South West Europe scenery for Vehicle Simulator

by Javier Fernandez (jafergon@gmail.com)

This scenery is designed to be used with Ilan Papini's Vehicle simulator (it is not compatible with Virtual Sailor). It makes extensive use of autogen objects and animated traffic, so it may be a little demanding with old computers. Dozens of harbors and marinas, as well as many airports are included. It covers the entire territory of Spain, Portugal, as well as some areas of South France, Morocco and Algeria.

These are some of the special features of this scenery:

-Large and complex library of aurogen objects to create a living populated scenery.

-Animated traffic. You'll find maritime traffic both in harbors and at open seas, as well as airplanes and helicopters.

-Landclass textures uncluding urban areas, created by using real data from European Space Agency data

-Many scenery sounds

-New visual effects for lighthouses, sky and new environment sounds.

-It covers a large area with detail, including many large harbors, airports, windfarms, lighthouses...

-Multiple ship/plane wrecks scattered on the sea bottom all over the scenery.

Getting Started

After installation you find 11 new scenery areas called" SW_europe_*n*". 28 situations have been included in order to give you an initial impression of the many different areas you can find in this scenery. They are called "SW Europe *title*" and only default vehicles are used.

During installation some default VSF files from the folder "Graphics are replaced". You'll find a back-up of these files into the sub-folder into "Graphics" called "Back-up". Copy them again into your main Graphics folder if you preffer the original. The same goes for the sounds folder, where you'll find another back-up folder with the original sounds.

Configuration

The feature that has more impact on performance in this scenery is the vegetation. It should be turned off when sailing or flying around large cities or very populated areas unless you have a really powerful rig. Generated objects must be turned on in order to see all the objects like buildings, AI vehicles and trees. Depending on your performance, adjust the object density. I'm currently using these setting with very good FPS in most areas:
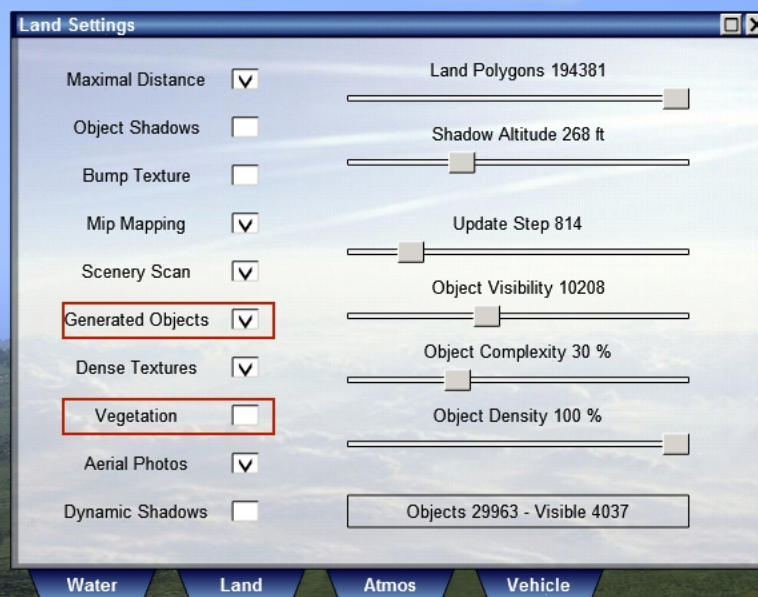
Note that vegetation is off and generated objects is on

Editing the scenery

If you want to edit the scenery it is very important that before doing it you **start VSF paused** (pressing ALT) while the program loads. Otherwise the animated objects position will be saved and next time you open the sim thy will appear at the wrong locations.

Special areas/objects

-Bombing range. A bombing range near Zaragoza AFB is included to practice your aiming skills. This bombing range is located in the area called Bardenas Reales, where a large military bombing range used very frenquently by Spanish Air Force and USAFE is located. Select the VOR called BOMB at 111.45

Wrecks. Many wrecks are scattered all over the bottom of the seas. It is a challenge to find them, so now you have a reason to explore the deep in VSF These are the types of wrecks used in the scenery. They were placed originaly randomly by VSF by editing the txt.bmp file.
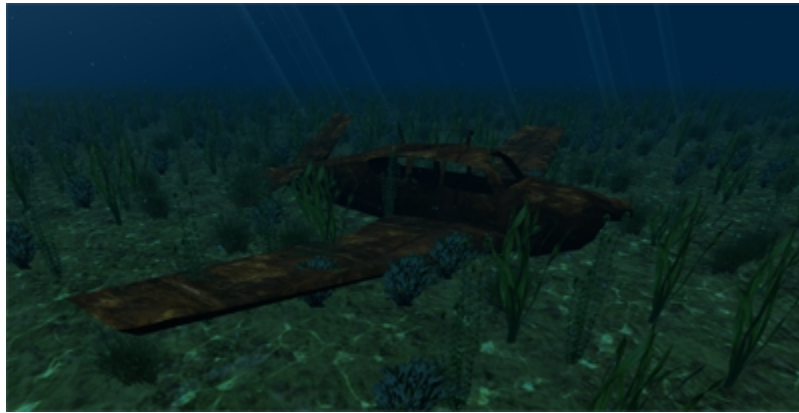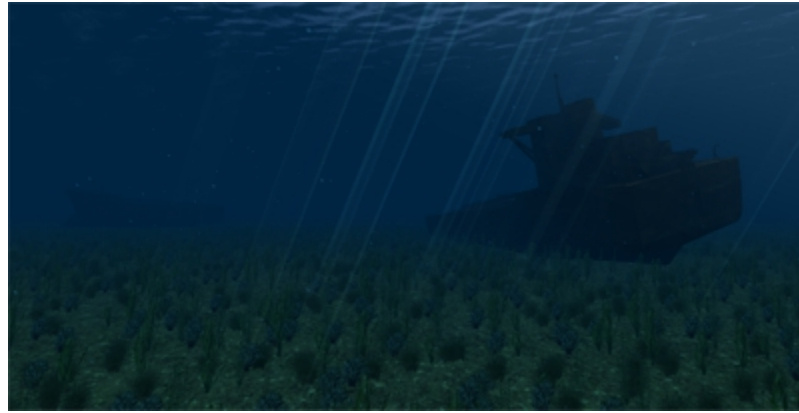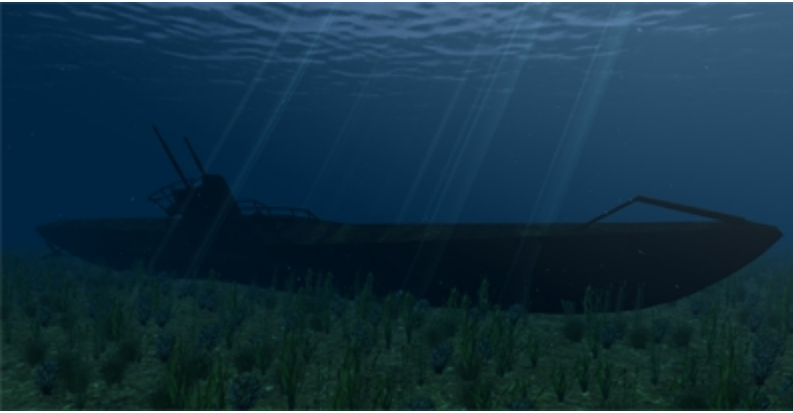
Sumarines. There are at least a couple of USN and Russian submarines navigating underwater in each scenery area. If you want to spot them yo must have "refraction" activated and fly low like you'd do in a real P-3 Orion plane! It's really hard to see them, but they are there beneath the waves...
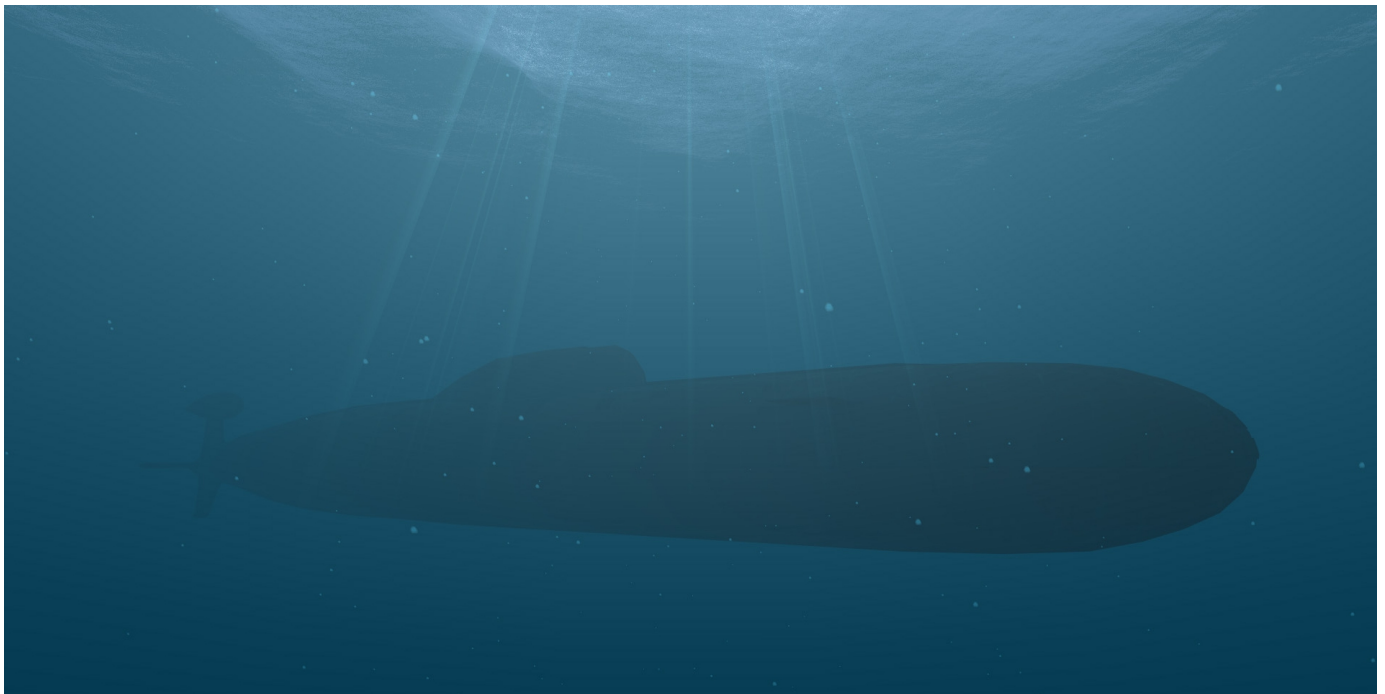
Acknowledgments

Ilan Papini for creating this simulation and a very powerful and intuitive SDK

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The following creators for their great addons that populate this sim: Jason Simpson, Axeonalias, Dom, Mike Summer, Arraialp, Spookymufu and John Marco (thanks also for your continous support) among others.

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Ronald Sinke for his Ro-Ro ship model which I modified for this project

Ferda, for all the wonderful addons and for his contribution for this project in the form of some textures.

http://www.freesound.org/ for all the ambient sounds.

LEGAL INFORMATION