ISRAEL

NIGHT ENVIRONMENT

INTRODUCTION

While scenery has made huge steps forwards in the last few years night time has only seen modest improvements. And that's strange because flying over a dense populated area at night is special. The cities and roads are far better visible and it is often far easier to navigate by sight. So when Night Environment was shown to us by the developer, Chris Bell, we jumped at the change to publish it!

SYSTEM REQUIREMENTS

The following items are required:

- Windows XP/Vista/Windows 7/ Windows 8 (fully updated)
- FSX (SP2, Gold or Accelerated)
- 2.0 GHz processor (Dual core)
- 4 GB RAM internal memory
- 1 GB graphic card
- PDF reader for manual

CREDITS

Concept:	Chris Bell
Programming:	Chris Bell, Vitaly Kolesnikov, Arno Gerretsen, Efraim Nissim
Project Management:	Chris Bell , Mathijs Kok (Aerosoft)
Manual, documentation:	Mathijs Kok (Aerosoft), Chris Bell
Installer:	Andreas Mügge (Aerosoft)
Testing:	Several good folks who will all be getting a free copy

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CONTACT SUPPORT

Support for this product is offered by Aerosoft. We prefer to have a support forum for the simple reason that it is fast and efficient because customers help customers when we are sleeping:

http://forum.aerosoft.com

This should be your first stop for any support. If you prefer support by email do accept that this could take a bit longer as it might be send from persons to person and that email support in the weekends is always slow:

https://aerosoft.zendesk.com/anonymous_requests/new

We feel strongly about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

INSTALLING AND REMOVING THE PRODUCT

Installing is simple, execute the SETUP.EXE file and follow the instructions on screen. After the product is installed you can install the Aerosoft Launcher that will make it easy to manage you Aerosoft products. This is fully optional though. Our FSX add-on do not require any online activation.

We strongly advise you to use administrative rights when installing this application.

Never remove the product manually, always use the control panel applet to do so. Failing to do so could create serious problems. The actual name of the applet depends on the Windows version you have but on most it can be found under "Uninstall or change a program"

COMPATIBILITY

Night Environment is as far as we know fully compatible with any kind of 3rd party scenery. There are some things to keep in mind though:

- Steve's DX10 Fixer; it is advised to set Bloom to 60% on all sliders inside Steve DX10 fixer

FRAMERATE CONSIDERATION

Due to the nature of these lights they are also loaded in day time. Using current technology there is no way to avoid this. Therefore we strongly recommend disabling this scenery for your day light flights. Using the FSX scenery manager this is easy. We can also recommend Scenery Config Editor. This is a superb freeware tool that makes it easy to manipulate your scenery collection.

FSX SETTINGS

There are no specific settings needed. However Light Bloom could cause the lights to bleed into each other. In some conditions this can be nice (if you fly very high on a very clear day) but we advise you to deactivate this option.
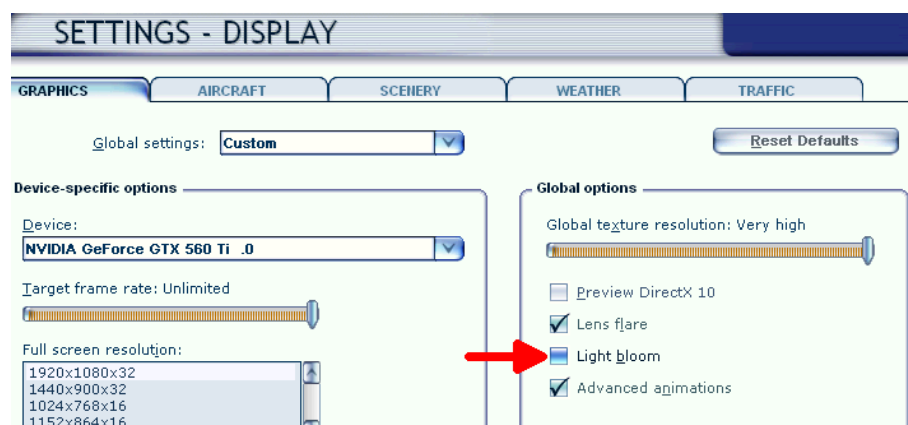
Note that in Preview DX10 mode Bloom and Lens flare are better defined and might work for you.

NIGHT ENVIRONMENT SETTING

Night Environment is adapted to your hardware and/or 3rd party scenery by activating and de-activating parts of it in the FSX scenery library. **After installing the Base Layer, Level 0 and Level 3 are activated.**

The base layer always has to be active! Levels 1-3 are level of lights intensity where 1 is lowest and 3 is the highest level, and the higher levels demand more computer resources.

1. **Base + Level 0** replaces default flight sim night textures for a more realistic effect.
2. **Base + Level 0 + Level 1**: 25% of lights, suitable for photo real or ORBX Vector with lower end pc.
3. **Base + Level 0 + Level 2**: 50% of lights, suitable for photo real or ORBX Vector with medium end pc).
4. **Base + Level 0 + Level 3**: 100% of lights, suitable for photo real or ORBX Vector with Medium to high-end pc).
5. **Base + Level 1:** allows default FSX or ORBX Vector ground textures to come through, not recommended with photo real, lower end pc.
6. **Base + Level 2**: allows default FSX or ORBX Vector ground textures to come through, not recommended with photo real, medium end pc.
7. **Base + Level 3**: allows default FSX or ORBX Vector ground textures to come through, not recommended with photo real, Medium to high-end pc

Note that the Night Environment scenery layers have to be above any photorealistic scenery.