

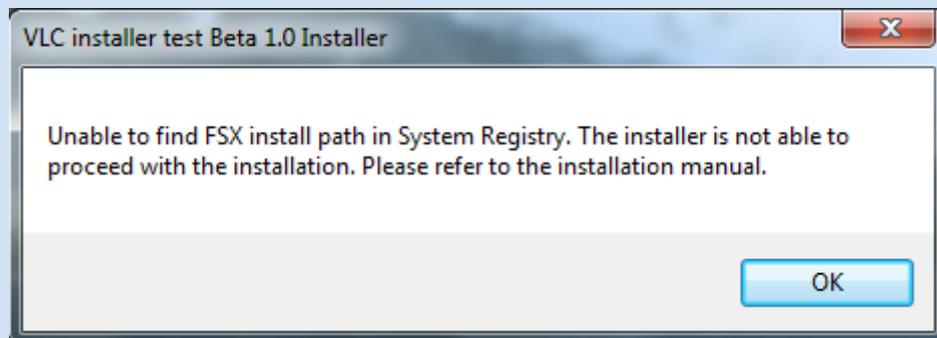


Vector Land Class Installation Instructions

Important- Before starting this installation, any addon packages which replace default autogen and object textures such as Orbx will need to be switched off to ensure that backup copies of the correct files are carried out.

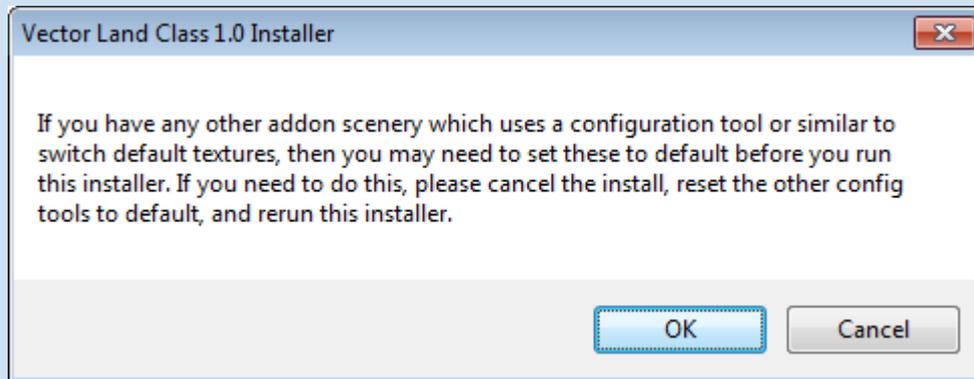
Failure to carry out this step will mean proper deactivation or un-installation will not be possible.

1. After downloading the VLC installation package to your hard drive, navigate to and double click on the zip file to open it.
2. Double click 'VLC_Install.exe' to start the installation.
3. The installer will attempt to locate your installation of FSX by looking in the registry. Since the installer requires FSX to be installed, if it cannot find a valid path in the registry it will display this message:



This message can mean that you don't have FSX installed already, or that the Registry Entry for the FSX install location is missing. In either case, the installation will stop, and you will need to fix this issue before rerunning the installer. The installer requires a valid FSX installation, as it needs to access some default FSX textures.

- The installer will then prompt you to ensure you have turned off any texture replacement packages such as Orbx or NL2000. This is necessary because VLC provides its own replacement versions of textures in Scenery/Global/Texture. To ensure that this package can be un-installed correctly, backups need to be made of the original Microsoft textures. If non-original textures are copied at the time of VLC installation, then non-original textures will be replaced at time on installation and will affect the operation of the VLC Configuration Tool.

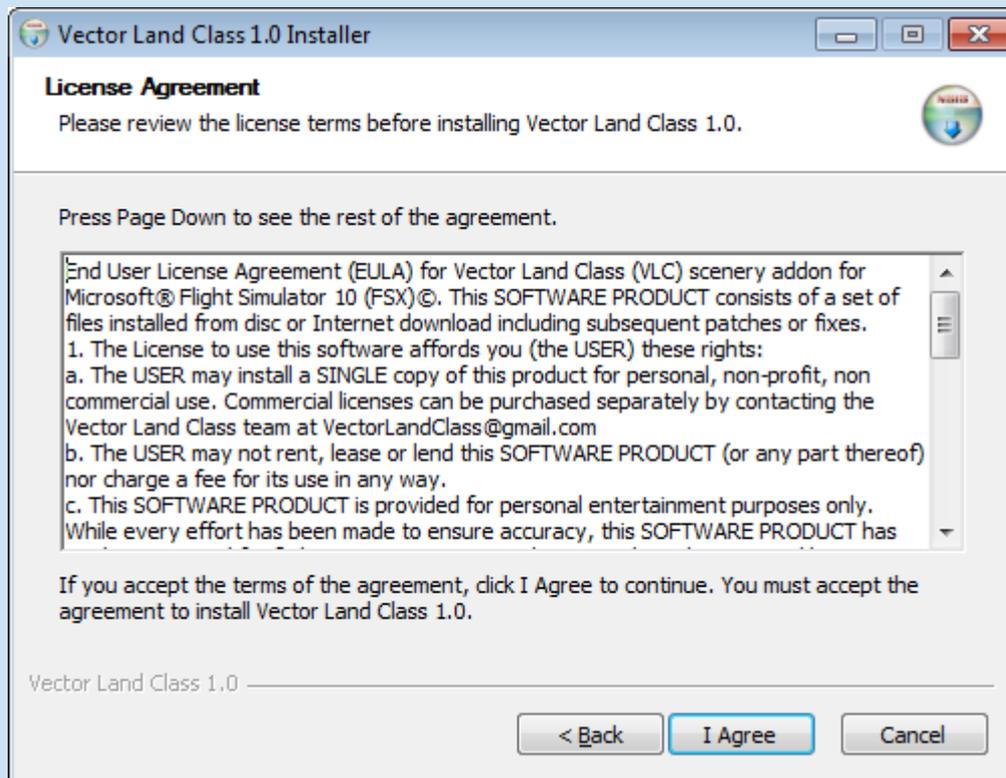


Choose '**Cancel**' if you wish to exit the installer and deactivate any other scenery configurations, otherwise choose '**OK**' to continue with the install.

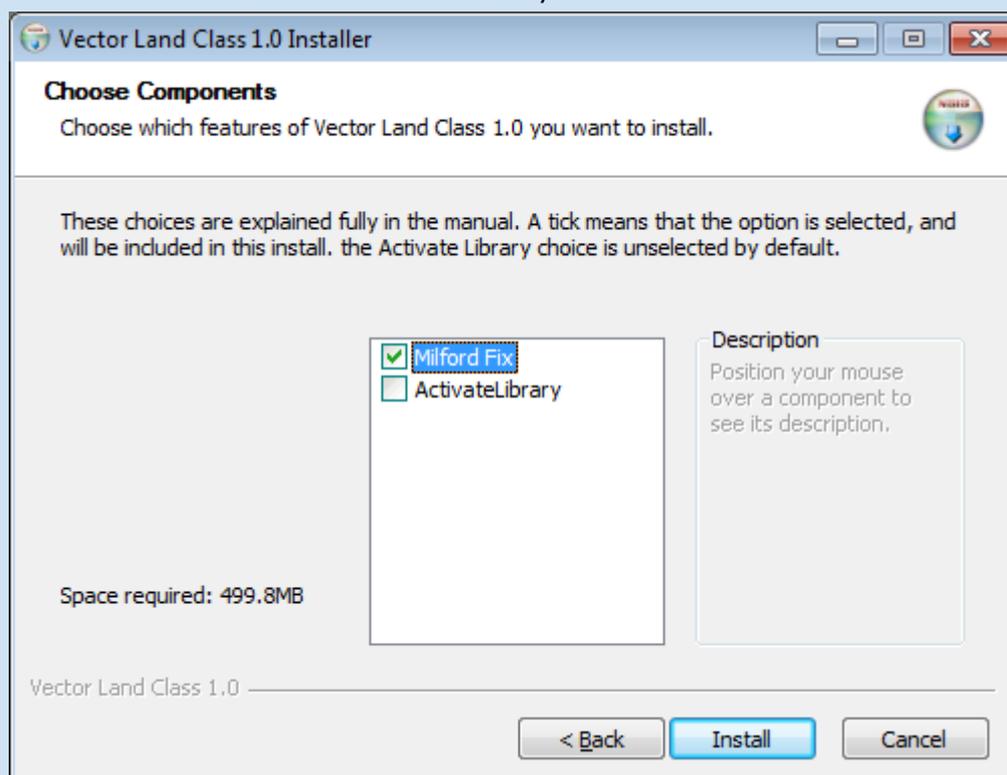
- Follow the instructions on the Welcome screen, and press 'Next' when ready to proceed.



6. Read and understand the terms and conditions. If you agree with these terms and would like to continue installation, **click** the box marked '**I agree**'. If you do not agree, click '**Cancel**' to exit .



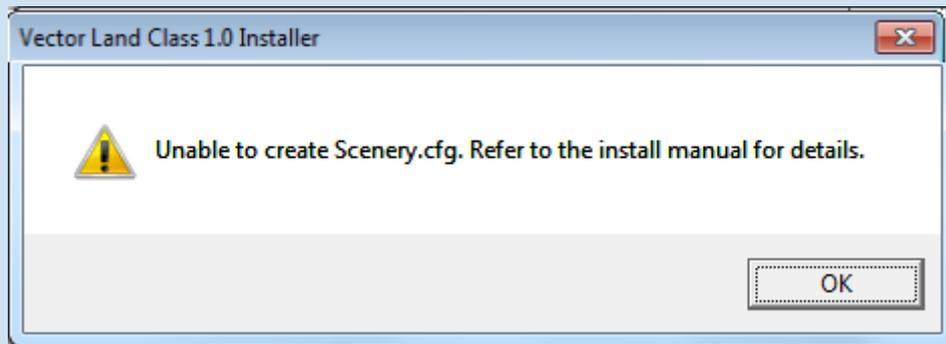
7. On the 'Choose Components' screen you get to make some choices. The first choice relates to a fix for the elevation of Milford Sound airfield, which is incorrect in the default scenery. If you already have an add-on scenery which includes a fix for Milford, then you can unselect this, otherwise it is recommended that you install this fix. This checkbox is selected by default.



The installer will also offer to automatically activate this scenery in the FSX Scenery Library. This is your choice -- some users prefer to activate any new scenery themselves, either by using the Scenery Library option within FSX, or by some other method. If you are happy to allow the installer to do this for you, select the check box. This checkbox is unselected by default.

When you are ready to continue with the installation, click **'Install'**.

8. Installation may take some time - please do not interrupt the process.
9. If you chose to allow the installer to activate the scenery automatically, it will do so at this point by attempting to find your Scenery.cfg file. If it cannot find this file, or is unable to edit it, it will display this message:

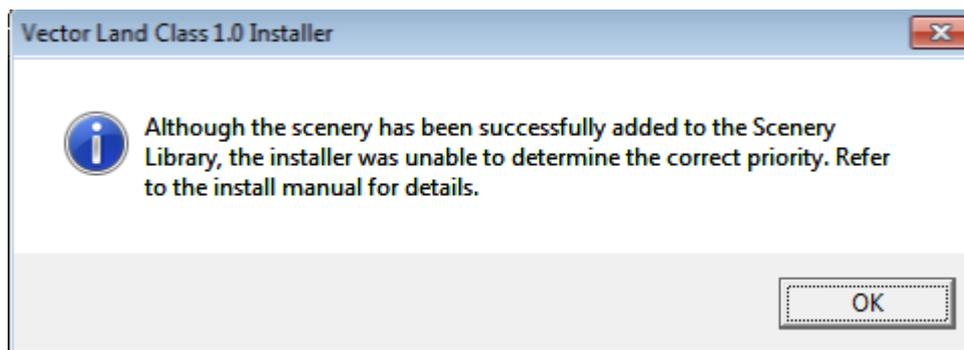


There are very few reasons why this may happen -- the Scenery.cfg file may be in use by another application, for example, or there may be a problem with your FSX installation. Choose **OK** to close the message dialog, and skip to the **Manual Addition** instructions. VLC has been installed at this point but needs some further steps to ensure it works properly.

Note: Scenery Priority

Scenery Priority is normally handled automatically by FSX, and most addon scenery does not require special consideration -- it can just be added to the Scenery Library to display correctly. However any Land Class scenery such as this requires some thought to Scenery Priority. For example, if it is loaded after any photo scenery you may have installed, it will take precedence and display in place of the photo scenery, which may not be what you expected. To prevent this, the installer will attempt to determine a proper priority so that any photo scenery displays on top of the land class scenery. To do this, the installer will try to locate the Addon Scenery folder in your Scenery Library, and tuck the Vector Land Class scenery close to this. There are reasons why this may not be possible. First, it may not be able to locate the Addon Scenery entry in the library, if you have deactivated this for any reason.

If there is an issue with the Scenery Library, it will display this informational message:



In either case, you will need to consider the priority within the library. This is covered in the 'Manually Set VLC Priority' instructions below.

10. When VLC has been successfully installed, the installer program will prompt you to exit.
11. After VLC has been successfully installed it is recommended to be configured for first use. This is achieved using the 'VLC Configuration Tool' which will automatically open on exit from the installer program.

Manual Addition of VLC

(Skip this step if you allowed the installer to automatically add VLC to the library)

- A. Start FSX
- B. Click on the **Settings** tab to the left of the main dialogue box and then click the **Scenery Library** button to open the scenery library. This list shows all the scenery packages, both default and addon, that have been added to your FSX installation.
- C. You will need to add Vector Land Class and Vector Land Class Terrain to the scenery library manually. Do this by clicking the '**Add Area**' button on the left of the Scenery Library dialogue box and navigating to the two VectorLandClass folders on your hard drive. The default location is directly inside your FSX installation (i.e. *C:\Program Files\Microsoft Games\FSX\VectorLandClass*).
- D. For XP and Vista users, click once on the **VectorLandClass_DTM** folder to highlight it and then click '**OK**'. For Windows 7 users, double click the **VectorLandClass_DTM** folder, then click anywhere in the *whitespace* of the dialogue box and click '**OK**'
- E. Repeat step D for the VectorLandClass folder
- F. Check that both folders are present in the library and that **VectorLandClass_DTM** sits below **VectorLandClass** in the list.
- G. Carry out the '**Manually Set VLC Priority**' instructions below.

Manually Set VLC Priority

- A. If not already open, start FSX and click on the **Settings** tab to the left of the main dialogue box and then click the **Scenery Library** button to open the scenery library. This list shows all the scenery packages, both default and addon, that have been added to your FSX installation
- B. Scroll down the list until you find the '**Vector Land Class**' and '**Vector Land Class DTM**' entries.
- C. Using the **Move Up/Down** buttons on the right of the dialogue box, move both the Vector Land Class and Vector Land Class Terrain entries so they sit just above the default scenery items such as 'Propeller Objects', or 'Global, Generic & Vehicle Libraries'. '**Vector Land Class DTM**' should be moved so it sits below '**Vector Land Class**'.
- D. Click OK (The FSX Library will rebuild its index at this stage)
- E. If you have already chosen your preferences using the VLC Configuration Tool, then you can begin flying immediately. If not, exit FSX, run the VLC Configuration Tool and then re-start FSX.



Using the Vector Land Class Configuration tool

The Vector Land Class Configuration tool is a small program which allows you to choose which parts of the VLC package are active in FSX depending on your performance or visual requirements. Given that each users' hardware limitations and visual preferences are different, it is recommended that you use this tool at least once before starting FSX with VLC installed.

Note: Due to the way FSX locks files it is using, if you wish to make changes to VLC, you must run the VLC configuration tool **before** starting FSX to ensure your changes take effect. Changes only need to be applied once, you do not need to the run the tool before every FSX session.

VLC Scenery Options

Start the program from the shortcut added in the Vector Land Class item in your Start Menu/Programs list. The program currently allows switching of Roads, Streams and Night Lights, and disabling of the custom VLC autogen textures.

From the drop lists, choose which option matches your preference. To help you decide, a picture and description is presented when selecting each option showing the visual and performance considerations.



To get you started, here are some settings for some common flying types and hardware limits.

'Balanced Performance' (The best of VLC for those that also value performance)

Water: Minor Streams On

Roads: Major Roads Only

Night Lights: Main Only

'High- Flier' (High altitude, high ground speed flying such as large commercial aviation)

Streams: Minor Streams Off

Roads: Major Roads Only

Night Lights: Off

'Slow and Low' (Low altitude, low ground speed flying such as helicopter or bush flying)

Water: Minor Streams On

Roads: All Roads On

Night Lights: Main Only

'General Aviation' (Low-med altitude, med ground speed flying such as cross country flight in a light aircraft)

Water: Minor Streams On

Roads: Major Roads Only

Night Lights: Main Only

'Max Detail' (Got a machine that can handle everything that FSX can throw at it? Use this setting)

Water: Minor Streams On

Roads: All Roads On

Night Lights: All

VLC Autogen Textures Option

Custom VLC autogen textures are applied to the default tree models to make New Zealand Native bush more realistic- When flying in New Zealand, ensure the '*VLC Autogen Textures Active*' box is ticked to ensure New Zealand looks as good as possible. When flying outside of New Zealand or when using other addon packages that change autogen textures, un-tick this option and click '*Apply*'. This will restore the default autogen textures allowing you to fly with default autogen textures or enable other similar addons covering different countries.

When you have decided on your settings, click '*Apply*' then click '*Exit*' to exit the program. You can then start FSX to see your changes. Note that a single click on '*Apply*' is sufficient to change the settings.

Tip: If you forget to disable VLC autogen textures before activating another scenery addon that also replaces autogen textures (such as Orbx), simply run the VLC config tool before flying in NZ again, ensuring the '*VLC Autogen Textures Active*' box is ticked, then click '*Apply*'.



If you would like to un-install Vector Land Class for whatever reason, the un-installer provided should take care of most things. Before running the un-installer, you should remove the entries for VectorLandClass and VectorLandClass_DTM from the Scenery Library within FSX. However there is one extra step which must be performed first: Start the Configuration tool, untick the '*VLC Autogen Textures Active*', click '*Apply*' and then exit. You can now un-install VLC using the un-installer shortcut found in the *Start menu - VectorLandClass* folder.

When Vector Land Class is installed, the default Tropical Bush autogen textures which need to be replaced are backed up in Scenery\Global\Texture\VLC_BAK. The installer will back up the default textures the first time it runs, and will then leave these files alone as long as they remain in this folder. So at any point these files should represent the textures which you had before Vector Land Class was installed. To safeguard this, the un-installer will leave these files where they are, which is why you need to run the Configuration Tool and unselect the Autogen textures if you wish to use the default autogen textures. If you do end up with some other autogen textures displayed in place of the default Tropical Bush textures (currently there are three textures replaced by the installer), then these backups can be used to return them to default after un-installing. The VLC_BAK folder should not be deleted until you are sure that you have the correct Tropical Bush textures in Scenery\Global\texture.

Vector Land Class - Version 1.0 Release Notes

As VLC is intended to have ongoing future development, there are some items that may be changed, added or fixed depending on the requests of users.

Some possibilities are: inclusion of more 'point' objects in their real world locations such as petrol stations, schools and fast food restaurants, inclusion of more custom ground and autogen textures, update of airspace boundaries.

Known Issues and Omitted Features

Airfields: As with any new mesh, airports may now either sit in a small valley or plateau. We intend to release fixed airports in the near future (the worst offender due to errors in the default mesh, Milford Sound, has been included in this release). Many will simply be updates using default objects while others will be custom made especially for VLC.

Default airport boundaries may also cause some visual anomalies. VLC data is more accurate than the default FSX Airfield polygons which make up both the landclass polygon and the flatten/exclude. Where the default exclude crosses VLC airfield polygons, areas of 'dirt' may be apparent. These will be fixed with the airport updates. RealNZ Scenery addons are also intending to release custom highly detailed airfields blended into VLC - see the Godzone website: <http://www.windowlight.co.nz> for more details.

Bridges: Extrusion bridges are still using default data which is good in 95% of cases. Some bridges may not align properly with new VLC road data but we hope to provide matching bridges in the near future.

Light Houses: These were originally included but subsequently removed as the default library models aren't typical of New Zealand style light houses. It is probable that custom models will be made and included with an update.

Tides: Simmers who followed the development of VLC may have noted that high tide/low tide environments didn't make the final release. This was mostly due to time constraints rather than technical constraints so if the community feels this would be beneficial it can be added in the future.

Fences: Another feature which missed the cut were fence lines. These were dropped out for a number of reasons including performance, mis-alignment with landclass textures and needing to alter the scenery.cfg file.

If there is a feature you would like or a bug you have noticed, please let us know by sending an email with a description of the problem to vectorlandclass@gmail.com Please note that some 'problems' may simply be due to the way FSX displays data or limitations in the source data which cannot be realistically fixed.