SIM720 EAST FRISIAN ISLANDS AIRPORTS
Version 1.1
User Guide December 2014

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Intro

The SIM720 team would first like to thank you for purchasing **SIM720 EAST FRISIAN ISLANDS Airports Version 1.1**. We do hope you enjoy many hours of interesting flying.

East Frisian Island Airports are a group of 5 Airports (EDWJ, EDWL, EDWR, EDWY, EDWZ) located in the north sea off the coast of East Frisia in Lower Saxony, Germany.

The airports all have one hard surface runway and some have additional grass runways.

Compatibility

SIM720 EAST FRISIAN ISLANDS Airports has been designed to work as a standalone product, using the supplied control panel you can select what you want the Photoreal area to be colour matched to. In EAST FRISIAN ISLANDS Airports you have the option of choosing Default FSX or Orbx Global. Just simply pick what you want.
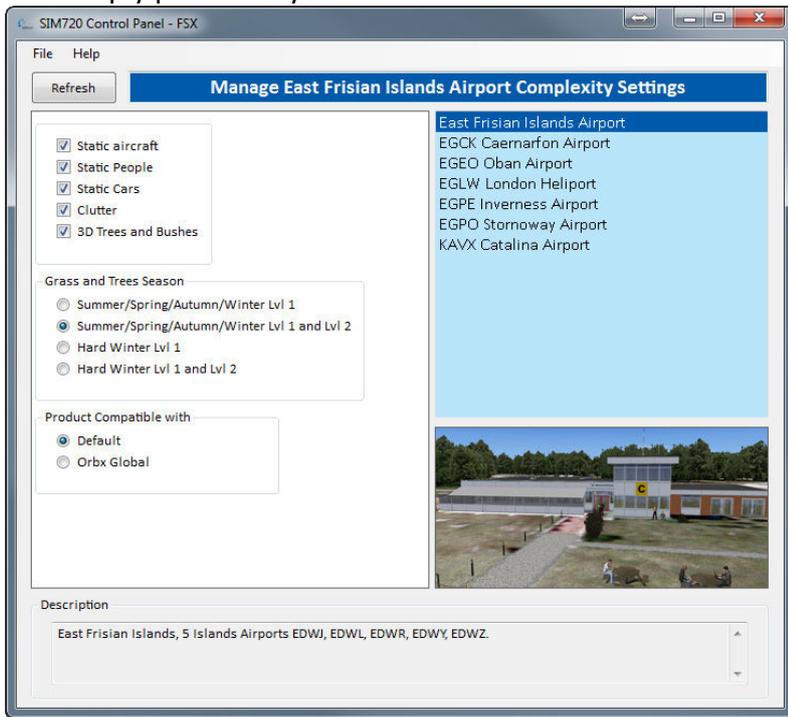
EAST FRISIAN ISLANDS Airport is DX10 compatible.

If you use Orbx products please set FTX Central Insertion point to be below SIM720 products
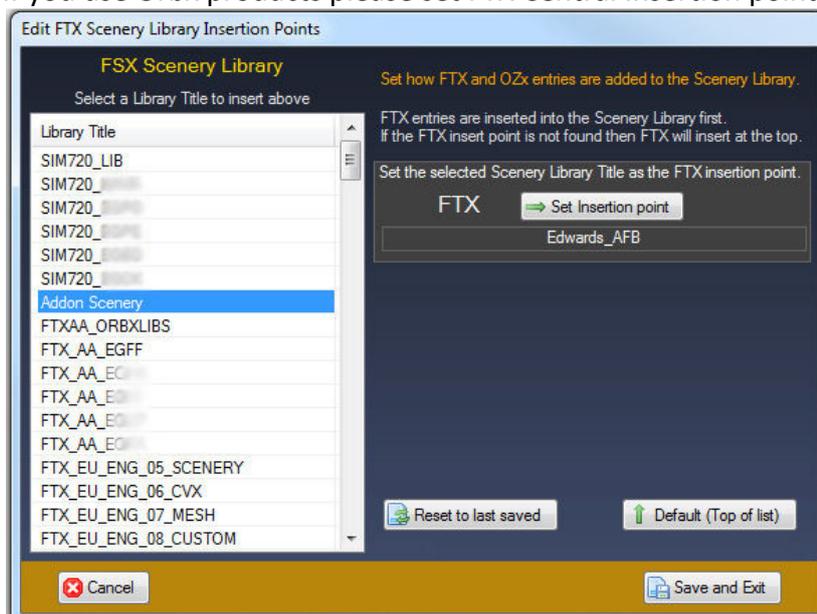
Quick Reference FSX Settings

The table below lists in a handy reference the minimum recommended settings required in FSX to enjoy EAST FRISIAN ISLANDS Airports the way SIM720 designed it. These settings run well on most PCs and take particular advantage of the custom ground photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures
Global Texture Resolution	Max	Best displays photoreal textures
Mesh Complexity	100	Better terrain definition
Mesh Resolution	5m	5m is recommended for this airport scenery
Texture Resolution	**7cm**	**Required for displaying the aprons in their native resolution**
Scenery Complexity	Extremely Dense	How SIM720 designed East Frisian Islands
Autogen Density	**Normal**	**Best FPS versus detail** *More discussion below*
Airport Vehicles	0%	SIM720 has disabled the default FSX ground vehicles at East Frisian Islands.
GA AI Traffic	16 - 50%	Recommended for this scenery
Road Vehicle Traffic	20%	No need to set higher

Scenery Coverage Area

The image below shows the extent of the East Frisian Islands region scenery coverage area.

Airport Charts

Langeoog (EDWL)
7 - 610m

Baltrum (EDWZ)
6 - 366m

Norderney (EDWY)
6 - 1006m

Norden-Norddeich (EDWS)
3 - 732m

Juist (EDWJ)
8 - 701m

Borkum (EDWR)
3 - 1006m

![sim720 logo]
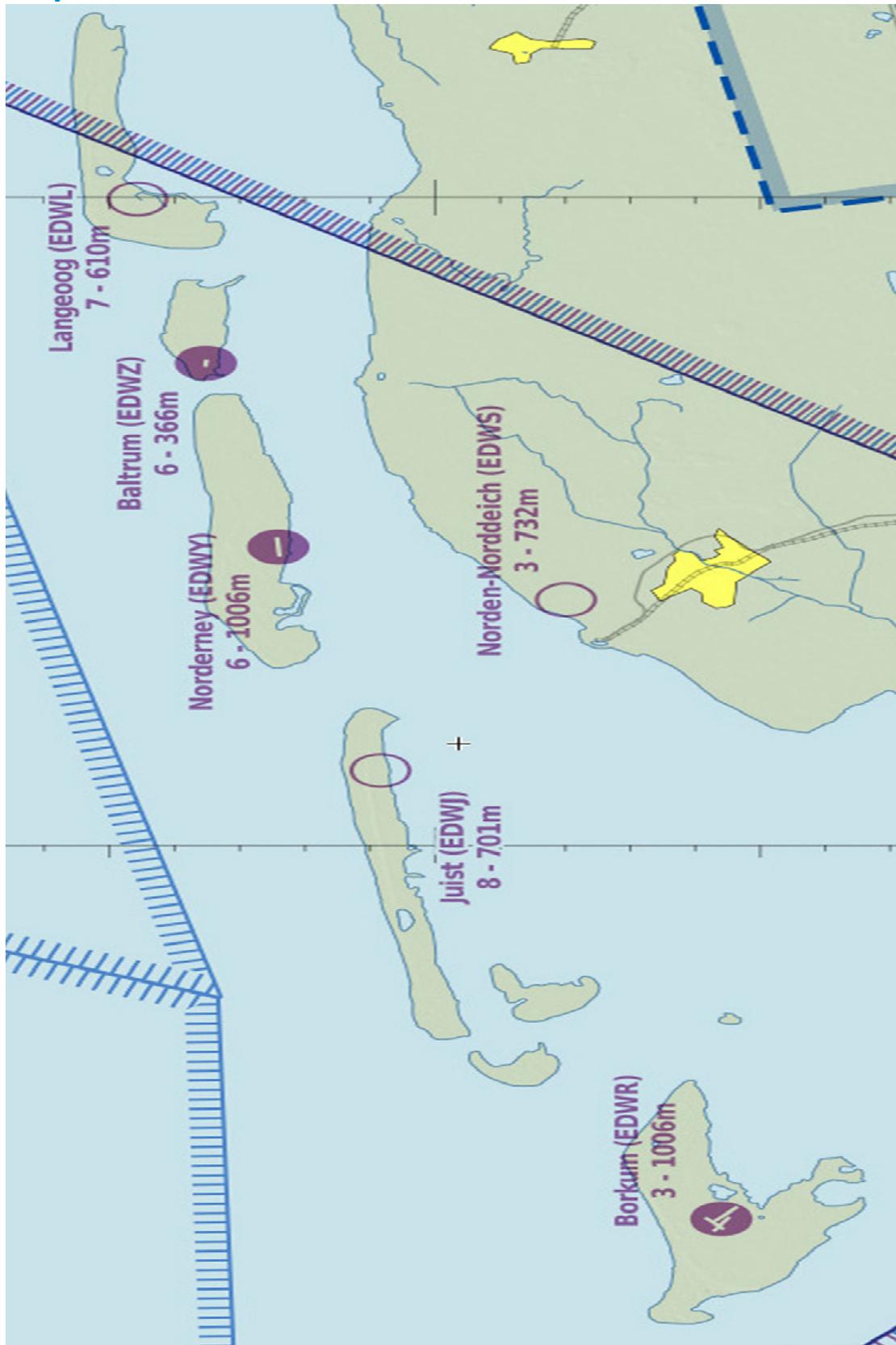
The East Frisian Islands Control Panel

After East Frisian Islands is installed, a Control Panel icon is placed onto your desktop.

The Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC you have.
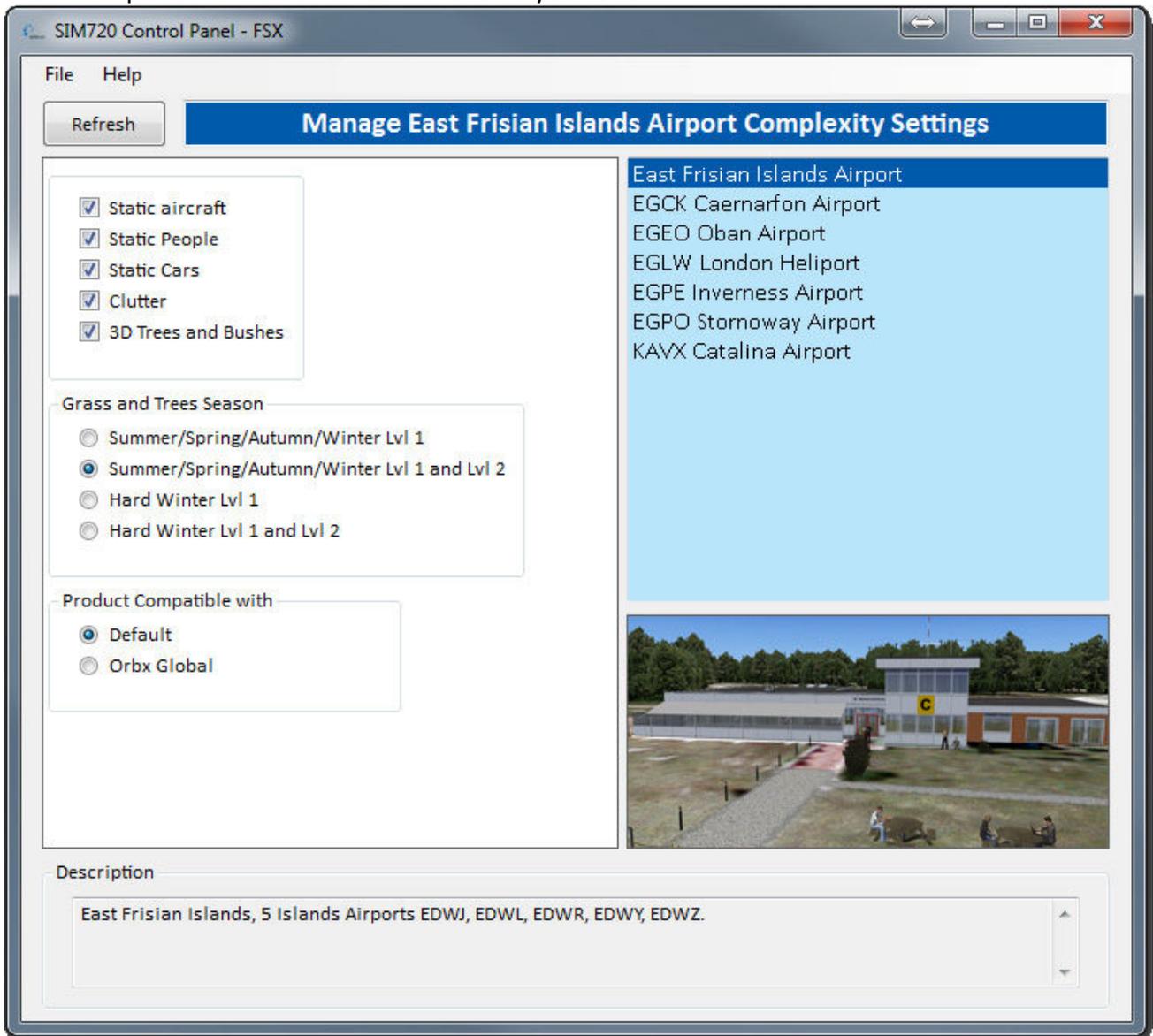
To disable or enable any feature, simply click the tick box. Any changes are made instantly and there is no 'Apply' button required.

The "Product Compatible with" section will change the PR area to match the selected product.

The "refresh" button will restore our Autogen files incase another product overwrites them.

Recommended FSX Slider Settings

Firstly, like default FSX dragging all your sliders to the right even with today's modern hardware, will for most people result in very poor visuals and performance. We suggest that you begin your exploration of East Frisian Islands using the slider settings shown below, and then if you find performance to be acceptable, you can move certain sliders to the right, although we recommend you only move one slider at a time to gauge the effect.

The most critical slider in FSX is the **Autogen Density slider**. With the way East Frisian Islands has been designed, it has the single most critical performance effect in the simulator. We'll discuss the best settings for this slider later.

So before you begin your first flight, please change your FSX sliders to what is shown on the following pages. You may think the settings are too low at first, but we're calling these the **BASE SETTINGS** which is the recommended settings for medium spec PCs.

The following screenshots are from FSX
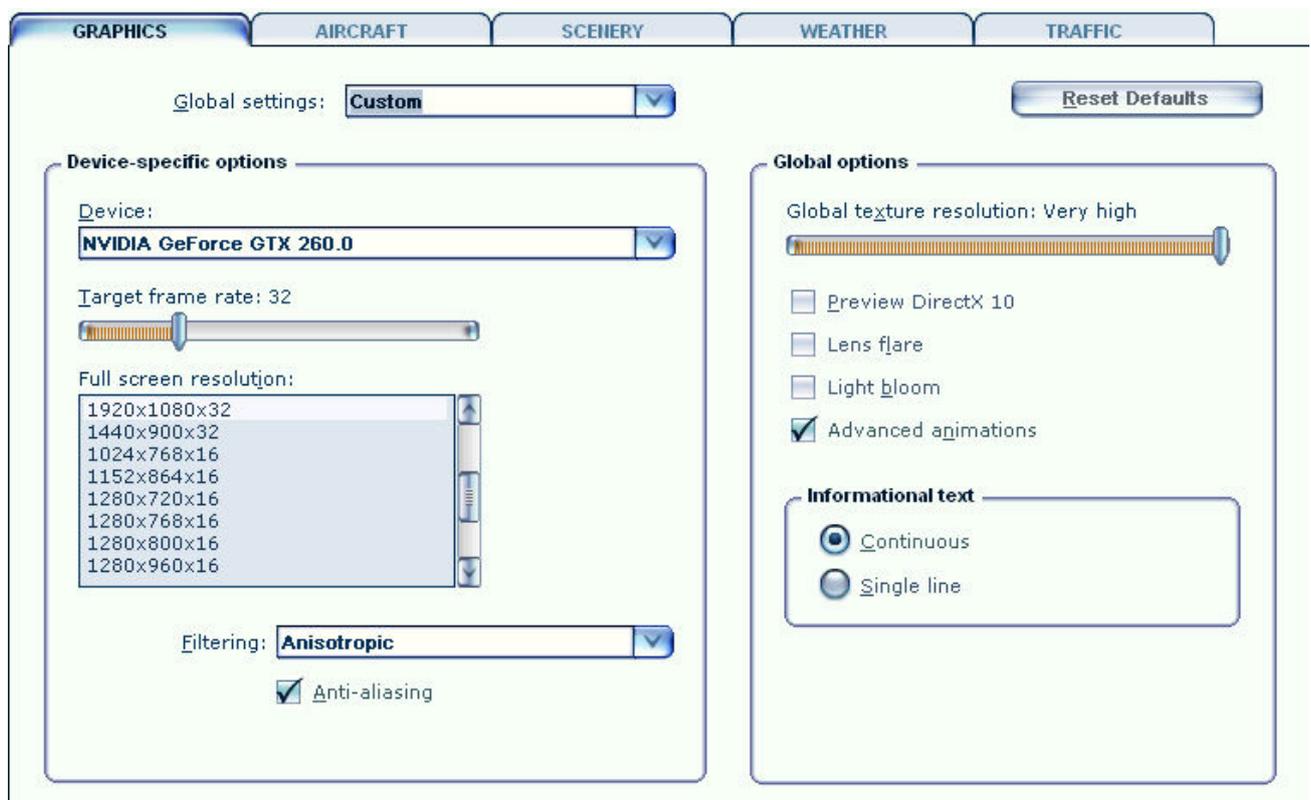
AIRCRAFT tab

| GRAPHICS | **AIRCRAFT** | SCENERY | WEATHER | TRAFFIC |

Global settings: **Custom**   Reset Defaults

Cockpit settings

Default cockpit view
- ⦿ 3-D virtual cockpit
- ◯ 2-D instrument panel

☐ Show cockpit ToolTips

☑ High-resolution 3-D virtual cockpit

2-D panel transparency (%): 0

Exterior settings

- ☐ Aircraft casts shadows on the ground
- ☐ Aircraft casts shadows on itself
- ☑ Aircraft landing-lights illuminate ground

SCENERY tab

| GRAPHICS | AIRCRAFT | **SCENERY** | WEATHER | TRAFFIC |

Global settings: **Custom**   Reset Defaults

Terrain and water

Level of detail radius: Large

Mesh complexity: 100

Mesh resolution: 5 m

Texture resolution: 7 cm

Water effects: Low 2.x

☑ Land detail textures

Scenery objects

Scenery complexity: Extremely dense

Autogen density: Normal

☐ Ground scenery shadows

Special effects detail: High

* Please refer to the **Autogen Density Table** further in this user guide for specific information about this slider

The Autogen Density Slider

Because SIM720 uses much denser and more accurately placed autogen objects in its annotation, having it set to Extremely Dense in large cities areas will bring even the most powerful PC to its knees.

The key thing to remember is that East Frisian Islands is designed to be used both today and in the future, meaning that we did not cripple the product on release to cater for a broad range of PCs, but rather created a standard which will be enjoyed by most people as hardware catches up.

Here's a simple table which should be used as a guide for the Autogen Density slider.
If you adhere to these slider settings in East Frisian Islands you will get a good balance between visuals and performance. **Always begin your first East Frisian Islands flight with Autogen set to Normal.**

PC Specifications	Urban Areas	Rural Areas
Entry Level Core2 Duo <= 2.8Ghz <= 512MB GPU	Autogen density: Normal	Autogen density: Dense
Mid Range Intel i7 9xx < 4Ghz 1GB GPU	Autogen density: Dense	Autogen density: Very dense
High End Intel i7 9xx >= 4Ghz 1-2GB GPU	Autogen density: Dense	Autogen density: Very dense
Extreme Intel i7 4XXX Haswell @ 4-6Ghz 1-2GB GPU	Autogen density: Very dense	Autogen density: Extremely dense
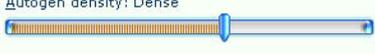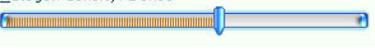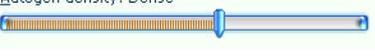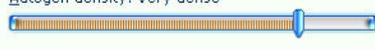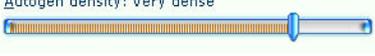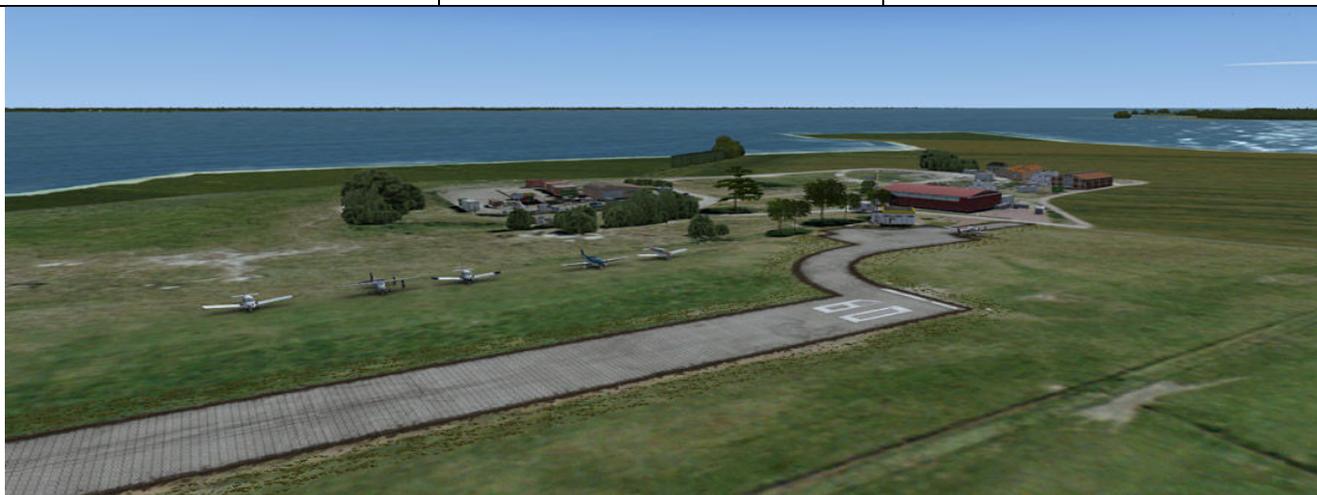
Product Support

Should you have any questions about East Frisian Islands or its use, please feel free to register on the forums at **forum.sim720.co.uk** and then log a support question in the Support section. SIM720 Staff will be available to review your support questions and you will usually get a reply on the forums within 24 hours, often much sooner than that.

Please do NOT email support requests

SIM720 provides support on our forums, and it's the only way in which you can receive support for East Frisian Islands. Provided you adhere to the terms of use and have a legitimate copy of East Frisian Islands, you will always be offered our support.
However, if you email SIM720 asking for support, you will be directed to the forums, since our policy is that all support is provided through our forums only.

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 Forum 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 add new issue onto others).
- A screenshot to highlight what you are talking about with coordinates.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The SIM720 support team is always on standby to assist you with any problems you may have. Please remember, our priority is to fix any urgent issues first, and address bug reports second.

Community Forums

To visit the forums, just point your web browser to **forum.sim720.co.uk**
You don't need a user account just to view other people's posts and information posted by SIM720 staff, but if you'd like to join in on the discussion there, simply create an account. It's fast and simple.

We hope to see you there soon.

The SIM720 Team (in no set order)

Paul Webster

Jonas Arrhenius

Keith Lewis

Nick Svejdal

Sam Hudson

David Bonney

Beta builds management and installers.
Autogen annotation; User manual; Screenshots;
Video; 3D Modelling; Texturing; Ground
imagery; Season Photoreal area; Night lighting;
Object placement; POI scenery object modeling;
library objects.

Specialist Roles

David Bonney   SIM720 Website

Paul Webster   SIM720 servers; forums admin;

Beta Testers

Kevin firth, Christopher Low, Graham Jackson

Further Acknowledgements

Getmapping plc   Sourced and licensed for Photoreal imagery

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