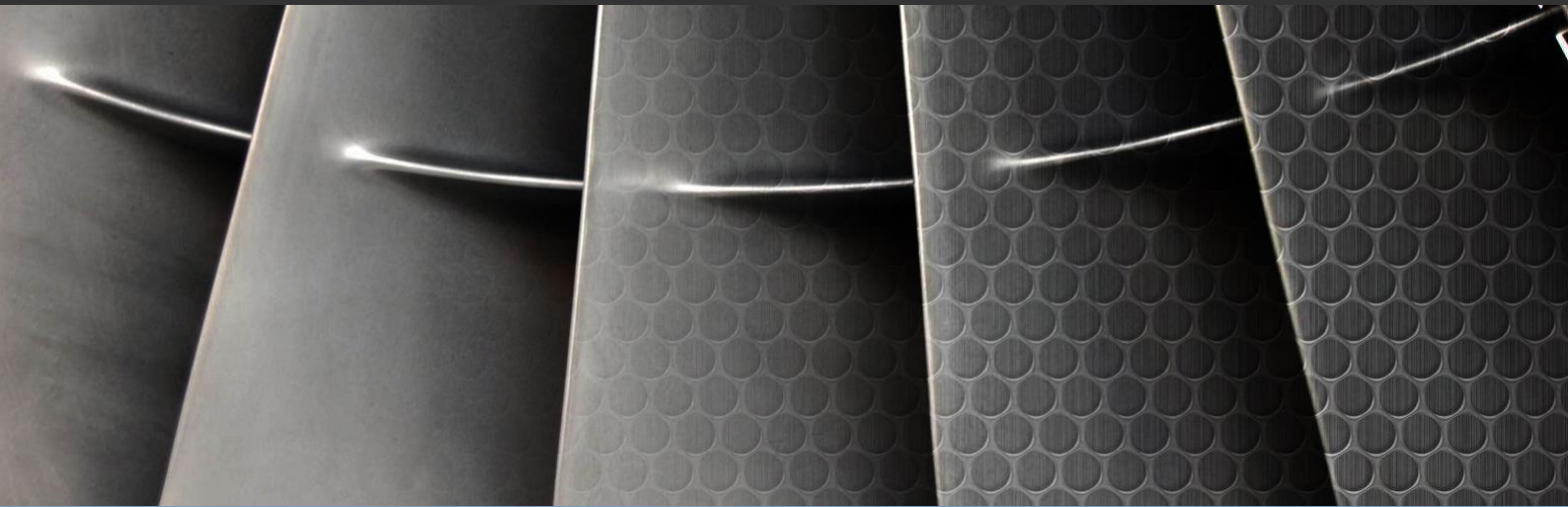


Full Environment 9



User
Manual
v 1.3.0

TOGA
projects

Table of contents

What is FE9?	2
Is it compatible with my current addons?	2
Credits & EULA	2
Support	3
Installation	4
GLOBAL EFFECTS	4
GLOBAL DOCUMENTS	4
GLOBAL POST PROCESSING	5
GLOBAL REFLECTION	5
GLOBAL SKY	6
GLOBAL SOUNDS	7
GLOBAL SUN & STARS	7
GLOBAL WATER	8
GLOBAL WAVES	8
FSUIPC Recommended settings	9
FS9 Optimization	10
TRAFFIC AND SCENERY OPTIMIZATION	10
SCENERY.CFG OPTIMIZATION	10
FS9.CFG OPTIMIZATION & ENHANCEMENTS	11
TERRAIN.CFG OPTIMIZATION	12
SOME GENERAL ADVICES	13

What is FE9?

FE9 (Full Environment 9) is an enhancement package for FS9 only. It will not work correctly on another Flight simulator version or Prepar3D.

This package is fully compatible with any add-on but it may replace some existing generic textures from FS9 default files, REX, etc... You can install only what you want to use.

The use of FS9 Evolution with this package is highly recommended to get the most immersive graphics with FS2004.

Is it compatible with my current addons?

FE9 Global is compatible with:

- Real environment Xtrem FS2004 is half compatible, FE9 may replace some REX textures but you have the choice to not install them if you prefer REX textures.
- Product similar to REX is also half compatible.

It is not compatible with:

- Any sky texture package if you want to use the sky textures of FE9
- Any water texture package if you want to use the water textures of FE9

In brief any package related with a part of FE9 you wish to install will be incompatible.

Credits & EULA

This package contains freeware textures from several authors and has been assembled by Maxime Konareff from the TOGA projects team.

This package is 100% legal and free and all required permissions have been asked to the original authors. This package cannot be included in a payware package, it cannot be modified and/or redistributed before permission from the original authors and the TOGA projects team

Authors

- Gabriel Rodrigues : Sky Dawn and Dusk textures, Sun textures, Lens flare effect.
- Maxime Konareff : Sky Day textures, Environment reflection, water textures, waves, water reflection, Gabriel's textures modifications, ENB+SFX presets.

Support

In order to get support from the TOGA projects team, please address your message to the following mail address togapjcts@gmail.com, or from our facebook page on the following address facebook.com/togapjcts/, or even from the contact page on our website togapjcts/contact.

We will give you an answer as soon as possible.

Donation

Texturing takes a lot of time and as a hobby we cannot spend much of our free time in painting or texturing.

If you or would like to see more repaints or if you simply like our job please consider to make a donation of any size you want by clicking the donation button on our website page : togapjcts/donate

Your donations will allow us to enhance our projects and website in order to give you the best textures as possible.

Thank you all for your strong support which is much appreciated by all of our members!

Installation

In the zip archive you will find 6 folders corresponding to 5 installation steps and a screenshot library. The installation is done manually for each enhancement. Each step is facultative and the installation order is not relevant.

Before installation, it is highly recommended to create a backup of these FS9 folders and files:

- FS9 Main Folder\Texture
- FS9 Main Folder\Sound
- FS9 Main Folder\Scenery\World\Texture
- FS9 Main Folder\Suneffect.cfg

Global Effects

Rain

This is an enhanced rain windshield effects. The colors are closer to the real thing. To install open the folder and unzip the “Texture” folder into your main "Flight simulator 9" folder and replace all files.



Global Documents

This is a useful documents library for real and virtual aviation. It does not require any installation.

Global Post Processing

The post processing effects enhance FS2004 colors to get a realistic feeling.

Open the Global Post Processing folder and choose your favorite pack between natural colors, icy blue, light blue etc... You can make some tests to find your favorite setting.

Extract "ENBseries + SweetFx [...]" contents into into "Flight simulator 9" folder and replace all files.

Don't forget to make a backup before replacement if you already have Enbseries or sweetfx !

You need to have DirectX 9.0C installed to get SweetFX working: <http://www.microsoft.com/en-us/download/details.aspx?id=34429>



You can also find some advanced customization options in the "ENBseries Options" and "SweetFX Options" folder. Just chose your setting, open the related folder then copy and paste all files into your main FS9 folder.

You can disable the Lumasharpen effect of SweetFX if your fs9 is too sharp.

To disable the Lumasharpen effect, open SweetFX_Settings.txt and replace #define USE_LUMASHARPEN 1 by 0.

Global Reflection

This step will enhance the reflection on the aircraft.

Open the Global Reflection folder, chose your favorite variant then unzip the "Texture" folder into your main FS9 Folder and replace all files.

Global Sky

This step will enhance a lot your sky textures during day, dawn, dusk and night. The horizon is smoother than default FS2004 sky and REX. If you fly Concorde, you will also notice than flying above FL500 makes the sky really darker without darkening too much the sky at usual flight levels. The day textures have been created and tested to make the colors as realistic as possible as the day goes on.

Here is an afternoon example in-flight



You can make a complete install for the 24h period from the complete mix or by customizing the 24h period from the advanced customization options, or even simply just install, dawn, dusk, day and/or night textures if you prefer your current textures.

Sky textures are available with several different variants for each time of day.

To install the complete mix, just open the complete mix folder and unzip all contents into FS9 main folder.

If you want to customize your install or install some specific period of the day, open the corresponding folder and chose a variant then unzip its contents into FS9 Main folder and replace all files. Repeat the operation for each period of day you want to install.

Like the shadows, fog color has also been reworked



Global Sounds

AI Traffic

These are new AI traffic sounds.

To install a sound package, open the related folder and extract all contents into your main FS9 folder and replace all files.

Global Sun & Stars

This step will enhance the sun rendering in FS2004 especially during dawn and dusk and also the stars.

There are two variant of the sun and 1 variant of the stars that you can install. Open the variant you have chosen then unzip its contents into FS9 Main folder and replace all files.

The Sun & Dirty Lens Flare is my favorite setting



Global Water

This step will enhance a lot your water, for an easy installation, everything is installed in one step but if you prefer to keep your current textures like tropical water, just install them back after this step. Open the Global water folder, chose one variant and unzip its contents into FS9 Main folder and replace all files.

Note : 049n2wa1.bmp and 055b2wa1.bmp are tropical water textures. Water textures are optimized for use with the included post processing profiles.



Global Waves

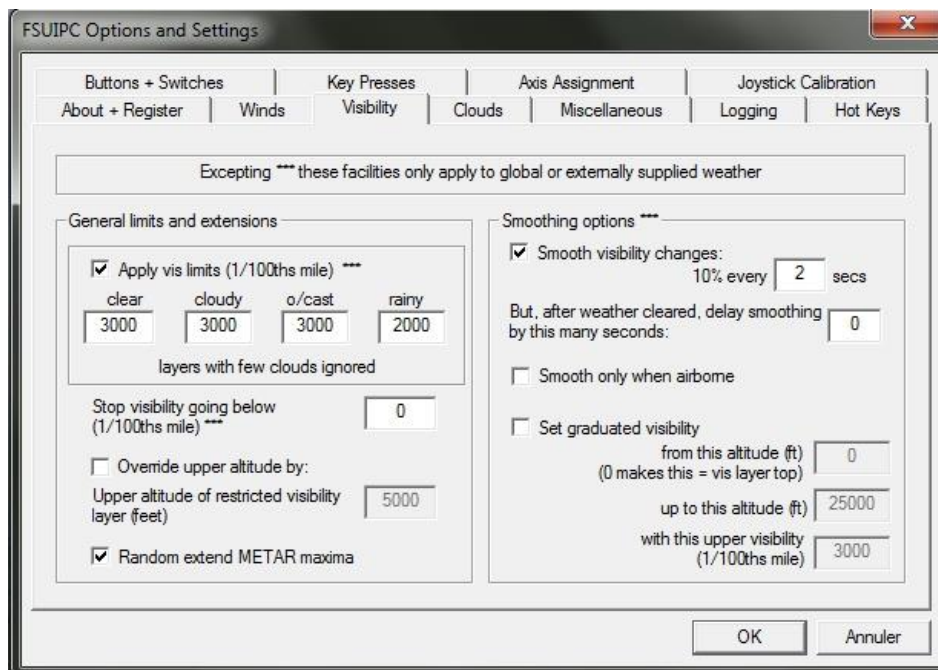
This will enhance a lot the look of the waves in FS9. At first open the "Global Waves" folder and chose the look of your waves from one the available variants then extract "Texture" folder you're your main "Flight simulator 9" folder and replace all files.



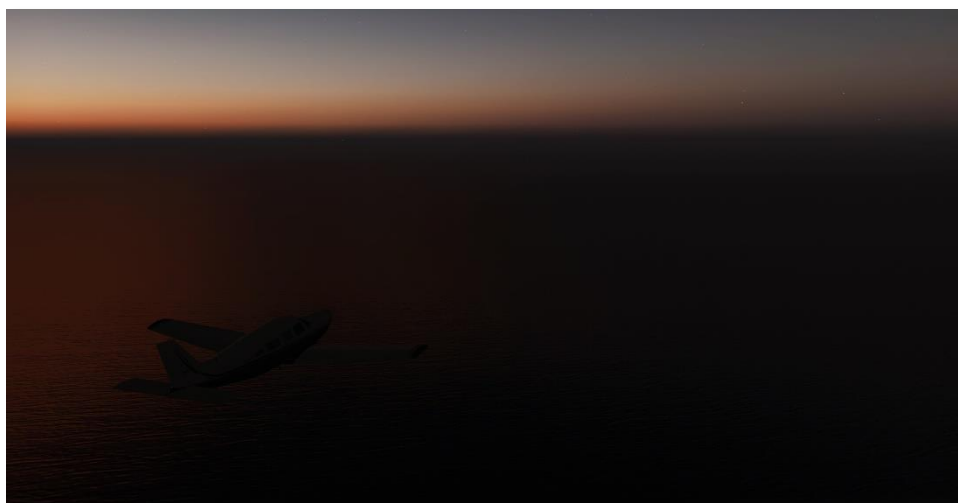
FSUIPC Recommended settings

If you want to get the most realistic soft horizon, please configure the FSUIPC visibility settings as following.

Note: It requires a registered FSUIPC version.



FS9 Horizon is smooth all day long, you will never see any "Cut" Horizon anymore



FS9 Optimization

FS9 is probably running fast on your current computer because FS9 is now outdated compared to the technologies which are available today. But FS9 can be stuttering sometimes, to correct a piece of this issue, there are some tweaks that can help you.

Traffic and scenery optimization

These optimizations are related to my personal experience, with these tweaks I reduced a lot my stutters due to traffic and add-on scenery in FS9

✓ *For the Traffic :*

FS9 does not care about the folder name of your AI aircraft, only the title =... is used to find the aircrafts

To do so, FS9 search the aircraft 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 looong time to find it and you would probably see some micro-stutters.

To avoid that, I 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 !

✓ *For the scenery :*

Just activate in the library the necessary sceneries for your flight, and FS9 will be smoother

To do so, the use of the freeware FS scenery manager is really recommended !

It is included in the "global misc" folder.

Scenery.CFG optimization

The scenery.cfg file is located in your main FS9 Folder. You can open this file with the notepad.

Always make sure that your AREA.XXX is equal to your layer=XXX for each scenery.

(Don't try to do this by yourself, several utilities can do that for you)

FS9.CFG optimization & enhancements

For Vista and Windows 7 users, FS9.cfg is located in:
 YOURNAME/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:

```
[Weather]
MinGustTime=5
MaxGustTime=1000
MinGustRampSpeed=2
MaxGustRampSpeed=100
MinVarTime=2
MaxVarTime=500
13
MinVarRampSpeed=10
MaxVarRampSpeed=75
TurbulenceScale=1.200000 //(you can increase or decrease this value to your preferred turbulence
scale)
```

```
[DISPLAY]
UPPER_FRAMERATE_LIMIT=30 //(you can decrease this value but it's not advised to increase it)
TEXTURE_BANDWIDTH_MULT=120 //(you can decrease this value but it's not advised to increase it
because you will have stutters)
TextureMaxLoad=10
RUNWAY_LIGHTS_SURFACE_SCALAR=1.2 //for lights size
RUNWAY_LIGHTS_VASI_SCALAR=1.0 //for lights size
RUNWAY_LIGHTS_APPROACH_SCALAR=1.0 //for lights size
RUNWAY_LIGHTS_STROBE_SCALAR=1.5 //for lights size
```

```
[TERRAIN]
TERRAIN_ERROR_FACTOR=100.000000
TERRAIN_MIN_DEM_AREA=10.000000
TERRAIN_MAX_DEM_AREA=100.000000
```

```
TERRAIN_MAX_VERTEX_LEVEL=21 //(best global results but some sceneries may requires other
values)
TERRAIN_TEXTURE_SIZE_EXP=8
TERRAIN_AUTOGEN_DENSITY=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 optimization

This tweak 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
```

Some general advices

It is much advised to hide the Menu bar when you run fs. (Right click, Hide menu bar)
This prevents errors due to a module which is loading constantly.