

# Night Environment New York Manual

**Night Environment New York** adds real world road vector data; we spread 2,848,476 3D light bawls over to highlight the roads grid as seen from the flight deck, The grid presented to you inflight below is accurate with 1:1 Real-World fidelity, with every region you can train for Real-World night navigation based on the visuals [Night Environment](#) renders in your area,

[Night Environment lighting System](#) will illuminate your surrounding at static 60Nm radius surrounding you any given time (note: these settings are not effected by internal Sim controls; only via NEXM), Below you will find further instruction how to get started with **NEXM**, which is our single point manager for all [Night Environment regions](#): **N**ight **E**nvironment **X** **M**anager (**X** denotes variable for region name),

**Night Environment New York** covers the entire New York state area.

The New York metropolitan area has the busiest airport system in the United States.

It is also the most frequently used port of entry and departure for international flights.

In 2011 more than 104 million passengers used the airports under the auspices of the Port Authority of New York and New Jersey (PANYNJ).

The metro area is served by three major airports, John F. Kennedy International Airport (JFK), Newark Liberty International Airport (EWR) and La Guardia Airport (LGA), which have been operated by PANYNJ since 1947.

The class B airspace used by the three airports is extremely congested. Despite caps placed by the Federal Aviation Administration (FAA) limiting the number of flights per hour, they rank among the top five in the USA for delays.

In addition to JFK, EWR, and LGA, there are satellite or reliever airports in the metro area which provide additional commercial air carrier service, albeit on a much smaller scale, as well as numerous general aviation airports, heliports, and seaplane bases.

## New York History:

The Dutch first settled along the Hudson River in 1624; two years later they established the colony of New Amsterdam on Manhattan Island.

In 1664, the English took control of the area and renamed it New York. One of the original 13 colonies, New York played a crucial political and strategic role during the American Revolution.

Between 1892 and 1954, millions of immigrants arrived in New York Harbor and passed through Ellis Island on their journey to becoming U.S citizens.

It is estimated that up to 40 percent of Americans can trace at least one ancestor to that port of entry. New York City, the largest city in the state, is home to the New York Stock Exchange and is a major international economic center.

## New York Facts:

- Counties: 62
- Dimensions: 310 miles (North-South), 440 miles (East-West, including Long Island)
- Highest mountain: Mount Marcy, 5,344 feet
- Highest waterfall: Taughannock, 215 feet
- Lakes and ponds: 4,000
- Land area: 47,224 square miles, ranks 30th among states
- Largest city: New York City



- Largest lake: Oneida, 79.8 square miles
- Longest river: Hudson, 315 miles
- Longest toll superhighway in the U.S.A: Governor Thomas E. Dewey Thruway, 641 miles
- State Canal System: Extends over 524 miles and connects with hundreds of rivers and lakes
- State capital: Albany
- State motto: Excelsior which means Ever Upward
- State nickname: Empire State
- Tallest building: One World Trade Center, 1,776 feet
- Towns and villages: almost 1,500
- Niagara Falls is one of the Seven Wonders of the World.
- The Genesee River is one of the few rivers in the world to flow south to north.
- New York acquired its nickname "Empire State" to recognize its vast wealth and variety of resources.
- Joseph Gayetty of New York City invented toilet paper in 1857.
- The Statue of Liberty is 101 feet tall from base to torch, 305 feet tall from pedestal foundation to torch. She has a 35-foot waist and an 8-foot index finger, and she weighs 450,000 pounds.
- New York was the first state to require license plates for cars.
- Jell-O, marshmallows, French's Mustard, and gold teeth were all developed in Rochester.
- The "New York Post," founded in 1803 by Alexander Hamilton, is the oldest running newspaper in the United States.
- New York City has 722 miles of subway track.
- New York State is home to 58 species of wild orchids.
- New York has over 70,000 miles of rivers and streams.
- New York City has 578 miles of waterfront.
- The New York Stock Exchange is the world's largest exchange. It has an annual trading volume of \$5.5 trillion.



# Night Environment Configuration Manual

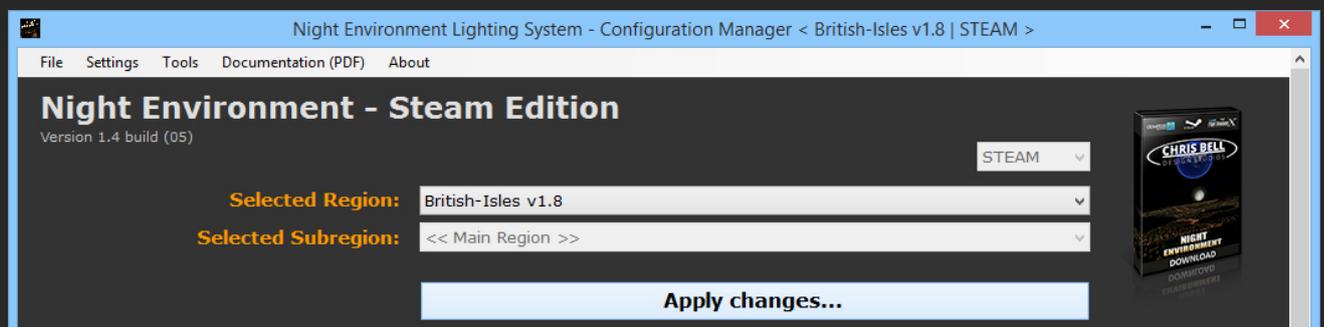
## Rev. 1.1

In this manual we will explore in depth the options and features our new configuration tool offers,

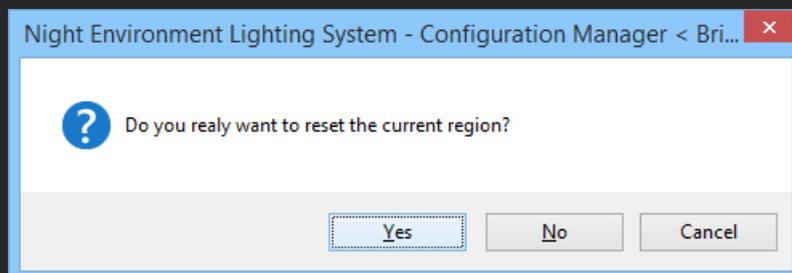
For those who want to just go fly without further ado; we will first explain how to get you started quickly, by default you're freshly Installed Night Environment region scenery is completely **turned off!**

Follow these steps to get started with no further delays  
After install completes; do not turn on FSX:SE yet! (If you already did, simply close it)  
Open Night Environment Configuration Tool to start setting up your Night Environment.

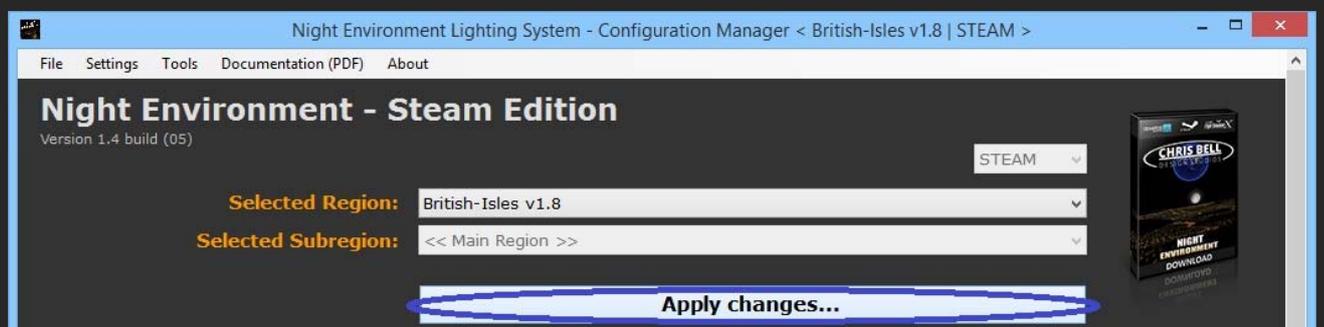
1. To activate "Selected Region",  
On the top file menu of the configuration manager screen, click on  
"Tools > Reset region > High Preset"



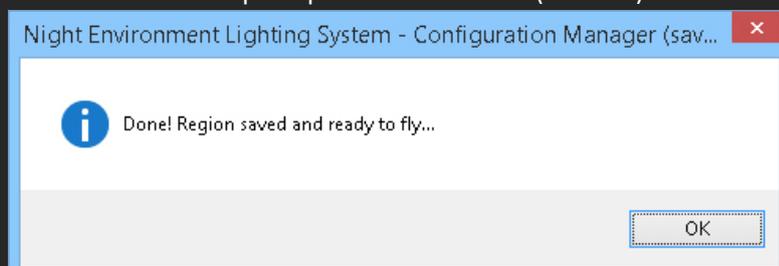
Answer – Yes, on the next screen



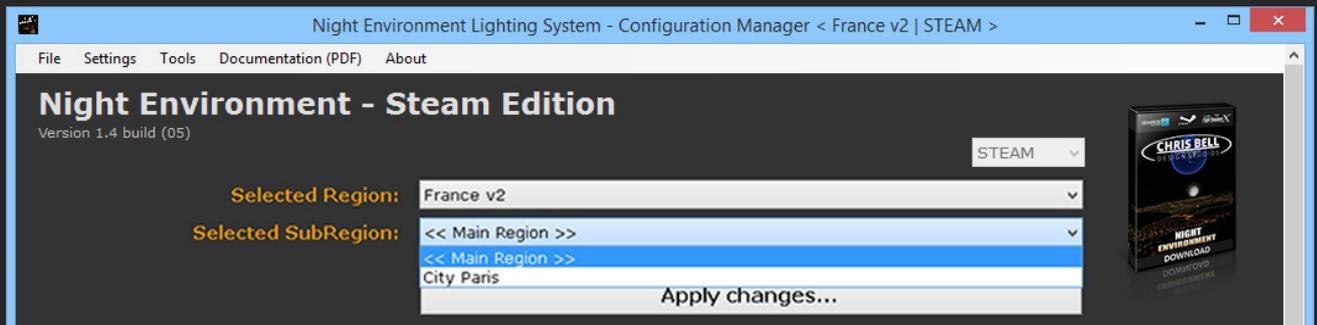
Next, click on "Apply changes"



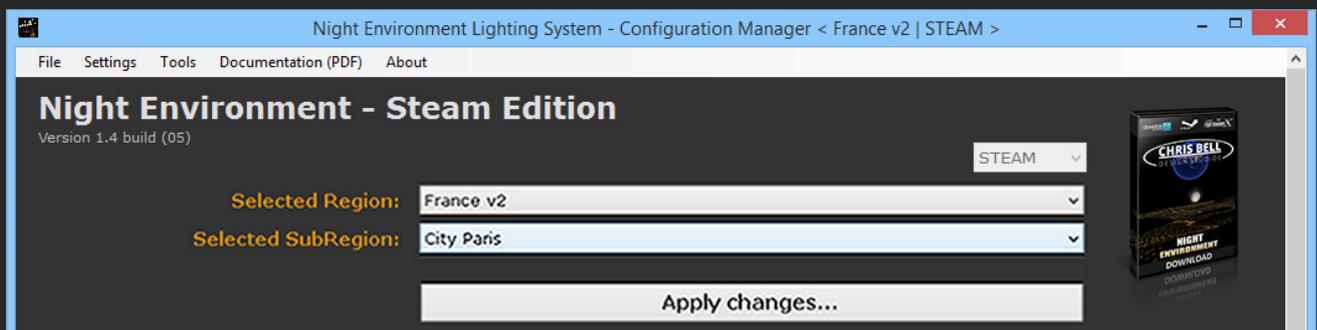
You will be prompt with this screen (click Ok)



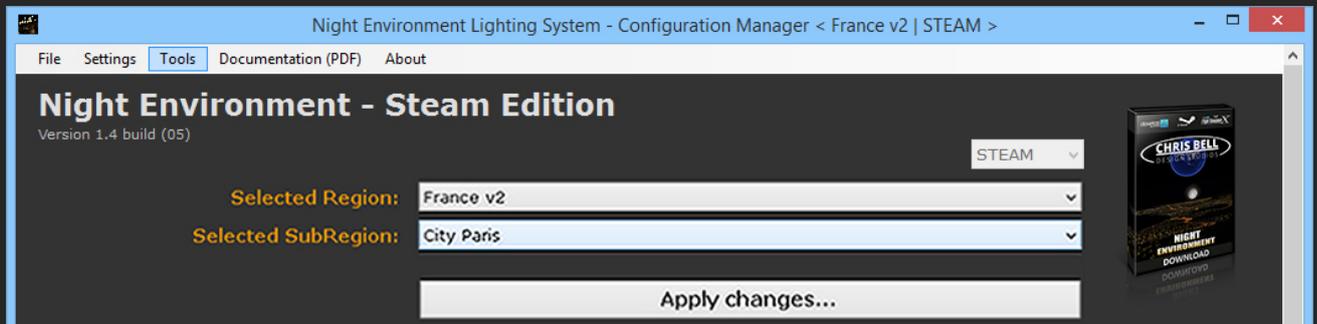
2. Next (if exists) we want to setup our Sub region, click on **“Selected SubRegion”** drop menu and select the listed sub region/s (if exist), the manger will now load the specific sub regions configuration sheet,



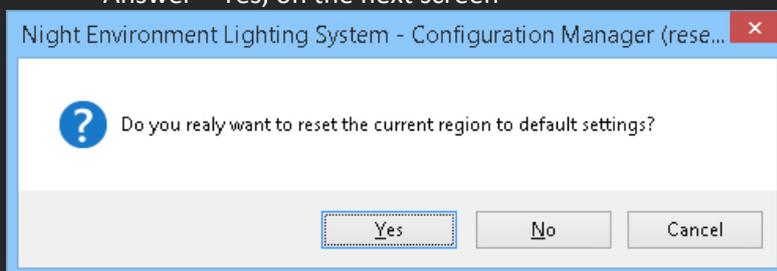
We will run the same procedure we did for the main region  
(Note sub region is now changed and loaded in **“Selected SubRegion”** slot instead of Main Region)



On the top file menu of the configuration tool screen, click **“Tools > Reset region > Default Preset”**

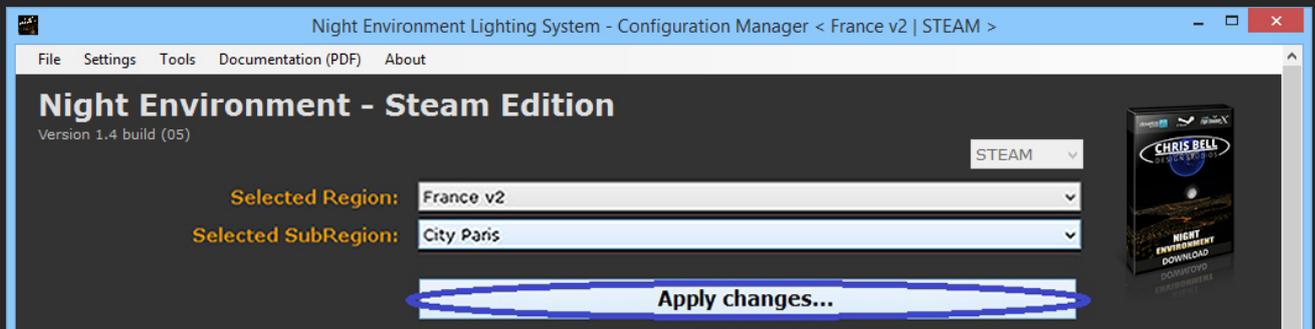


Answer – Yes, on the next screen

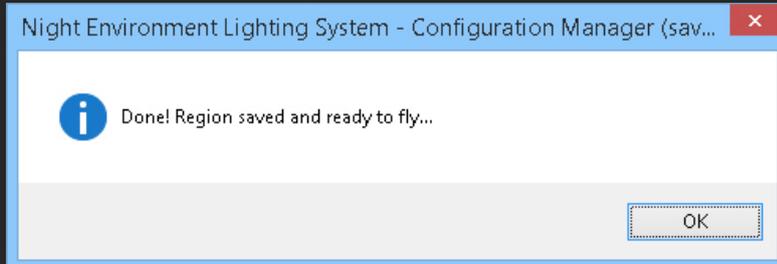


Next, click on **“Apply changes”**





You will be prompt with this screen (click Ok)



That's it! You are now set and ready to go for your first flight with Night Environment,  
We do not advise turning more features at this point before your first flight with current settings.

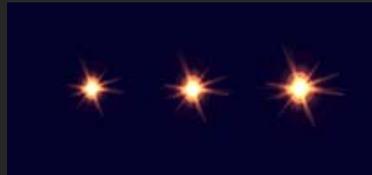


# Fine Tuning Night Environment

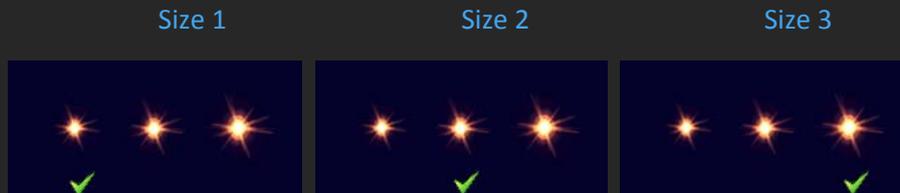
In this section we will discuss in depth each of Night Environment elements, and walk you through customizing Night Environment scenery to each specific requirement.

## Global Light Size

This is the first slider option on the list, and as such should be considered first before any other selections are made, changing light size comes with no FPS toll or performance lost, this option control light size globally.



Size 3 is our default size and is the largest 3D bawl we currently offer, Size 2 is smaller, and Size 1 is the smallest.



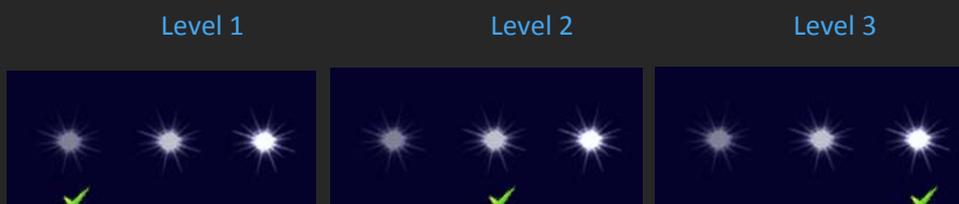
Turning Off lights through this options switch; will completely turn off our 3D light libraries, thus allowing to completely turn off Night Environment lights globally (other functions will continue working, like Splash Map and Traffic unless manually turned off), any third party lighting systems is allowed to function instead of Night Environment 3D lighting System

## Global Light Brightness Level

This option globally sets the brightness and vividness of our 3D lighting System, Note that this feature will increase CPU load, our default brightness is Level 1



Level 1 is our least bright 3D light bawl and is Night Environment default brightness, Level 2 is brighter but require more CPU resources to run, and Level 3 is our brightest 3D Bawl and will require the most CPU to run



## StarLights

Switching this feature to **ON**, will activate our special Star Light shape textures, this adds another dimension to night lighting many simmer requested

**Turning Off** this option will turn off our Star lights textures, and restore our default texture to active state

Fine Tuning Section -

## All below Slider

All below Slider will set Global lights density to all Night Environment lights features to the selected density globally, the options available are, **Set 25%** which turns on 25% of our vector lights data, **Set 50%** activates 50% of our vector lights data, **Set 75%** (this option isn't always available for all regions) activates 75% of our vector lights data, **Set 100%** activates All night Environment vector lights data to its fullest

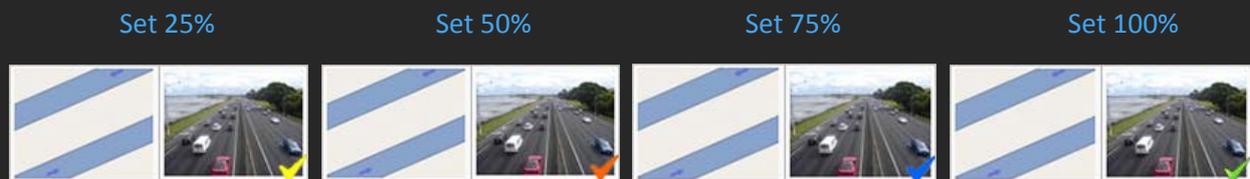
**Turn Off** feature with this slider will turn off all our lights vector data, (turning off lights through this switch doesn't allow third party 3D lighting system to work with Night Environment!)

## Fine Tuning Individual Features

This is where things get very interesting; this section allows one to custom fit Night Environment to his/her specific needs by switching individual features density from 100% to completely off if desired, conveniently you will find individual **Feature info / Legend** to further help you understand what each feature represent, clicking this option will pop up an additional window with detailed information for each feature in our vector data, use this information when making decisions custom fitting your Night Environment .

Further down under Fine Tuning you will find individual feature listed; each has 4 option to select from (in some cases 5); these are not global option and only affect the selected feature,

**Set 25%** which turns on 25% of our vector lights data for the selected feature only, **Set 50%** activates 50% of our vector lights data for the selected feature only, for some regions the availability of **75%** will be available; **Set 75%** activates 75% of our vector lights data for the selected feature only, **Set 100%** of our vector lights data for the selected feature only,



(Note the right corner check sign will change with selection, indicating the current density selected)

**Off** allows you to turn the selected feature completely off!

## Fine Tuning Individual Features On/Off Section

In this section we can fine tune individual features On or Off,  
The features in this section have very little effect on global performance

There's no gradual option available with these features; they simply turn on or off  
Many of these features will enrich night lighting with vivid colors often expected with the specific feature

Example,

Turning Signal lights feature to On,   
Will introduce alternating Red/Yellow/Green traffic lights to the night scenery,

Turning On - Car Park and Stadiums   
Will turn on lights and splash for many Car Parks and major Stadiums or Sport complexes

## Cars Traffic Section

This section doesn't turn on automatically with any density level, and must be turned on/off manually, these are complimentary vector road traffic we feel add to the general feel and look of our Night Environment system, these can all be turned on/off at once with All Traffic function (First option in the section), or turned on/off individually, be advised activating these features will increase CPU usage and should be done with care. (Don't forget to activate traffic option inside FSX:SE as well for this feature to work)

## Night Texture Splash Map

This feature is a global function that turns our custom made Night Textures on/off, turning our Custom made night textures off will allow default FSX:SE or any third party add-on night textures to work with Night Environment 3D lights system.

## Night Texture Rustic Splash Map (when available)

This feature is a special function that when activated (switched on), turns off light for parts of the roads that in many areas don't have lighting system installed in real life

Switching this function On will completely turn off (3D lights and Splash) for roads in the region we identified as un lit roads in real life; achieving a more realistic and true/closer to real life night scene



## Minimum System Requirements

Microsoft Flight Simulator X Steam Edition

Windows XP, Windows VISTA, Windows 7, Windows 8, Windows 10, 64-bit highly recommended!

2.0 GHz processor (3.0 GHz and up, with Quad Core processor recommended!)

2 GB RAM (4 GB and up recommended!)

3D Graphics Card with min. 1024 MB (NVidia 2048 MB and up recommended!)

## Recommended in game settings

These settings are recommended for night flight with Night Environment (not mandatory!)

Under scenery tab set Water Effect: [Low 2.x](#), Under Weather tab set Cloud Detail: [Simple Clouds](#),

with heavy scenery in dense residential areas there may come a needed to free some memory; first consider also consider reduce unused scenery that may be active further to circumvent low memory reduce the region's [Yellow Slider to 50%](#), this should help in most hard hitting scenario's,

there are many variables contributing to each individual's "Perfect Settings", for more Recommended settings, Tweaks, General Reading and Education about Night Environment please visit our forums for support (see our web address and contact below),

## Contact Support

For any support request you may contact us in any of the following ways:

Via Email, send your email including all relevant technical information describing your issue to [Support@NightEnvironment.com](mailto:Support@NightEnvironment.com)

For interactive support experience please visit our forums <http://forums.nightenvironment.com> our forums include many answers to frequently asked questions you may be looking an answer to, you can open a new thread with your question or issue under our Steam support area, our forums we offer full support in English, German, French, and Russian, including translated web interface

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

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