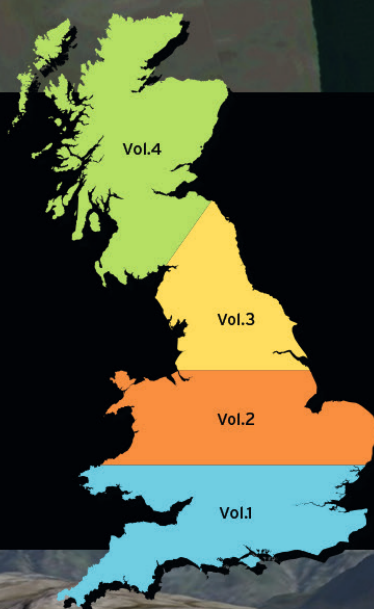




# VFR Real Scenery NexGen 3D

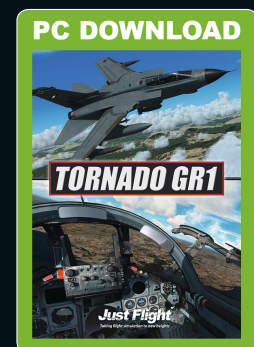
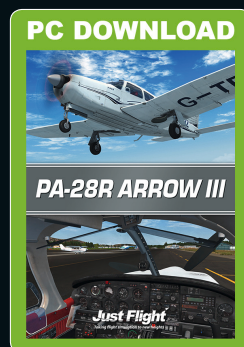
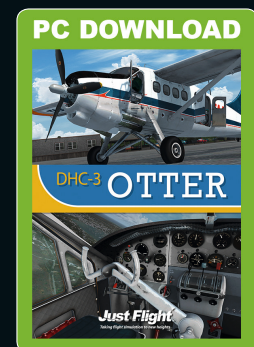
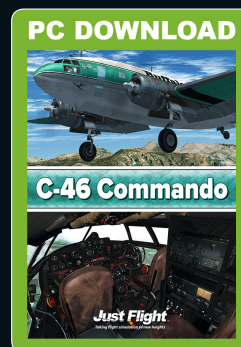
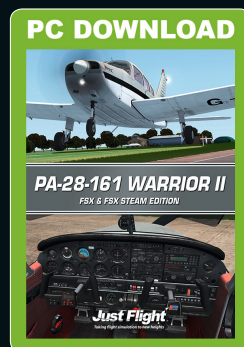
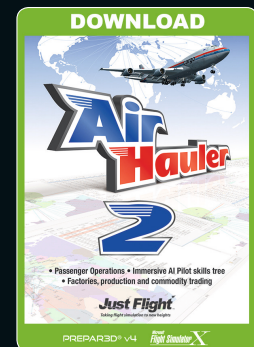
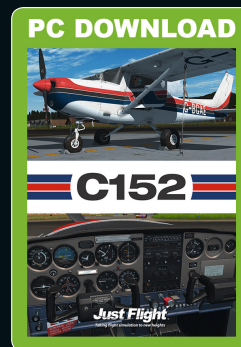
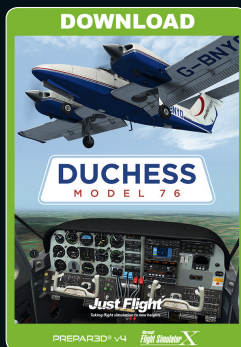
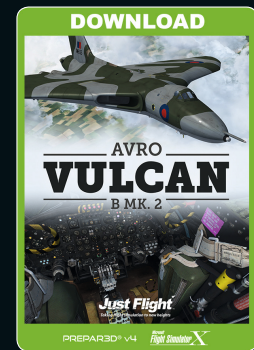
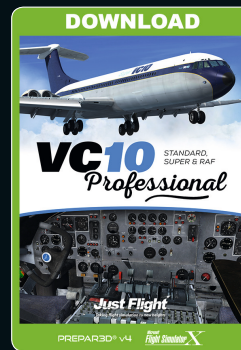
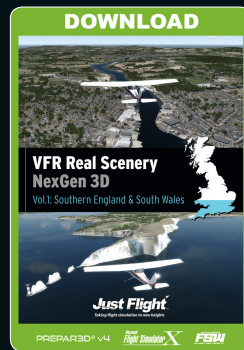
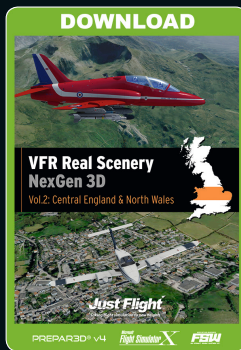


**USER'S MANUAL**

**Just Flight**



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# VFR Real Scenery NexGen 3D

## Operations Manual

Please note that Prepar3D or Flight Simulator X must be correctly installed on your PC prior to the installation and use of this VFR Real Scenery NexGen 3D software.

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# INTRODUCTION

## Photographic scenery

Flight simulators use a generic texture system to provide the scenery you see below you on the ground when you are flying. It is based on a world grid of ground class types so you will see 'city' where there is a city and 'forest', 'farmland', 'desert' or one of many other texture types where appropriate. While this does a reasonable job of creating a varied landscape that roughly approximates the ground you are flying over, it is not a true representation of what you would see when flying in the real world.

All the major simulators support a system for replacing the generic ground with photographic textures obtained from aerial photographs or satellite images. With these in place you will see the actual real-world view from your aircraft and will be able to perform true Visual Flight Rules (VFR) flying by following the same landmarks and ground features as you would on a real-world VFR flight.

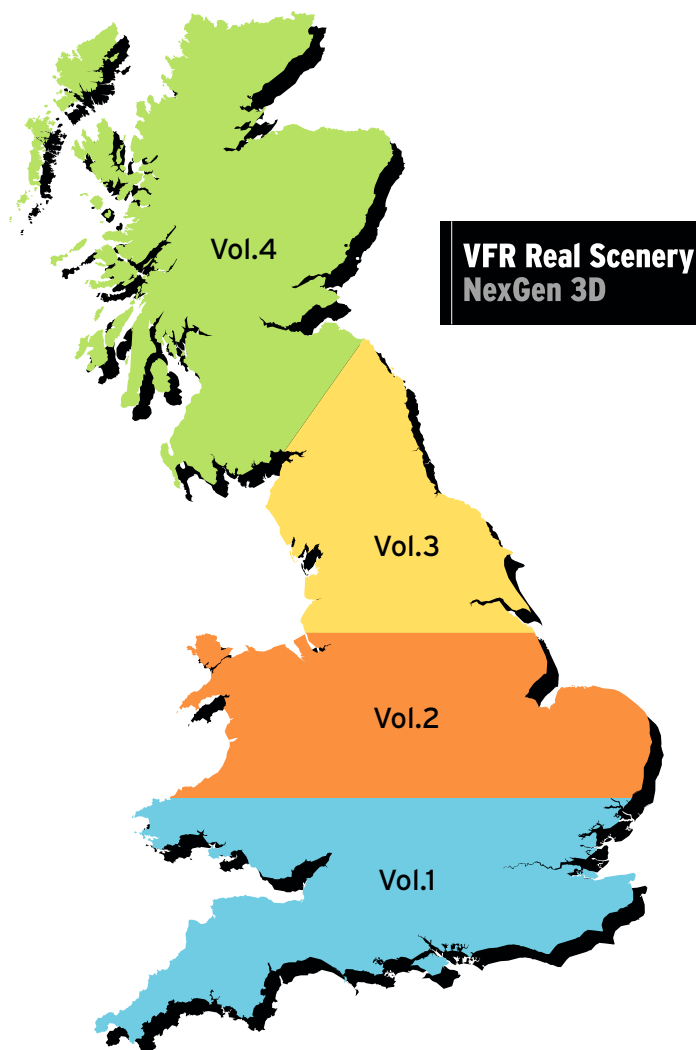
## Coverage and included airports

Just Flight's VFR Real Scenery NexGen 3D range covers all of England, Wales and Scotland, divided into a number of separate areas:

- Vol. 1: Southern England & South Wales
- Vol. 2: Central England & North Wales
- Vol. 3: Northern England
- Vol. 4: Scotland

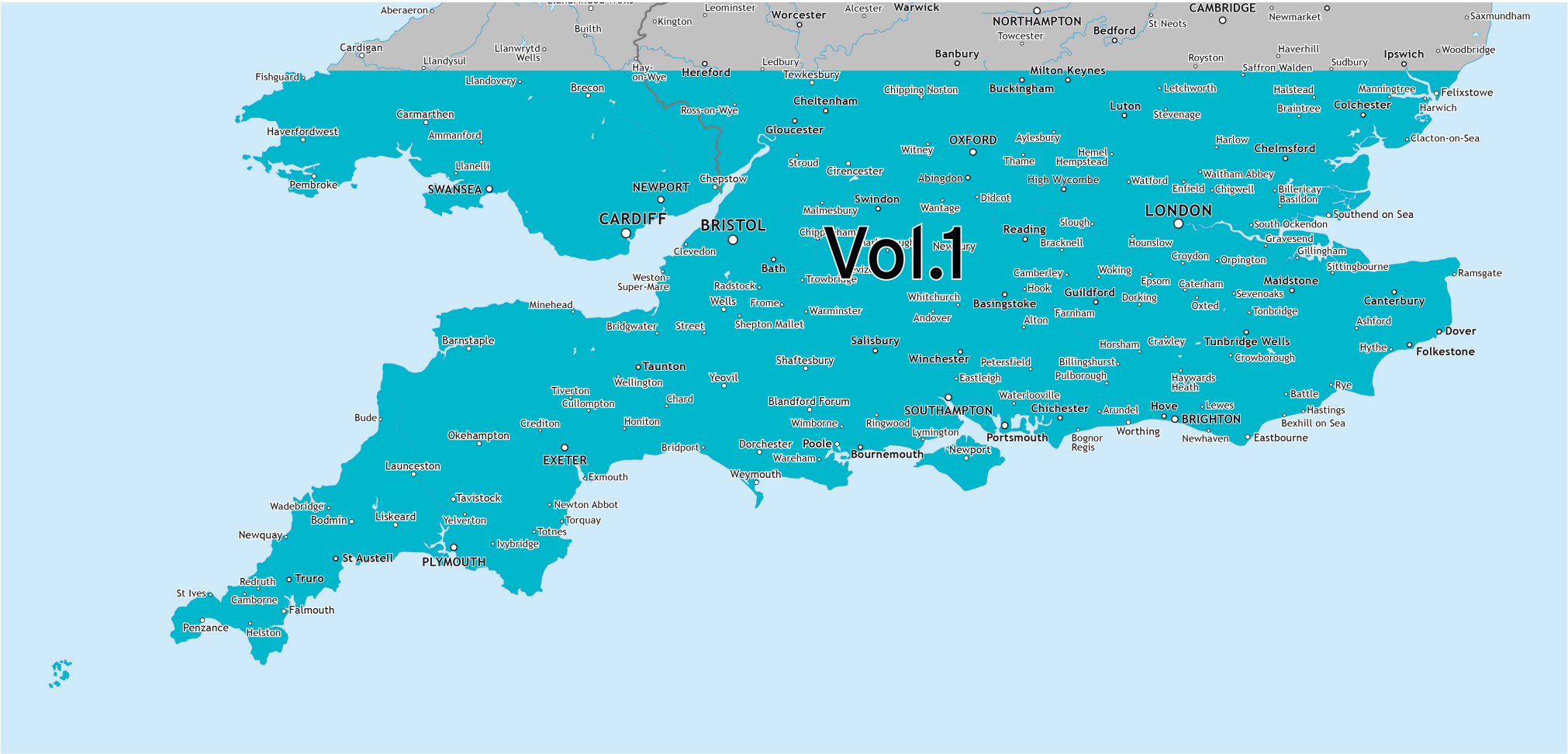
The area covered in each volume is shown in the following maps, along with the existing default airports which are located within the area covered.

Please note that the exact boundaries of the area covered in each volume may differ slightly from these maps when the software is installed in your simulator.





Vol. 1: Southern England & South Wales





## Default airports located in Volume 1

- EGBJ Gloucestershire
- EGBP Kemble
- EGTW Oaksey Park
- EGDC Chivenor
- EGDG St Mawgan AB
- EGDJ Lyneham AB
- EGDM Boscombe Down
- EGDN Netheravon Army
- EGDO Predannack Navy
- EGDR Culdrose Navy
- EGDW Merryfield Navy
- EGDX St Athan AB
- EGDY Yeovilton
- EGFE Haverfordwest
- EGFF Cardiff
- EGFB Swansea
- EGFP Pembrey
- EGGD Bristol
- EGGW Luton
- EGHA Compton-Abbas
- EGHC St Just
- EGHD Plymouth
- EGHE St Marys
- EGHF Lee-on-Solent
- EGHG Westland
- EGHH Bournemouth
- EGHI Southampton Intl.
- EGHJ Bembridge
- EGHL Lasham
- EGVO Odiham AB
- EGHN Sandown
- EGHO Thruxton
- EGHP Popham
- EGHR Goodwood
- EGHS Henstridge
- EGHU Eaglescott
- EGHY Truro
- EGKA Shoreham
- EGKB Biggin Hill
- EGKH Headcorn
- EGKK Gatwick
- EGKR Redhill
- EGLA Bodmin
- EGLC London City
- EGLD Denham
- EGLF Farnborough
- EGLG Panshanger
- EGLJ Chalgrove
- EGUB Benson AB
- EGLK Blackbushe
- EGLL Heathrow
- EGLM White Waltham
- EGLS Old Sarum
- EGMC Southend
- EGMD Lydd
- EGMH Manston
- EGSG Stapleford
- EGSL Andrewsfield
- EGSQ Clacton
- EGSR Earls Colne
- EGSS Stansted
- EGSX North Weald
- EGTB Booker
- EGTD Dunsfold
- EGTE Exeter
- EGTG Fairoaks
- EGTG Filton
- EGTG Hatfield
- EGTI Leavesden
- EGTK Kidlington
- EGTO Rochester
- EGTP Perranporth
- EGTR Elstree
- EGTU Dunksell
- EGUO Colerne
- EGVA Fairford
- EGVN Brize Norton AB
- EGVP Middle Wallop Army
- EGWE Henlow AB
- EGWN Halton AB
- EGWU Northolt AB
- LFAB St Aubin
- LFOS Vittefleury
- UK03 Enstone



## Vol. 2: Central England & North Wales



## Default airports located in Volume 2

- EG74 Bruntingthorpe
- EGBB Birmingham
- EGBD Derby
- EGBE Coventry
- EGBG Leicester
- EGBK Sywell
- EGBM Tatenhill
- EGBN Nottingham
- EGBO Wolverhampton
- EGBS Shobdon
- EGBT Turweston
- EGBW Wellesbourne Mountford
- EGCC Manchester
- EGCD Woodford
- EGCK Caernarfon
- EGCL Fenland
- EGCS Sturgate
- EGCV Sleaf
- EGCW Welshpool
- EGFA Aberporth
- EGGP Liverpool
- EGMA Fowlmere
- EGMJ Little Gransden
- EGNA Hucknall
- EGNE Gamston
- EGNF Netherthorpe
- EGNR Hawarden
- EGNW Wickenby
- EGNX East Midlands
- EGOD Llanbedr
- EGOE Ternhill AB
- EGOQ Mona AB
- EGOS Shawbury AB
- EGOV Valley AB
- EGSA Shipdham
- EGSB Castle Mill
- EGSC Cambridge
- EGSF Conington
- EGSN Norwich
- EGSJ Seething
- EGSK Hethel
- EGSM Beccles
- EGSN Bourn
- EGSO Crowfield
- EGSP Sibson
- EGST Elmsett
- EGSU Duxford
- EGSV Old Buckenham
- EGSY Sheffield City
- EGTC Cranfield
- EGUL Lakenheath AB
- EGUN Mildenhall AB
- EGUW Wattisham Army
- EGUY Wyton
- EGWC Cosford AB
- EGXC Coningsby AB
- EGXH Honington
- EGXJ Cottesmore AB
- EGXN Newton AB
- EGXP Scampton
- EGXT Wittering AB
- EGXW Waddington AB
- EGXY Syerston
- EGYC Coltishall AB
- EGYD Cranwell AB
- EGYE Barkston Heath AB
- EGYM Marham AB
- UK01 Deenethorpe
- UK07 Swanton Morley AB



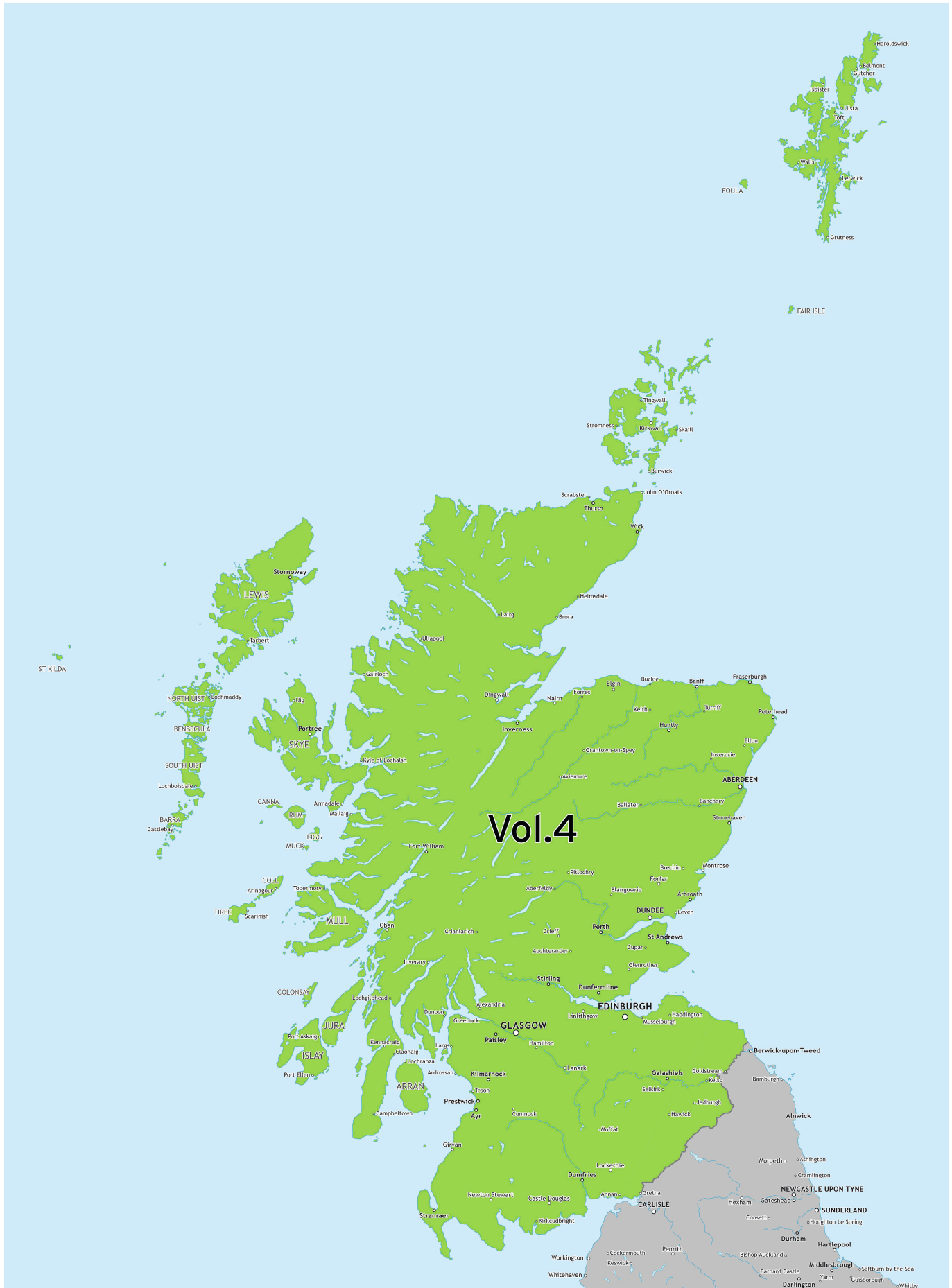
## Vol. 3: Northern England



## Default airports located in Volume 3

- EG0E North Coates
- EGCB Barton
- EGCF Sandtoft
- EGCJ Sherburn-in-Elmet
- EGCN Doncaster Sheffield
- EGCO Birkdale Sands
- EGNB Brough
- EGNC Carlisle
- EGNH Blackpool
- EGNJ Humberside
- EGNL Walney Island
- EGNM Leeds Bradford
- EGNO Warton
- EGNT Newcastle
- EGNU Full Sutton
- EGNV Durham Tees Valley
- EGNV Linley Hill
- EGOW Woodvale AB
- EGXD Dishforth AB
- EGXE Leeming AB
- EGXG Church Fenton AB
- EGXU Linton-on-Ouse AB
- EGXZ Topcliffe AB
- UK11 Rufforth





## Default airports located in Volume 4

- EG0A Crail
- EG73 Fearn
- EGEC Campbeltown
- EGED Eday
- EGEF Fair Isle
- EGEH Whalsay
- EGEN North Ronaldsay
- EGEO North Connel
- EGEP Papa Westray
- EGER Stronsay
- EGES Sanday
- EGET Tingwall
- EGEW Westray
- EGOY West Freugh
- EGPA Kirkwall
- EGPB Sumburgh
- EGPC Wick
- EGPD Dyce
- EGPE Inverness
- EGPF Glasgow
- EGPG Cumbernauld
- EGPH Edinburgh
- EGPI Islay
- EGPJ Fife
- EGPK Prestwick
- EGPL Benbecula
- EGPM Scatsta
- EGPN Dundee
- EGPO Stornoway
- EGPR Barra
- EGPT Scone
- EGPU Tiree
- EGPW Unst
- EGQK Kinloss AB
- EGQL Leuchars AB
- EGQS Lossiemouth AB
- UK09 Baldoon
- UK10 Plockton
- ULL Glenforsa



## Supported simulators

The VFR Real Scenery NexGen 3D sceneries are designed to work with the range of simulators directly developed from the Microsoft ESP simulation engine. At this time these are:

- Lockheed Martin Prepar3D v1-v4 (P3D v1-v4)
- Microsoft Flight Simulator X (FSX)
- Microsoft Flight Simulator X Steam Edition (FSX: SE)

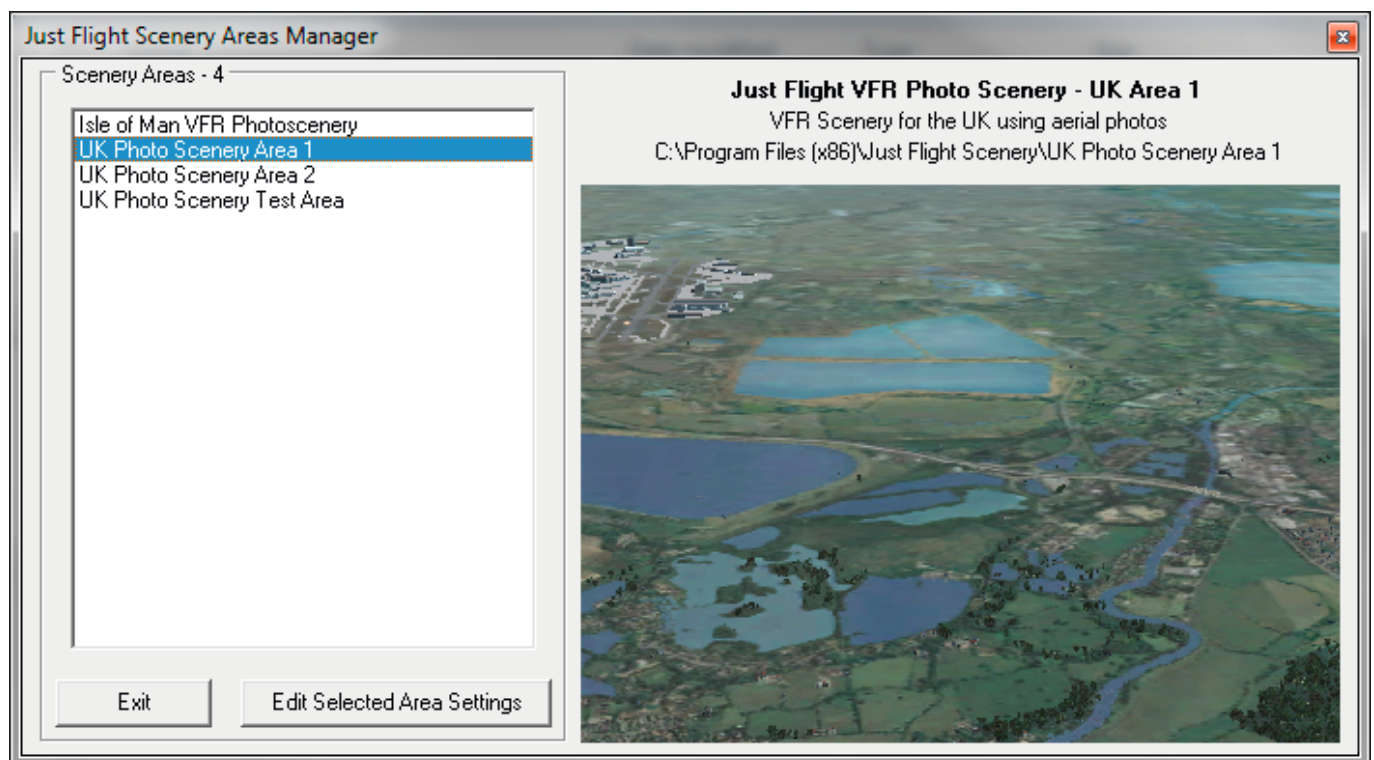
All these simulators are compatible with the format of scenery supplied, and while they may differ in the final visual display, they should all display the scenery in a similar fashion. P3D v4 is a 64-bit simulator and uses a newer version of DirectX so may give higher quality visuals for the same scenery area.

FSX Steam Edition can be found in two different formats. If you have both the original (boxed) edition of FSX and the Steam edition installed, it will be set up as a special 'Compatibility' version. If you only have the Steam Edition, it will be set up as a normal version of FSX and will be treated as if it were the original version.

## Scenery Manager

Each NexGen 3D volume includes a Scenery Manager program which can be used to adjust the scenery settings and to activate or deactivate the scenery in individual simulators.

Shortcuts to run the individual Scenery Managers will be found in the Windows Start menu under 'Just Flight Scenery'. You will also see a shortcut on your desktop and in your Start menu called 'Just Flight Scenery Areas Manager'. Running this will bring up a window listing all your currently installed NexGen 3D scenery products that use the new SceneMan system.



Select the one you want and then click the 'Edit Selected Area Settings' button (or just double-click on the entry in the list) and the appropriate Scenery Settings program will be launched.

See the [Scenery Manager options](#) section of this manual for more information on its features.

# INSTALLATION, UPDATES AND SUPPORT

You can install this VFR Real Scenery NexGen 3D software as often as you like on the same computer system:

1. Click on the '[Account](#)' tab on the Just Flight website.
2. Log in to your account.
3. Select the 'Your Orders' button.
4. A list of your purchases will appear and you can then download the software you require.

## Uninstalling

To uninstall this product from your system, select the appropriate option for your version of Windows from the Control Panel:

- 'Add or Remove Programs' (Windows XP)
- 'Programs and Features' (Windows Vista or 7)
- 'Apps & features' (Windows 10 or later)

Select the product you want to uninstall and then select the 'Uninstall' option, following the on-screen instructions to uninstall the product.

*Uninstalling or deleting this product in any other way may cause problems when using this product in the future or with your Windows set-up.*

## Website Updates

Please check the News and Support pages on the [Just Flight](#) website for news and updates for this VFR Real Scenery NexGen 3D add-on and for all our other products.

## Technical Support

To obtain technical support (in English) please visit the [Support](#) pages on the Just Flight website. As a Just Flight customer you can obtain free technical support for any Just Flight or Just Trains product.

If an update becomes available for this product, we will post details on the Support page and we will also send a notification email about the update to all buyers who are currently subscribed to our Newsletter and emails.

## Regular News

To get all the latest news about Just Flight products, special offers and projects in development, sign up for our monthly [Newsletter](#) and regular emails.

We can assure you that none of your details will ever be sold or passed on to any third party and you can, of course, unsubscribe from this service at any time.

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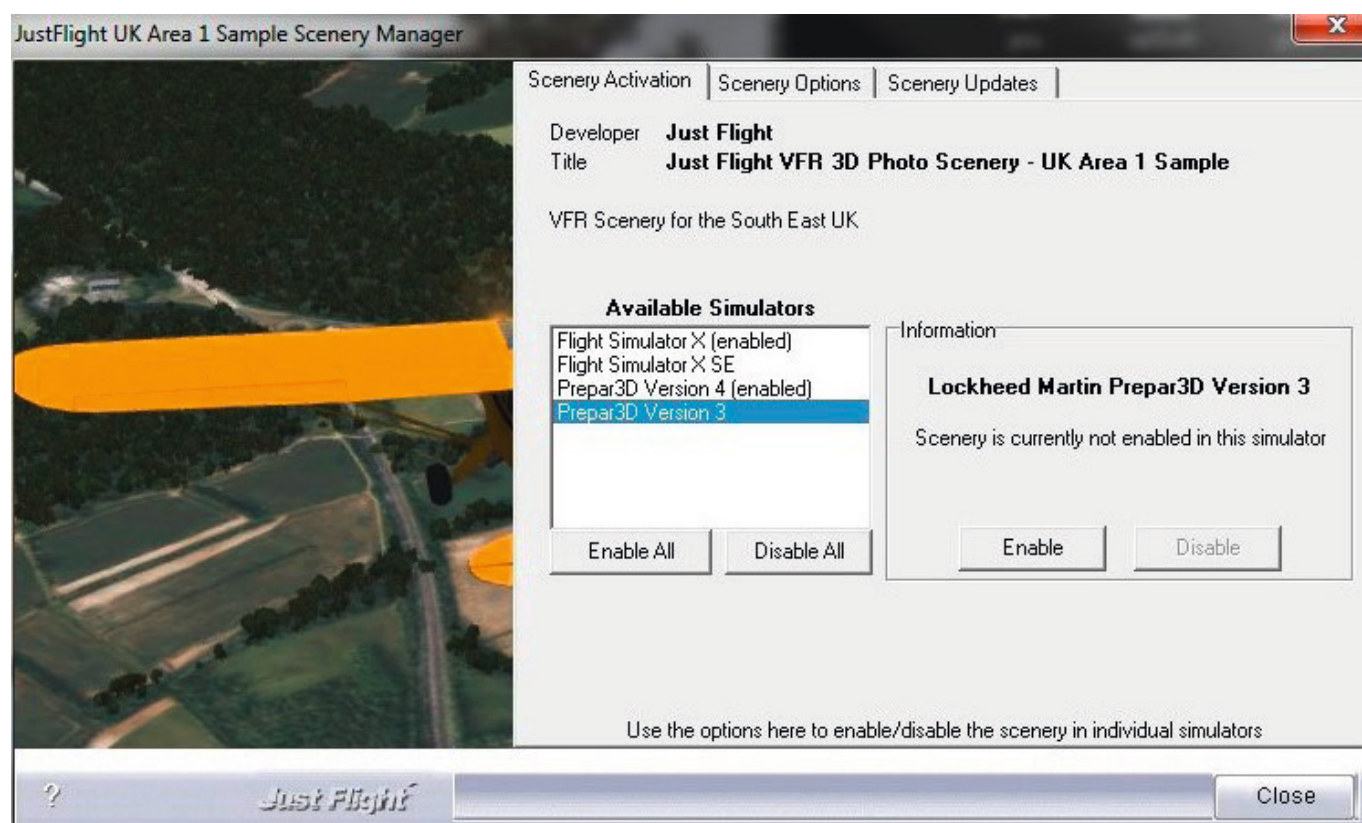


# SIMULATOR INFORMATION

## Activating the scenery

During installation you will have been prompted to choose the simulator (or simulators) in which you want the scenery to be active. This was done using the Scenery Manager program, which can also be used at any time after installation to change the settings.

Run the Scenery Manager and you will see a window like this:



The program will detect all the compatible simulators found on your system and display them in the list along with their current status. In the example above you can see that the system has both versions of FSX and two versions of Prepar3D installed and that the scenery is currently enabled in FSX and P3D v4.

As mentioned earlier, you will only see a 'Flight Simulator X SE' entry in the list if you have both versions of FSX installed or if you previously had both installed at the same time. If you have only ever had one version (either the original boxed version or the Steam edition) installed, you will just see the 'Flight Simulator X' entry.

To enable or disable the scenery in a particular simulator, click on the chosen simulator in the list and this will put the details in the box to the right along with the appropriate button to enable or disable it. You can also switch the status by double-clicking on the entry in the list.

If you want to enable the NexGen 3D scenery in ALL the available simulators, you can simply click the 'Enable All' button below the list.

The scenery will only be visible in the simulator once it has rebuilt its scenery database. This normally happens automatically and the next time you start it you will see a 'building database for new scenery files' message.

Very occasionally the simulator may fail to detect the new files automatically. If you have enabled the scenery but it is not visible when you fly, you need to force a database rebuild. This can be done by going to the simulator

Scenery Library screen. Find the entry for the NexGen 3D scenery and un-tick it. Then tick it again and click the OK button. You should then see the 'building database for new scenery files' message and the scenery should now be visible.

## Default airports

All the host simulators use a similar database of airport information to place the default airports, runways, taxiways and basic airport buildings. In most cases this is fairly accurate and will fit in reasonably well with the 'real' items showing on the accurate NexGen 3D photographic scenery. This is not always the case, however, and you may see some misalignment between the overlaid runways or taxiways and the ones showing on the textures. In some extreme cases the placement of the default items is very inaccurate. While this is not obvious in the default scenery, it does get highlighted when you can see the true ground.

The locations of a small number of airports are badly wrong and in some cases the airport may be a mile or more from where it should be. In these situations they will certainly not match the real locations shown in the NexGen 3D scenery. This is a fault in the host simulators and not in the scenery. Where possible, we have relocated the airports to align better with our NexGen 3D scenery.

As the airport areas include buildings that may be mapped by OSM, you should find that many smaller airports which are just basic runways in the default scenery now show some buildings as well if you have your Autogen settings high enough.

## Add-on airports

Many FS pilots have custom airport scenery installed to add increased detail and accuracy to particular airports. While the runways, taxiways and buildings in these sceneries should appear automatically above the NexGen 3D photographic scenery, you may wish to make any custom ground textures included with the airport visible also. This can be done by adjusting the position of the add-on airport scenery in the simulator's Scenery Library so it is above the entry for the NexGen 3D scenery.

## Airport flattens

The host simulators only support perfectly flat runways and airport areas where everything is at the same elevation. To enforce this, all airports have a 'flatten' applied to over-ride the varying ground elevations which are actually present in the area.

This is not really noticeable in the default scenery as the base elevation model is fairly low resolution and any changes are soft and gradual. Where a higher resolution elevation map is supplied, however, you will start to see ridges where the airport flatten ends. As some real-world airports have quite large variations in elevation from one area to another, this can be a problem in extreme cases. You can turn off the Enhanced Elevation data in the Scenery Manager to revert back to the default if you prefer.

## Other photographic scenery add-ons

If you have other photographic scenery areas installed which overlap with this NexGen 3D scenery, you may need to adjust the scenery library priorities to ensure they appear how you want in those areas covered by both sceneries.

For example, you may have our Southern England & South Wales NexGen 3D scenery installed and also a London scenery at an even higher level of detail from another developer. In this case you would ideally want the more detailed scenery to be displayed when you get over London. This can be done by adjusting the position of the more detailed scenery in the simulator's Scenery Library so that it is above the entry for our NexGen 3D scenery. As long as the more detailed scenery is accurate and includes its own Autogen objects, the transition between the areas should be fairly seamless.

Inevitably there may be minor differences in the colouring of the ground images, the layout of the water masking or the night lighting, as sceneries from other developers will be using different original source images and development methods.

## Night lighting

Just Flight's NexGen 3D products include custom night textures to provide lighting effects at night and smooth dusk/dawn blending between the day and night images.

The night textures are separate from the main photographic textures and the Scenery Manager gives you the option to switch them off if you wish. If you have another night lighting or Night Environment add-on installed, you may prefer to have that supply the night lighting instead of the NexGen 3D scenery.

Note that not all night lighting add-ons will work over photographic scenery, so please check before making any new purchase.



## Autogen scenery

All simulators support the use of Autogenerated Generic 3D (Autogen) scenery which populates the terrain with suitable buildings and vegetation to turn the 2D landscape into a proper 3D experience.

Different simulators have different Autogen display systems and their appearance (and method of appearing) is markedly different between FSX (and early versions of P3D) and the later 64-bit systems.

In FSX (and FSX: SE) the area around your aircraft which displays Autogen is not that large (about seven miles). It also brings in objects gradually, so when approaching a wooded or built-up area you will first see a few trees or buildings appearing, then more and more of them appearing as you get closer. Only when you are fairly close will you see the full amount. This does allow for very good performance but can be disappointing from a distance.

The later 64-bit simulators (such as P3D v4) have improved the Autogen system immensely. With your settings suitably high, you can see Autogen out to a very realistic distance and it will display all the cached objects at all distances rather than reduce the number the further away they are. By using 64-bit code, these simulators are able to use more memory more efficiently and avoid the 'out of memory' problems that occur with the 32-bit editions of FSX or P3D when they are pushed too hard.



# SIMULATOR SETTINGS

## General settings

All simulators allow the adjustment of various features to give the best compromise between performance and appearance. How high you can comfortably adjust these settings depends largely on the power of your computer and your graphics card. The more powerful the system you have, the higher you can adjust your settings while still retaining smooth performance.

This NexGen 3D scenery package is optimised for performance so it should work smoothly at your usual settings in much the same way as the default scenery. It is only if you want to maximise the detail and include the most features that you may need to increase your settings if you currently run the simulator at less than the maximum level.

If you do want to increase your settings, do so gradually and test at each stage that you are still getting satisfactory performance. Find the optimum level that gives you the most detail without reducing smoothness and performance.

Because photographic scenery with custom Autogen actually works more efficiently than the default scenery (based on repeated densely populated 1km tiles), you should see a small increase in performance even before you start to make adjustments to your settings. This improvement will be most evident in less built-up areas where the custom Autogen will give a much more realistic population of Autogen objects. In cities, both types of Autogen provision will have an extremely high population of buildings and vegetation so their performance will be similar.

## Hardware and graphics settings

General settings such as screen size and colour depth should not need any changes. Simulators also have options for other display features such as anti-aliasing, shadows, reflections and lighting.

There are no fixed rules about how you should have these set as they are dependent, at least in part, on your display hardware (graphics card and monitor). You can simply leave these as they are currently but you may wish to experiment in order to optimise the display further for the NexGen 3D photographic scenery.

Generating shadows and reflections can be very computationally intensive so you can usually get a performance increase by turning these options down or off.

## Target frame rate

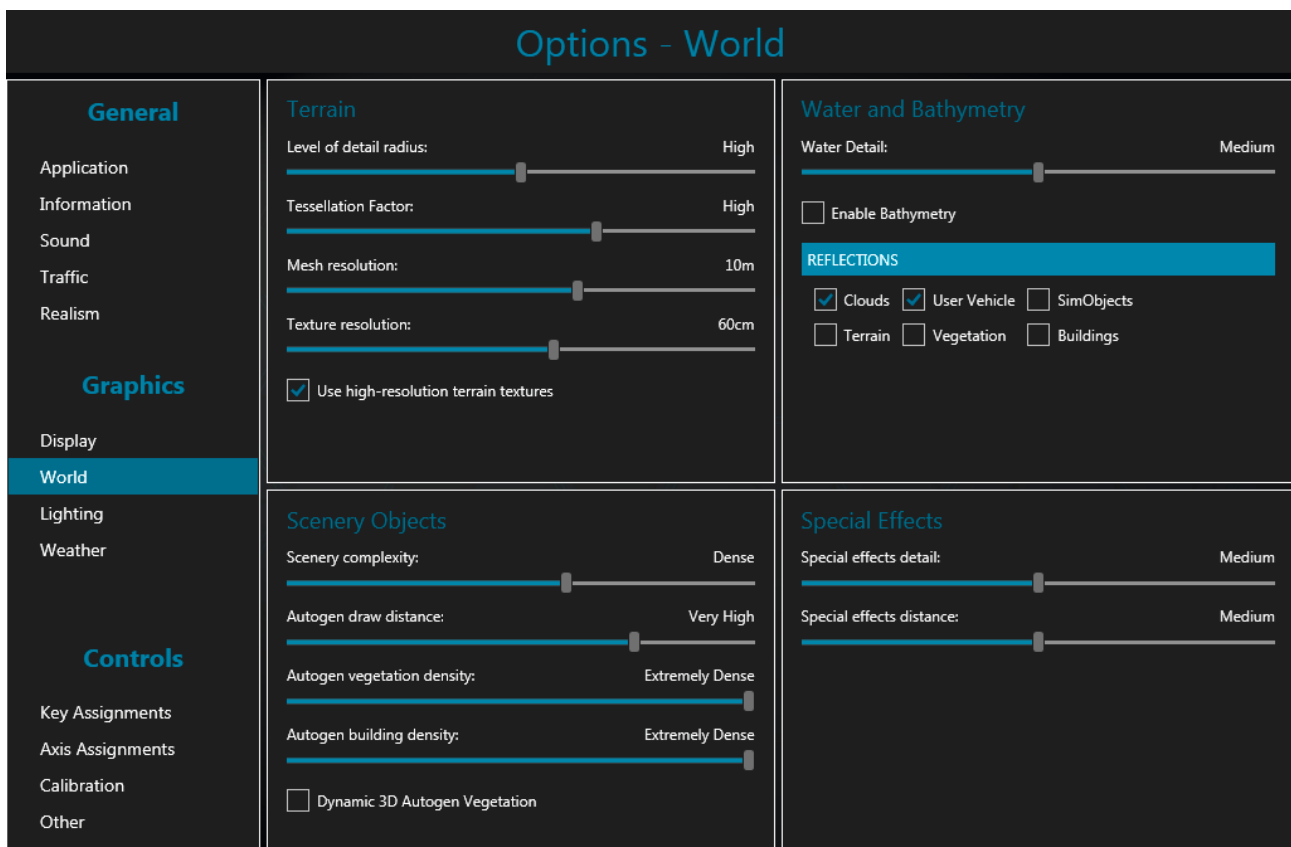
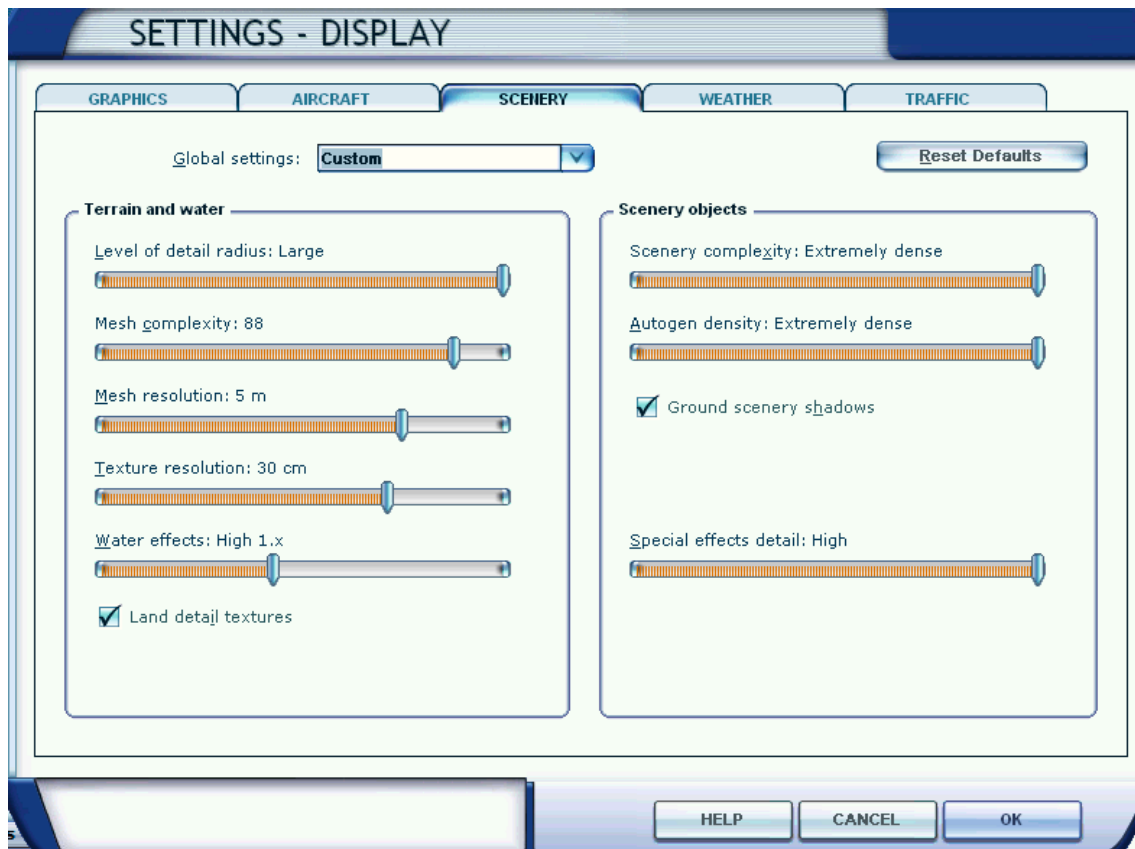
We recommend that you set this to 'Unlimited'.

If a specific target frame rate is set (e.g. 30 fps), the simulator will effectively control your detail settings if the frame rate drops below the target. This will show up as a reduced number of objects being displayed and lower resolution terrain textures showing on the ground (or the higher resolution textures taking much longer to switch in).

If you do set a target frame rate, make sure it is one which your system can manage even in the densest scenery areas.

## Individual scenery settings

The following images show the scenery settings screens for FSX and P3D v4. Earlier versions of P3D are similar but there are some new options which are only available in v4. The options are very similar between FSX and P3D.



The main settings affecting the scenery are:

## Level of detail radius

This defines how far out from your aircraft the simulator will draw at higher detail. The higher you have this setting, the further you will be able to see the higher detail ground before it switches progressively to the smaller images. Obviously further is better, but extreme levels will have an impact on performance. Experiment with this setting to find a good compromise between visuals and performance. Note that P3D v4 has options for higher settings than FSX.

## Mesh resolution

This defines how close together are the points used to make up the changing elevation on the ground. Most of the default simulator world only has elevation data of 76m resolution so higher values do nothing, but where the scenery includes higher resolution elevation data you need to set this value to match if you want to see all the detail.

So, if the scenery has 10m elevation data, set the Mesh resolution value to at least 10m, and if it includes 5m elevation data set it to at least 5m.

## Texture resolution

This defines which level in the ground textures the simulator will display at maximum detail. The ground textures contain multiple versions of the same image at different sizes and this is used by the simulator to display the smaller images in the distance and progressively larger versions closer to the viewer.

For example, if you have 1.2m ('1m') ground textures but you set this option to 2.4m it will never display the most detailed version of the image. Set this value to match the highest resolution of the textures supplied with the NexGen 3D scenery. As this scenery contains some areas at 60cm resolution, you should set this as the value to get maximum detail displayed.

## Water effects (Water Detail in P3D)

Just set this as you would normally have it set to display the water type you prefer. The NexGen 3D scenery should work happily with whatever water type you use.

## Scenery complexity

Scenery objects in simulators have individual settings which define the level of scenery complexity at which they will appear. Some objects are set to always appear, but others may only appear above a particular setting.

The extra objects in NexGen 3D scenery are set to appear more at higher levels, so the higher your setting is, the more objects will appear. We recommend that you set the Scenery complexity slider to the highest level to see all the additional scenery objects.

## Autogen density

As a major feature of the NexGen 3D scenery is its Autogen buildings and vegetation, the Autogen density setting will have a marked effect on what you see. Only when this is set as high as it will go will you see all the buildings and vegetation the scenery contains.



We recommend turning it to maximum, and only if you are having performance problems should you try turning it down step by step until you reach an acceptable performance level.

Note that FSX has one setting for all Autogen and P3D has separate adjustment options for buildings and vegetation, allowing even finer adjustments.

### **Autogen draw distance (P3D only)**

This defines the distance at which the simulator will start drawing Autogen objects as you move around the skies. Having this set too low will result in buildings and trees popping up in front of you. A sudden change of direction or view can reveal that the areas to the side or to your rear are lagging behind what you were seeing ahead.

The higher you can set this value, the less lag you should see, but again this will be at the expense of performance so you will need to experiment.

### **Dynamic 3D Autogen Vegetation (P3D v4 only)**

This is a special option in P3D v4 which replaces the normal Autogen trees with enhanced animated 3D models. While this can look very good on the ground (leaves moving in the breeze and so on), it is a major performance drain even in the default scenery.

Opinions on these trees differ, but we feel that once in the air at any sort of height they look slightly 'cartoony' and give a less realistic impression than the default Autogen trees. As this feature is a major performance hog, you should only enable it if you have a very powerful system (and actually prefer the look of the animated trees).

### **Land detail textures (FSX only)**

This option should be selected (ticked) to avoid layering problems with the NexGen 3D photographic textures.

## **General note on settings**

The recommended settings above are designed for the NexGen 3D sceneries. You can, of course, use settings which are higher than the recommended ones without causing any problems for the scenery. Indeed, if you have other add-ons installed in your simulator that require higher settings you should use those in preference so that all your add-ons work at their best.

# FEATURES

## Autogen 3D objects

Your simulator's generic ground textures also contain placement data for 3D buildings, trees and other objects. This means that, depending on your Autogen settings, you will see actual 3D objects in the appropriate places in the generic textures.

One of the drawbacks of photographic scenery is that it can't utilise these 3D objects from the previous generic ground. Even if it could, the objects would not be correctly placed to match the photographic images, so they would look completely wrong.

To use Autogen with photographic scenery you have to add placement code for every building or area of vegetation individually and this used to be an impossible task except in very small areas. Thanks to commercial suppliers, government 'open data' initiatives and the OpenStreetMap (OSM) project, however, there is now a huge database of mapping information available and it is possible to generate Autogen data for large areas. The NexGen 3D scenery add-ons come with accurate Autogen based on a combination of data from many sources.

Autogen objects are generic. Whilst you will see houses where there are houses, churches where there are churches and so on, they will be generic representations rather than exact models of the specific real-world buildings.

Algorithms have been used to interpret the data for the most realistic results based on building size and usage, so you should see the correct mix of residential and industrial buildings in most areas. Inevitably, given that we are talking about millions of objects, there will be occasional anomalies.

Different simulators use different methods for loading Autogen so results will differ depending on which simulator you are using. FSX and the early versions of P3D have a fixed Autogen radius around your aircraft and load objects gradually as you get closer and unload them gradually as you move away. The newest simulators allow the setting of higher Autogen radius levels, and while they may take a little while to build up the Autogen around you when you first go to a new start location, they cache the data well and then just bring in new objects in the distance as you fly. As is the case with the default scenery, panning your view around rapidly or making a sudden change of flight direction may cause a slight lag in object display or reveal areas that have not yet been loaded. The more powerful your system is, the less lag you will see. If you are noticing excessive lag you may need to reduce your simulator settings to ones more appropriate to your system.

## Landmarks

By default, simulators include many individually modelled landmarks. Among them are notable buildings (Buckingham Palace, for example), famous bridges and other historic features such as Stonehenge. Unfortunately these are often only placed in roughly the correct location and many are displayed larger or smaller than they should be or sitting at an incorrect angle. This can make them look completely wrong when the default generic terrain is replaced by accurate photographic textures.

Where possible, we have replaced these anomalies with suitably relocated and resized versions. Where this hasn't been possible, we may have removed the landmark entirely. If this NexGen 3D scenery contains relocated landmarks, you will see an option in the Scenery Manager to turn this feature off if you prefer to see the original landmarks in their original size and location.

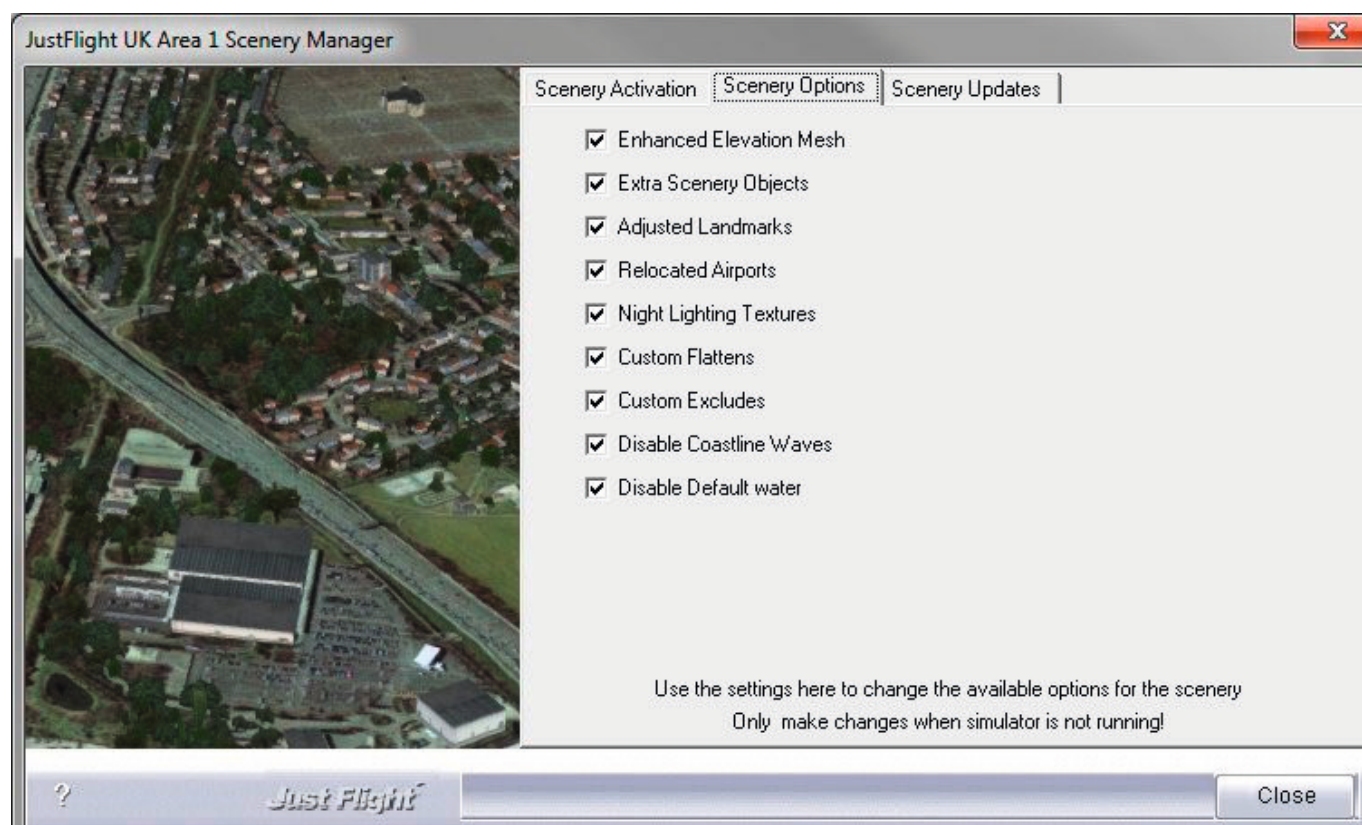
## Extra scenery objects

As well as the Autogen buildings, mapping data has been used to identify some other notable building types that would be seen (and used for VFR navigation) in the real world: lighthouses, windmills, wind farms, power lines and so on. Where they have been found, these have been added to the scenery as extra objects.

If this scenery contains any of these extra scenery objects, you will see an option in the Scenery Manager to turn them off if you wish to.

## Scenery Manager options

The Scenery Manager contains a number of settings on the Scenery Options tab.



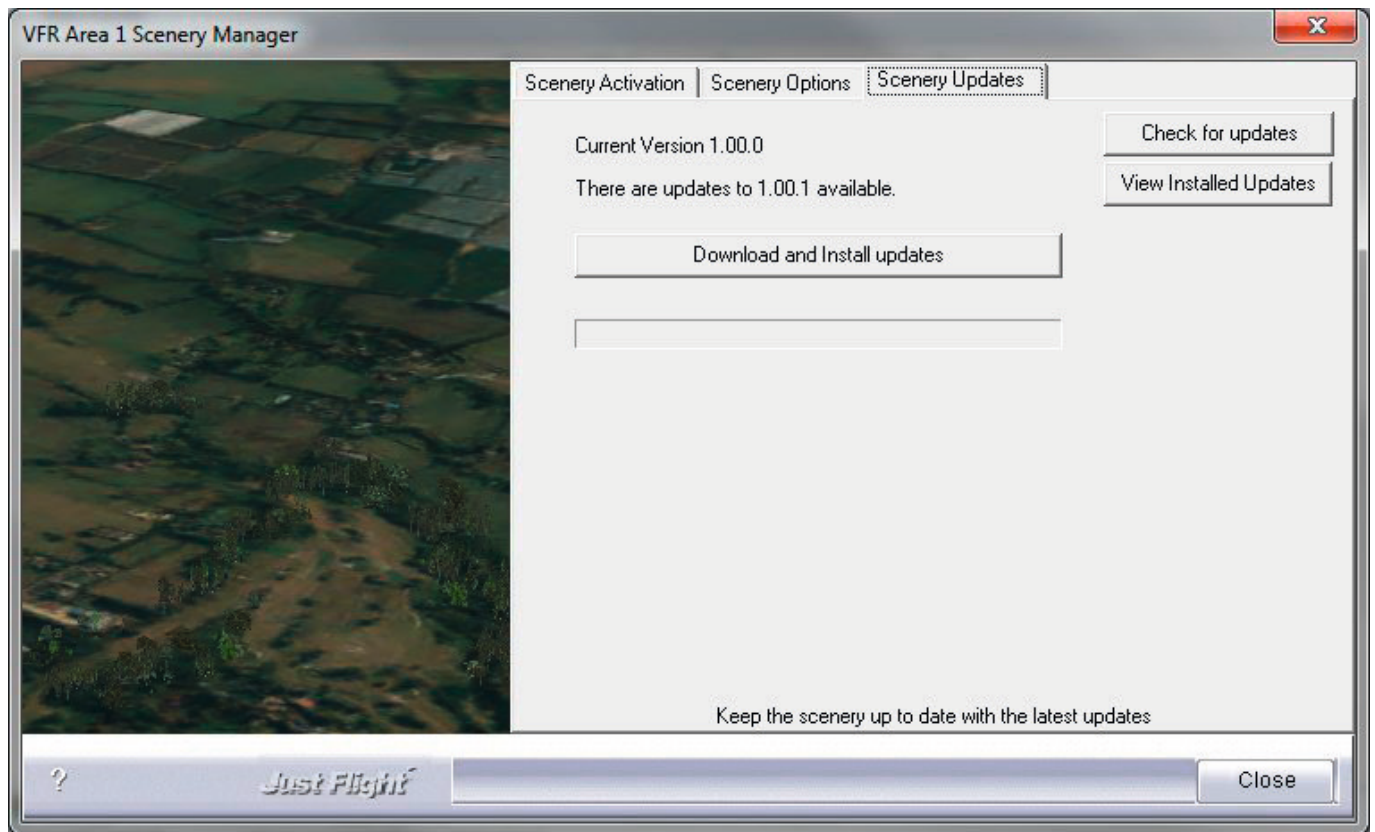
The options available vary from volume to volume, depending on which features are included in each scenery area. Some of those shown above have been covered elsewhere.

Holding your mouse over any of the options will bring up a tooltip describing its function.

## Automatic updates

The Scenery Manager checks your current version of NexGen 3D scenery and goes online at start-up to see if there are any updates available. If there are, the window will display initially with the 'Scenery Updates' tab active, as shown on the next page.





You can click the 'Download and Install updates' button to start the update process or, if you want to leave it until later, just switch to the tab you currently want.

If you choose to download and install the update, the program will fetch the files from the server and put them in the scenery. Updates are based around the full set of scenery files, so if you currently have one or more options disabled (mesh, landmarks etc.) the relevant option(s) will be turned on temporarily so that the new files can replace the original ones and then turned back off again once the update is complete.

If the updates include an update to the Scenery Manager program itself, this will shut down at the end of the update process to allow the program file to be replaced. It will then restart using the updated version.

The 'View Installed Updates' button will open a text file containing the log of updates currently installed.

# CREDITS

Project management	Martin Wright
Scenery development	Martin Wright
Manual	Martin Wright
Design	Fink Creative

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## Data

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Data preparation and processing – Airbus Defence and Space Limited

Special thanks to Gill, Sarah and Dave at Airbus for all their help.

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## Scenery Processor

Some of the files included in this product have been generated using Scenery Processor (scenProc for short), a wonderful program developed by Arno Gerretsen.

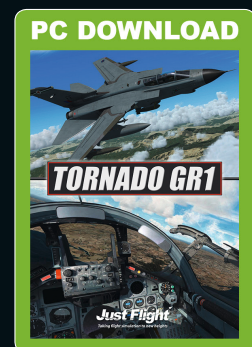
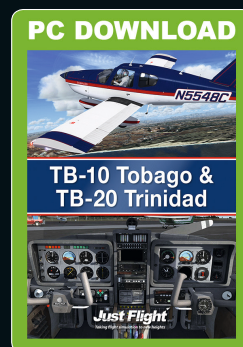
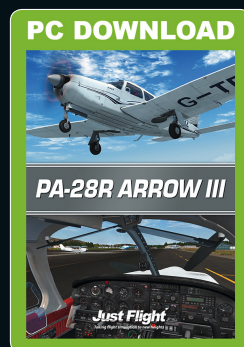
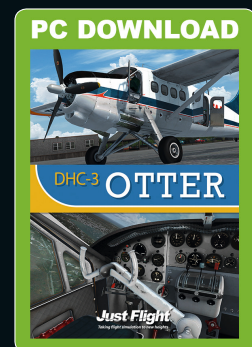
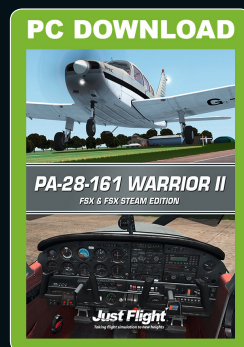
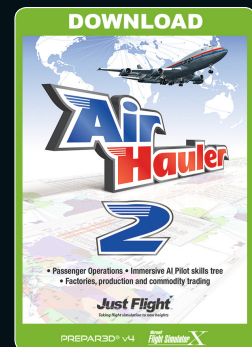
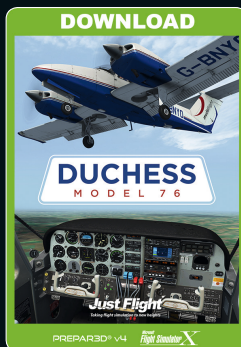
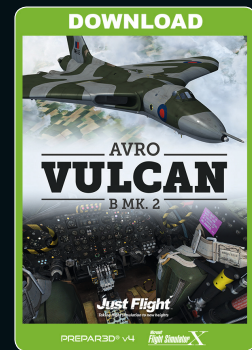
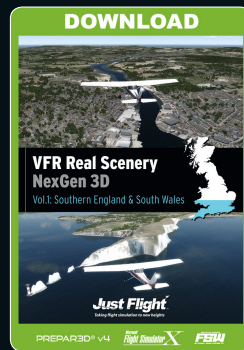
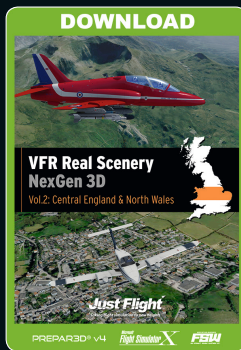
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