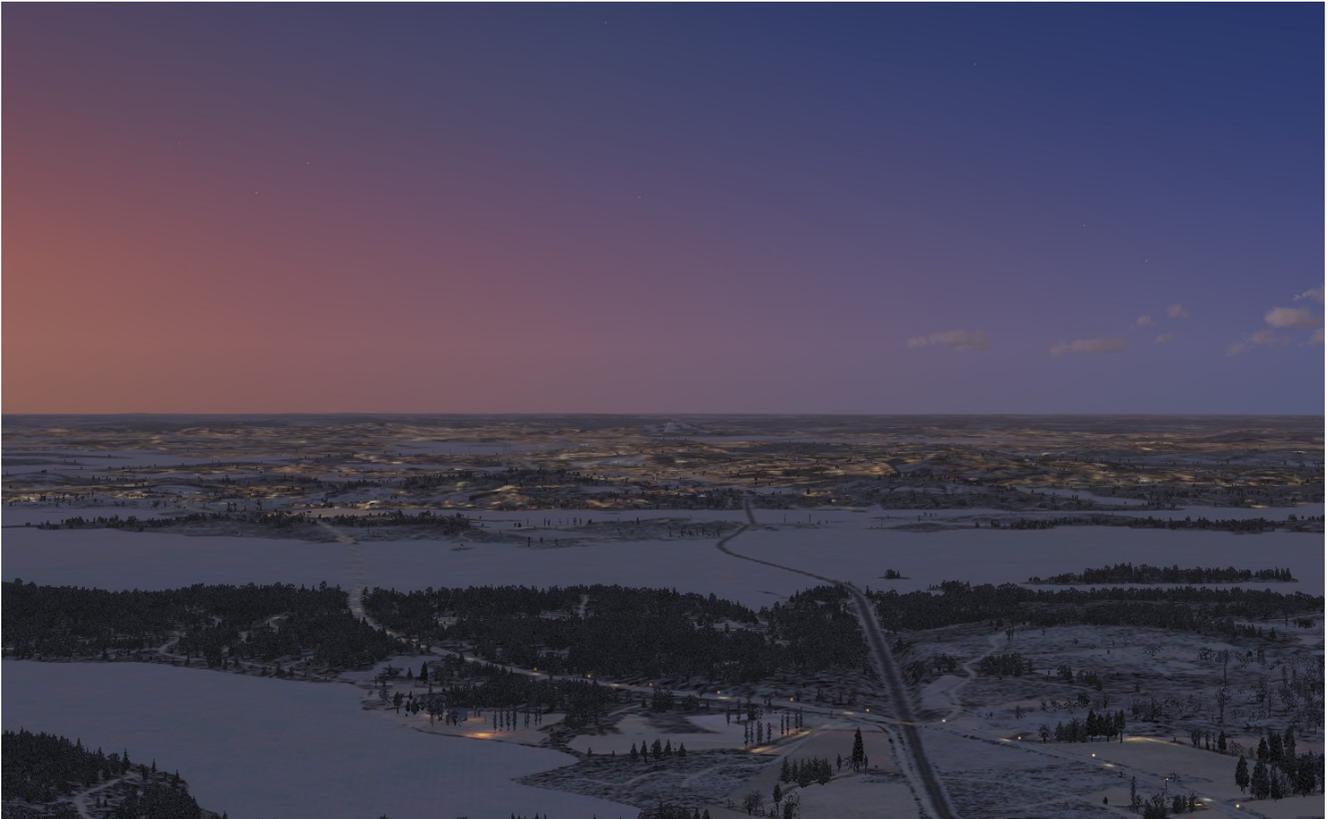


# South Finland v1.1



Thank you for downloading South Finland scenery for FSX.

This is a small update of South Finland scenery.

This update includes following :

- Changes to Scenery Configurator settings
- Some optimization of scenery
- Enhancement for two Ahvenanmaa (Åland) default airports

## **Requirements**

*Finland Base Pack* scenery made by Tatu Kantomaa is required. So download and install this scenery, if you haven't done it already. The scenery version currently is v2 and includes also 10m mesh data for the whole area of Finland.

*South Finland v1.0* release version must be installed before you can apply this update.

## **Installation**

Before installation of this update, open the Scenery Configurator of the South Finland scenery and reset settings to default by pressing the "Reset Scenery to Default" button down on the right hand corner. Failing to do so may mixup the scenery file settings and thus Configurator settings might not work correctly.

Just unzip the downloaded zip-file to any location on your computer. Then copy the files from the folders of this update to the corresponding folders of South Finland scenery letting the new files overwrite the old ones if requested.

Then delete the "doc" folder from the South\_Finland folder, because it's not needed.

Please note that if you have already other scenery installed for the two Ahvenanmaa airports EFMA and EFKG or if you prefer not to use those included in this update you can remove following 4 files from scenery folder. So make sure that you don't have double files for those airports.

- EFKG\_ADEX\_TAK.bgl
- EFKG\_ADEX\_TAK\_CVX.bgl
- EFMA\_ADEX\_TAK.bgl
- EFMA\_ADEX\_TAK\_CVX.bgl

## **After installation**

Return Configurator settings as as you prefer them to be. Please remember to check below some explanantions of Scenery Configuration settings, because some of them have changed from the initial release.

## **Uninstallation**

If you want and for some reason have to uninstall the scenery just first delete it from Scenery Library and then delete the scenery folder.

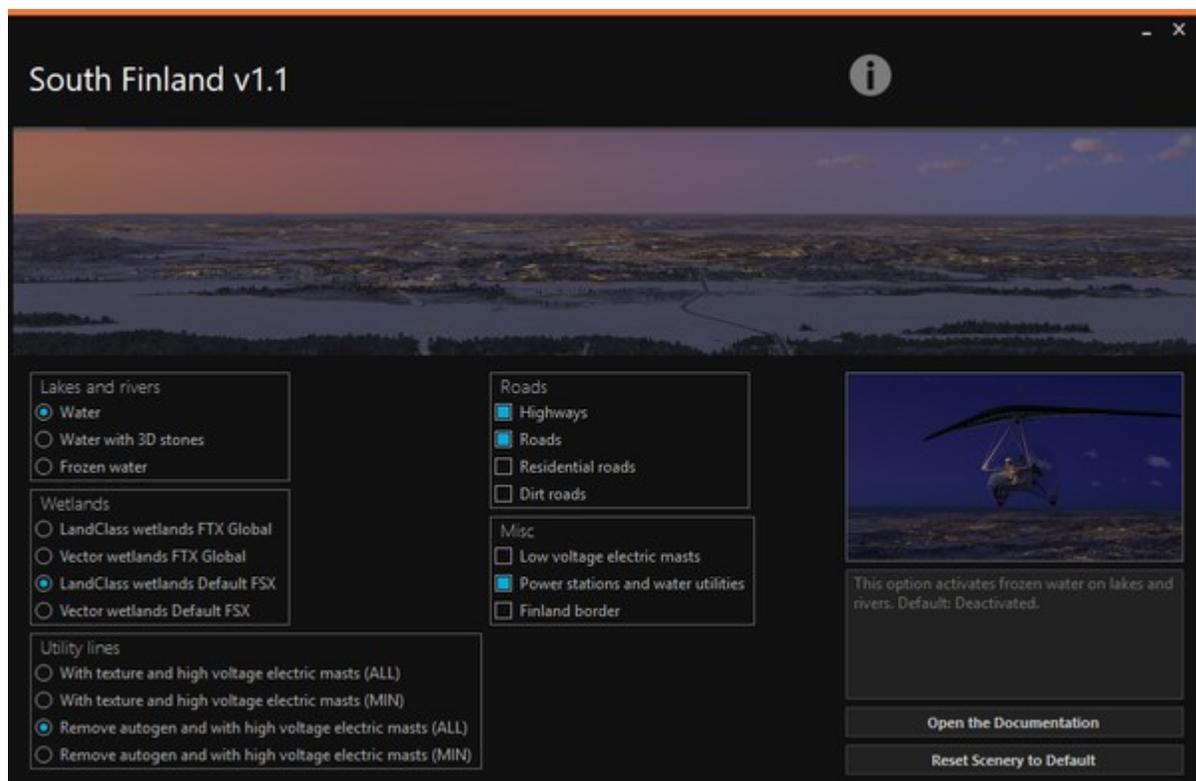
## Scenery configuration settings

South Finland scenery includes configuration program by 29Palms Scenery Design. Just make a shortcut to your desktop and use it to configure the scenery to your liking.

Note that some of the selections like “Water with 3D stones”, “Residential roads”, “Dirt roads and especially “Low voltage electric masts” may and will affect the performance. Try those at your will and use if your computer is powerful enough.

### 1. Initial and default settings

- These settings you will get initially or if you press “Reset Scenery to Default” button.



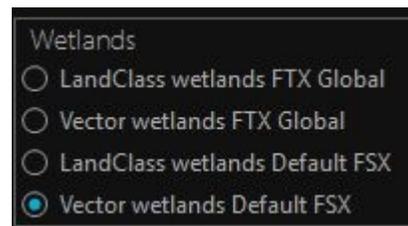
### 2. Wetland settings for default FSX or FSX with ORBX FTX global

Wetlands options are the only ones different for default FSX and FTX Global. With these you can select either LandClass or Vector polygon based wetlands.

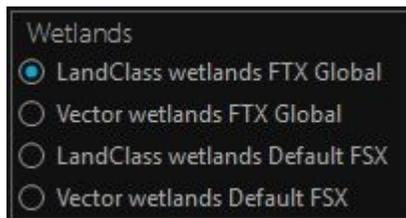
\* If you have default FSX you select either of the following



OR



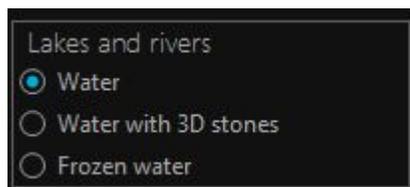
\* If you have FTX Global installed you select either of the following



OR



### 3. Lakes and rivers

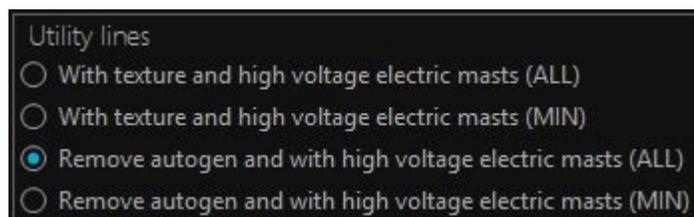


\* Water: All waterbodies

\* Water with 3D stones: All waterbodies with 3D stones near coastlines

\* Frozen water: Lakes and rivers get ice cover

### 4. Utility lines



\* First select the type of utility lines you want

- with textured polygon

- remove autogen from utility lines

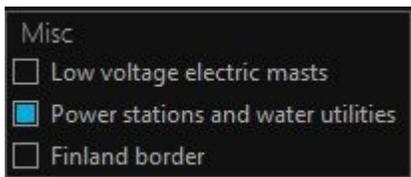
- \* Secondly the amount of High voltage electric masts
  - (ALL) all High voltage electric masts
  - (MIN) High voltage electric masts only around main airports

## 5. Roads



Highways and Roads are bigger roads and selected by default. Residential and Dirt roads are selectable smaller roads, which might have impact on performance. Road texture types are not only selected based on the surface type but also how they visually fit to the scenery. So that for example there is mostly no lights along roads, where there should not be lights.

## 6. Misc



- \* Low voltage electric masts option if selected will affect performance, because there is really a huge amount of these objects in the scenery area
- \* Power stations and water utilities option is ON by default
- \* Finland border option is there for your reference if you want to see where it's located in the scenery, while piloting around.

## Known issues:

- Bridges are not included in this version
- Road paths and railway tracks just cross the lakes and rivers
- Autogen forest is removed from areas that in real life don't grow trees and thus you might see forest texture but no autogen. This is expected and correct autogen behaviour.

## **Tools used making this scenery**

- Microsoft Flight Simulator X SDK
- SbuilderX by Luis Sá
- scenProc by Arno Gerretsen

## **Credits**

I'm very grateful to Tatu Kantomaa and thank him of all the technical help, assistance, testing and also making of different objects, LandClass data and texture modifications used in the scenery.

Also many thanks to Pekka Holopainen for testing and valuable comments.

Thank you [www.fsnordic.net](http://www.fsnordic.net) for support, help and file hosting.

## **Revision History**

- v1.0        December 18, 2017
- v1.1        January 25, 2018

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Some additional data used from OpenStreetMap data "© OpenStreetMap contributors" license [www.openstreetmap.org/copyright](http://www.openstreetmap.org/copyright).

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