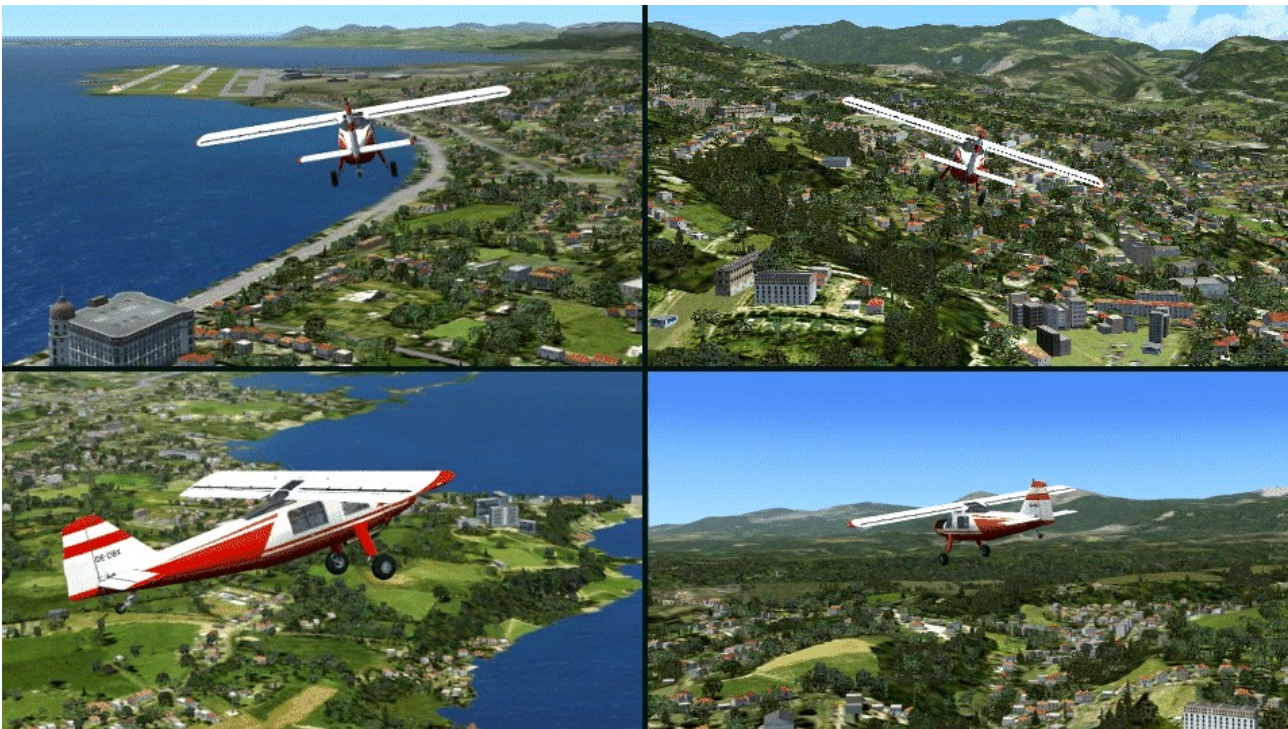


Note: FScene4X can be used without problems with AddOns like: :
FSTerrain, FSGlobal, FSTerrain , FSGlobal, Real Scenery Airfields, World Airports, Photographic
scenery, Custom made airports etc.



FScene4X for FSX makes a great difference indeed.

Do you fly over your favorite country and think that it could be a little more...friendly?
Have you noticed that the scenery around Acapulco is a bit flat for such a big conurbation?
Are your seasons looking similar?

It's time to apply the FScene4X effect! This innovative software transforms the default scenery textures of Microsoft's Flight Simulator to something with far greater realism. Mountains, forests, jungles and deserts take on a new 3-dimensional feel; the countryside is subtly transformed and urban areas look more... urbane.

The world's continents are improved across the four seasons as the generic ground textures are replaced with more realistic ones.

The program is replacing thousands of ground-textures with new texture files, that are specially designed to match the characteristics of the landscape on the different continents much better than the default ones do... Additionally, a special drawing technique applied to the textures gives them almost the impression of being three-dimensional. No matter if you fly over cities, springtime meadows, Caribbean Islands, or South American rainforest, FScene4X will turn every flight into an optical experience of enhanced realism.

It includes spring, summer, autumn, winter and snowy hard winter to give your flying a makeover that lasts all year! Higher frame rates and as a special treat: FScene4X FSX packs always contain complete 2009 versions for FSX plus full FS9 scenery as well.

FScene4X facts.

- How it works.

Flight Simulator uses a large number of textures to define the ground you see when flying. These textures are applied based on the type of ground it is. Farm, rock, desert, fields, villages, towns, cities, forest, woods and so on.

They are also varied depending on the part of the world you are in So, for instance, forests in England will look different from forests in Australia. Finally they are varied according to the season of the year.

- FScene4X provides enhanced replacement for a large proportion of these default textures. Each volume replaces the default textures for a particular area of the world.

The FScene4X versions are designed to give a much more 3-Dimensional visual effect and also created using shades that are much more realistic for their location in the world.

- FScene4X provides matched replacements for all the seasonal versions Spring, Summer, Fall, Winter and beautiful snowy Hard Winter. The seasonal versions of the textures are carefully designed to give a more realistic variation than that provided by the default.

- FScene4X does not affect the use of special add-ons for roads, rivers, traffic, clouds, autogen since it replaces only the ground textures in Flight Simulator.

- FScene4X works fine with addon mesh terrain scenery since it replaces the ground textures in Flight Simulator and just as the default textures will flow to match the ups and downs of the terrain so will FScene.

- FScene4X works fine with custom airport sceneries such as British Airports, German Airports or World Airports. It will only affect the ground outside the perimeter of airports. All the default airports and any custom ones you have installed will appear exactly as intended.

- FScene4X is carefully designed to work with the default autogen in Flight Simulator. It also has the added advantage that its enhanced 3D appearance can give the ground a much more 3 Dimensional appearance even from heights where the autogen is no longer visible.

- FScene4X will definitely not slow down the performance of Flight Simulator. A part of the replacement textures for FSX even are of smaller size as the default ground textures. You will therefore even see some increased level of performance after installing FScene.

FREQUENTLY ASKED QUESTIONS

Q. What does FScene4X actually do?

A. Flight Simulator uses a large number of textures to define the ground you see when flying. These textures are applied selectively, depending on the type of ground you are flying above. Farm, rock, desert, fields, villages, towns, cities, forest, woods and so on. They are also varied depending on the part of the world you are in. So, for instance, forests in England will look different from forests in Australia. Finally they are varied according to the season of the year.

FScene4X provides enhanced replacement for a large proportion of these default textures and replaces them in each area of the world. The FScene4X versions are designed to give a much better 3-dimensional visual effect and are also created using shades that are more realistic for their location in the world.

Q. Does FScene4X work in all seasons?

A. Yes. FScene4X provides matched replacements for all the seasonal versions of the textures it supplies. The seasonal versions of the textures are carefully designed to give a more realistic variation than that provided by the default.

Q. Will FScene4X work with add-on mesh terrain scenery such as FSTerrain and FSGlobal?

A. Yes. FScene4X replaces the ground textures in Flight Simulator and, just as the default textures will flow to match the ups and downs of the terrain, so will FScene.

Q. Will FScene4X work with custom airport sceneries such as Real Scenery Airfields or World Airports?

A. Yes. FScene4X will only affect the ground outside the perimeter of airports. All the default airports and any custom ones you have installed will appear exactly as intended. Only the ground outside the airport will be changed and the increased realism of the FScene4X textures should make your airports look even better from a distance.

Q. Will FScene4X work with photographic scenery such as the VFR Real Scenery packages?

A. Yes, they are fully compatible, but you can't use them simultaneously. The way Flight Simulator handles photographic scenery is different from the way it handles the normal ground terrain. With photographic scenery Flight Simulator prevents the display of the default ground textures and replaces them with photographic data. The same is true when you use FScene4X it is turned off in areas where photographic scenery is in use. You can still install and use FScene4X if you have photographic scenery for some areas. Outside the photographic areas the FScene4X textures will appear. Inside the photographic areas the new ground textures will not be visible.

Q: How do I choose between Photographic Scenery and FScene4X?

A. If there is photographic ground scenery in a particular area then it will always be displayed over the default or FScene4X ground textures. If you wish to see FScene4X scenery instead of Photographic scenery then you will need to disable the scenery library entry that covers the particular Photographic scenery concerned.

Q. Does FScene4X affect the Flight Simulator Autogen trees and buildings?

A. No. FScene4X is carefully designed to work with the default Autogen in Flight Simulator. It also has the added advantage that its enhanced 3D appearance can give the ground a much more 3-dimensional appearance even from heights where the Autogen is no longer visible.

Q. Will FScene4X slow down the performance of Flight Simulator?

A. No. Definitely not. The replacement textures are of exactly the same size and format as the default ground textures. You will see exactly the same level of performance after installing FScene4X.

Q. Will FScene4X make any permanent changes to my Flight Simulator setup that cannot be undone?

A. No. If you uninstall FScene4X Flight Simulator will be restored back to the previous state with all the default ground textures reactivated



Reasons for producing FScene4X.

Because of the many changes in Microsoft's new flight simulator X the use of previous FScene versions works out very disappointing in FSX.

Ugly "gaps" in the terrain because many FSX textures will not be replaced by FScene for FS9.

Moreover the difference in color between FSX and FScene shows very prominently.

That's why I rearranged and added many textures of FScene (FS9) to fit FSX and at the same time I left many advantages of FSX intact, thus combining the best of two worlds.

If you still wish to use your flight simulator FS2004 (FS9) the good news is that in every FScene4X pack the same set for use in FS9 has been included as a bonus.