



World Terrain

Brought to you by

Hush-Software

PRESENTATION

- You enjoy flying with your favorite flight simulator, but have you ever felt bored by watching generic textures?
- Would you prefer to see your favorite's spots from above such as your own house?
- Wonder how it really looks from above?
- Do you want to prepare your next real flights by getting some real visual references?

WORLD TERRAIN IS FOR YOU!

With World Terrain you will have an unmatched quality view from the sky provided by high-resolution satellite imagery of up to 60 cm per pixel.

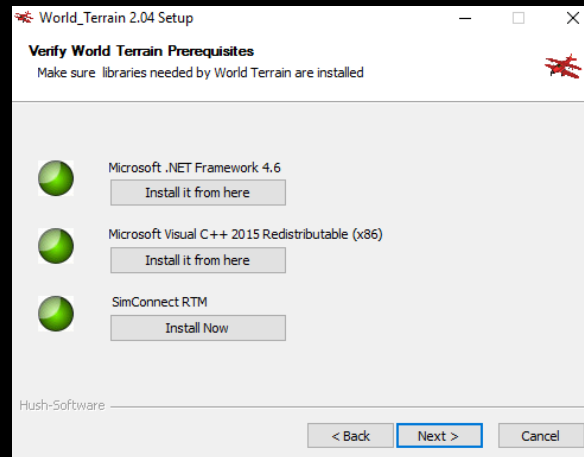
INTRODUCTION

World Terrain is an add-on for your favorite Flight Simulator that generates photo realistic terrain from satellite pictures downloaded from the Internet. World Terrain adds unprecedented realism by adding 3D objects such as buildings and trees at their precise location. World Terrain is designed for both VFR flights for general aviation flying low and slow and for airliners flying high and fast.

INSTALLATION

1. Just run the installer named "Setup_World_Terrain.exe"
2. The Simulator checks that pre-required software is installed and displays red or green lights. If a light is red, press the install button to download and install the prerequisites. You should continue the install once all green lights are displayed.
3. Select your Flight Simulator – The installer will detect the ones currently installed on your System. In case of multiple versions installed, the installer will let you decide which simulator to use with World Terrain

4. When prompted enter the folder where to install the program
5. At the prompt Select the directory where World Terrain will install the Scenery file definition
6. After the files are copied World Terrain will update the files containing the definition of scenery used by your simulator – “Scenery.cfg”
7. The installer will offer you to launch the program and read this file – Enjoy!



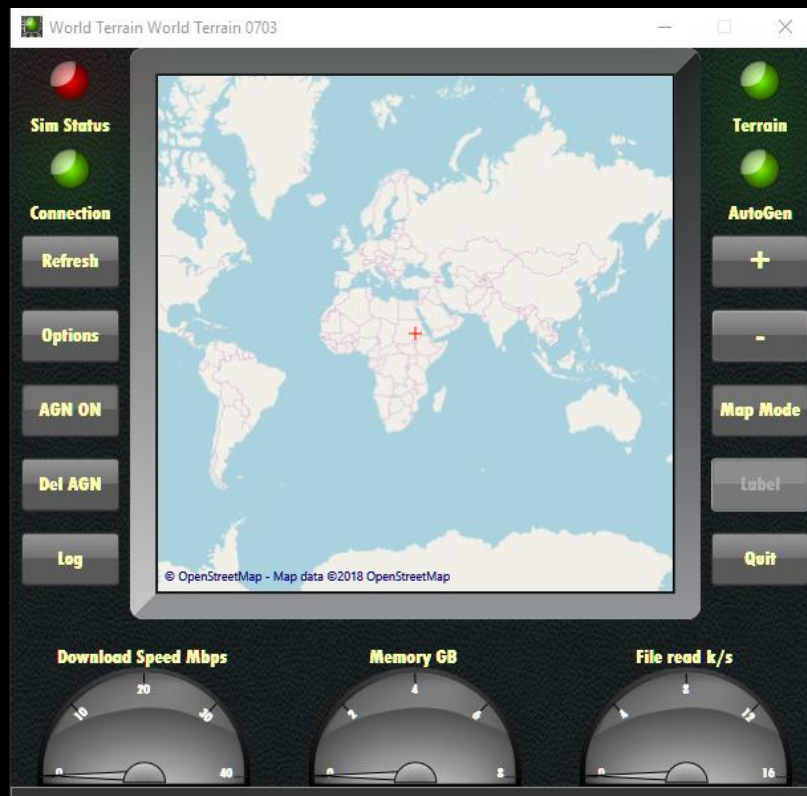
REQUIREMENTS

- Flight Simulator Software
- A fast internet connection
- Enough Disk space and the required space will grow with usage as the user flies over more areas
- Any Windows 64 bits version from Windows 7 to Windows 10

USAGE

1. Launch your Flight Simulator
2. Launch World Terrain
3. The Connection led should turn green indicating a connection with your Flight Simulator and downloading of terrain should start
4. You should see the download needle go up and the Terrain led turn red, orange and then green
5. At start-up World Terrain downloads over 30 000 square km of terrain at various resolution and displays a message “Generating Terrain Please Wait”.
6. Press Refresh to allow for the simulator to take into account newly computed terrain
7. If you fly faster than the simulator can download a message “Slow Down or Pause” will appear. If this appears regularly you can either:
 - a. Reduce the Level of detail radius Options-> Settings -> Display -> Scenery
 - b. Fly more slowly or change aircraft
8. Enjoy your flights!

USER INTERFACE



World Terrain displays following information:

Leds:

- **Sim Status** : Indicates if Simulator is running (Green) or Stopped (Red) or Paused (Yellow)
- **Connection** : Indicates if the simulator is connected to the Simulator – (Green) or disconnected (Red)
- **Terrain** : When red indicates that World Terrain has some missing Terrain and is still catching up. Orange is displayed when World Terrain is downloading the terrain for the predicted next position - Green means World Terrain is idle
- **Autogen**: Green is displayed when Autogen has been created for the area been overflowed - Yellow indicates that Autogen is currently being generated – The led is off when no Autogen for the area has been created

Buttons:

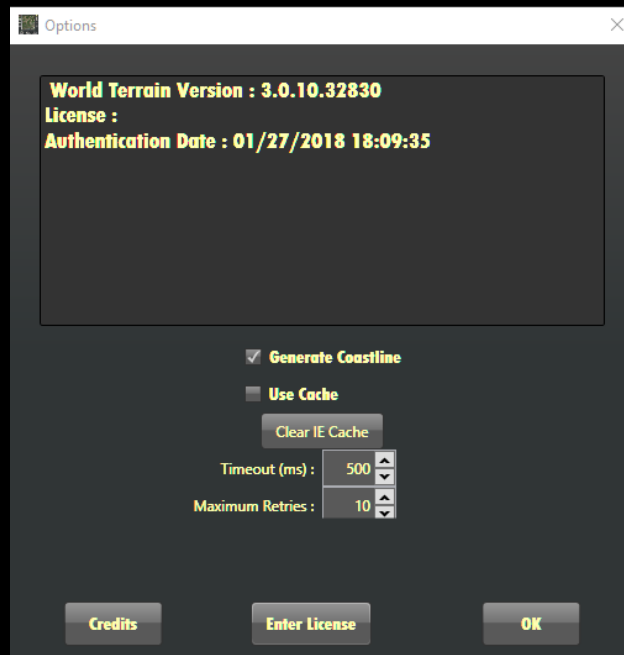
- **Refresh** : Used to request the simulator to refresh the scenery and display the newly downloaded terrain
- **AGN** : Either on or off - When On World Terrain downloads Autogen objects such as trees and buildings for the area being overflowed
- **Del AGN**: Deletes Autogen for a whole area as described in Figure 1

- **LOG**: Displays a log window used for debugging purposes
- **+ / -** : Buttons Used to zoom in or out on the map
- **Map Mode** : Allows user to select to display the moving map in imagery or map mode
- **Label** : Used in imagery mode to add labels to display information such as city names
- **Quit** : See you on your next flights!

Gauges:

- **Download Speed** : Shows how fast World Terrain downloads terrain in Mbs
- **Memory** : Displays World Terrain memory consumption in GB
- **File read k/s** : Indicates the number of thousands of files read by the simulator per second

OPTIONS

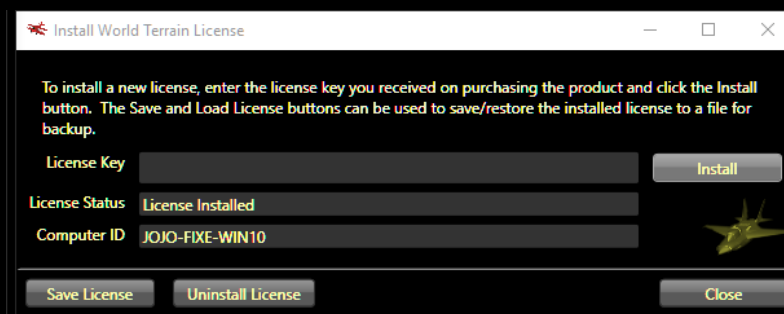


Credits : A reminder to check hush.software website

- **Enter License :** Allows to enter or uninstall a license
 - If you wish to install World Terrain on another PC you must first deactivate it before activating the license on a new PC
 - **OK :** Closes Option window

LICENSE WINDOW

Use this window to enter license:



SIMULATOR SET-UP

- World Terrain requires Windows Defender to be disabled:
 - Search "Defender" in Start Screen

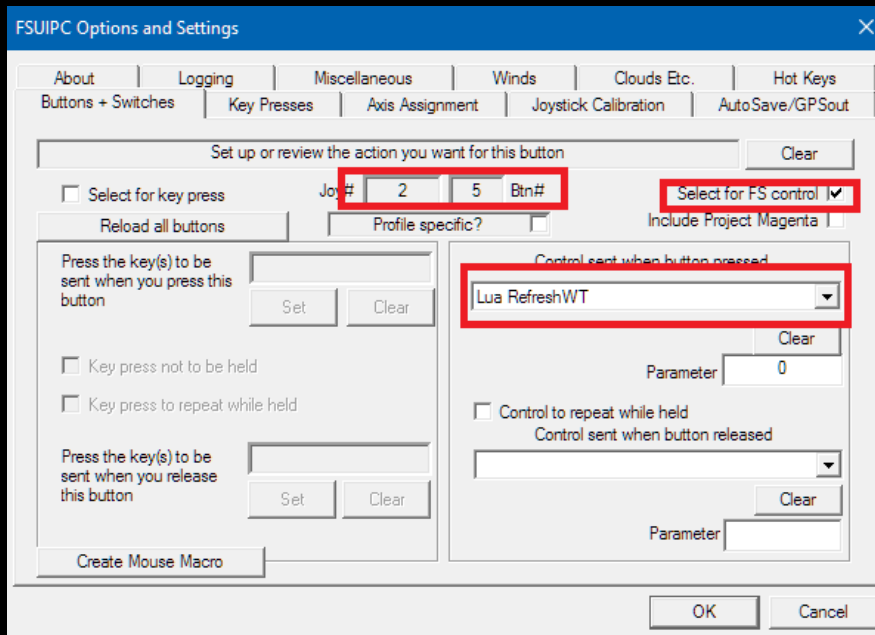
- In Settings –Real-time protection select Off
- You may alternatively simply exclude Window defender from scanning World Terrain Scenery files
- Simulator Set-up
 - Select Option ->Display
 - Graphics :
 - Texture Filtering : Anisotropic
 - Texture Resolution High 2048
 - Use high resolution terrain textures – unchecked (Prepar3d V4 only)
 - Hardware tessellation - checked if available
 - Scenery :
 - Level of detail radius : Medium (If your download speed is above 10Mb you can gradually increase this settings)
 - **Texture Resolution : 7 cm (this is the most important set-up)**
 - Land and detail textures - checked if available
 - Autogen :
 - Autogen density sliders as appropriate
 - Lighting:
 - HDR lightning – as per user preference but it is recommended to start without as settings may require tuning to match satellite imagery

COMPATIBILITY

- Flight Simulator FSX RTM, FSX Acceleration
- Flight Simulator Steam Edition
- Prepar3D V1, V2 , V3 , V4

ALLOCATING BUTTON TO REFRESH

- Users that have a registered version of FSUIPC can allocate a joystick button to trigger the Refresh of the terrain.
- The allocation is done by Selecting the button and associating it to the macro “Lua Refresh WT”
- The macro is copied on user computer by the installer if FSUIPC was detected



KNOWN ISSUES

- Coast Lines not showing water as it should in rare cases
- Green or black squares appearing instead of terrain – This indicates the aircraft is flying faster than World Terrain can download. Consider lowering LOD Radius settings.
- Terrain may show different color from afar as Satellite image providers may use images from various seasons for different resolutions
- Refresh sometimes not performed automatically on FSX and FSX-SE – Please use either Joystick button with FSUIPC or Open Window World ->Scenery Library and Press OK to trigger a Refresh
- When moving the aircraft either by selecting new airport or loading a scenario the simulator is long to update the position while World Terrain displays “Moving Please Wait”.

FAQ

1. THE SIMULATOR SHOWS WRONG OR GREEN TERRAIN INSTEAD OF SCENERY

This happens if Flight Simulator has not processed the new generated files. Simply Press Refresh to have flight simulator process the new downloaded terrain.

2. I CAN NOT DISPLAY WORLD TERRAIN INTERFACE

You may bring up the World Terrain interface by pressing “Alt+Enter” to toggle your flight Simulator from full Screen / Windowed mode. Alternatively, you may switch among windows by pressing “Alt+Tab”.

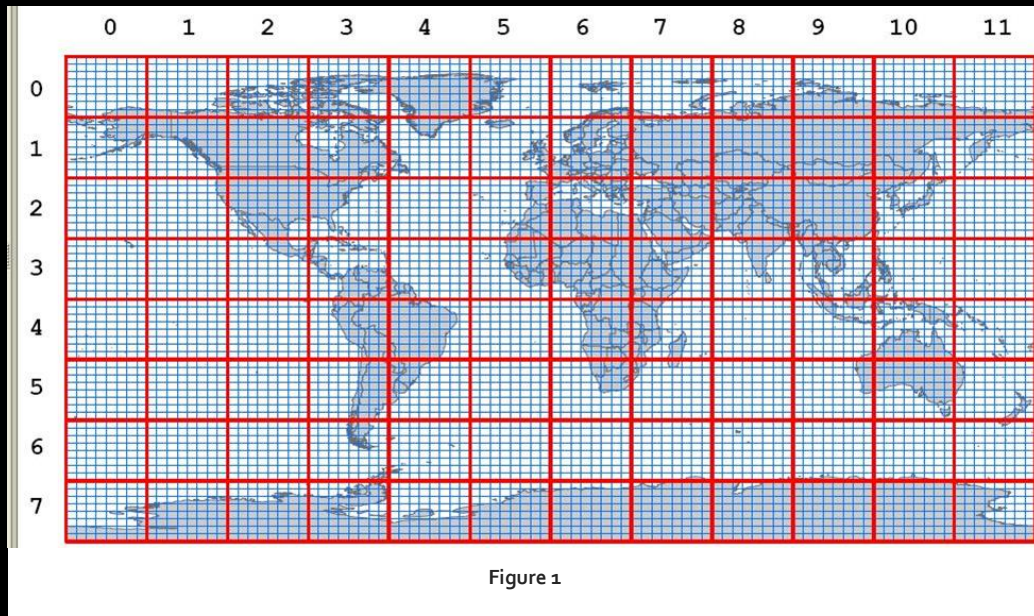
3. CAN I TURN WORLD TERRAIN OFF TO SEE GENERIC TERRAIN?

Simply turn World Terrain off and restart World Terrain or alternatively In your simulator menu , Select World -> Scenery and deselect World_Terrain_Priority

4. HOW IS THESCENERY ORGANISED?

The Scenery is organized in subdirectories of WORLD _TERRAIN\XXYY

The Value of XXYY can be found on World Terrain Windows Title or on the following map where XX and YY are column and row numbers respectively.



5. NO AUTOGEN OBJECTS ARE DISPLAYED

Check that Autogen density sliders in Options -> Graphics are set appropriately

CREDITS

Special Credits to Christian Buchner for the Original idea of TileProxy

Please check our website for new releases : www.hush.software

