orbx
simulation systems

Cityscape

Honolulu

USER GUIDE SEPTEMBER 2019

Contents

Thank you!

Orbx would like to thank you for purchasing **Cityscape Honolulu!**

Covering the **entire Hawaiian island of Oahu**, Cityscape Honolulu brings to life this stunning tropical location with impeccable quality. From the postcard locations of **Diamond Head** and **Waikiki**, to history-laden **Pearl Harbor** and **Ford Island**; from bustling Downtown to suburban Pearl City, the entire Honolulu metro area is modeled in unparalleled custom detail. Beyond the city, explore the rugged Ko'olau Range, the laid-back towns of the North Shore, picture-perfect **Kaneohe Bay** and the beautiful beaches at Kailua and Waimanalo. Of course, whilst there is plenty to explore within the scenery, Honolulu is located a short (island) hop from the rest of the Hawaiian chain; and for those of you who prefer your flying more medium-haul, be sure to test your transoceanic navigation skills to **American Samoa** and the **US West Coast**.

Far more than a regular Cityscape, Honolulu includes a host of details and features. **23,000 unique custom buildings**, hand-placed vegetation, 60+ high-detail POI (with complete PBR), road traffic, bridges, night lighting hand-coloured photoreal are just the start. The 3D buildings are created by Frank Schnibben's customized method to combine correct footprint, height data and unique textures with highly-optimized modelling to ensure the best balance between performance, detail and immersion. Beyond the metro area, an entire mini-region has been created, with high-detail mesh, custom landclass types, totally overhauled road/rail, coastline, waterbody, waterclass, vertical obstructions, powerlines and more. All eight airfields on the island (five active, three decommissioned) have been greatly improved over the default, and create the perfect bases for you to explore the stunning terrain.

Feature list:

- A complete **Cityscape** and **Mini**-**Region** covering Honolulu and the entire island of **Oahu**
- **Ultra-HD photorealistic** depiction of Honolulu, Waikiki, Pearl Harbor and Pearl City
- **All eight Oahu airports** have been upgraded from default to "region standard" - much like you see in AUv2, GES/GEN, etc.
- Mixture of **photoreal** and **custom landclass** textures for best balance between realism, performance and download/disk usage.
- High-quality mesh, based on high-resolution LIDAR, including underwater bathymetry
- Complete replacement of all geodata for Oahu for a much more detailed and accurate landscape; shorelines, lakes, road/rail, traffic etc.
- 23,000 **unique custom buildings** with exact footprint and height data, combined with 90,000 custom-placed agn buildings
- Over **60 high-detail POIs**, most with complete PBR texturing
- Detailed depiction of Pearl Harbor with all museums and relevant historical sites
- Visit the **USS Missouri**, **USS Bowfin** and **USS Arizona Memorial**
- Much enhanced airfields in terms of buildings, structures, and layout
- Numerous helipad locations, including on custom US Navy ships in Pearl Harbor.
- Exceptionally detailed hand-placed vegetation using local flora types
- All vertical obstructions on the island; wind turbines, antennae, power grid towers, chimneys etc.
- Stunning night lighting, including dynamic and 3D lighting for best visuals/performance
- **Exhaustively optimized** for **best performance** using unique modelling and texturing techniques.
- **>1500 sq km** of stunning tropical terrain

Product requirements

This scenery addon is designed to work in the following simulator: **Lockheed Martin Prepar3D v4**.

> **Cityscape Honolulu is a stand-alone product for Prepar3Dv4; you do not require any other Orbx product aside from the Orbx Libraries.**

Quick Installation Guide

Installing Orbx Cityscape Honolulu is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased Cityscape Honolulu it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.

You may also manually download Cityscape Honolulu and then have Orbx Central manage the installation for you once downloaded.

An internet connection is required for Orbx Central to validate your license.

Compatibility Notes

Please visit https://orbxsystems.com/forum/forum/80-orbx-compatibility-forum/ for the latest compatibility information regarding Cityscape Honolulu and third-party addons.

Airport Elevations

If you are using Orbx Global Vector please start its Control Panel, switch to the [Airport Elevation Corrections] tab, and select [Run Auto-configuration]. Don't forget to press Apply before closing the configuration tool. Doing so will ensure that Vector files for airports within the Cityscape Honolulu coverage area will be properly deactivated.

Note: since the only airport on Oahu altered by Global Vector is PHHI (Wheeler AAF) you can also manually search for its ICAO in the left window ('AEC is enabled for'), highlight the found entry, and then click on 'Disable' to move it into the 'AEC is disabled for' window. Again, don't forget to click on Apply before closing the control panel.

If you notice airport elevation issues despite completing the above steps you may have third-party addons active that also affect elevations at airports. Usually, searching for .bgl files that contain the airport's ICAO as part of their names will give you clues as to which folders and thus addons the potential culprits reside in. If you're unsure, ask us in our support forums.

FSDreamTeam Honolulu

This package is designed to provide maximum compatibility with FSDreamTeam's Honolulu airport scenery. If you have FSDT Honolulu installed into your P3Dv4, just follow these steps:

- Click on "FSDreamTeam Honolulu Mode" at the top of the CS Honolulu control panel. This will make FSDT's airport fit exactly into the CS Honolulu.
- Search for the folder "Addon Manager" where your FSDT Honolulu is installed and rename the following 3 files:
- \Addon Manager\FSdreamteam\PHNL\scenery\cvx_PHNL.BGL to cvx_PHNL.BGL.off (deactivates exclusion and water polys which would interfere with our CS Honolulu)
- \Addon Manager\FSdreamteam\PHNL\scenery\PHNL_Terrain.bgl to PHNL_Terrain.bgl.off (deactivates a narrow strip of photoreal terrain at the border of FSDT Honolulu)
- \Addon Manager\FSdreamteam\PHNL\scenery\PHNL_Elevation.bgl to PHNL_Elevation.bgl.off (deactivates mesh – replaced by CS Honolulu data)
- Repeat the latter 3 steps after every FSDT live update if necessary.

Dillingham X by Bill Womack

Although Bill's iconic (but unfortunately no longer available) rendition of Dillingham airfield is made for FSX, it fits quite well with CS Honolulu in P3Dv4. However, you need to replace its main flatten file – available in our compatibility subforum, see link above – and also deactivate or remove the following three files from \FTX_NA\FTX_AA_Honolulu\scenery :

- 2_ADE_CS-Honolulu_PHDH.bgl
- 2_ADE_CS-Honolulu_PHDH_CVX.bgl
- FTX_NA_CS-Honolulu_objects_PHDH_airport_IS.bgl

You'll note that Bill's photoreal coverage of the airport and immediate surroundings looks rather bright but that's a limitation of P3D itself.

Hawaii Photoreal Scenery by Flight Sim Jewels

We have done some pretty comprehensive testing of the Hawaii photoreal package by Flight Sim Jewels but it's a complex addon with many files and thus we can only offer some basic (and manual) compatibility instructions below. For up-to-date information please visit our compatibility subforum.

The required compatibility adjustments we are aware of are:

- the entry "FSJ - Hawaii Photoreal Vol. 1 - Niihau, Kauai & Oahu v.0.99" needs to have lower display priority than the Orbx "FTX_AA_Honolulu" entry, otherwise the CityScape Honolulu ground imagery and 3D models won't display correctly.
- the entry "FSJ - Hawaii Extra Contents" needs to have higher display priority than the Orbx "FTX_AA_Honolulu" entry; also the entry "Hawaiian Airports", if installed
- navigate to \FTX_NA\FTX_AA_Honolulu\scenery and deactivate (e.g., renaming its extension from .bgl to .OFF) or remove the following files:
    - 3_orthoimage_GEVE_Kaneohe_quarries_LOD4-16.bgl
    - 4_orthoimage_Sentinel-2_Oahu-mosaic_LOD4-14_Kaneohe.bgl
    - FTX_NA_CS-Honolulu_objects_BarbersPointHarbor_IS.BGL
    - FTX_NA_CS-Honolulu_objects_BellowsAFB_IS.BGL
    - FTX_NA_CS-Honolulu_objects_Comcast_IS.BGL
    - FTX_NA_CS-Honolulu_objects_HaleiwaHarbor_IS.BGL
    - FTX_NA_CS-Honolulu_objects_Heeia-KeaHarbor_IS.BGL
    - FTX_NA_CS-Honolulu_objects_KoholoaHotels_IS.BGL
    - FTX_NA_CS-Honolulu_objects_obstructions_IS.BGL
    - FTX_NA_CS-Honolulu_objects_PokaiBayHarbor_IS.BGL
    - FTX_NA_CS-Honolulu_objects_MakaiResearchPier_IS.BGL
    - FTX_NA_CS-Honolulu_objects_tankfarm_IS.BGL
- navigate to \FSJ - Hawaii Photoreal\FSJ - Hawaii Photoreal Vol. 1 - Niihau, Kauai & Oahu v.0.99\scenery and deactivate or remove the following files:
    - HPS_Oahu_DiamondH_Agb.bgl
    - HPS_Oahu_DiamondH_Agv.bgl
    - HPS_Oahu_MSH.bgl
    - HPS_Oahu_PearlHarbour_Agb.bgl
    - HPS_Oahu_RGN.bgl
    - HPS_PHHI.bgl

- o HPS_PHHI_Agb.bgl
- o HPS_PHHI_Agv.bgl
- o HPS_PHHI_FLTN.bgl
- o HPS_PHNL.bgl
- o HPS_PHNL_Agb.bgl
- o HPS_PHNL_Agv.bgl
- navigate to \FSJ - Hawaii Extra Contents\scenery and deactivate or remove:
  - o 000_HAWAII_EXTR.bgl
  - o CVX_HAWAII_EXTR.bgl
  - o HAWAII_XG_01.bgl
  - o MM_OAHU_Waikiki_TC.bgl
  - o MM_OAHU_WaikikiFIX.bgl
- if you also have George Keogh's "Hawaiian Airports" addition to the FSJ package installed navigate to \FSJ - Hawaiian Airports by George Keogh\scenery and search for all files with "NPS" as part of their names; there should be 17 of them. Deactivate or remove these to prevent display issues on Ford Island (you can keep the two AI traffic files, Traffic_NPS_Dolphin_TnG.bgl and Traffic_NPS_SBD3_TnG.bgl, if desired)
- in addition, if you have George Keogh's "Hawaiian Airports" installed, you will need to deactivate from \FTX_NA\FTX_AA_Honolulu\scenery:
  - o 2_ADE_CS-Honolulu_PHDH.bgl
  - o 2_ADE_CS-Honolulu_PHDH_CVX.bgl
  - o 2_ADE_CS-Honolulu_PHNG.bgl
  - o 2_ADE_CS-Honolulu_PHNG_CVX.bgl
  - o 2_ADE_CS-Honolulu_PHNG_GP.bgl
  - o 2_ADE_CS-Honolulu_PHJR.bgl
  - o 2_ADE_CS-Honolulu_PHJR_CVX.bgl
  - o FTX_NA_CS-Honolulu_objects_PHDH_airport_IS.bgl
  - o FTX_NA_CS-Honolulu_objects_PHJR_airport_IS.bgl
 - o FTX_NA_CS-Honolulu_objects_PHNG_airport_IS.bgl

Even with all the adjustments listed above there still will be some display issues, for example along the edges of the photoreal water coverage off Honolulu and Waikiki, some autogen coverage gaps in the mountains north of the city, missing or duplicate objects, etc. Also, the FSJ photoreal imagery is generally lighter in tone than ours so there is an obvious transition, especially east of PHJR John Rogers Field. Last but not least, in particular the "FSJ - Hawaii Extra Contents" causes a pretty significant fps drop in the Honolulu area so please be aware of that.

Should you decide to stick with our landclass coverage of Oahu but want to retain the FSJ coverage of the other Hawaiian Islands you'll need to deactivate or remove all Oahu related .bgl files from the FSJ package. Given the multitude of files and different naming conventions you may need to contact the authors to get a complete list.

AI Vessel Traffic Issues

If you have enabled ship and ferry traffic in P3D – General > Traffic > Ships & Ferries (%) – you may see an odd cluster of cruise ships in a star formation right in front of Waikiki beach. These are generated by the global AI ship traffic file and not something we can easily fix (without causing compatibility issues with other addons). Your options are:

- pull the 'ships and ferries' slider back to 0% while flying in Hawaiian
- deactivate or remove the file named "trafficBoats.bgl" in your P3Dv4 folder Scenery\World\scenery\ – note that this will deactivate all default vessel and ferry traffic globally
- install Henrik Nielsen's Global AI Ship Traffic addons in addition to Option 2. It's a highly regarded freeware addon and gets continually updated and expanded. The packages are available at many freeware file libraries and update reports and previews are posted in this FSDeveloper thread: https://www.fsdeveloper.com/forum/threads/global-ai-ship-traffic-fsx-and-p3d.436946/
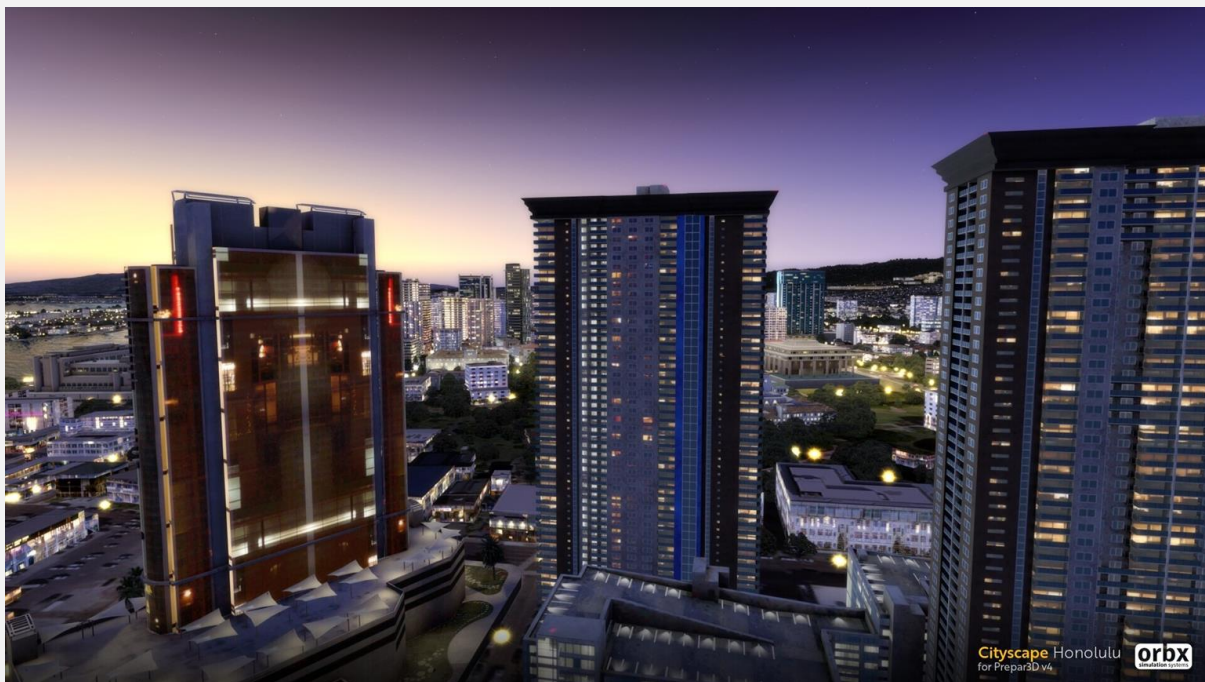
Airport Information Charts

You can find local VFR charts and aeronautical information at the following links:

SkyVector: https://skyvector.com/?ll=21.37,-157.948&chart=38&zoom=3

AirNav Hawaii: https://www.airnav.com/airports/us/HI

FAA VFR Raster Charts (and other data):
https://www.faa.gov/air_traffic/flight_info/aeronav/digital_products/vfr/

Pearl Harbor Visitor Center website / Ford Island Naval Air Station:
https://visitpearlharbor.org/category/ford-island-naval-air-station/

Military Airfields of Oahu: https://visitpearlharbor.org/the-airfields-of-oahu/

Wikipedia links to Oahu airports:

https://en.wikipedia.org/wiki/Daniel_K._Inouye_International_Airport

https://en.wikipedia.org/wiki/Dillingham_Airfield

https://en.wikipedia.org/wiki/Kalaeloa_Airport

https://en.wikipedia.org/wiki/Hickam_Air_Force_Base

https://en.wikipedia.org/wiki/Naval_Auxiliary_Landing_Field_Ford_Island

https://en.wikipedia.org/wiki/Marine_Corps_Air_Station_Kaneohe_Bay

https://en.wikipedia.org/wiki/Wheeler_Army_Airfield

Scenery Coverage Area

Cityscape Honolulu covers the entire Hawaiian island of Oahu. The city of Honolulu as well as Pearl Harbor and a large part of the surrounding area uses aerial imagery.

Bathymetry

Cityscape Honolulu ships with a hi-res custom mesh which also covers the sea ground offshore.

Cityscape Honolulu terrain and bathymetry mesh coverage area
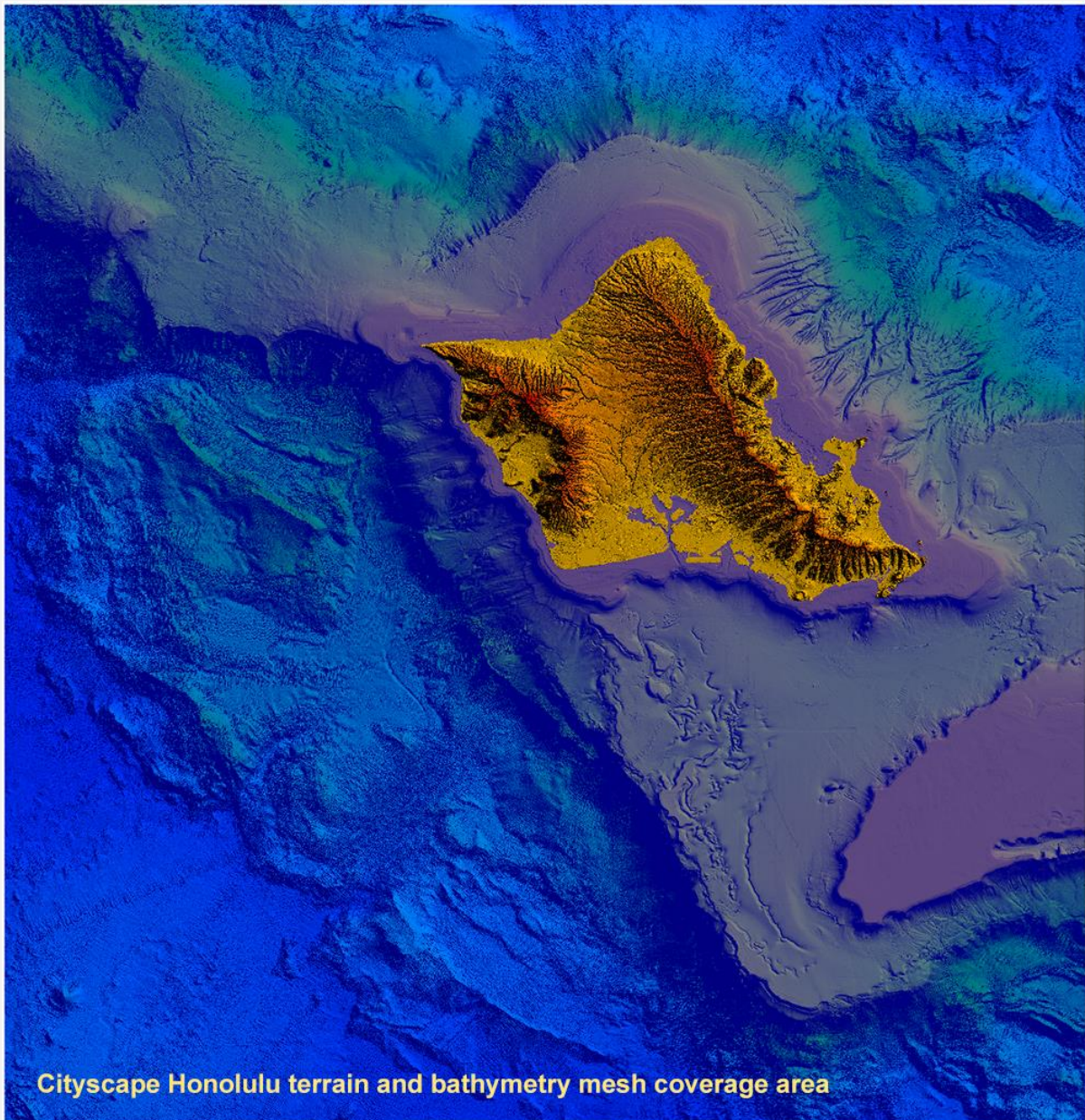
With P3Dv4, however, photoreal water areas suppress everything below sea level and you will only see the great void when diving. To give you nonetheless the opportunity to explore the shallow waters of the Pearl Harbor lagoon, the ground of the harbours and the beach of Waikiki, there is an option in the control panel which makes diving expeditions possible.

This is an experimental feature: apart from the nicely shaped sea ground there is not much to see at this stage – no corals, no tropical fishes and no mermaids. Just a fascinating submarine landscape. Also be aware that after selecting this option the photoreal ground onshore will have a slightly lower resolution (1m instead of 30cm).

Have a nice diving trip – and don't forget to enable "Bathymetry" in the P3Dv4 World options tab.
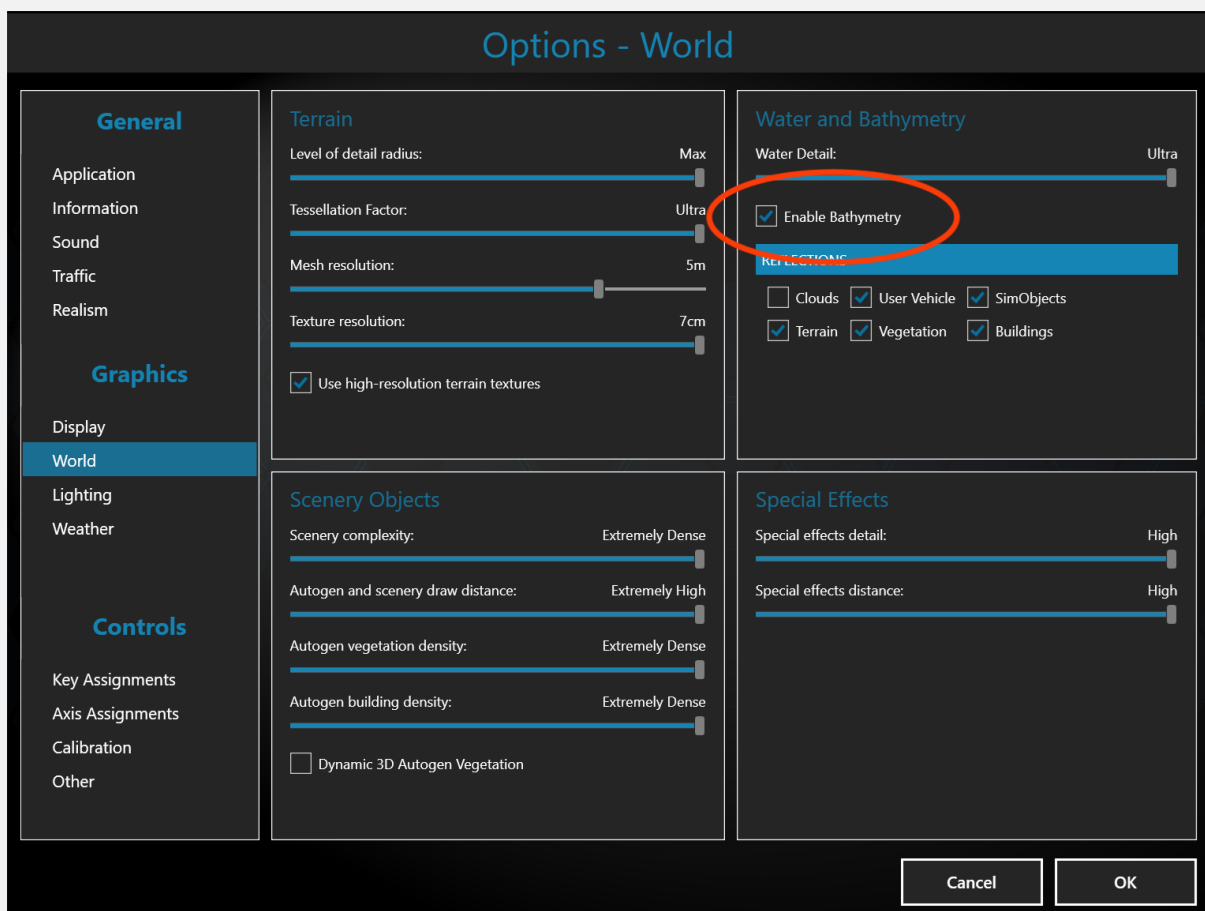
Cityscape Honolulu Control Panel

The Control Panel can be accessed from the main Orbx Central interface by clicking the Configure button.
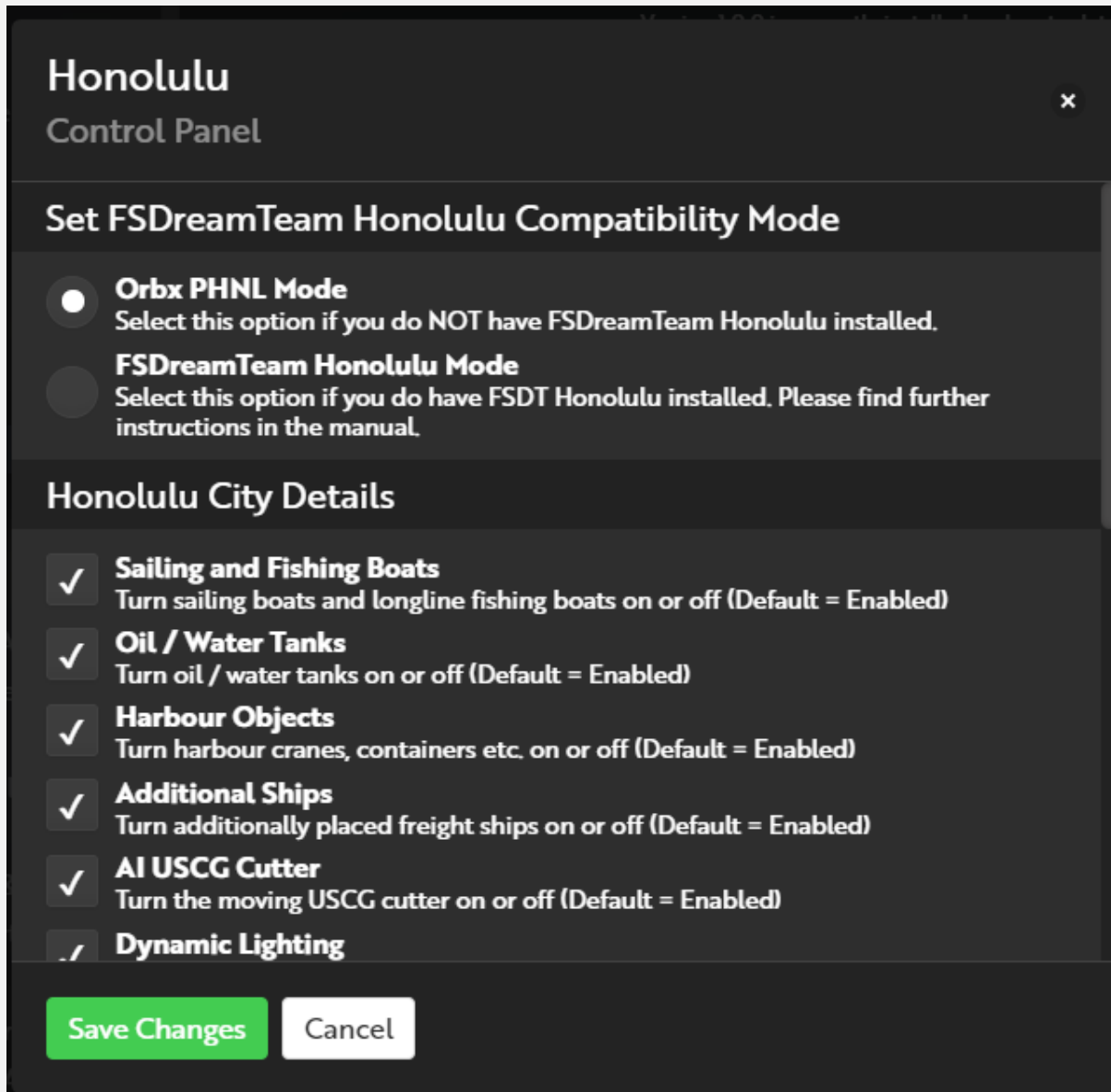
The Control Panel will enable you to disable or enable certain scenery features of the scenery to allow it to perform in accordance with the PC hardware you have.

You can disable almost everything around the Cityscape but the buildings and POIs. In fact, you can run it as a skeleton cityscape if need be (e.g. when flying complex aircraft or perhaps if FSDT Honolulu is installed).

Quick Reference Simulator Settings

Firstly, dragging all your sliders to the right, even with current hardware, will probably result in poor visuals, low frame rates, and potentially crashes.

We suggest that you begin your exploration of Cityscape Honolulu using the settings suggested below. Then, if you find performance to be acceptable, experiment with moving certain sliders to the right, although we recommend you only move one slider at a time to objectively gauge its effect.

The table below lists the minimum recommended settings required in FSX/P3D to enjoy Cityscape Honolulu the way Orbx designed it.

Setting	Value	Why?
Global Texture Resolution (FSX only)	Very High	Enables maximum display quality of object textures
Level of detail radius	Large (FSX) High (P3D)	Influences sharpness of textures with increasing distance
Use high-resolution terrain textures	ON	Enhances distance-display of photoreal ground textures
Mesh Complexity (FSX) Tessellation Factor(P3D)	100 (FSX) Ultra (P3D)	Better terrain definition (= interpolation between adjacent grid elevation points)
Mesh Resolution	5m	5m terrain mesh resolution is the slider setting that all Orbx regions and airports are designed for. Since the slider setting governs the horizontal spacing of mesh grid points this value primarily affects the steepness of slopes adjacent to flattened areas at airports or lakes and rivers. If objects are placed on or next to such slopes they can shift a bit.
Texture Resolution	7cm	Enables maximum display quality of vector textures meaning roads, freeways, railroads, and shorelines
Scenery Complexity	Extremely Dense	Lower settings mean fewer custom objects are displayed
Autogen and scenery draw distance (P3D only)	Medium	Higher settings induce more obvious "popping in" of autogen
Autogen Density (separate sliders in P3D)	Dense	Regulates the overall density of autogen buildings and vegetation (-20% with each slider notch to the left)
Dynamic 3D autogen vegetation (P3D V4+)	OFF	**Highly recommended!** Dynamic trees do not match the Orbx colours and may cause performance issues.
Road Vehicles traffic	15-20%	Decent road traffic density; higher settings cost performance!

Display tab: Texture resolution "ultra" will give you the full detail of the custom façade textures. "High" is still acceptable but "medium" simply looks blurry.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about Cityscape Honolulu or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Payware Support Forum section. Orbx experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.
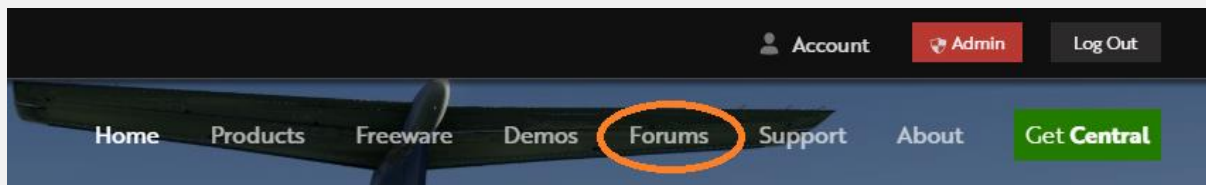
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it's the only way in which you can receive support for Cityscape Honolulu. Provided you adhere to the forum terms of use and have a legitimate copy of Cityscape Honolulu., you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum's built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we'd like to see provided for each request you log:

- A separate post on the Orbx support forums for each issue (don't tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any "show stopper" bugs will be given top priority though.

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 89,000 members as of September 2019. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the "Forums" menu item.

You don't need a user account to view other people's posts and information posted by Orbx staff, but if you'd like to join in on the discussion there, simply create an account. It's instant and no validation email is required. We like to keep things simple ☺.

We hope to see you there soon!

Thanks for reading!

You've stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!

The Cityscape Honolulu Team

Lead Developers

- **Holger Sandmann**: Geospatial data processing including vector roads and railroads, rivers, lakes, and coastlines; vector textures; photoreal areas preparations; custom seasons file; landclass base files and details; powerline and windfarm placements; photoreal areas preparation; terrain elevation mesh; moving road traffic; road and railroad extrusion bridges; Google Earth .kmz file; manual.
- **Frank Schnibben**: Data processing and creating of Honolulu City + Pearl Harbor, including: Ground texture processing, 3D modelling, object placement, texturing, lighting, autogen, AI cutter movement, 3rd party compatibility; manual.

Additional Orbx Developers

- **Gaya Simulations**: Further 3D modelling.
- **Chris Clack**: Further refinements of all airports and airfields, including scenery objects, terrain shaping, and AI ground movement.

Specialist Roles

- **John Venema**: Chief Product Officer
- **Ed Correia**: Chief Operating Officer
- **Ben McClintock**: IT Manager

Beta Testing Team

Rob Abernathy, John Dow, Friedi Gulder, Scott Harmes, Matt McGee, Giorgio La Pira, Darryl Wightman

Further Acknowledgments

- **Larry Robinson**: For inspiration regarding 3D quay, dock and marina modelling.
- **Sentinel-2 satellite imagery**: this product contains modified Copernicus Sentinel data [multiple years]

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    b)   you must cease all activities authorised by this EULA; and

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6.7.   You acknowledge that the Software Product has not been developed to meet your individual requirements, and that it is therefore your responsibility to ensure that the facilities and functions of the Software as described in the Documentation meet your requirements.

7.   INDEMNITY

You agree to defend, indemnify, and hold us, our members, managers, officers, employees and agents harmless from and against any claims, actions or demands, including, without limitation, reasonable legal and accounting fees, arising or resulting from your breach of this EULA or your uploading of, access to, or use or misuse of the Software Product.

8.   COMMUNICATIONS BETWEEN US

8.1.   If you wish to contact us in writing, or if any condition in this EULA requires you to give us notice in writing, you can send this to us by email to Orbx Simulation Systems at info@orbxsystems.com. We will confirm receipt of this by contacting you in writing, normally by email.

8.2.   If we have to contact you or give you notice in writing, we will do so by email or by pre-paid post to the address you provide or confirm to us.

9.   HOW WE MAY USE YOUR PERSONAL INFORMATION

We will only use your personal information as set out in our privacy policy, a copy of which is contained on our website.

10.   OTHER IMPORTANT TERMS

10.1.   We may transfer our rights and obligations under these terms to another organisation. We will always tell you in writing if this happens and we will ensure that the transfer will not affect your rights under this EULA.

10.2.   You may only transfer your rights or your obligations under this EULA to another person if we agree in writing.

10.3.   Each of the paragraphs of this EULA operate separately. If any court or relevant authority decides that any of them are unlawful, the remaining paragraphs will remain in full force and effect.

10.4.   If we do not insist immediately that you do anything you are required to do under this EULA, or if we delay in taking steps against you in respect of your breaking this EULA, that will not mean that you do not have to do those things and it will not prevent us taking steps against you at a later date.

10.5.   This EULA constitutes the entire statement of the agreement between you and us on the subject matter, and merges and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.