



TrueEarth Washington

for X-Plane 11

USER GUIDE JUNE 2019



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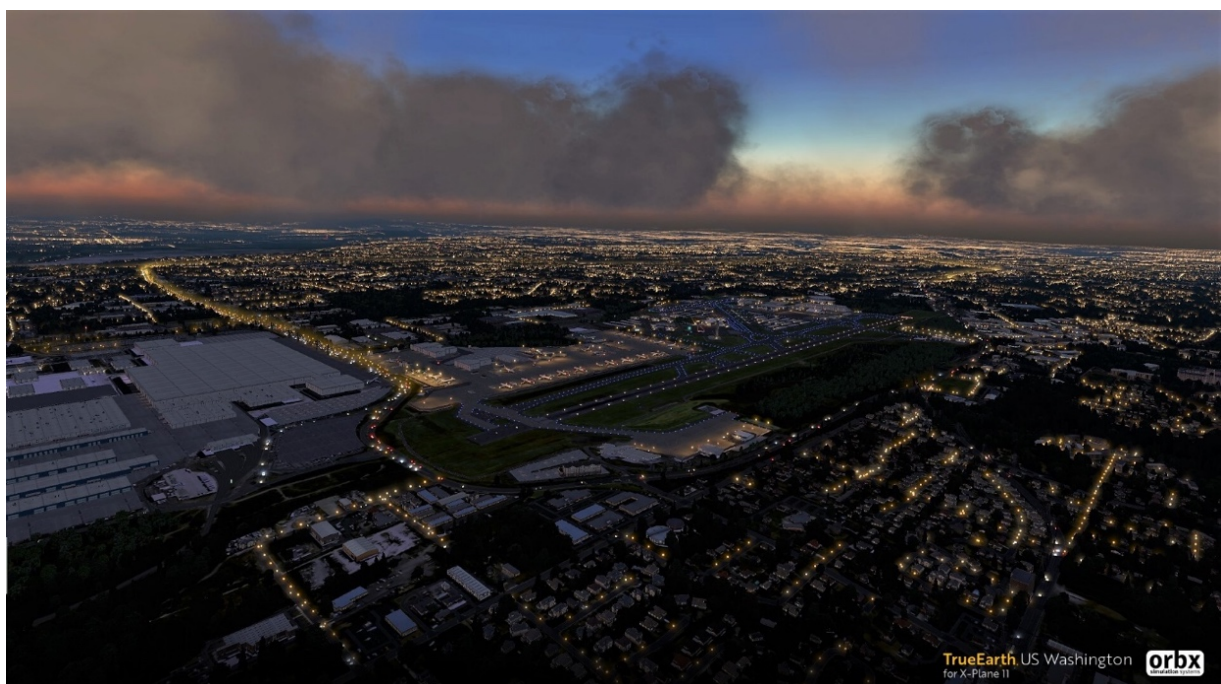
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Thank you!

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

Product Features

- 91,875 square miles (237,956 km²) of hand-corrected, crisp, color-matched aerial imagery
- New 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
- 1,174 custom-modelled PBR 3D POIs!
- Over 500 million trees placed correctly based on detailed land use and high-resolution height data
- 4.5 million buildings at their correct height and location where data is available
- Major Cityscapes for Seattle, Bellevue, Victoria and Tacoma, and significant buildings added to Everett, Olympia, Spokane, Kennewick and Yakima
- 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.
- Sharp and detailed 10-meter mesh 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 airport 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 XPlane products are required to use Orbx TrueEarth Washington for XP11. It is a stand-alone region.



Quick Installation Guide

Installing Orbx TrueEarth Washington is all managed by our FTX Central application. This app is responsible for maintaining your Orbx installation. Please visit the support forums to learn more.

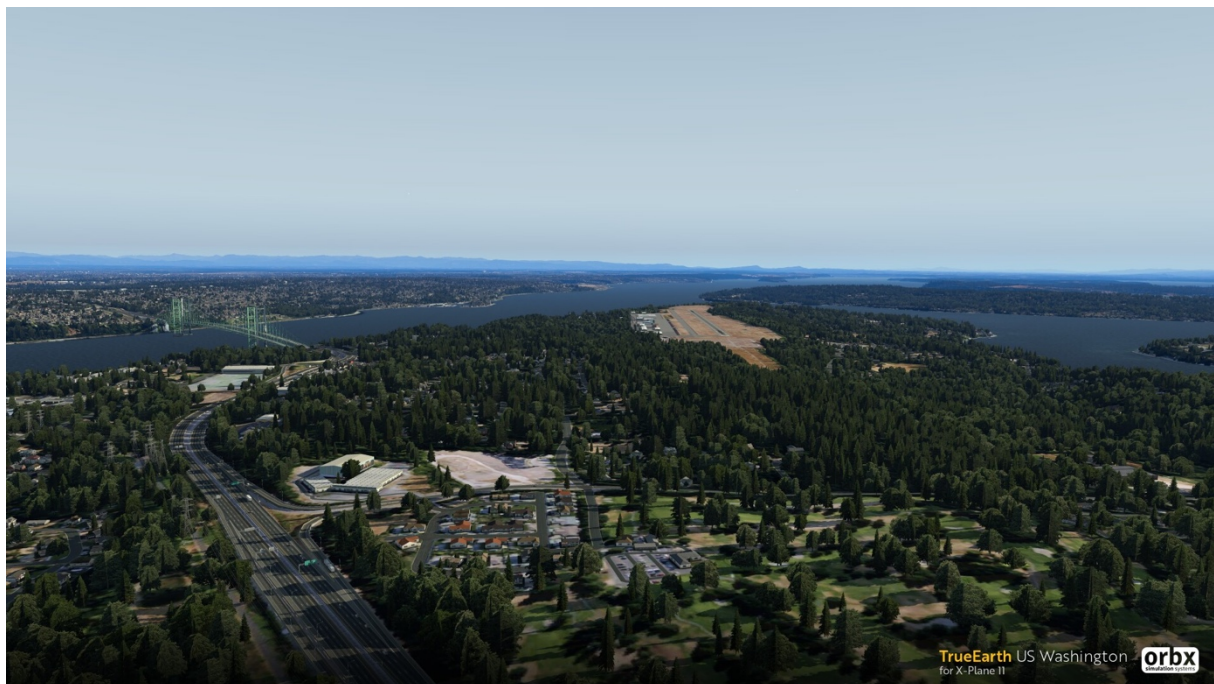
Once you have purchased TrueEarth Washington it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download TrueEarth Washington and then have FTX Central manage the installation for you once downloaded.

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

At time of publishing, FTX Central is not compatible with MacOS and Linux systems. We are close to launching an entirely new version of this app, named Orbx Central. Please keep an eye on our forums as to its availability and use. This new app will be compatible for Windows, MacOS and Linux.

In the meantime, please make use of the *CROSS-PLATFORM DOWNLOAD* available in your OrbxDirect account. This zip file will have the instructions for you to manually install Orbx TrueEarth Washington into MacOS/Linux.



Default X-Plane Airports in Washington

X-Plane is different to 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 the USA - <https://x-plane.cleverest.eu/>

For this reason, Orbx does not update or enhance any default XP airports in TrueEarth Washington because there is likely already a reasonable user community contributed version to use in the sim already.

What Orbx is doing is porting our previously published FSX/P3D HD airports from England, Scotland and Wales 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 B7373/A320/Q400 operations.



Compatibility with third-party products

Whilst every effort has been made to ensure our scenery will work with other 3rd party products by following the X-Plane guidelines, we can't guarantee that they will work correctly with every product out there.

Drzewiecki Design Seattle City X – Since both products cover the same area (Seattle City), they are not compatible together. If you have this installed, then we recommend you use our cityscape instead, as it has been optimised and designed to fit into the rest of the region.

Drzewiecki Design Seattle Airports – Important!! This scenery contains a custom mesh that is not compatible with TE Washington and will disable a large part of the scenery (showing default terrain). This is due to a limitation in how meshes are distributed for X-Plane and bugs in the terrain for the default KSEA Airport. However, the airports work with our mesh and the custom DD mesh can be disabled if both products are used together.

AirfoilLabs KAWO Arlington – As with DD's Seattle, this product contains an optional custom mesh that will not work with TE Washington and will need to be disabled. The airport uses its own autogen and aerial imagery for the airport area which may not 100% blend in correctly.

Freeware airports – Most of these should work fine as long as the third-party airport contains correct exclusion zones. As is the case with our previous regions, the ones that didn't contain exclusion zones will need to be updated for compatibility.



Scenery Coverage Area



This scenery covers Washington state and some small areas of Oregon, Idaho and British Columbia.



The TrueEarth Washington Control Panel

We have included as simple Control Panel option which will allow you to use photoreal major roads/motorways or synthetic X-Plane textures.

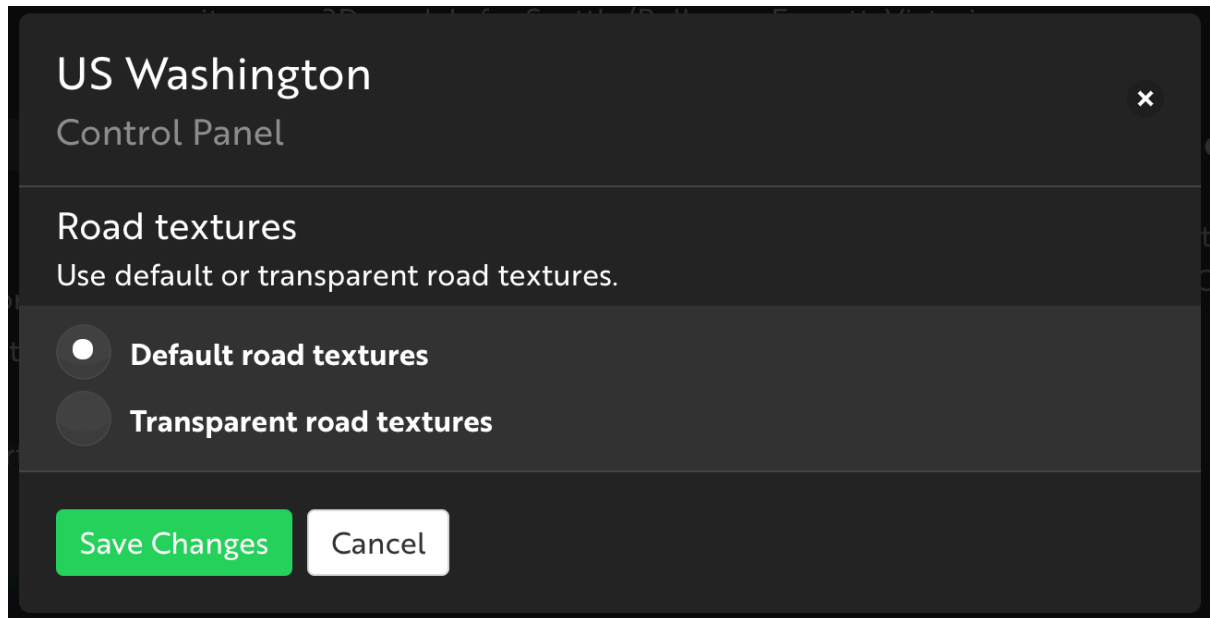
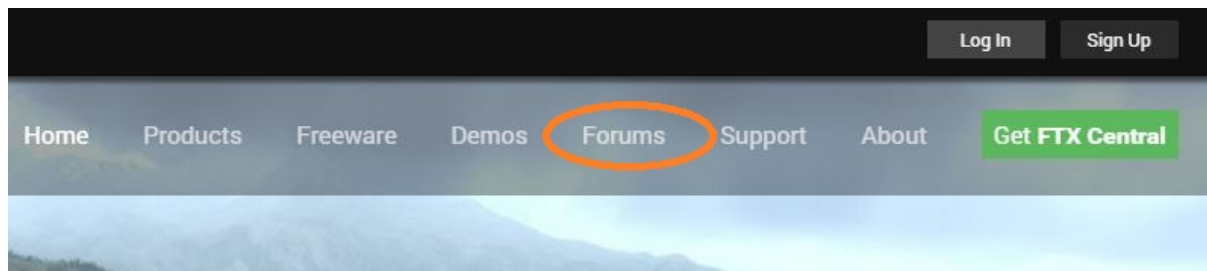


Image shown from Orbx Central



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about TrueEarth Washington 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 Washington. Provided you adhere to the forum terms of use and have a legitimate copy of TrueEarth Washington, 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 Washington 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

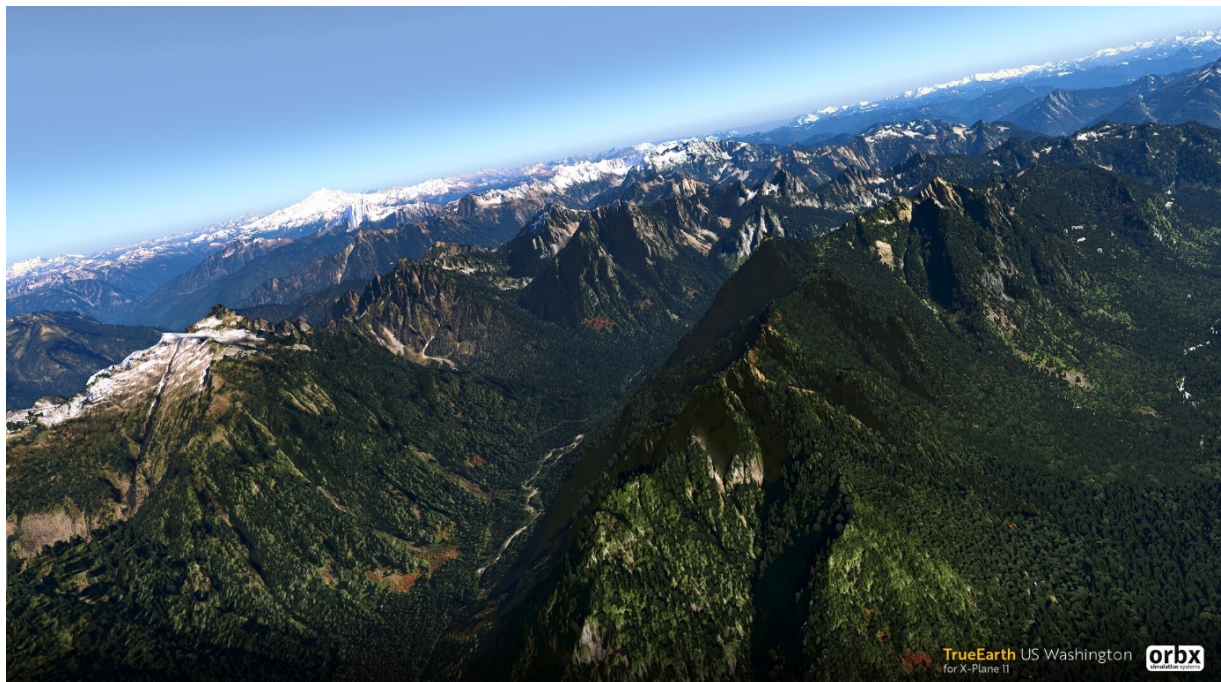
Orbx already has quite a thriving and active user community on the forums, with over 87,000 members as of June 2019. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

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 TrueEarth Washington 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:** Business management
- **Ed Correia:** Operations management
- **Ben McClintock:** IT management
- **Jarrad Marshall:** Product 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, Devon Bates, 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.

END-USER LICENSE AGREEMENT (EULA) for Orbx Simulation Systems Full Terrain Experience (FTX) Scenery Addon for X-Plane 11.

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