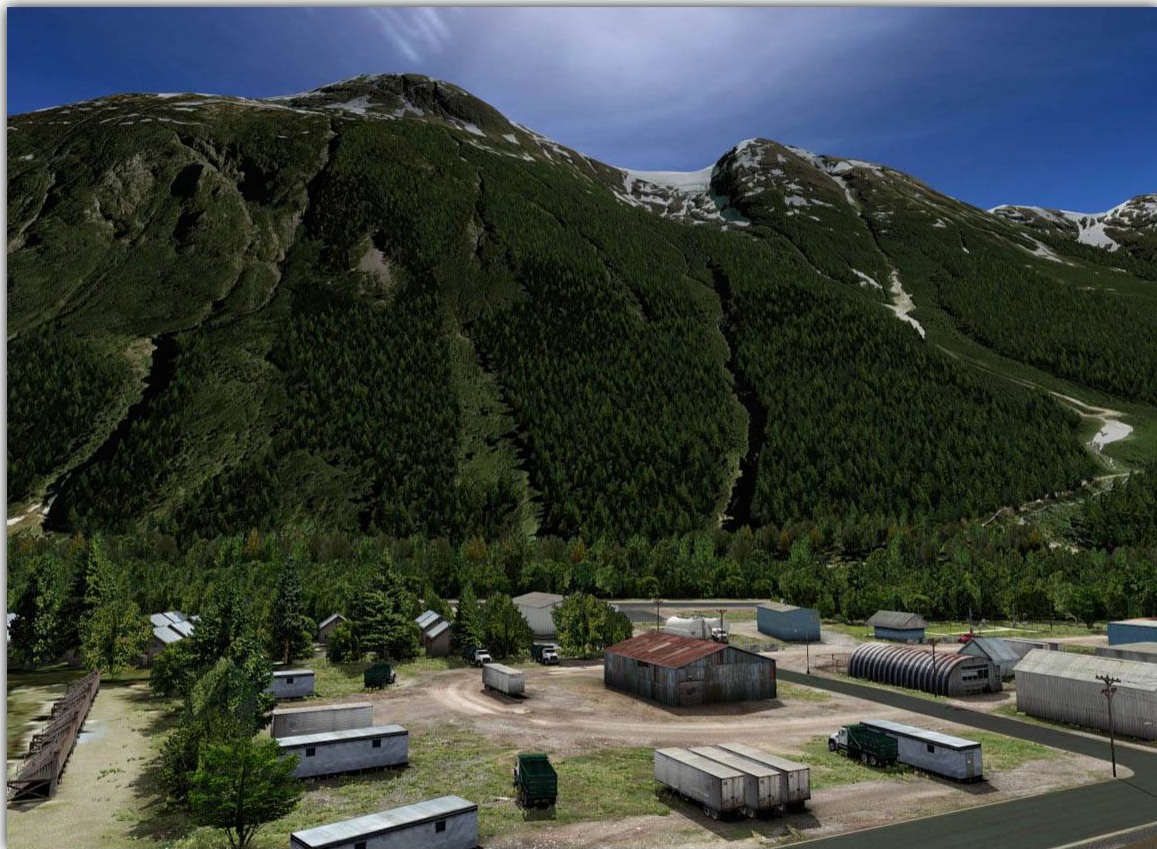




PRESENTS



CZST - STEWART

Version 1.0

for X-PLANE 10.25



Dear X-Plane 10 simulator user,

BETI - X team thanks you for the trust which you expressed by the purchaser or our scenery for X-Plane 10. You supported the development of further sceneries for this great simulator. We prepared CZST - Stewart with high enthusiasm and accuracy, we believe that you will like it.

INTRODUCTION

There are only very few places on earth with such beautiful scenery in close proximity to an airport as it is with Stewart Airport in British Columbia. At the end of the Portland Canal, almost on the border between the USA and Canada, there lies the small town of Stewart with a small, but well-known and popular airport, tall, majestic mountains tower like walls on both sides of the airport. When this complex terrain combines with not the best of weather, which is the case for most of the year in this region, each approach and departure can be a real challenge. If Stewart is going to be a stop off here on your flights around British Columbia and Alaska, or if it becomes your home airport where you will take some helicopter sight-seeing flights in the close vicinity, be assured that you will fall in love with this scenery.

Interesting fact:

Stewart and nearby Hyder have become a favourite location for Hollywood filmmakers. In 2002, the movie *Insomnia*, with Al Pacino and Robin Williams was filmed here. In 1982, Stewart was one of the places that Universal Studios chose to film the famous horror, *The Thing*.

For more information visit:

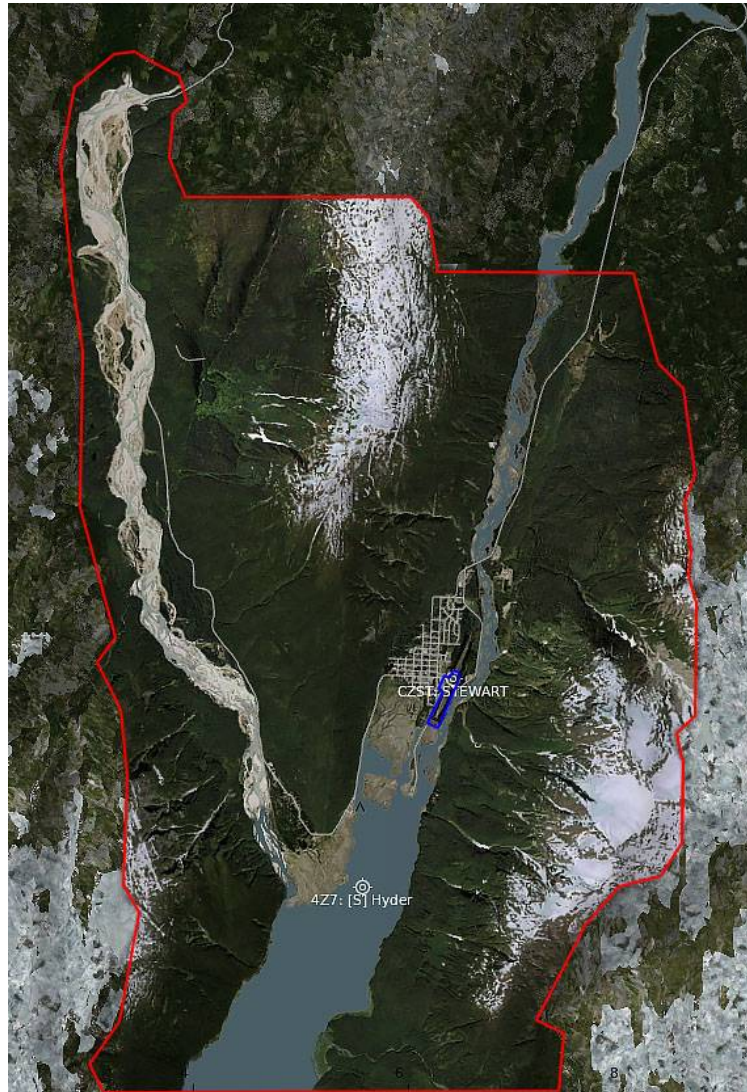
<http://www.districtofstewart.com/>

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

<http://www.britishcolumbia.com/regions/towns/?townID=3664>



SCENERY COVERAGE



The **red line** indicates the border for coverage of the area with photo scenery with a resolution of **50cm per pixel**. This resolution is displayed in the simulator when setting textures in rendering options on **Extreme res!** The **blue line** is the border of the coverage with handcrafted ground imagery with a resolution of **2cm per pixel**. This resolution is displayed in the simulator when setting textures in rendering options on **Extreme res!**





INSTALLATION

Extract CZST-Stewart1_0.zip to your Custom Scenery folder and run X-Plane.exe or X-Plane-32bit.exe

BETI-X_CZST-Stewart1_0.rar contains the following directories:

BetiX- CZST_A_Overlay, BetiX- CZST_B and BetiX-CZST_C_Mesh. Make sure that in your scenery_packs.ini, where you can find in the Custom Scenery, these directories are in the following sequence order:

BetiX – CZST_A_Overlay

BetiX – CZST_B

BetiX – CZST_C_Mesh

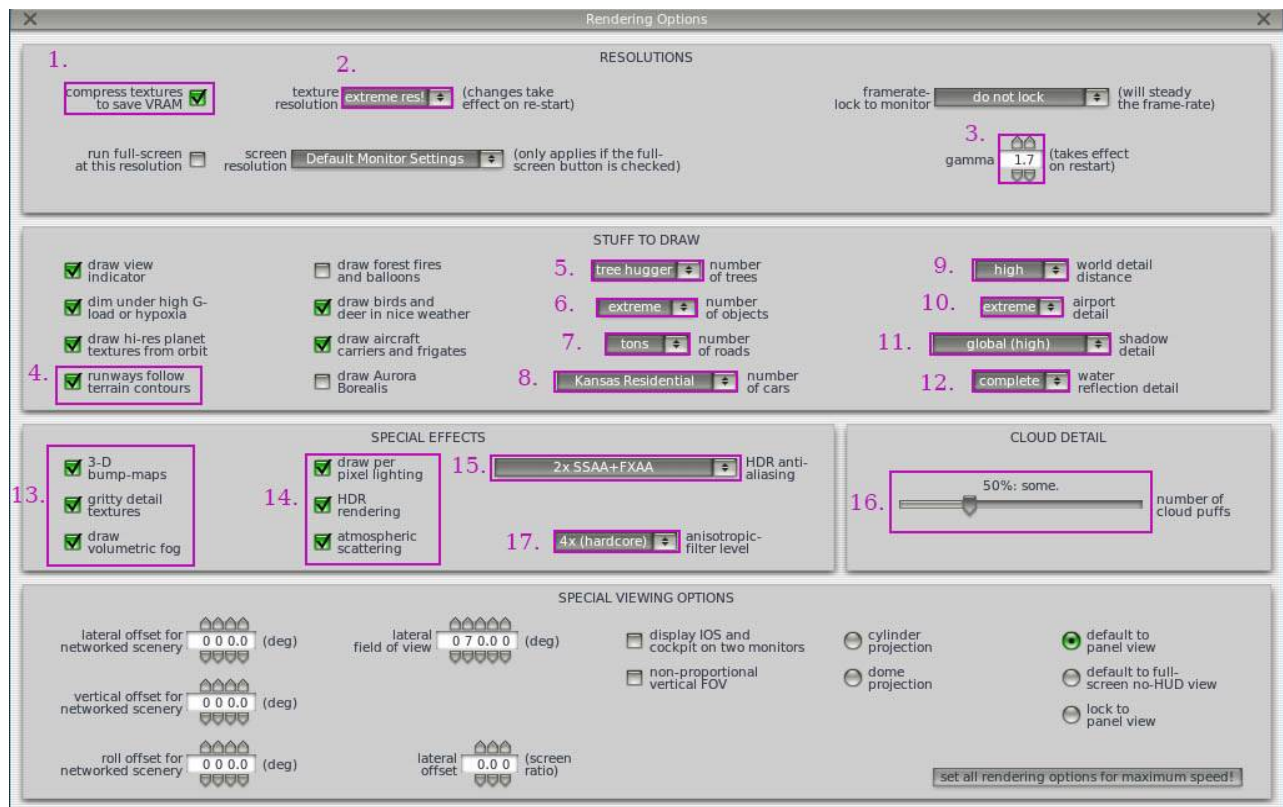
If using HD Mesh Scenery v2 from Andras Fabian, or any other mesh add-on, make sure that in the scenery_packs.ini hierarchy, they are lower than our three directories.





RECOMMENDATION

CZST - Stewart is a highly detailed add-on, therefore, it is important to correctly set Rendering Options with respect to your configuration. The under mentioned setting recommendation can help you to achieve the best impression from the scenery with the minimum impact on FPS. Consider the setting as approximate; the conditions and personal preferences may differ for each setting.



1. **Compress textures** should always be checked. Enabling the video RAM for your graphic card will significantly help .
2. If your computer is fitted with a graphic card with a minimum of 2GB video memory, you can use this setting on **Extreme res.** This will enable you to reach full texture resolution. We recommend you to change this setting to **Very High**. Do not forget to restart the simulator after changing this setting.
3. Setting **gamma** between 1.6 - 1.9 will influence the colour depth. The graphics do not look so washed-out. Do not forget to restart the simulator after changing this setting.
4. **It is very important to activate this setting**, otherwise there will be the incorrect location of the buildings on the terrain. Some buildings would appear above the terrain, others would be sunk deep into the terrain.
5. Setting the **tree hugger** will enable you to fly over very dense forests. If your FPS is insufficient, change this setting to overgrown.



6. This affects the number of objects in the scene. In the **extreme** you can see various details, such as the posts for electric lines, cars parked in streets, 3D trees, etc., which, of course, at lower detail will not be displayed. If your computer has sufficient performance (e.g. i5 - 2500k, GeForce 660 Ti), you can leave this setting on extreme.
7. For this scenery, setting the number of roads on **tons** is sufficient.
8. Because Stewart is a small town and the density of traffic on the roads is also low, it is sufficient to set it for **Siberia Winter** or as a maximum, **Kansas Residential**.
9. This setting significantly influences the performance. Therefore, leave this setting on **High** or preferably **Medium**.
10. This setting does not affect the scenery.
11. **Shadow detail** together with HDR and Cloud detail are the greatest FPS killers. Therefore, in the case of problems with low FPS we recommend to first change this setting to **3D on aircraft**. Do not worry that scenery will look worse without real-time shadows. During the development of CZST- Stewart we placed a great emphasis on ensuring that the scenery also looks good without real-time shadows. Therefore, all buildings and event textures of the terrain use ambient occlusion.
12. If your computer is sufficiently powerful, have the **water reflection detail** on **complete**. In the case of problems with FPS, decrease this setting to **advanced**, even though **default** looks very good.
13. Have all three settings checked. They do not have any significant impact on FPS and help to improve visual quality.
14. Always have the draw per pixel lighting checked. **HDR rendering** is a great advantage of X- Plane 10, unfortunately it also really guzzles up the performance. If despite all attempts you still have low FPS, we recommend decreasing the HDR anti-aliasing (15.) to **FXAA**. If this does not help, uncheck the HDR rendering (in addition to this, **atmospheric scattering** is automatically unchecked). This should significantly improve FPS. Unfortunately, the user is deprived of the beautiful night lighting. During the development of the scenery, we focused on extraordinarily sophisticated lighting both for the airport, and the whole town of Stewart, therefore we recommend activating HDR rendering at least after dark.
15. The **quality of anti-aliasing** is recommended during the use of HDR at **2xSSAA+FXAA or FXAA**, see Paragraph 14. During normal rendering, the best ratio performance and visual quality are when set **4x (hardcore)**.
16. **Cloud detail** is a further setting which significantly affects performance. The setting depends on personal preferences; the setting between **30 - 50%** of cloud puffs is our choice.
17. Set the **anisotropic filter level** at the level **4x (hardcore)** or **8x (mega)**.



PROBLEMS WE ARE AWARE OF

The town of Stewart is located on the border of four segments +55-130, +56-130, +55-131 and +56-131. The scenery is built on the basis of amazing HD scenery meshes v1 and v2 from Andras Fabian. Why did we decide to also use the v1 mesh version and not just the newer v2? Because version v1 better represents the appearance of the countryside in the surroundings of the town of Stewart, which includes Bear River which flows around the airport which is missing in version v2. Therefore, we had to use mesh v1 for segments +55-130 and +55-131 in mesh v2 for segments +56-130 and +56-131. Between mesh v1 and v2 there is a border which is caused by the different use of default textures in each mesh version. Despite this, we decided to use both versions because in this manner we could achieve a better appearance of this area.

We modified abnormalities in the elevation of the terrain, wrong generated bridges over roads, incorrectly located roads, etc. In some places we were not able to remove holes between segments of the terrain. We were able to close these holes to the maximum possible extent, although it is possible this problem could still occur albeit it rarely. As currently there is no tool available to developers for editing existing mesh, all these modifications are very painstaking and time consuming.

Another minor problem is that the Salmon River is only presented by phototexture because at the present time it is not possible to edit the water flow into the existing mesh in any manner. The development of a tool to enable such modifications has recently been announced, so we will see what the future brings. In any case, we will try to resolve these problems in the future and we hope that they will only be very minor blemishes on your object of beauty.





COPYRIGHT

This product, including all files contained in this package, is classified under copyright ©BETI-X . Information contained in this document and the CZST- Stewart scenery package is not designed for real world navigation. For other than entertainment purposes, please contact us for further information.

SYSTEM REQUIREMENTS

- 3 Ghz multi core CPU or better
- 4 GB RAM
- Direct X 10 compatible Graphics Card with 1 GB VRAM
- X-Plane 10 version 10.25 or newer

SUPPORT

For support contact us please by email to support@beti-x.com or go to our webpage www.beti-x.com

INTERESTING LINKS

<http://www.x-plane.com/>
<http://www.alpilotx.net/>
<http://asn-xp.aerosoft.com/>



