

Bourgogne FSX Package

Filipo – Domsimu – Gropied – Airlink



The team proposes today the scene of Burgundy for FSX. This scene will allow you to contemplate the whole area with photorealistic textures, and many other additions. (see the contents below).

Contents:

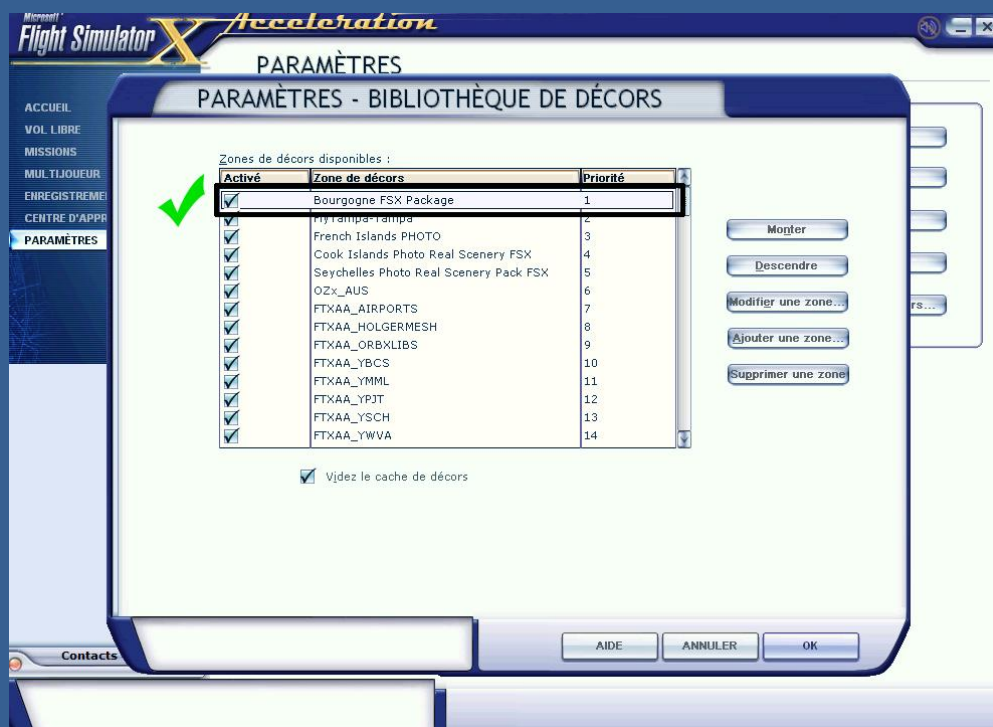
- Photorealistic coverage of the entire region.
- Ability to choose the resolution photorealistic texture 2, 3 or 4 m / pixel.
- Autogen * resort in the area. **(by Filippo)**
- Traffic on almost all routes. Thus almost all roads are equipped of cars, unlike FSX base that is limited to highways. **(by Domsimu)**
- Bridges in 3D. **(by Gropied)**
- Maps in PDF airfields recovered from the site of the SIA (<http://www.sia.aviation-civile.gouv.fr/>)
- Compatibility with surrounding scenes of France VFR. (Ile de France ...)

*Autogen : Nom qui désigne le décor 3D de FSX (Arbres, Bâtiments...)

I. Installation

This scene has an automatic installation, normally used if you already get here.
If everything went well, a file "Bourgogne FSX package" was created in the scene folder of FSX (...\\Microsoft Flight Simulator X\\Addon Scenery\\).

Now you will need to declare the scene **ABOVE** the other sceneries previously installed in the FSX scenery library, using the conventional method.



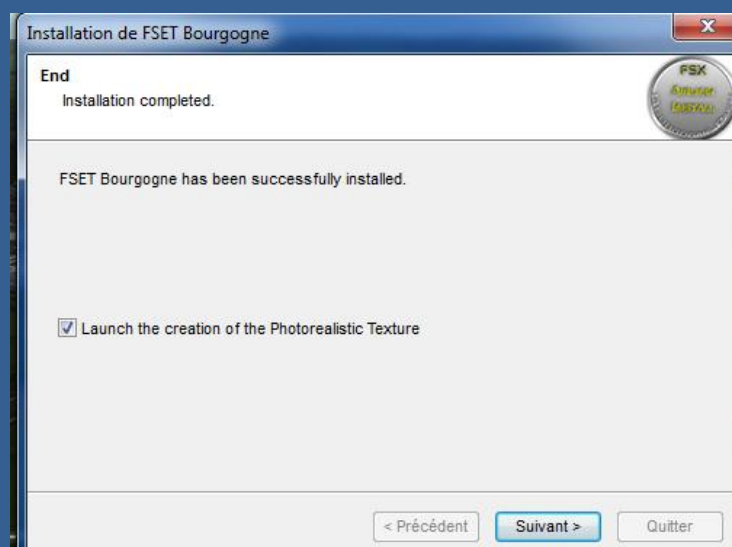
II. Creation of the Photorealistic Texture

The photorealistic texture is the basis of the scene. But for copyright reasons, it is impossible to distribute it via the installer. Indeed, Google Images are copyrighted and are therefore limited to personal use. So you will have to complete the installation, you need create photorealistic texture for yourself. For that follow thereafter. ;-).

Normally, if you followed any property, the second installer has copied the files in the folder you have previously chosen : "C:\BourgognepackFSET".

This folder contains files needed to create the photorealistic scenery.

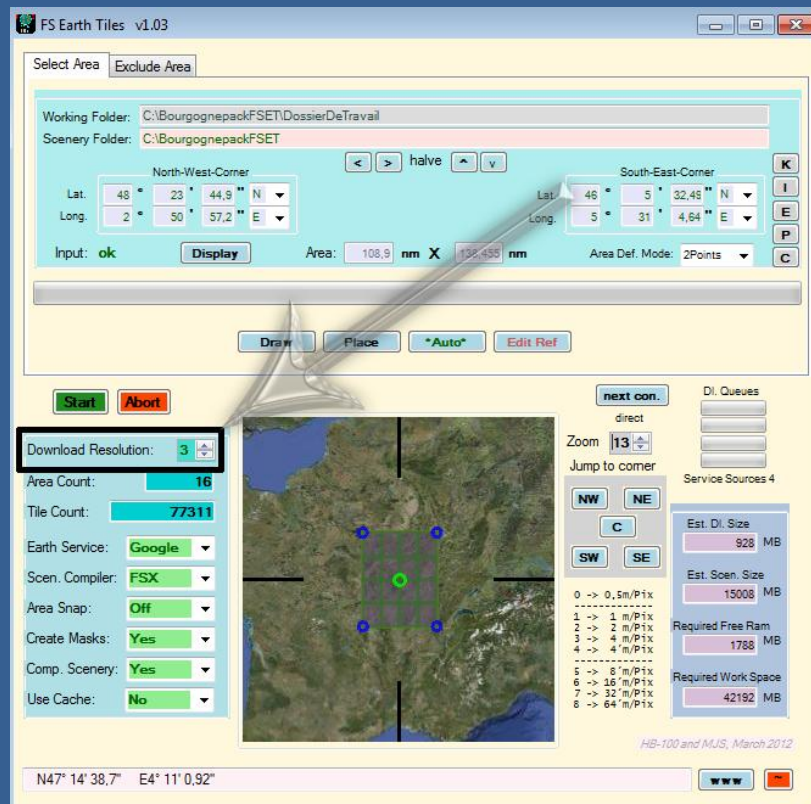
At the end of the installation, you get this:



Leave the box checked by default if you want to create photorealistic texture immediately after exiting the installer.

If you decide to create it later, simply click on the icon "Creation Photo Bourgogne Package" on your desktop to start the program to create the texture image.

Once the program starts, you can choose the resolution of the texture change the number to the left (see picture):



By default, the number is set to 3 (3m/pixel), but you can also choose another number:

- 2 = 2m/pixel, 56 areas to upload, download a good night (8am-9am).

➔ A very high resolution and therefore of excellent quality, which is paid at time and disk space to create.

- 3 = 3m/pixel, download area 16, approx 2:30-3h.

➔ Certainly the best compromise between quality, disk space and time of creation.

- 4 = 4m/pixel, areas 9 to download.

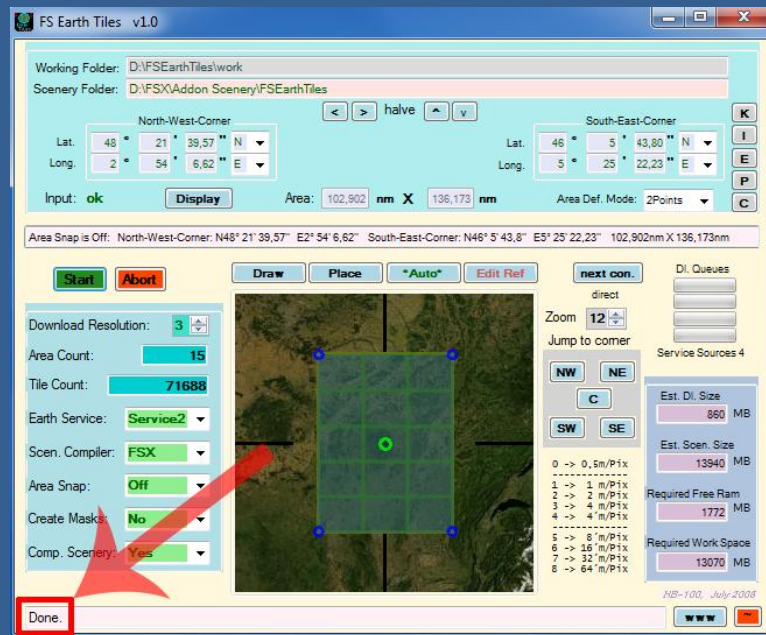
➔ An advisor for configurations not very powerful and those who have little space on their hard drive.

It is also possible to choose another resolution. However, you should not make more accurate (and huge disk space needed to create extremely long time), or less accurate, because the texture becomes increasingly becomes pixelated and not pleasing to the eye.

Once the choice of resolution is, the work begins. This may take some time, have a coffee and wait patiently while the program completes the creation of the texture. Many windows will appear, close, all this is perfectly normal.

Creation time depends on your configuration and your internet connection. Knowing that the creation program limits the download to 20 tiles / sec to avoid bug when compiling.

We get "done" once creation is complete:



Then, you can exit the program.

You will find the files in the photorealistic texture in the folder "C:\BourgognepackFSET\scenery"
Move all files in that folder ("C:\BourgognepackFSET\scenery") to the folder scene of Bourgogne for FSX :
"...\\Microsoft Flight Simulator X\\Addon Scenery\\Bourgogne Package FSX\\scenery"

Important : To save space, delete the entire folder "C:\BourgognepackFSET". It is now useless.

III. Maps

You will find in the folder "...\\Microsoft Flight Simulator X\\Addon Scenery\\Bourgogne FSX package\\Cartes\\" the approach maps all area airports, also a free download from the site of the SIA. ;-)

IV. Settings Recommended

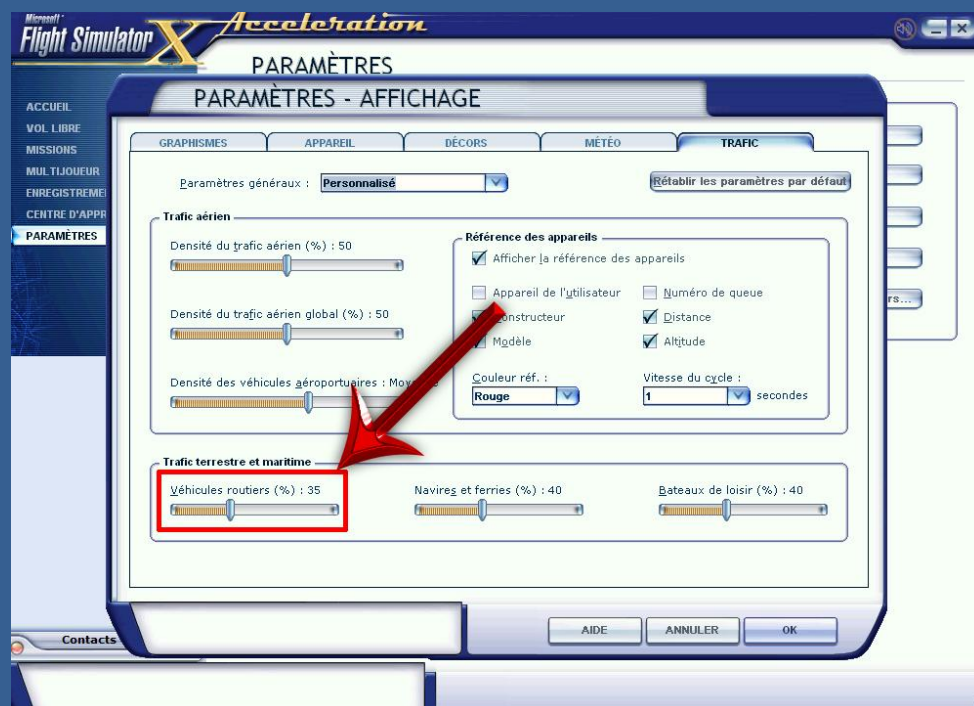
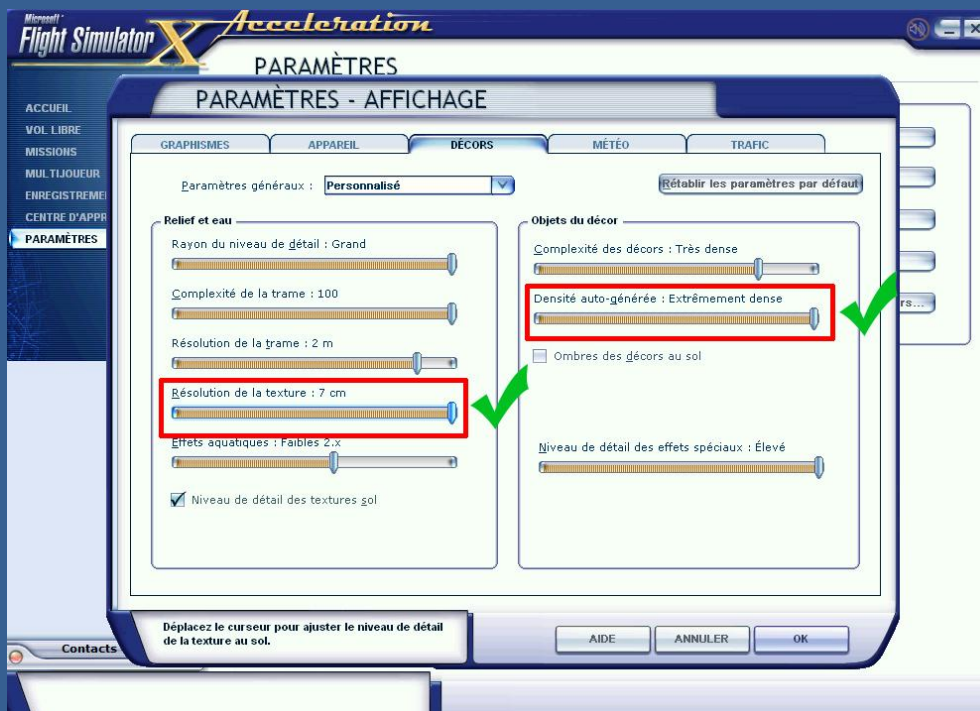
To make the most of the stage, three parameters must always be selected in the options of FSX.

- The resolution of the texture of 1m or more precise. (To make the most photorealistic texture)

- The density auto-generated (autogen) on Extremely Dense. This is where some worry that their FPS are heavily impacted. Do not panic, the autogen of this scene is extremely low resource consuming. However, to fully enjoy the autogen must put the cursor at the bottom, at the risk of holes in the city. You can then reduce it if you do not fly over Burgundy.

- The Traffic of 30-35%. No need to go beyond. 30-35% the value is the most realistic, because if this is too much traffic is too dense and will not reflect reality. So for better realism, put the cursor between 30 and 35%.

For other settings, keep the ones you currently have. ;-)



INSTALLATION TERMINATED ! 😊

V. Uninstall

- Delete the scene of the FSX scenery library.
- Delete the folder ...\\Microsoft Flight Simulator X \\Addon Scenery\\Bourgogne FSX Package\\

Complete uninstall.

LEGAL MENTIONS :

- Autogen by **Filipo**
- Road Traffic by **Domsimu**
- Road Bridges 3D by **Grospied**
- Installer, read-me, programmation by **Airlink**

This freeware scene is subject to copyright. Distribution thereof, is prohibited without the agreement of all authors cited above.

Thanks to the [OpenStreetMap](#) community for their work.

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Good Flights ! 😊