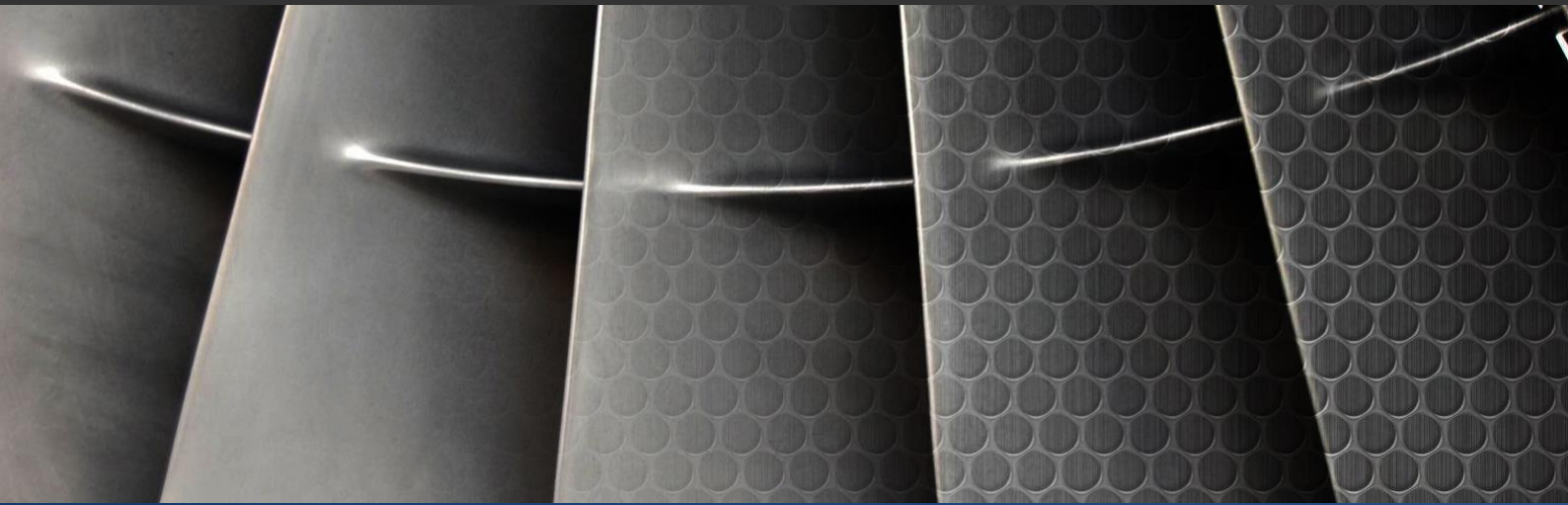


ENVTEX



User Manual
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TOGA

projects

Envtex introduction

Thank you for supporting our team by purchasing one of our products.

Envtex is a complete environment enhancement for Prepar3D v3, Flight Simulator X and Flight Simulator 9. It will bring a new level of realism and immersion with high quality textures, a minimized performance impact to your simulator with many customization options and pre-sets.

Envtex can be used as single environment enhancement as well as an addition to other 3rd party additions, it even fits perfectly with one of the most famous weather engine: Active Sky 16 and Cloud Art.

This product will be regularly kept updated with new features and enhancements from your requests, our own roadmap and also possible integrations with other software.





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EULA

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Active Sky 16 and Active Sky Cloud Art are owned by Hifi Simulation Technologies

Credits

Envtex is a TOGA projects product.

- Textures development: Maxime Konareff
- Program development: Florian Bonhoure
- Beta team: Enzo Cattania, David Graham, Louis Laisement, Steve Glinel, William Musculus and Jannie Roelofse. We would like to express them a special thanks for their kind help, testing and inputs to enhance this product.

We would also like to express our sincere gratitude to Hifi Simulation Technologies for their collaboration.

Support

As your satisfaction and feedback is very important to us, we provide several ways for you to get support.

Please do not hesitate to address your message to one of the following, we will give you an answer as soon as possible. You may also find an answer to your question in the **Troubleshooting - Q&A** chapter



- Community forum : togaprojects.proboards.com/
- Facebook community group : facebook.com/groups/togapjcts/
- Facebook official page : facebook.com/togapjcts/
- Contact page on our website : togapjcts/contact
- Mail address : togapjcts@gmail.com,

Minimum requirements

Using Envtext requires at least one of the 3 supported simulators and a personal computer able to run it: FS9, FSX or P3Dv3.

Envtext has been developed and optimized for windows 10 64bits but it also supports officially both 32bits and 64bits versions of Windows 7 and greater. It may work on older windows versions but program reliability and support will not be assured.

To run properly the Envtext interface you need to have Net Frameworks 4.2.5 or higher installed correctly on your system.

Also, while the amount of textures is quite huge and our simulators are taking more and more space on hard drives, we built Envtext to take that into account and take as less space as possible on your hard drive. You will need about 7Gb of free space to welcome more than 10 000 files.

Minimum requirements:

- An internet connection is required for activation. The product can be used offline once activated.
- Windows 7, Windows 8 or 8.1, Windows 10 (32bits or 64bits)
- RAM: 2Gb or greater
- Other: Microsoft .NET Framework 4.5.2
- Simulator: Lockheed Martin Prepar3d v3 or Microsoft Flight Simulator X or 2004
- Hard Drive: 7GB of free space

3rd party recommendations

Envtext has been designed to work at its best with Active Sky 2016 (AS16) and Active Sky Cloud Art (ASCA) SP1 from Hifi Simulation Technologies.

These products are highly recommended to get the best of Envtext thanks to their dynamic and real time texture generation. (More information on **ASCA integration** chapter)

Our product includes some cloud **Shaders** tweaks but if you want to tweak Prepar3 dv3 more in-depth we recommend to use the freeware Prepar3d Tweak Assistant (PTA) instead.

Installation

Normal install

Once Envtext setup file has been downloaded, please prepare your serial key and your mail address which will be needed during the install process.

Run the setup downloaded from simmarket with admin rights by right clicking then “Run as administrator”. Once the setup is launched, just read the and follow the instructions. When installing Envtext for the first time, you will be redirected on simmarket to enter your information and generate a unique license. Once your license is generated, simply paste it into the installer and continue the installation.

Note: To prevent any admin issue, we highly recommend to not install Envtext in C:\Program files x86\) or \Program\

Please note that the installation may take a few minutes. Once the installation is complete, you will be noticed if the required .NET framework is not installed on your computer. If this is the case, you will be redirected to the official .NET framework download.

Note for Windows 32bits users: Envtext is optimized for 64bits operating systems. If you use a 32bits version of windows, please go into the folder where Envtext has been installed, then open Version\x32, copy all the contents and paste them in the Envtext root folder and replace everything.

When the install is fully complete, you will be able to launch the Envtext interface.

Networked computers

If you want to install Envtext on another computer than your simulator or if wish to use ASCA integration with Envtext and ASCA is already installed on a networked computer, please make sure the following folders are shared with writing rights in your home network:

- Simulator root folder (Default is C:\Program Files (x86)\Lockheed Martin\Prepar3d v3) (or FSX or FS9)
- C:\Users\Username\AppData\Roaming\Lockheed Martin\Prepar3d v3 (or FSX or FS9)
- C:\Programdata\Lockheed Martin\Prepar3d v3

If ASCA is installed on a networked computer but you wish to install Envtext on your simulator computer, please make sure the following folder is shared with writing rights in your home network:

- ASCA folder (Default is C:\Program Files (x86)\Hifi\ASCA)

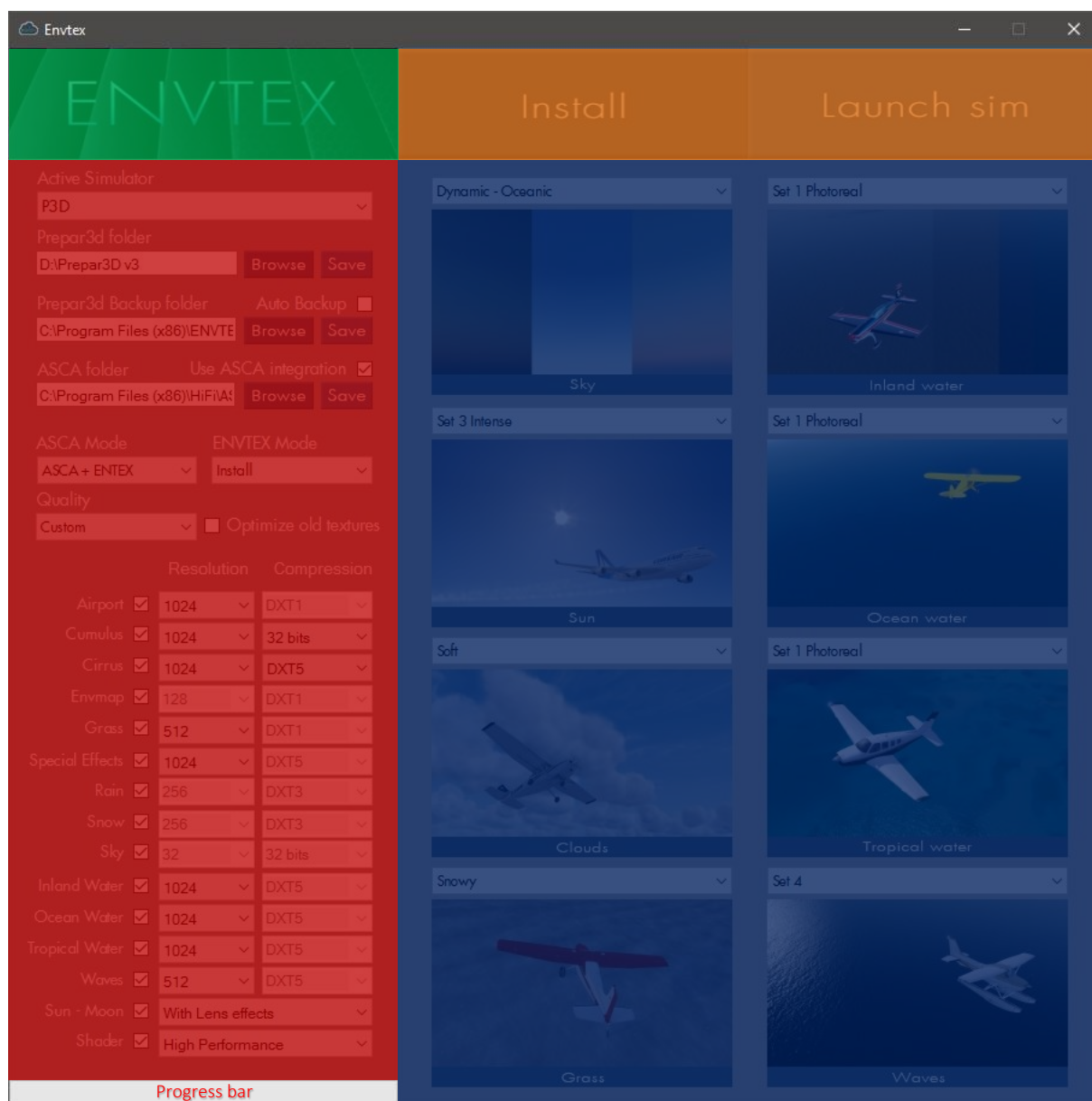
When these folders have been correctly shared, you can normally install Envtext as explained in the **Normal Install** chapter on the related computer.

Program description

User Interface

The interface is divided in 4 main parts including **Settings**, **Customisation options**, **Actions buttons** and **Help button** as shown on the picture below. A progress bar will also indicate the status of the installation. It is has been created with an evolutive design for the future updates and new customization options.

Before installing our textures, you can set and customize the program according to your needs. If you are not familiar with the provided settings, we invite you to refer to the **Program settings** and **Customization settings** chapters for more information.



Program settings

This chapter will describe all of the **Setting options** to get familiar with Envtex. These **options** are available on the left part of the **User interface** and will allow you to select all the features you want to use but also their performance impact.

Active simulator

Here you can choose which simulator is active. This setting will determine which of the other options are available or not. Three simulators are currently supported: Lockheed Martin Prepar3D v3, Microsoft Flight Simulator X SP2/Acceleration or Steam Edition, Microsoft Flight Simulator 2004.

Simulator Path

This is where you can configure your active simulator path. Envtex automatically detects the simulator path if it is correctly installed on your system.

However, if the path is not correctly detected you can enter your simulator path by clicking the browse button and adjust to the corresponding path. Once done, the path will be automatically saved. If you wish to paste or manually write your simulator path in the box, you must click save before Envtex takes your entry into account.

Backup Path

The backup path is where textures of the active simulator are saved when using the **Auto Backup** feature and where files are taken from when running Envtex in Restore **mode**.

You can enter your Backup path by clicking the browse button and adjust to the corresponding path. Once done, the path will be automatically saved. If you wish to paste or manually write your Backup path in the box, you must click save before Envtex takes your entry into account.

ASCA Path

This is where you can configure where Active Sky Cloud Art (ASCA) is installed. Envtex cannot detect it and you must fill-in this box in order to take profit of the ASCA integration feature.

You can enter your ASCA path by clicking the browse button and adjust to the corresponding path. Once done, the path will be automatically saved. If you wish to paste or manually write your ASCA path in the box, you must click save before Envtex takes your entry into account.

Please refer to the **ASCA integration** chapter for more information.

Auto backup

The Auto Backup feature allows you to automatically backup your simulator and ASCA textures without any manual intervention. For this feature to work, you must select it and having selected a **Backup path**.

If Auto Backup is selected, Envtext will automatically save your previous textures when you will install Envtext files. You will be able to reinstall your old textures and delete unneeded Envtext files using the Restore **mode**.

While it is not necessary, it is highly recommended to select Auto Backup at first Envtext run. You can use it anytime to backup your current textures before installing Envtext files.

ASCA integration

This feature allows you to combine Envtext sky textures with Active Sky Cloud Art (ASCA) from Hifi simulation technologies in order to generate sky textures in real time according to your aircraft location and the current weather.

You must have selected your **ASCA path** before using this feature. In your ASCA interface you must select and install the Full Dynamic or Global Automatic Theme as shown on the picture below.

For more information, please refer to the ASCA user manual and the **Sky** chapter of this manual.



Envtex mode

You can select the mode to be used while running Envtext to install new textures or restore your backedup textures. These modes are designed in a way that prevents you to make a mistake such as restoring your old textures instead of installing new ones. (Please note that a backup must have been made previously for the Restore mode to work). Two choices are displayed:

- Install mode
- Restore mode

When selecting Install mode, the top left button is showing “Install”. In Restore mode, the top right button becomes red and is showing “Restore”.

ASCA mode

If you decided to use the ASCA integration feature, this setting option allows you to choose between using ASCA with Envtext sky textures combined with ASCA native sky textures (ASCA + ENVTEXT), or using ASCA with only Envtext sky textures (ENVTEXT).

Quality

Envtext has been designed with different quality pre-sets that will affect positively or negatively your VAS and FPS to help you finding the most adapted settings for your needs.

- Custom: This pre-set let you choose every customization options available
- High: This pre-set uses the highest quality textures for all the features. It can be heavy on VAS and FPS depending on your PC specs and simulator settings.
- Normal: This pre-set uses the native resolution and compression of the active simulator. Thus it has zero impact on VAS or FPS.
- Low: This pre-set uses the most optimized texture resolution to get the best performances. This is advised for the low end computers.

✓ *If you want to use the custom quality set, we highly recommend to refer to the **features details**. Many explanations and advices are given.*

Features selection

As you may wish to not use some of the included features, Envtext offers the possibility to enable and disable them one by one.

With any of the quality pre-sets, you are free to select or deselect the corresponding box to enable or disable a feature.

If you use the custom quality pre-set, you will also be able to change the texture resolution and compression when several are available. Your choices will be automatically saved when you will click on the 'Install' button.

You can independently enable or disable the following features. All of them are detailed in the **Features details** chapter of this manual.

✓ *Please note that some features are not available for all simulators because of their own limitations.*

- ASCA Integration
- Optimize old textures
- Airports
- Cumulus
- Cirrus
- Envmap
- Grass
- Special effects
- Rain
- Snow
- Sky
- Inland Water
- Ocean Water
- Tropical Water
- Waves
- Sun and moon
- Shaders

Customisation settings

Customisation options are available on the right part of the program as shown in the **User Interface** description. This chapter will briefly describe how to choose available sets. More details are provided in the **Features details** chapter.

In the customisation settings you have been able to choose which feature to use. In addition to those settings, several variants are available for the following, we will add more variants and more customizable features with the future free updates.

- Sky
- Sun
- Clouds
- Grass
- Inland Water
- Ocean Water
- Tropical Water
- Wave Animation

To choose a variant, just click on the corresponding list and click the set you would like to install. You can refer to the preview pictures to get an idea of what you are going to get, if the pictures are too small, you can click them to zoom in, the picture will then open with your default picture viewer. Your choices will be saved once the “Install” button will be clicked.

- ✓ *Please note that colours, brightness and saturation may slightly differ depending on the season, time of day and location, but also your screen and HDR settings.*

Action buttons

Once Envtext is configured according to your needs, you can simply click “Install” on the **Action buttons interface**. The install process may take a few minutes, depending on the number of features enabled and your PC specs. Once the operation has succeeded, a success message will be displayed.

- ✓ *Remember that it is highly advised to use the Auto Backup feature at first run.*

Once Envtext files have been installed, you can use the “Launch sim” to start your active simulator directly from Envtext.

- ✓ *If you click “Launch” the active simulator will be started and Envtext will be minimized.*

Help button

Clicking on the **Help button** on the top left part of the **User Interface** will open this manual where you can find many useful and detailed information on settings and customization options but also developers advices.

Features details

Envtex provides the possibility to enable or disable each feature by checking or unchecking the related box. If you use the custom profile for the “Quality” setting you can also choose the resolution and compression quality depending on your tastes, your PC specs and how you wish to use your simulator.

This chapter details all the Envtext contents for FS9, FSX and P3Dv3 with some tips to find the right settings. You don’t need to read everything in this part of the manual to get friendly with our product, its purpose is to bring more detailed information about each Envtext feature.

Optimize old textures

This feature will optimize FSX and P3D old and unused textures which are related to older versions of Microsoft Flight Simulator but still loaded in the FSX and P3D memory. Using this option will optimize these textures to minimize their impact of the available Virtual address space of your simulator.

Depending on your sim and Envtext settings, your VAS usage may be decreased by a few Mb.

- ✓ *Developer’s advice: It is highly advised to enable this option as it will not break any feature of the sim but can make you gain a few Mb of virtual address space. As the related files are still needed in Flight Simulator 2004, please note that this feature is not available for this simulator.*

Airport

The Airport feature will enhance all your default airport ground textures. This currently includes ground markings, runways, taxiways, signage and lighting. While most of the enhancements use the same runway and taxiway texture repeated to all runway and taxiway, we chose to keep the variety by making each texture unique. Not less than 21 unique runway and taxiway textures are currently included. More textures and customization options will also be added to this feature in SP1.

- ✓ *Developer’s advice: If you never fly default airport you can use the lowest resolution (512), it will allow you to save some VAS, if you occasionally fly to default airport, use the native resolution (1024), if you fly only to default airports, use the best resolutions (2048 or 4096).*

- Available Resolutions:
 - Ultra High Definition (4096 pixels)
 - Very High Definition (2048 pixels)
 - High Definition (1024 pixels): Native resolution
 - Mid Definition (512 pixels)
- Available Compressions:
 - DXT1 (Native)

Clouds

Clouds enhancement are separated in two different clouds types: Cumulus (Stratus too) and Cirrus. These simply replace all your clouds textures for better ones.

Be careful with the resolution and compression settings. High quality clouds can easily kill your fps even with very high end computers.

✓ *Developer's advice: The usual best balanced setting is usually 512 – 32bits or 1024- DXT5 (DXT3 for FS9)*

- Available Resolutions:
 - Very High Definition (2048 pixels)
 - High Definition (1024 pixels)
 - Mid Definition (512 pixels)
- Available Compressions:
 - 32bits: Native definition
 - DXT5

Environment map

Environment map (named Envmap) is the default texture used by objects for environment reflection. This feature will only affects objects and aircraft which do not have their own custom envmap like default aircraft, default buildings and a few 3rd party aircraft.

✓ *Developer's advice: Enabling this feature is highly recommended, it will enhance the reflection on the all the aircraft and objects using the default texture. Also, the default texture is uselessly too big and this feature will enhance a bit your VAS usage.*

- Available Resolutions:
 - Very low definition (128 pixels): lower than native FSX and P3D definition
- Available Compressions:
 - DXT5: Native compression

Grass

Within Flight simulator and Prepar3d, a generic grass texture is used as a background texture for the terrain. Envtext provides two ultra-realistic grass texture for both normal and snowy weather which will allow you to install the right grass for the weather you expect to meet.

✓ *Developer's advice: As the default resolution is very low, the best balanced setting is usually 512 or 1024 not to put too much additional load on VAS.*

- Available Resolutions:
 - Very High Definition (2048 pixels)
 - High definition (1024 pixels)
 - Mid definition (512 pixels)
 - Low definition (256 pixels)
 - Very low definition (128 pixels): Native
- Available Compressions:
 - DXT1: Native

Precipitations

Precipitation textures includes new realistic rain and snow effects that will get rid of the poor default precipitations using a different texturing method.

✓ *Developer's advice: Using this feature will bring far much better rain and snow. Other addons like PrecipitFX may also replace those effects, while our precipitations effects are highly realistic you can still disable them in case you would prefer to keep your other 3rd party precipitations.*

- Available Resolutions:
 - Low Definition (256 pixels): Native
- Available Compressions:
 - DXT3: Native

Sky

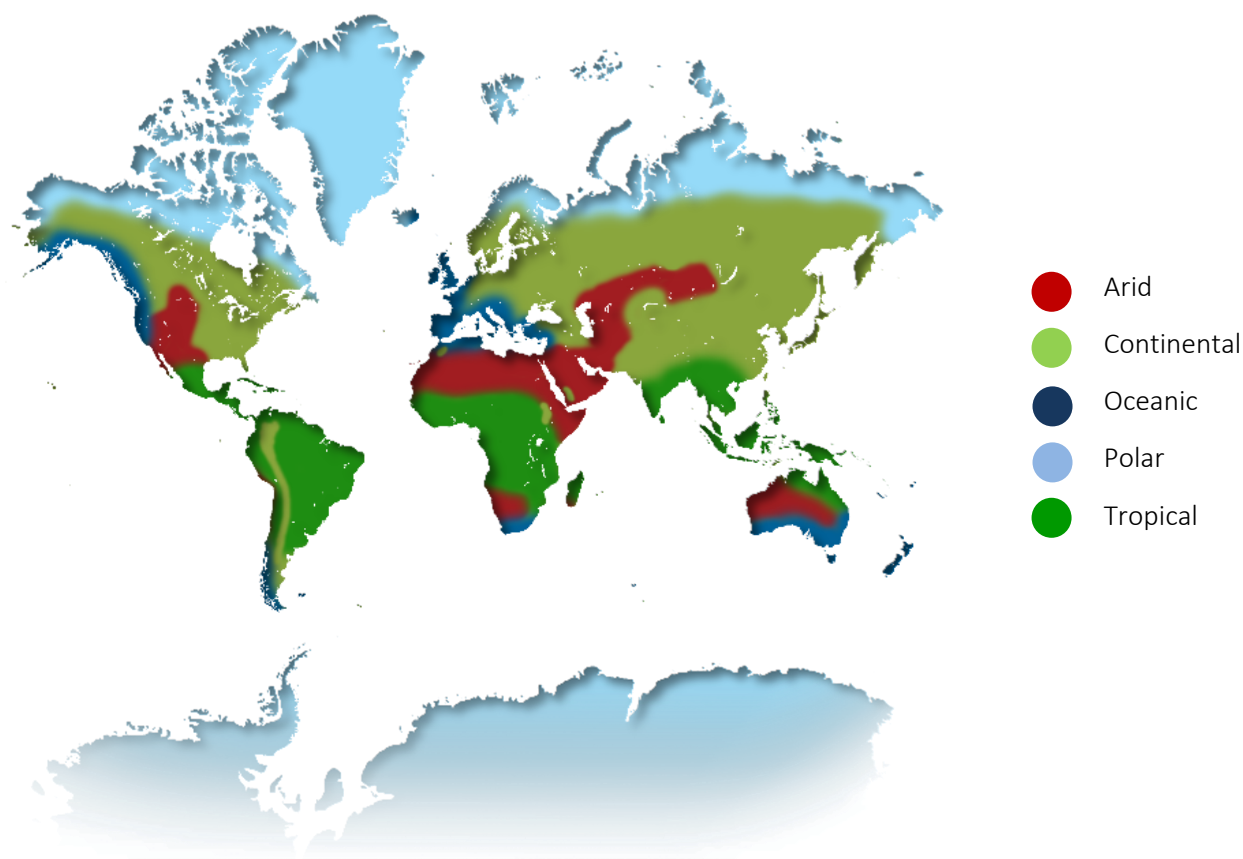
More than 500 different sky textures are included with Envtext. They are grouped into several pre-sets depending on seasons or locations.

Also, Envtext is using the default 10 days cycle implemented in our simulators since FS2002, this allow sky colour to change randomly in a 10 days cycle. While it is a very nice feature, there is no add-on taking profit of it because of the very numerous sky textures needed. We decided to create a huge sky textures number to bring a never seen variety without the need to change your pre-sets every day. 3 types of pre-sets are included:

- Random: This pre-set will use totally random sky colours.
- Seasonal: These pre-sets are based on colours met during different seasons at mid latitudes.
- Dynamic: These pre-sets are based on different climates met on the Earth, as some climates does not really differs in their sky colours, we merged some of them.
- Altitude: These are generic pre-sets focused on low or highflying

If you choose to use one of the dynamic pre-sets you can refer to this map to find the pre-set that fits better your flying region(s).

Globally, Continental and Oceanic pre-sets are a good compromise to fly in any region.





If you also use Active Sky 16 (AS16) and Cloud Art (ASCA) from Hifi Simulation Technologies, you will also be able to combine all of our sky textures with the Global Dynamic feature of ASCA, in that case the sky pre-sets are not relevant anymore.

Please refer to the **ASCA integration** chapter to learn more on how to configure ASCA (Configuration of this feature is very quick).

To take profit of this feature, you need to start AS16+ASCA with the Full dynamics or Global auto theme when you are flying.

✓ *Developer's advice: If you have AS16+ASCA, it is highly advised to enable the **ASCA integration** feature, it is the best way to benefit of the 545 sky textures developed by our team.*

- Available Resolutions:
 - Extremely low resolution (32 pixels): Native, hardcoded
- Available Compressions:
 - 32bits: Native

Special effects

Special effects currently add and enhance the following effects to your simulator:

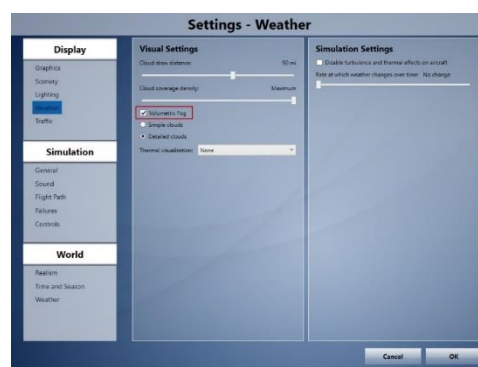
- Contrails
- Water spray effects for seaplanes
- Touchdown, hard breaking and dirt effects leaving tire markings
- Water and snow engine blast (FSX and P3D only)
- Water and snow wheel spray (FSX and P3D only)
- Wing tip vortices (FSX and P3D only)
- Aurora Borealis (P3Dv3 exclusive feature).

Thanks to this amazing feature, you will be able to see the great Northern or Southern lights with different colours during your polar flights.

- ✓ *Please note that, due to simulator limitations, northern lights are only visible inside a limited range from their placement point (inside a $\approx 50\text{km}$ circle). Also, when cloud coverage is few or scattered, very distant clouds may sometimes appear behind the aurora. We are actively working on surpassing these limitations.*

This feature requires at least the following settings:

- Scenery Complexity: Normal
- Special effects detail: Medium
- Volumetric fog: Enabled



- Available Resolutions:
 - High Definition (1024 pixels)
 - Mid Definition (512 pixels)
- Available Compressions:
 - DXT1 (Native)

Water

Envtex offers different water textures types that cover all the different P3D, FSX and FS9 water classes, these can be very complex but we divided them in 3 categories for your ease of use:

- Inland water textures: lakes, rivers and all other inland water
- Ocean water textures: deep seas water
- Tropical water textures: shallow tropical waters

All water classes are called by a waterclass that decides where is located each type of water, while this is a good representation of the reality, water classes can strangely fit together sometimes. To prevent this in P3D, EnvTex provides the choice to have a more uniform water at the expense of water variety, this is why both options are available. Water pre-sets are also based on different water colours.

As FSX and FS9 react both differently, water set are only color based instead of variety based.

- Set 1: provides the biggest water variety
- Set 2: provides a more uniform water

Also, we have created two main ways to display the water in FSX and P3D, one with some waves directly drawn onto the textures for users who prefer a photoreal look and another without waves drawn on them. In FS9, as wave animations are less advanced, all water textures are photoreal based to get the best visual results.

- Photoreal has waves directly drawn on the textures themselves
- Non Photoreal does not have waves drawn on the textures.

✓ *Developer's advice: Photoreal gives better results if you usually fly at high altitudes with FSX and any P3D water settings lower than ULTRA. Non Photoreal gives better results if you use water settings on ULTRA with P3D but can also be used on FSX depending on your own tastes.*

- Available Resolutions:
 - High Definition (1024 pixels): Native VAS usage
 - VAS optimized (512 pixels): Optimized VAS usage
- Available Compressions:
 - DXT5: Native

Waves

Waves animation will change the look of your water depending on your taste, or if you want to, depending on the weather conditions you are expecting for your flights.

A total of 7 different waves pre-sets are available with different wave shapes and size.

- Available Resolutions:
 - High Definition (1024 pixels): Higher VAS usage
 - Mid Definition (512 pixels): Native VAS usage
- Available Compressions:
 - DXT5: Native

Sun & moon

Several sun pre-sets are available. Realistic moon textures are also included within this feature. All included pre-sets use a natural glow effect that tries to reproduce the sun glare as seen by a human eye.

Texture resolution and compression are not relevant for this feature as it differs depending on the many textures used. Instead of choosing the resolution and compression you have the possibility to choose between pre-sets that includes Lens effects or without Lens effects.

- “With Lens effects” will combine lens and glare effects.
- “Without Lens effects” will remove all lens effects but will keep the sun glare.

In the customization settings, you will find 4 different pre-sets:

- Set 1: Orange glow
- Set 2: White glow
- Set 3: White glow with sun rays
- Set 4: Orange glow with sun rays

All of the pre-sets are available with 3 different intensities:

- Normal
- Soft
- Intense

✓ *Developer’s advice: If you wish to have a camera effects, using “With Lens” sun is preferable. If you prefer to use a more natural effect, “Without Lens” should fit better your expectations.*

Shaders

Envtex shaders enhance the clouds colour and size. This feature is available for Prepar3d v3 only. Two shaders settings are available:

- High Performance will only tweak cloud colours, no performance impact.
- High Quality will also tweak cloud size, that may have a huge impact on fps depending your PC specs.

Do not use this feature if you want to use other shader tweaks like Prepar3d Tweak Assistant (PTA) to prevent any conflict.

We also provide a complete shader pre-set for PTA 1.62 and PTA 2.0 fully compatible and optimized for Envtx. If you use other shader pre-sets, please take into account that aurora borealis effects may not work with some shader tweaks (For example, prefer Rayleigh scattering than Atmospheric haze which conflicts with our Northern lights).

Download our PTA pre-set for free at [TOGA projects - ENVTEX](#) under the freeware section.

Spotting Aurora - Northern/Southern lights

Here is a non-exhaustive list where to spot Northern lights, you may see them in other places but as we don't want to ruin the surprise, we prefer to let you discover them. Also, aurora apparition is randomized and you have more chances to see them between October and March in the Northern hemisphere and September in the southern hemisphere, especially at higher latitudes.

Alaska

PASI - Sitka

Argentina

SAWH - Ushuaia

Australia

YMHB - Hobart

Canada

CYCO - Kugluktuk

Finland

EFET - Enontekiö

Greenland

BGBW - Kangerlussuaq

Iceland

BIRK - Keflavik

New Zealand

Stewart Island

Norway

ENGM - Oslo

Sweden

ESOK - Karlstad

Simulator settings and optimization

These optimization tips are not required to run properly EnvteX and their results may differ depending on your PC specs. You may want to try them or just leave your settings as they are.

All the following settings are based on the following PC specs:

- Motherboard z170 series
- Intel core i7 6700k
- Nvidia GTX 1070
- 24" screen at 1920x1080

3rd Party add-on sceneries usage

When you have a lot of 3rd party sceneries installed, FSX or P3D's 4Gb limit may become quickly overloaded and out of memory errors or loading stutters may occur even in FS9. In order to prevent such error, it is highly recommended to disable all the add-on sceneries that will not be used during your flight.

To do so you can disable the unused sceneries in the P3D, FSX or FS9 scenery library, edit manually your scenery.cfg or using tools such as the freeware tool FS scenery config editor available here : <https://sourceforge.net/projects/fs-sceditor/>

(FS scenery config editor is not a TOGA projects product and all credits goes to its creator(s), please refer to the related manual to use this product).

Optimizing Prepar3d

To get the best visual results with EnvteX, we recommend the use of the following HDR settings in P3D:

Luminosity: 1,00 to 1,20 - Bloom: 0,10 to 0,25 - Saturation: 1,00 to 1,20

Prepar3d runs pretty well without any cfg tweak but sometimes you may need to change a few settings. Rob Ainscough will explain you everything pretty well in his manual on avsim: <http://www.avsim.com/files/file/87-avsim-prepar3d-guide/>

Optimizing FSX

Optimizing FSX is a very long debate, instead of describing a 100th time FSX tweaks, the best we can do is to redirect you to this quick guide from avsim: <http://www.avsim.com/files/file/41-basic-fsx-configuration-guide/>

Enhancing FS9

FS9 is probably running very fast on your current computer because FS9 is now outdated compared to the technologies which are available today. But FS9 can be stuttering sometimes, especially with heavy AI traffic, and you are probably now searching to get the best visuals possible from your old but gold FS9. Here are some tweaks that can help you.

AI Traffic optimization

These optimizations are taken from our personal experience; with these tweaks we have been able to reduce a lot our stutters due to traffic in FS9.

FS does not care about the folder name of your AI aircraft, only the title =... is used to find the aircrafts FS9 search the aircraft called by AI traffic in all aircraft.cfg folder by folder from A to Z. If your AI aircraft folder name begins with "Z" for example, it will take a long time to find it and you would probably see some micro-stutters.

To avoid that, we suggest you to rename all your AI Aircraft folders with this prefix : AAI_[NAME OF FOLDER] Your FS9 will now find really quickly your AI Aircraft and fs9 will be really smoother !

FS9.CFG enhancements

FS9.cfg is located in: YOURNAME/Appdata/Roaming/Microsoft/FS9/FS9.cfg You can open this file with the notepad. For Vista and Windows 7 users, FS9.cfg is located in:

USERNAME/Appdata/Roaming/Microsoft/FS9/FS9.cfg (You can open this file with the notepad.)

The [Weather] section will enhance the turbulences effects on the aircraft

The [Controls] section allow to have a better panning speed

The [Display] section will enhance the loading time for textures and optionally the lights size

The [Terrain] section will enhance a lot the FS9 visuals for the ground

Search for the corresponding lines and replace them with the following:

[DISPLAY]	[TERRAIN]
UPPER_FRAMERATE_LIMIT=30	TERRAIN_ERROR_FACTOR=100.000000
TEXTURE_BANDWIDTH_MULT=120	TERRAIN_MIN_DEM_AREA=10.000000
TextureMaxLoad=10	TERRAIN_MAX_DEM_AREA=100.000000
RUNWAY_LIGHTS_SURFACE_SCALAR=1.2	TERRAIN_MAX_VERTEX_LEVEL=21 //(best global results but some sceneries may requires other values)
RUNWAY_LIGHTS_VASI_SCALAR=1.0	TERRAIN_TEXTURE_SIZE_EXP=8
RUNWAY_LIGHTS_APPROACH_SCALAR=1.0	TERRAIN_AUTOGEN_DENSITY=5
RUNWAY_LIGHTS_STROBE_SCALAR=1.5	TERRAIN_USE_GRADIENT_MAP=1
	TERRAIN_EXTENDED_TEXTURES=1
	TERRAIN_DEFAULT_RADIUS=9.500000
	TERRAIN_EXTENDED_RADIUS=4.500000 //(You can try 9.0)
	TERRAIN_EXTENDED_LEVELS=4



TERRAIN.CFG enhancements

These tweaks will enhance the look of the FS9 terrain and you will not see visual errors anymore.

TERRAIN.cfg is located in your main FS9 folder.

You can open this file with the notepad.

Search for the corresponding lines and replace them with the following:

```
//Stream Lines
[Texture.1024] // stream lines / unknown / perennial
Type=1
Size=4
ExcludeAutogen=1
MaskClassMap=3
Textures=RiverSU.bmp
offset=-3

[Texture.1025] // stream lines / unknown / non-perennial
Type=1
Size=4
ExcludeAutogen=1
MaskClassMap=3
Textures=RiverSU.bmp
offset=-3

[Texture.1211] // utility
Type=3
Size=4
ExcludeAutogen=1
MaskClassMap=0
VectorAutogen=0
Textures=utilitymask.bmp
RenderToTexture=0

[Texture.1212] // utility
Type=3
Size=4
ExcludeAutogen=1
MaskClassMap=0
VectorAutogen=0
Textures=utilitymask.bmp
RenderToTexture=0
```

Menu bar

If you are using FS2004 for a long time, your sim is probably full of addons. When you have a lot of modules installed in FS9 your menu bar may disappear during long flights because of modules loading constantly.

To prevent this issue, it is much advised to hide the menu bar of FS9 (Right Click, Hide menu bar) and use “alt” on your keyboard to show it only when needed.

Troubleshooting - Q&A

My progress bar remains at the same place and install never ends, what should I do?

Please make sure you are running Envtext with admin rights. To do so right click on Envtext then “Run as an administrator”. You can always run Envtext as an admin by checking the box “Always run as an administrator” in the windows program properties.

Installation works but is too long

Envtext moves a huge amount of data during the install process, if you are using a slow hard drive disk or if you PC specs are low then installation can take a few minutes. This should not happen on usual or high end computers.

Envtext does not start or some parts of the interface are missing

Our program needs .NET framework 4.5.2. If it is not installed on your system, you have normally been redirected to the official download link during the **installation process**. If it failed or if you removed it, Envtext may not be able to work.

In case this happens, we recommend to check that .NET framework is still installed. If this is not the case, we invite you to download .NET framework from the official Microsoft website: <https://www.microsoft.com/en-US/download/details.aspx?id=42642>

If you are meeting a similar issue and you are using a 32bits version of windows, please report the **installation** chapter.

I don't see any Aurora - Northern/Southern lights

These are a P3DV3 exclusive feature and require some specific settings as described in the **Special effects** chapter. Also, they mostly appear during winter and only at high latitudes. P3D also has its own limitations and at the moment, Auroras are visible only inside a limited circle.

How to update Envtext when new versions will be released?

When a new version of Envtext will come we will make an official announcement on our website, our facebook page and community group. Also Simmarket will send you an update notification.

The only thing you will need will be to install the new version over your current application.

If you cannot find a solution to your issue in this chapter you can find several ways to contact us in the **Support** chapter.

Enjoy your flights!

