

Night Environment Italy Manual

Night Environment Italy adds real world road vector data to your night flight visuals!

We spread 5,185,858 3D light bawls over; to highlight the roads grid seen from the flight deck, The grid presented to you inflight 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 aluminate 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 M**anager (**X** denotes variable for region name),

Italy,

Officially the Italian Republic, is a unitary parliamentary republic in Europe. Located in the heart of the Mediterranean Sea, Italy shares open land borders with France, Switzerland, Austria, Slovenia, San Marino and Vatican City. Italy covers an area of 301,338 km² (116,347 sq. mi) and has a largely temperate seasonal climate or Mediterranean climate; due to its shape, it is often referred to in Italy as lo Stivale (the Boot). With 61 million inhabitants, it is the third most populous EU member state.

Since classical times, ancient Phoenicians and Greeks, Etruscans, and Celts have inhabited the south, center and north of the Italian Peninsula respectively, with various Italic peoples dispersed throughout Italy alongside other ancient Italian tribes and Greek, Carthaginian, and Phoenician colonies. The Italic tribe known as the Latins formed the Roman Kingdom, which eventually spread throughout Italy, assimilating and conquering other nearby civilizations and forming the Roman Republic. Rome ultimately emerged as the dominant power, conquering much of the ancient world and becoming the leading cultural, political, and religious center of Western civilization. The legacy of the Roman Empire is widespread and can be observed in the global distribution of civilian law, republican governments, Christianity and the Latin script.

During the middle Ages, Italy suffered sociopolitical collapse amid calamitous barbarian invasions, but by the 11th century, numerous rival city-states and maritime republics rose to great prosperity through shipping, commerce, and banking, and even laid the groundwork for capitalism. These independent city-states and regional republics, acting as Europe's main port of entry for Asian and Near Eastern imported goods, often enjoyed a greater degree of democracy in comparison to the monarchies and feudal states found throughout Europe at the time, though much of central Italy remained under the control of the theocratic Papal States, while Southern Italy remained largely feudal, partially as a result of a succession of Byzantine, Arab, Norman, Spanish, and Bourbon conquests of the region.

The Renaissance began in Italy and spread to the rest of Europe, bringing a renewed interest in humanism, science, exploration, and art with the start of the modern era. Italian culture flourished at this time, producing famous scholars, artists, and polymaths such as Leonardo da Vinci, Galileo, Michelangelo, and Machiavelli. Explorers from Italy such as Marco Polo, Christopher Columbus, Amerigo Vespucci, and Giovanni da Verrazano discovered new routes to the Far East and the New World, helping to usher in the European Age of Discovery. Nevertheless, Italy's importance as a hub of commercial and political power significantly waned with the opening of trade routes from the New World, as New World imports and trade routes became more influential in Europe and bypassed the East Asian and Mediterranean trade routes that the Italian city-states had dominated. Furthermore, the Italian city-states constantly engaged one another in bloody warfare, with this tension and violent rivalry culminating in the Italian Wars of the 15th and 16th centuries, a series of wars and foreign invasions that left the Italian states vulnerable to annexation by neighboring European powers. Italy would remain politically fragmented and fall prey to conquest, occupation, and general foreign domination by European powers such as France, Spain, and Austria, subsequently entering a long period of decline.

By the mid-19th century, a rising movement in support of Italian nationalism and Italian independence from foreign control led to a period of revolutionary political upheaval known as the Risorgimento, which sought to bring about a rebirth of Italian cultural and economic prominence by liberating and consolidating the Italian peninsula and insular Italy into an independent and unified nation-state. After various unsuccessful attempts, the Italian Wars of Independence, the Expedition of the Thousand and the capture of Rome resulted in the eventual unification of the country, now a great power after centuries of foreign domination and political division. From the late 19th century to the early 20th century, the new Kingdom of Italy rapidly industrialized, especially in the so-called Industrial Triangle of Milan, Turin and Genoa in the north, and soon acquired a small colonial empire. However, the southern areas of the country remained largely impoverished and excluded from industrialization, fueling a large and influential diaspora. Despite being one of the main victors in World War I, Italy entered a period of economic crisis and social turmoil, leading the way to the rise of a Fascist dictatorship in 1922. The subsequent participation in World War II on the Axis side ended in military defeat, economic destruction, and a civil war following the rise of the Italian resistance movement. In the years that followed, Italy abolished the Italian monarchy, reinstated democracy, enjoyed a prolonged economic boom, and, despite periods of sociopolitical turmoil (e.g. Anni di piombo, Mani pulite, Second Mafia War and Maxi Trial), became one of the world's most developed nations.

Italy has the third largest economy in the Eurozone and eighth largest economy in the world. It has a very high level of human development and enjoys the highest life expectancy in the EU. Italy plays a prominent role in regional and global economic, military, cultural and diplomatic affairs, and the country is both a regional power and a great power. Italy is a founding and leading member of the European Union and the member of numerous international institutions. As a reflection of its vast cultural wealth, Italy is home to 51 World Heritage Sites, the most in the world, and is one of the most visited countries.

Capital: Rome
Official languages: Italian
Area: 116,347 sq. mi
Population: 60,674,003
Currency: Euro (EUR)
Time zone: CET (UTC+1)



Night Environment Configuration Manual Rev.1.0

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**!

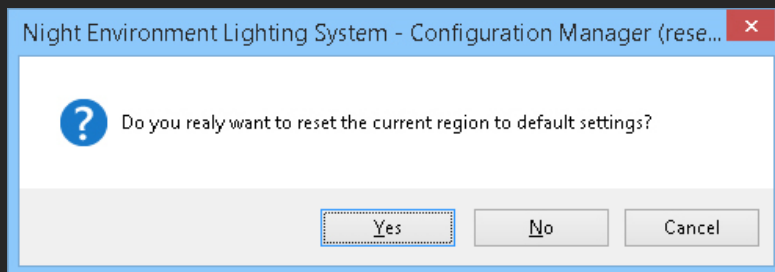
Follow these steps to get started with no further delays

After install completes; do not turn on FSX/P3D yet! (If you already did, simply close it)
Open Night Environment Configuration Tool to start setting up your Night Environment.

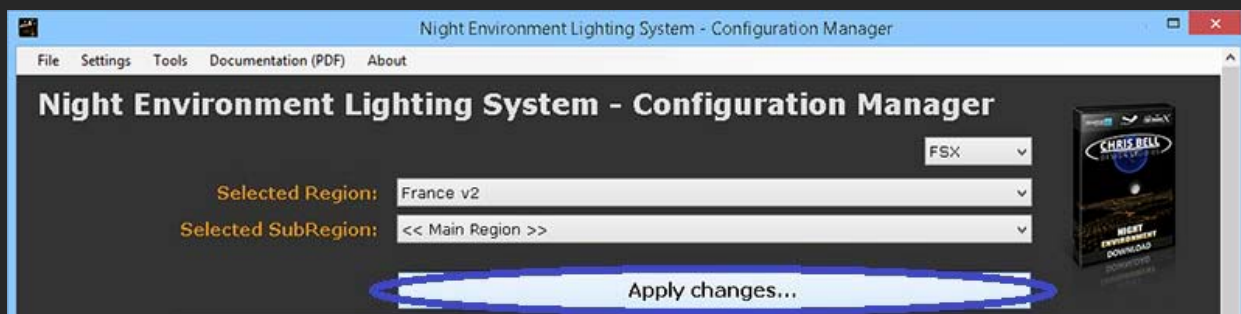
1. To activate "**Selected Region**",
On the top file menu of the configuration manager screen, click "**Reset region**"



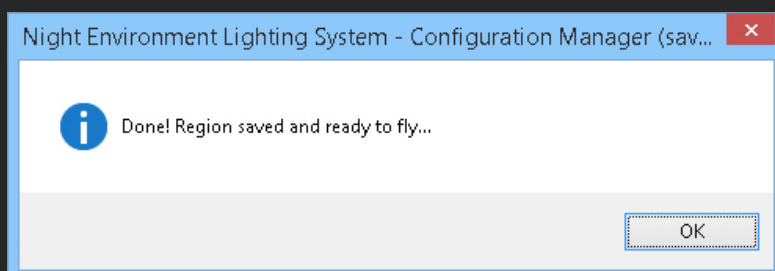
Answer – Yes, on the next screen



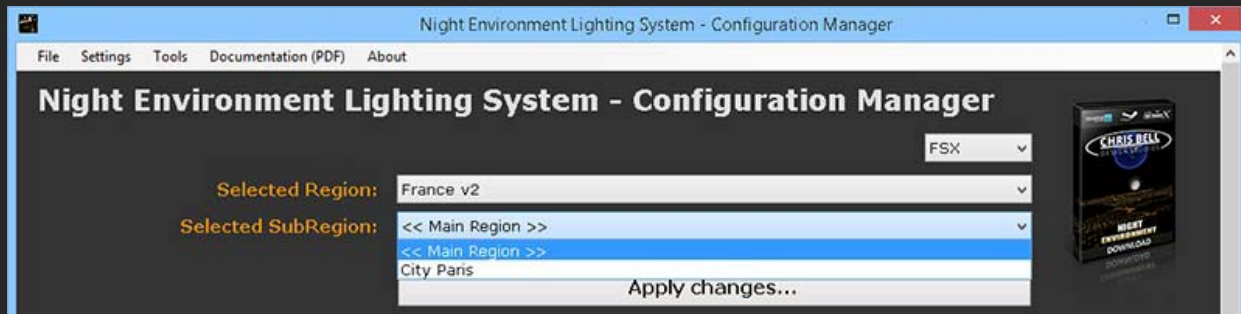
Next, click on "**Apply changes**"



You will be prompt with this screen (click Ok)



2. In the event we want to setup our Sub region (note: not all region have Sub-Regions), 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,



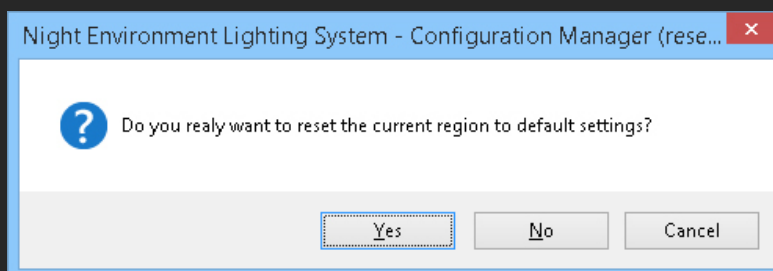
We will run the same procedure we did for the main region
(Note sub region is now changed and loaded in **“Selected SubRegion”** slot instead of Main Region)



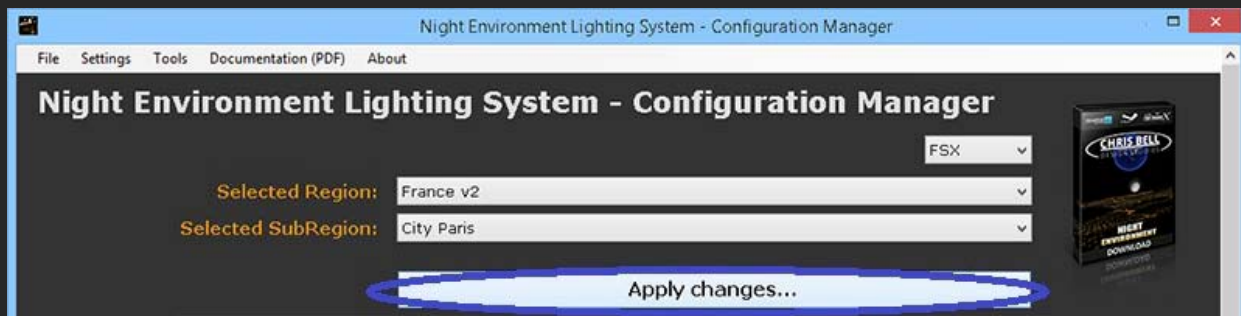
On the top file menu of the configuration tool screen, click **“Reset region”**



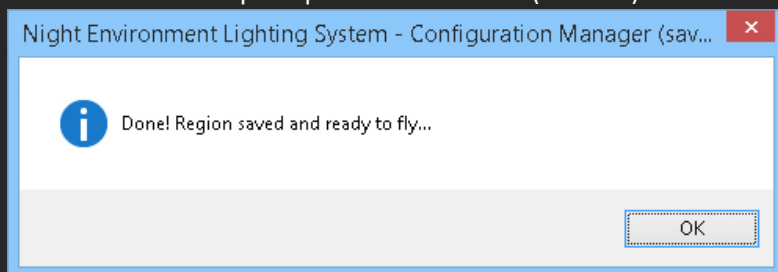
Answer – Yes, on the next screen



Next, click on **“Apply changes”**



You will be prompt 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.

Activating and configuring another Sim Platform (FSX/P3Dv1/P3Dv2//P3Dv3/FSX-SE)

The manager supports configuring the following Sim Platforms - FSX, P3D v1, P3D v2, P3D v3, FSX-SE,
To activate and configure a region for another platform, select desired platform from the platform menu.
Repeat the procedure described above for each platform if needed
(only installed platforms will be listed)



Fine Tuning Night Environment

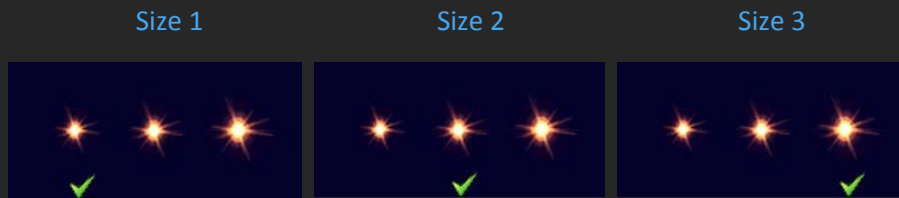
In this section we will discuss in depth each of Night Environment elements, and walk you through customizing Night Environment scenery to each specific requirement.

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 bowl we currently offer, Size 2 is smaller, and Size 1 is the smallest.



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 is our least bright 3D light bawl and is Night Environment default brightness, **Level 2** is brighter but require more CPU resources to run, and **Level 3** is our brightest 3D Bawl and will require the most CPU to run





StarLights

Switching this feature to **ON**, will activate our special Star Light shape textures, this adds another dimension to night lighting many simmer 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 100%** of our vector lights data for the selected feature only,

Set 25%

Set 50%

Set 100%



(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 (when available)

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 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/P3D 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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