

Night Environment Pennsylvania Manual

Night Environment Pennsylvania adds real world road vector data; which we spread 3,240,890 3D light bawls over; to highlight the roads grid seen from the flight deck, The grid presented to you in flight below is accurate with 1:1 Real-World fidelity, with every region you can train for Real-World night navigation based on the visuals **Night Environment** renders in your area,

Night Environment lighting System will illuminate your surrounding at static 60Nm radius surrounding you any given time (note: these settings are not effected by internal Sim controls; only via NEXM), Below you will find further instruction how to get started with **NEXM**, which is our single point manager for all **Night Environment regions**: **N**ight **E**nvironment **X** Manager (**X** denotes variable for region name),

Pennsylvania History:

The land of Pennsylvania was inhabited by Native American tribes long before the first Europeans arrived.

These tribes included the Shawnee in the southwest, the Susquehannock in the south, the Delaware in the southeast, and the Iroquois (Oneida and Seneca tribes) in the north.

Europeans began to explore the region around Pennsylvania in the early 1600s.

English explorer Captain John Smith sailed up the Susquehanna River and met with some of the Native Americans in the area in 1608.

Henry Hudson also explored the area on behalf of the Dutch in 1609. Although both England and the Netherlands laid claim to the land it was several years before people began to settle Pennsylvania.

The first settlers in the region were the Dutch and the Swedish.

However, the British defeated the Dutch in 1664 and took control over the area.

In 1681, William Penn was given a large area of land by King Charles II of England.

He named the land Pennsylvania after his family name "Penn" and after the forests in the land ("sylvania is "forest land" in Latin).

Penn wanted his colony to be a place of religious freedom.

Some of the first settlers were Welsh Quakers looking for a place where they could practice their religion without persecution.

Throughout the early 1700s more people from Europe immigrated to Pennsylvania.

Many of them came from Germany and Ireland.

- Capital: Harrisburg
- Origin of Name: In honor of Admiral Sir William Penn • State Nickname: Keystone State
- State Motto: Virtue, liberty, and independence
- State Flower: Mountain Laurel
- State Tree: Hemlock
- State Animal: White-tailed Deer
- State Bird: Ruffed Grouse
- State Song: "Pennsylvania"
- State Dog: Great Dane
- National Forest: 1
- State Forests: 20
- State Parks: 116
- State Game Lands: 294
- Famous For: Valley Forge, Gettysburg, Liberty Bell, and Independence Hall

Pennsylvania Fun Facts:

- Philadelphia is home to the Liberty Bell.
- Philadelphia was once the United States capital city.
- The Declaration of Independence was signed in Philadelphia in 1776.
- Pennsylvania was the only colony of the original thirteen that did not border the Atlantic Ocean.
- Benjamin Franklin founded the Philadelphia Zoo, the first public zoo in the United States.
- Hershey is considered the Chocolate Capital of the United States.
- Philadelphia is home to the cheesesteak sandwich, water ice, soft pretzels, and TastyKakes.
- The first commercial broadcast station in the world was KDKA in Pittsburgh, which started daily schedule broadcasting on November 2, 1920.
- The Rockville Bridge in Harrisburg is the longest stone arch bridge in the world.
- Kennett Square, PA is the mushroom capital of the world. It produces one million pounds of mushrooms per year and has an annual mushroom festival.
- The oldest gas station in the US is located in Altoona.
- The Monongahela River, located in Western PA, is unique in that it flows north.
- Pennsylvania has the highest Amish population in the world.
- The first complete Tyrannosaurus Rex skeleton can be found in the Carnegie Museum in Pittsburgh.
- In 1946, the world's first computer was used in Philadelphia.
- Famous Pennsylvanians: Louisa May Alcott, Mary Roberts Rinehart, John Updike (novelists), Samuel Barber, Stephen Foster (composers), Daniel Boone (frontiersman), James Buchanan (President), Bill Cosby, Gene Kelly, James Stewart (actors), Jimmy & Tommy Dorsey (band leaders), W.C. Fields (comedian), Robert Fulton (inventor), Grace (princess of Monaco), Reggie Jackson (baseball), George McClellan (general), Andrew Mellon (financier), Arnold Palmer (golfer), Robert Peary (explorer), Betsy Ross (flagmaker), Andrew Wyeth (painter)



Night Environment Configuration Manual

Rev.1.1

In this manual we will explore in depth the options and features our new configuration tool offers,

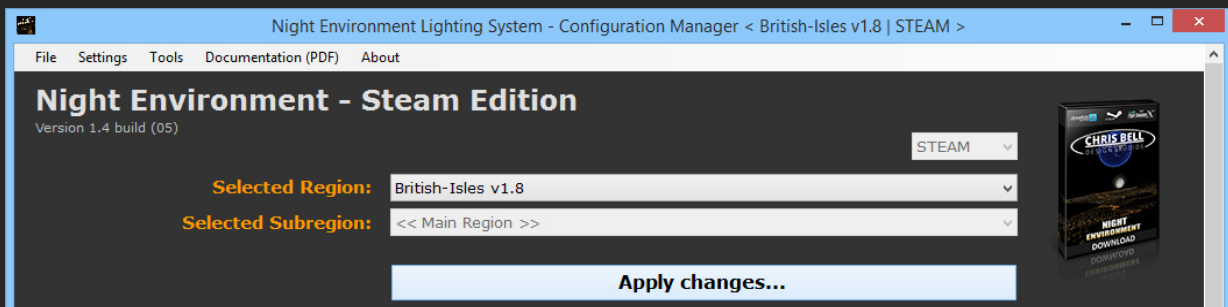
For those who want to just go fly without further ado; we will first explain how to get you started quickly, by default you're freshly Installed Night Environment region scenery is completely **turned off!**

Follow these steps to get started with no further delays

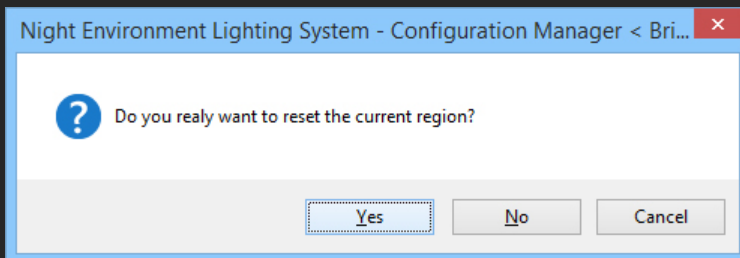
After install completes; do not turn on FSX:SE yet! (If you already did, simply close it)

Open Night Environment Configuration Tool to start setting up your Night Environment.

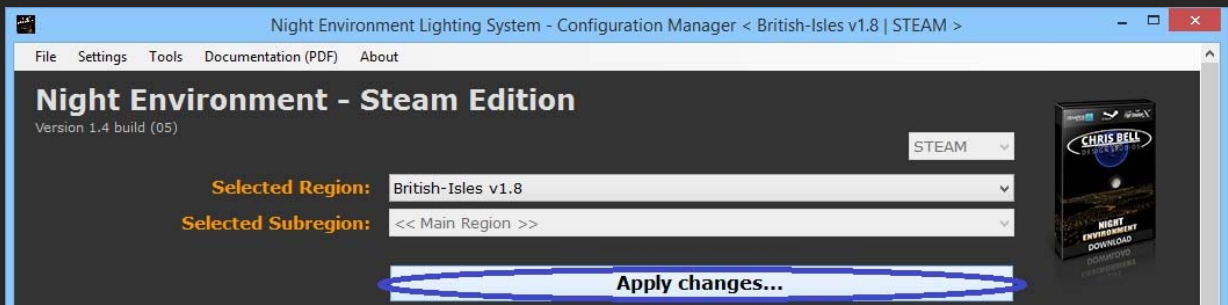
1. To activate "**Selected Region**",
On the top file menu of the configuration manager screen, click on
"**Tools > Reset region > High Preset**"



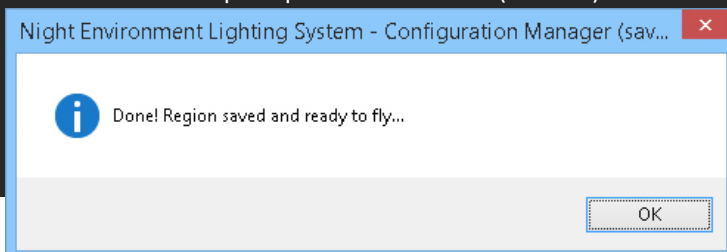
Answer – Yes, on the next screen



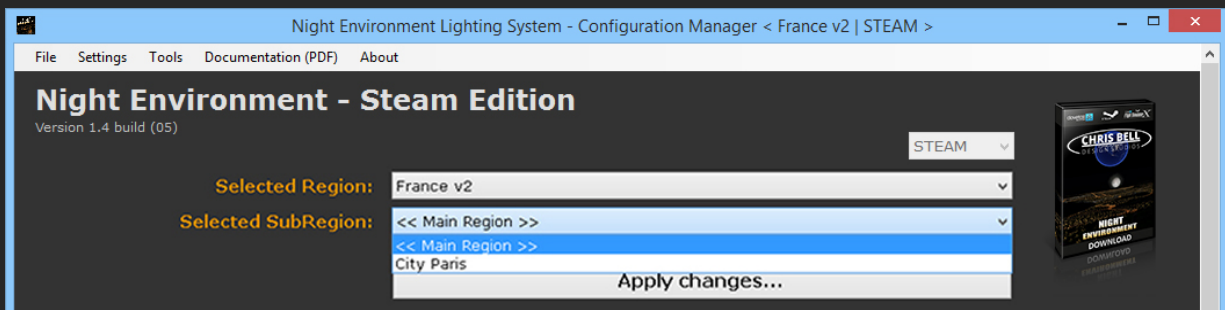
Next, click on "**Apply changes**"



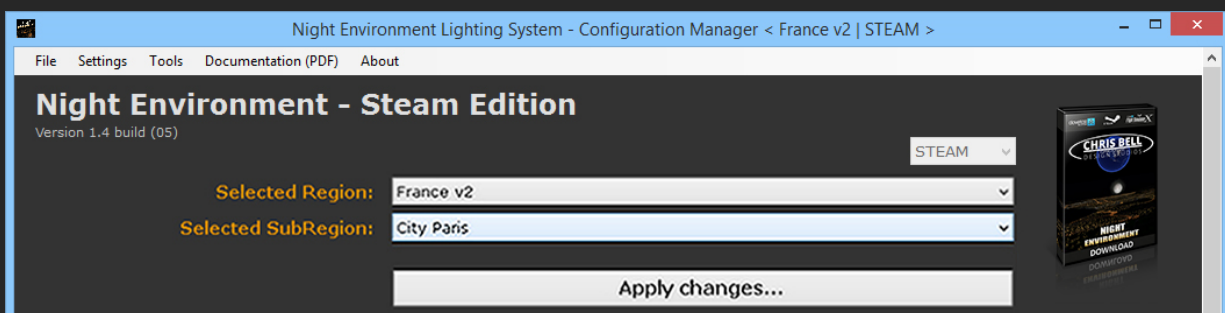
You will be prompt with this screen (click Ok)



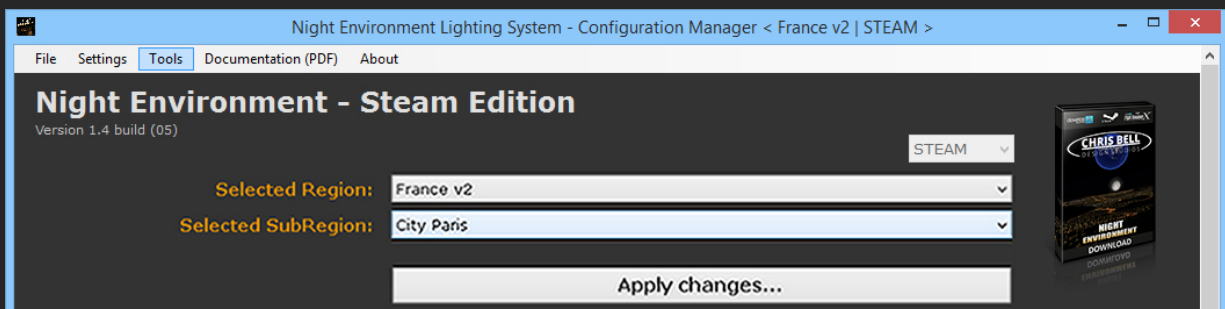
- Next (if exists) we want to setup our Sub region, click on “**Selected SubRegion**” drop menu and select the listed sub region/s (if exist), the manger will now load the specific sub regions configuration sheet,



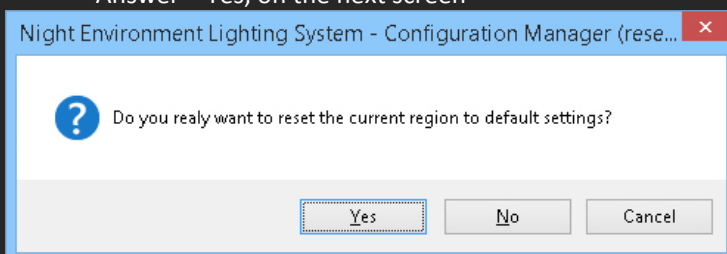
We will run the same procedure we did for the main region
(Note sub region is now changed and loaded in “**Selected SubRegion**” slot instead of Main Region)



On the top file menu of the configuration tool screen, click “**Tools > Reset region > Default Preset**”

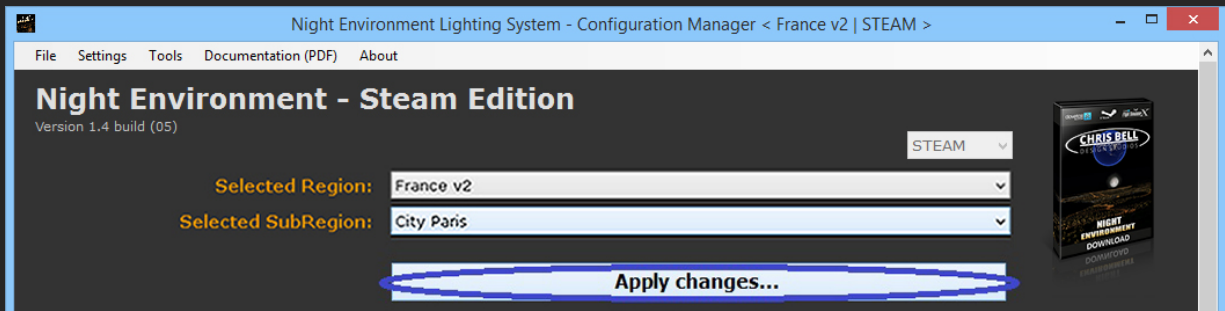


Answer – Yes, on the next screen

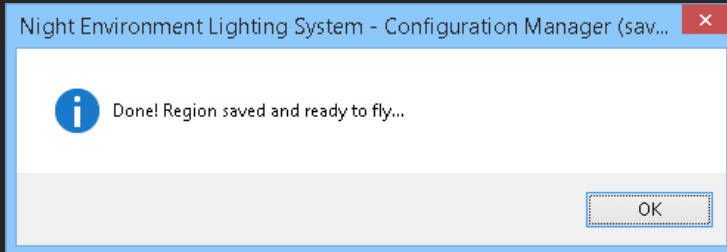


Next, click on “**Apply changes**”





You will be prompted with this screen (click Ok)



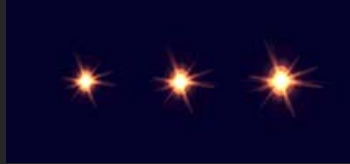
That's it! You are now set and ready to go for your first flight with Night Environment,
We do not advise turning more features at this point before your first flight with current settings.

Fine Tuning Night Environment

In this section we will discuss in depth each of Night Environment elements, and walk you through customizing Night Environment scenery to each specific requirement.

Global Light Size

This is the first slider option on the list, and as such should be considered first before any other selections are made, changing light size comes with no FPS toll or performance lost, this option control light size globally.



Size 3 is our default size and is the largest 3D bawl we currently offer, Size 2 is smaller, and Size 1 is the smallest.

Size 1

Size 2

Size 3



Turning Off lights through this options switch; will completely turn off our 3D light libraries, thus allowing to completely turn off Night Environment lights globally (other functions will continue working, like Splash Map and Traffic unless manually turned off), any third party lighting systems is allowed to function instead of Night Environment 3D lighting System

Global Light Brightness Level

This option globally sets the brightness and vividness of our 3D lighting System, Note that this feature will increase CPU load, our default brightness is Level 1



Level 1

Level 2

Level 3



StarLights

Switching this feature to **ON**, will activate our special Star Light shape textures, this adds another dimension to night lighting many simmers requested

Turning Off this option will turn off our Star lights textures, and restore our default texture to active state

Fine Tuning Section -

All below Slider

All below Slider will set Global lights density to all Night Environment lights features to the selected density globally, the options available are, **Set 25%** which turns on 25% of our vector lights data, **Set 50%** activates 50% of our vector lights data, **Set 75%** (this option isn't always available for all regions) activates 75% of our vector lights data, **Set 100%** activates All night Environment vector lights data to its fullest

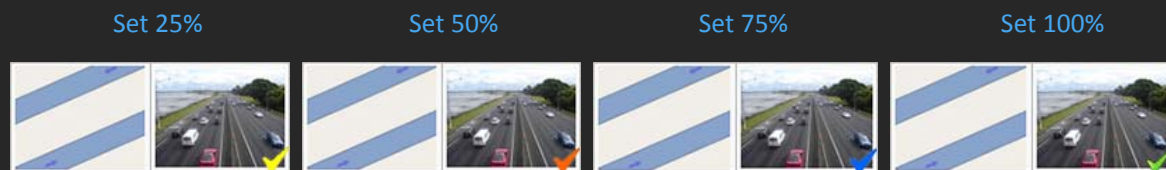
Turn Off feature with this slider will turn off all our lights vector data, (turning off lights through this switch doesn't allow third party 3D lighting system to work with Night Environment!)

Fine Tuning Individual Features

This is where things get very interesting; this section allows one to custom fit Night Environment to his/her specific needs by switching individual features density from 100% to completely off if desired, conveniently you will find individual **Feature info / Legend** to further help you understand what each feature represent, clicking this option will pop up an additional window with detailed information for each feature in our vector data, use this information when making decisions custom fitting your Night Environment .

Further down under Fine Tuning you will find individual feature listed; each has 4 option to select from (in some cases 5); these are not global option and only affect the selected feature,

Set 25% which turns on 25% of our vector lights data for the selected feature only, **Set 50%** activates 50% of our vector lights data for the selected feature only, for some regions the availability of **75%** will be available; **Set 75%** activates 75% of our vector lights data for the selected feature only, **Set 100%** of our vector lights data for the selected feature only,



(Note the right corner check sign will change with selection, indicating the current density selected)

Off allows you to turn the selected feature completely off!


Fine Tuning Individual Features On/Off Section

In this section we can fine tune individual features On or Off,
The features in this section have very little effect on global performance

There's no gradual option available with these features; they simply turn on or off
Many of these features will enrich night lighting with vivid colors often expected with the specific feature

Example,

Turning Signal lights feature to On, 
Will introduce alternating Red/Yellow/Green traffic lights to the night scenery,

Turning On - Car Park and Stadiums 
Will turn on lights and splash for many Car Parks and major Stadiums or Sport complexes

Cars Traffic Section

This section doesn't turn on automatically with any density level, and must be turned on/off manually, these are complimentary vector road traffic we feel add to the general feel and look of our Night Environment system, these can all be turned on/off at once with All Traffic function (First option in the section), or turned on/off individually, be advised activating these features will increase CPU usage and should be done with care. (Don't forget to activate traffic option inside FSX:SE as well for this feature to work)

Night Texture Splash Map

This feature is a global function that turns our custom made Night Textures on/off, turning our Custom made night textures off will allow default FSX:SE or any third party add-on night textures to work with Night Environment 3D lights system.

Night Texture Rustic Splash Map (when available)

This feature is a special function that when activated (switched on), turns off light for parts of the roads that in many areas don't have lighting system installed in real life

Switching this function On will completely turn off (3D lights and Splash) for roads in the region we identified as un lit roads in real life; achieving a more realistic and true/closer to real life night scene



Minimum System Requirements

Microsoft Flight Simulator X Steam Edition

Windows XP, Windows VISTA, Windows 7, Windows 8, Windows 10, 64-bit highly recommended!

2.0 GHz processor (3.0 GHz and up, with Quad Core processor recommended!)

2 GB RAM (4 GB and up recommended!)

3D Graphics Card with min. 1024 MB (NVIDIA 2048 MB and up recommended!)

Recommended in game settings

These settings are recommended for night flight with Night Environment (not mandatory!)

Under scenery tab set Water Effect: [Low 2.x](#), Under Weather tab set Cloud Detail: [Simple Clouds](#),

with heavy scenery in dense residential areas there may come a needed to free some memory; first consider also consider reduce unused scenery that may be active further to circumvent low memory reduce the region's [Yellow Slider to 50%](#), this should help in most hard hitting scenario's,

there are many variables contributing to each individual's "Perfect Settings", for more Recommended settings, Tweaks, General Reading and Education about Night Environment please visit our forums for support (see our web address and contact below),

Contact Support

For any support request you may contact us in any of the following ways:

Via Email, send your email including all relevant technical information describing your issue to Support@NightEnvironment.com

For interactive support experience please visit our forums <http://forums.nightenvironment.com> our forums include many answers to frequently asked questions you may be looking an answer to, you can open a new thread with your question or issue under our Steam support area, our forums we offer full support in English, German, French, and Russian, including translated web interface

<http://www.nightenvironment.com/>

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