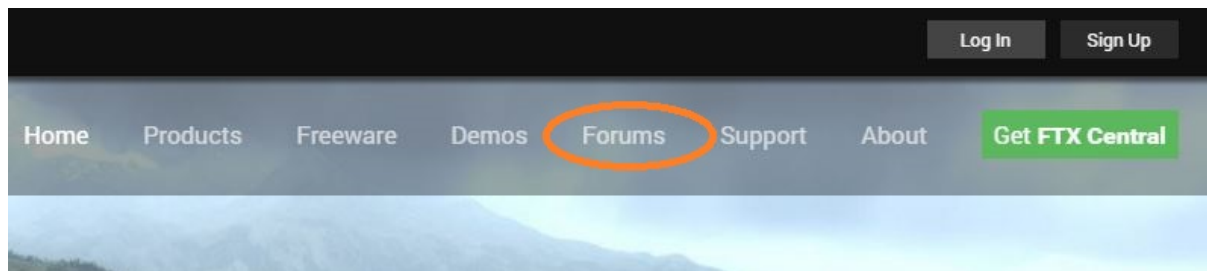
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

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

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with nearly 88,000 members as of August 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 Orbx TE Oregon Team

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

Additional Developers
- **Gaya Simulations:** 3D modelling
- **Byron Farrow:** POI coordinator
- **Mark Halliwell:** Geospatial data cleansing

Specialist Roles
- **John Venema**: Executive Producer
- **Ed Correia**: Production management
- **Ben McClintock**: Orbx Central and website
- **Jarrad Marshall**: Operations management
- **Aimee Sanjari**: Community and Marketing

Beta Testing Team
A big thanks to our beta team who have combed the scenery over several times

Jon Murchison, John Lovell, Friedi Gulder, Rob Abernathy, Phil Manhart, Matt McGee, Steve Colbert, Filippo Nesi, Darryl Wightman

Further Acknowledgements
- 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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