



KSJC

San Jose International Airport

USER GUIDE AUGUST 2020



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Thank you!

Orbx would like to thank you for purchasing **KSJC San Jose International Airport!**

Located in the heart of the city of San Jose, Norman Y. Mineta San Jose International Airport is the perfect airport for those looking for regional and long-haul hops to and from the centre of Silicon Valley. San Jose International Airport is the second largest airport in the San Francisco Bay Area, providing unique opportunities to fly to long-haul destinations such as Tokyo, Beijing and London. Alternatively, take flight in a large number of 737 routes across the country carrying Silicon Valley executives to their next business meeting.

Sparing no details, numerous building clusters and high-rise apartments can also be found scattered around the exciting airport. Featuring both HD and SD models and numerous configuration options, you will have complete flexibility of the airport to suit your performance needs.

Using the latest technology, experience jetways that integrate with your aircraft, and stunning dynamic lighting brings the airport to life during the late nights. Advanced PBR materials make the main terminal buildings look life-like from all perspectives giving you the ultimate experience at San Jose International Airport.

Features:

- Complete rendition of San Jose International Airport
- Stunning set of ultra-detailed texture work throughout
- Exquisite modelling work for the entire airport and beyond
- Detailed use of dynamic lighting bringing life to the apron
- SODE jetway support for all aircraft types
- POIs surrounding the airport
- Range of user-configurable options to meet your performance needs
- Perfectly blends with TrueEarth Northern California and NA Northern California



Product requirements

This scenery addon is designed to work with **Lockheed Martin Prepar3D v4.4 or later**.

Orbx TrueEarth Northern California or NA Northern California is also required for full functionality. The product will also work either Orbx Global Base/openLC North America though not optimised for it

What will you miss out on if you don't have TrueEarth Northern California or NA Northern California?

- Blending of the airport photoreal into the surrounding terrain
- Additional POIs with TrueEarth Northern California

Please visit <https://orbxdirect.com/category/north-america/esp> to purchase your copy of Orbx TrueEarth Northern California or NA Northern California if you haven't already done so.

Quick Installation Guide

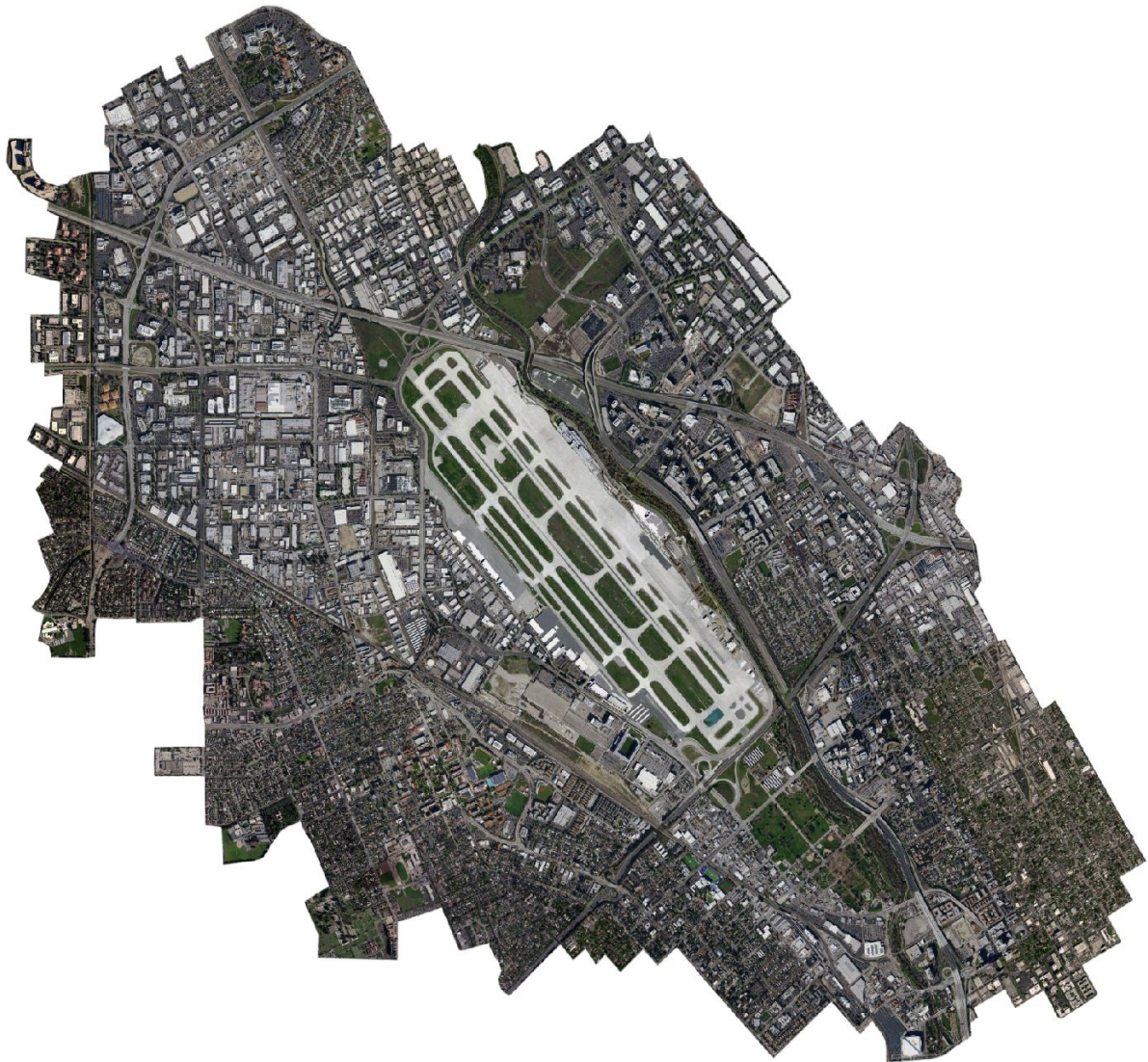
Installing Orbx KSJC San Jose International Airport is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased KSJC San Jose International Airport 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.

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

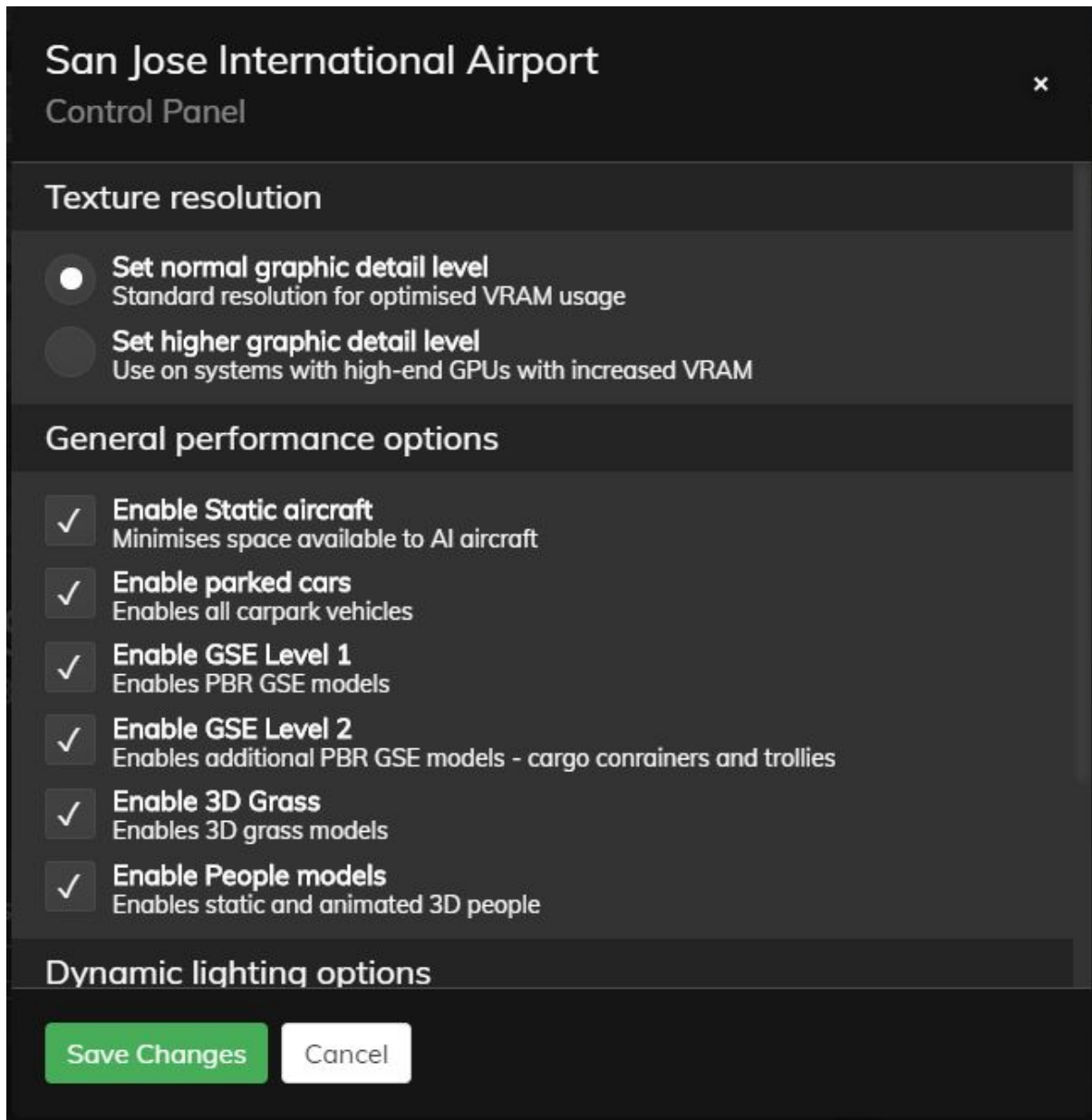


Scenery Coverage Area



KSJC 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.

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 KSJC San Jose International Airport 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.

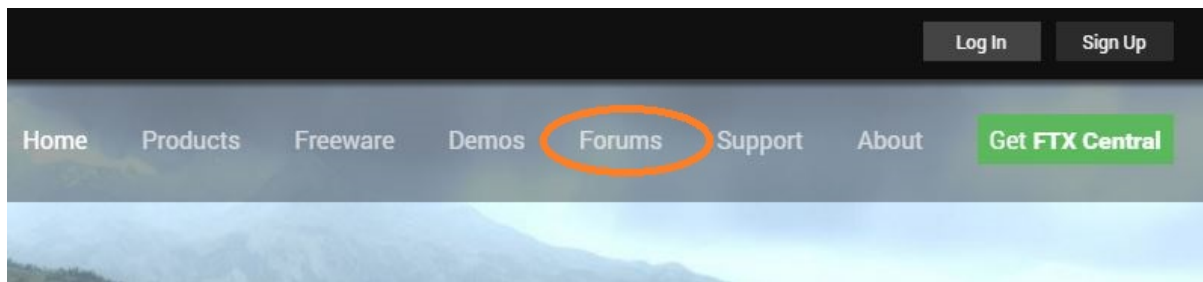
The table below lists the minimum recommended settings required in P3D to enjoy KSJC San Jose International Airport the way Orbx designed it.

Setting	Value	Why?
Level of detail radius	High (P3D)	Influences sharpness of textures with increasing distance
Use high-resolution terrain textures	ON	Enhances distance-display of photoreal ground textures
Tessellation Factor(P3D)	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	0-10%	Decent road traffic density; higher settings cost performance!

We also strongly recommend disabling Dynamic 3D Autogen Vegetation (Speedtrees) in P3Dv4 as it has a major impact on performance and disables custom Orbx tree textures.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KSJC San Jose International Airport 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 KSJC San Jose International Airport. Provided you adhere to the forum terms of use and have a legitimate copy of KSJC San Jose International Airport., 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 95,000 members as of August 2020. 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 KSJC San Jose Team

Lead Developers

- **Lewis Brooks:** Team lead and primary modelling
- **Will Adams:** Primary modelling
- **Ben Meyer:** Groundpoly
- **Greg Jones:** Orthoimagery, terrain, SODE, APX & lighting

Specialist Roles

<https://orbx.group/team/>

Beta Testing Team

John Burgess, Phil Manhart, Darryl Wightman, Rob Abernathy, Matt McGee, John Dow, Steve Colbert

Special Acknowledgement

A big thanks to Aaron Kim for onsite photography and reference information!



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