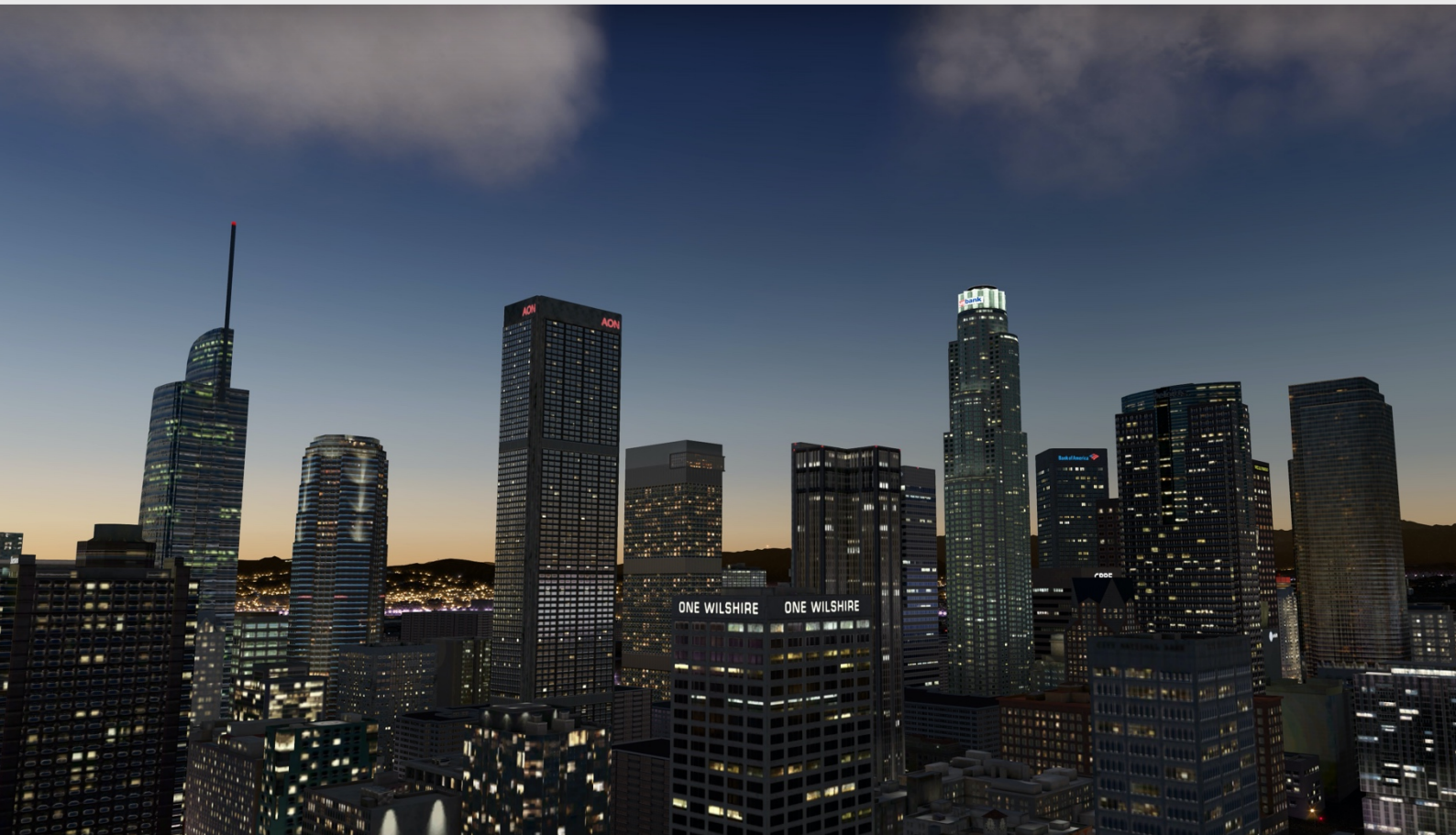




# TrueEarth

## Southern California for X-Plane 11

USER GUIDE MAY 2020



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# Thank you!

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

Recapture your love for flying again with the most anticipated TrueEarth US region ever. Combining thousands of miles of perfectly crafted aerial imagery, highly detailed cityscapes and fully optimised for a smooth flight over the entire region, TrueEarth US Southern California is the epitome of Orbx's TrueEarth technology.

Over 250,00 Sq. Km of crisp, colour corrected imagery will be seamlessly injected into the world of X-Plane 11 with just a simple click via Orbx Central. providing pilots with clear and breathtaking views of the vast environment below. From the mountains of the Sierra Nevada and the vast agricultural areas of the southern Interior Valley and Salton Sea to the sprawling metropolitan areas of Los Angeles and San Diego - both of which are highly detailed and included in TrueEarth US Southern California.

Create memorable air tours from the comfort of your own house. Exploring hotspots such as the famous Hollywood sign in LA before flying overhead the stunning Beverly Hills and the golden sands of Santa Monica. After you're done exploring the City of Angels, cruise south to the famed Catalina Island which features hand-crafted watermasking benefiting simmers with jaw-dropping coastal details for those perfect screenshots. Find peace and tranquillity by embarking on an unforgettable trip inland to the salt flats, dunes, colourful rocks and military ranges of the Mojave and Colorado Deserts.

Orbx TrueEarth US Southern California is the perfect place to start if you're looking to fly online in a VFR environment to educate or to socialise. With unparalleled detail thanks to millions of accurately placed buildings, trees, bridges and more, you can follow instructions and charts perfectly. Using any of the included 1,000 points of interest will help you achieve the perfect VFR flight just as you would in the real-world. For those looking to jump between Los Angeles and San Diego, or any of the other cities in the region, pilots will love the stunning terrain below them and those mesmerizing final moments on approach to any number of airports in Southern California. Pilots love flying in the area thanks to the stunning landscapes, incredible waterfronts and the numerous harbours, beaches and docks that make up the coast of Southern California and the many urban environments.

With our next-generation technology, we have perfected the balance of hand-crafted detail and performance. With full compatibility for the latest Vulcan / Metal engine in X-Plane 11 providing optimised performance across the entire region, whilst harnessing the power of the X-Plane engine to provide pilots with an ultra-rich, detailed and truly world-class region which will **finally allow you to visit Southern California as though you are really there.**

# Product Features

- Over 250,000 Sq. KM of crisp and color corrected aerial imagery
- Detailed cityscapes for key cities including Los Angeles and San Diego
- Unforgettable points of interest such as the famous Hollywood Sign
- Over 1000 hand-placed objects to provide an immersive and realistic VFR experience
- Optimised for the best performance even when flying jets across the stunning landscape
- Millions of accurately placed buildings, trees and vegetation perfect for online flying with friend
- Superb night lighting across all 3D objects for vibrant night-scenes
- Perfectly blends with Orbx TrueEarth US Northern California
- Compatible with X-Plane 11.40 and above, including the new Vulkan technology



# 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 Southern California for XP11. It is a stand-alone scenery addon.*

## Quick Installation Guide

Installing Orbx TrueEarth Southern 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 Southern 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.**



# Default X-Plane Airports in Southern 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 Southern California - <https://x-plane.cleverest.eu/>

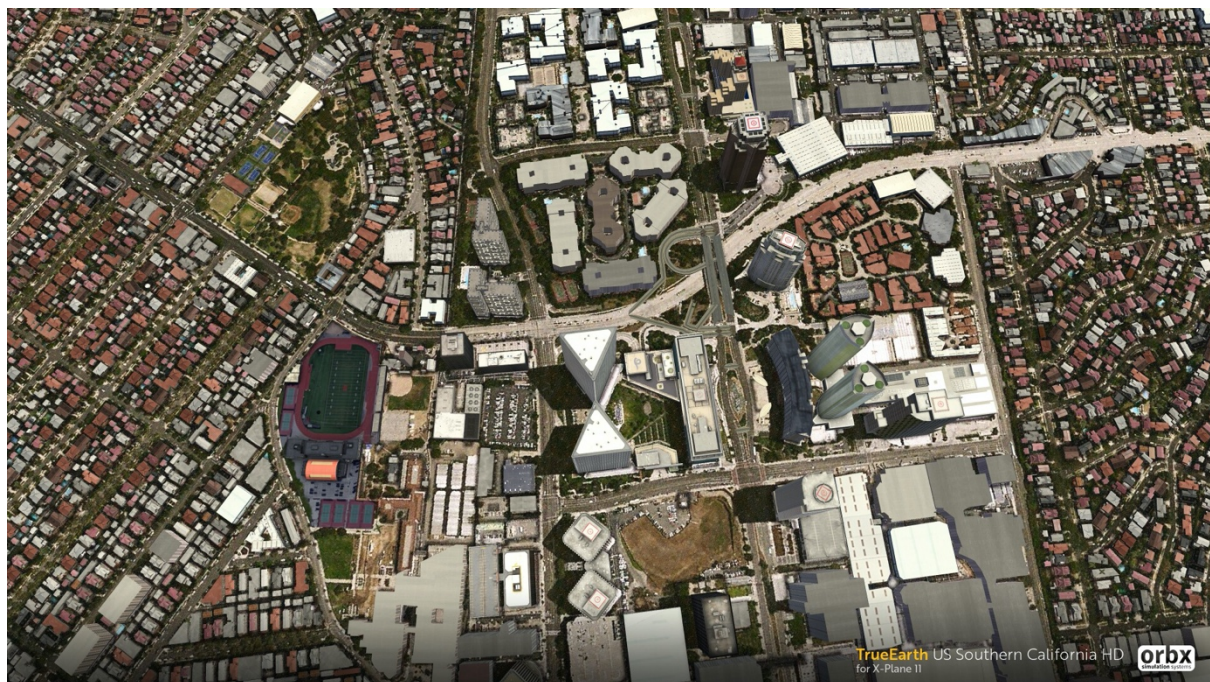
At the time of publishing, a few of the lesser-known gateway airports are not aligned correctly to their true position in the real world or have unnecessary flattening enabled that will cause mesh issues. Laminar Research are aware of this and these will be fixed in future X-Plane updates.

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.

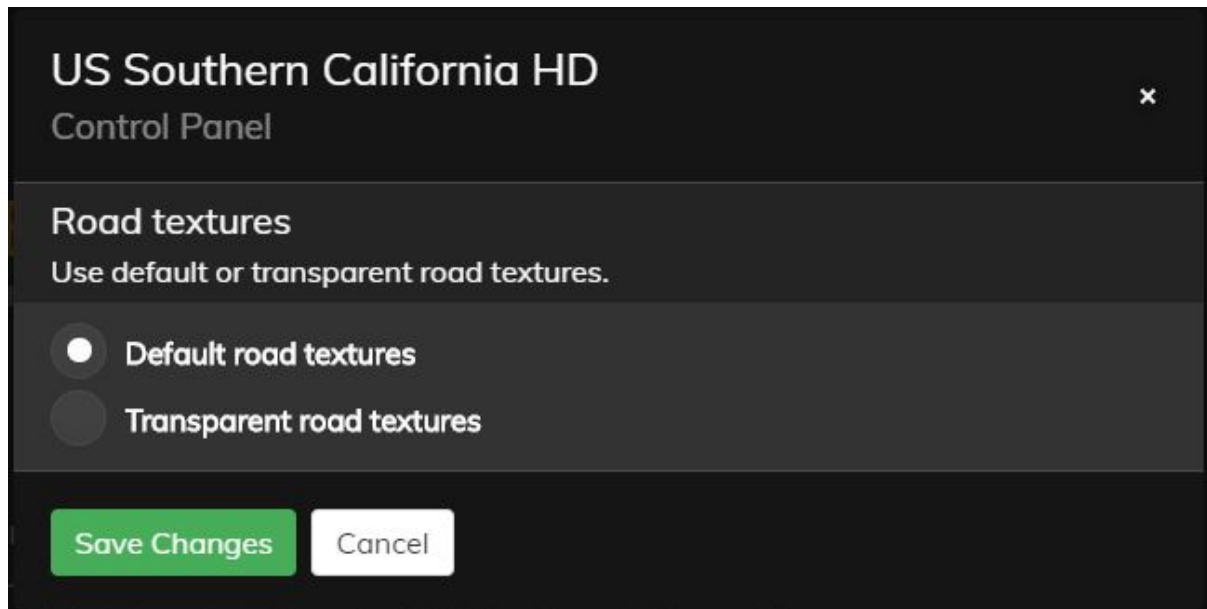


# Scenery Coverage Area

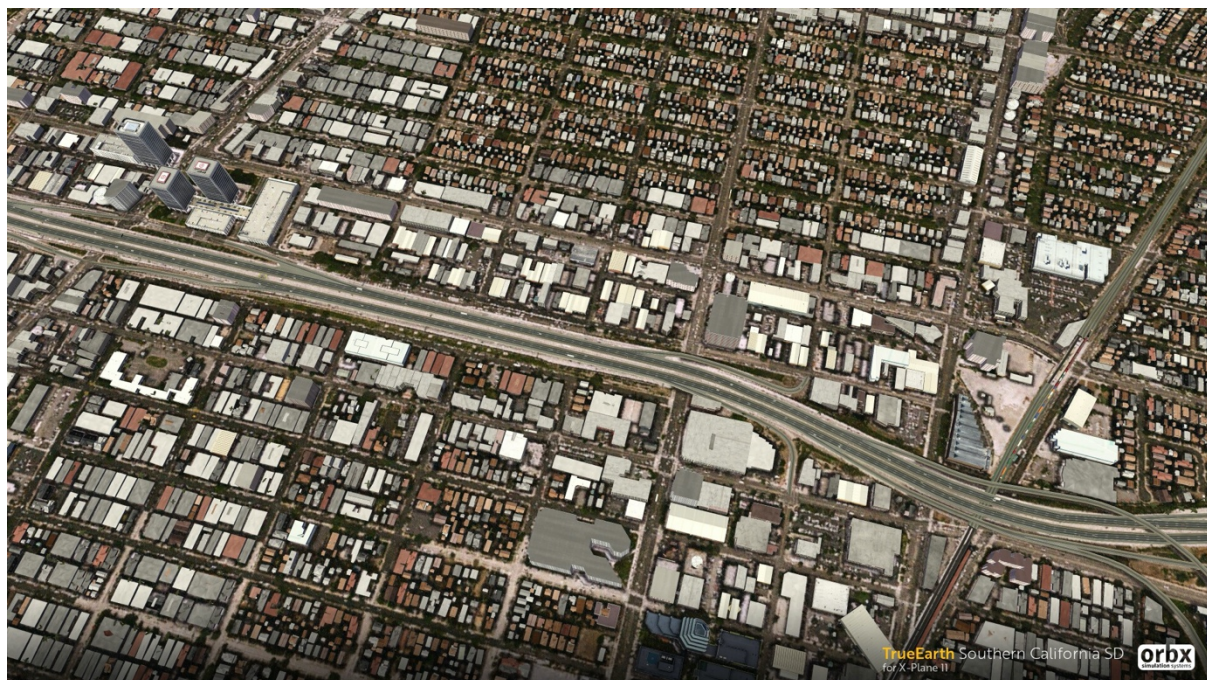


# TrueEarth Southern California Control Panel

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



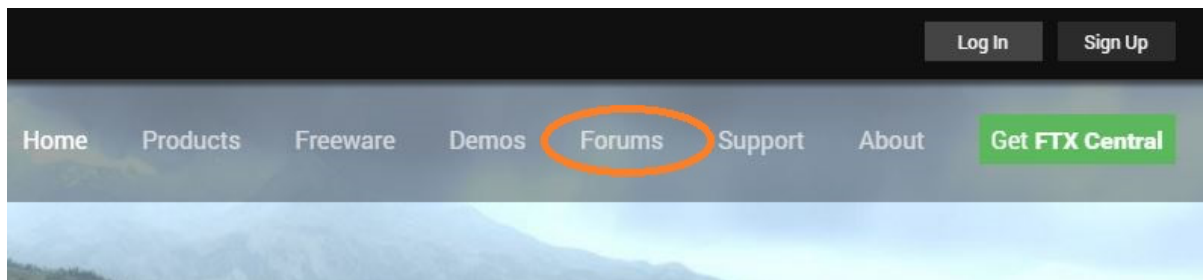
The Control Panel option will allow you to use photoreal major roads/motorways or synthetic X-Plane textures.





# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TrueEarth Southern California 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 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](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 TrueEarth Southern California. Provided you adhere to the forum terms of use and have a legitimate copy of TrueEarth Southern 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 93,000 members as of May 2020. 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 TrueEarth Southern California Team

## Lead Developer

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

## Additional Orbx Developers

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

## Specialist Roles

<https://orbx.group/team>

## Beta Testing Team

Mark Halliwell, Matt McGee, Ross Casey, Rob Abernathy, Scott Harmes, Darryl Wightman, John Dow, Steve Colbert, Jon Clarke,

## 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](http://orbxdirect.com/eula).

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- Orbx Scenery Addon for Microsoft Flight Simulator X, Lockheed Martin Prepar3D, Laminar Research X-Plane and IPACS Aerofly (**Software**);
- 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
  - f) not to modify, use, call GUIDs, reference, extract or in any way make use of the Orbxlibs in any software project be it freeware, donation ware or payware.

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- 4.1. We warrant that:
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  - 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@orbxsystems.com](mailto: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.

## 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.
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- 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.
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