

# XpressSim FAQ

## How Are XpressSim Products Purchased ?

All XpressSim products are purchased, downloaded and installed using the free XpressSim user interface software. The XpressSim user interface also allows you to download and install free products without registration. To purchase retail XpressSim products from within the XpressSim interface, a user only needs a valid Flight 1 Software account. Product purchases are made A-La-Carte. Multiple products can be added to the shopping card for batch purchasing. The XpressSim interface, once set up, makes purchasing and installing future XpressSim products quick and easy.

## How Can I Get The XpressSim Software

Please see the link below for more information about XpressSim and to get the link for the free downloadable software.

<https://www.scenerysolutions.com/XpressSim>

## What Simulator Platforms Are Supported By XpressSim ?

At this time, XpressSim products support: FSX, FSX Steam Edition, Prepar3D V2 and V3. Multiple simulator platforms are all managed using a single XpressSim interface.

## Why Are Your Products Less Expensive

All XpressSim products are created using our custom XpressSim Development Software. Scenery Solutions created this software for the explicit purpose of automating many of the manual tasks normally done using off the shelf software. This allows us to create quality, consistent products with shorter development times. All this results in a much lower cost to the hobbyist.

## The Screenshots Look Great. How Are The Framerates ?

Some XpressSim scenery areas, like the large CityScapes, may have tens of thousands of custom object models in a single product. This would normally have a huge negative impact on your simulators performance. However, XpressSim uses a proprietary object model clustering strategy developed by Scenery Solutions. This clustering technology allows us to group hundreds of individual building objects, which are rendered as a single object to your simulator. Because these objects share a single texture, it is possible for your simulator to display hundreds of custom object models at once using a single draw call. This results in terrific performance not normally seen in such dense urban areas.

## What Is The XpressSim Refund Policy ?

The Flight One Software 30 day return policy does not apply with XpressSim. All sales will be final and refunds of XpressSim purchases will not be available. The reasoning behind this change is simple, XpressSim products are offered at an extremely low cost to our customers and as the XpressSim catalog grows, more and more unlimited use free scenery will be offered within the XpressSim product line. With the commercial products you are free to pick and choose the scenery from the region you want without the expense of large regional scenery purchases. Please install and use as many of the free scenery locations as you would like in order to evaluate whether XpressSim is right for you. The free evaluation products are generated using the same technology and attention to detail as the commercial offerings. You will get to know what XpressSim is all about without any limitations before deciding to purchase individual scenery packages. Because of this approach and the exceptionally low cost, the return policy does not apply.

### Do XpressSim Products Offer Full Seasonal Support ?

Yes. Despite the fact that XpressSim terrain uses custom generated images (for accuracy), each XpressSim product provides full seasonal support. The seasonal transitions of the XpressSim textures will fully match the surrounding landclass texture seasonal transitions.

### Will I Run Out Of Memory With XpressSim Products (VAS Usage) ?

VAS (memory) usage is an important topic of discussion when it comes to terrain scenery products running on the FSX based engine (including FSX-SE and Prepar3D). Generally, the more detailed the scenery areas the higher the VAS (memory) usage. However, XpressSim scenery products were created as efficiently as they can to reduce VAS usage. These efficiencies are achieved by using shared texture sheets, instead of unique building textures. And, the object clustering technology used by XpressSim has a positive impact on VAS usage. In comparison, XpressSim scenery areas should have less VAS impact than comparable products.

### I Have Upgraded My Terrain Textures. Will XpressSim Work With Them ?

XpressSim terrain textures are custom raster images, which will overlay any existing terrain textures (landclass) covering the same area. XpressSim terrain textures were constructed from a palette that is most similar in tone to Ground Environment X textures. As a result, XpressSim scenery areas will most likely blend best with Ground Environment X installed. However, XpressSim scenery areas will look good with any 3<sup>rd</sup> party terrain texture upgrade that provides a more accurate rendition of the earth's terrain. Default FSX terrain textures will also work with XpressSim. It should be noted that the default FSX textures are not very accurate in some seasonal locations, which may cause some less than desired results compared to more accurately portrayed terrain textures (like Ground Environment).

### Does XpressSim Work With Ultimate Terrain X And Other Vector Products ?

XpressSim's custom terrain textures will just cover up any vector features that lie beneath. For blending purposes, we recommend Ultimate Terrain as the product of choice to cover the regions outside of the XpressSim product boundaries. The accurate Ultimate Terrain roads, water and other features will aid in the alignment with XpressSim areas. However, there should not be any incompatibilities between XpressSim and any 3<sup>rd</sup> party vector package.

### How Does XpressSim Implement Water Features ?

Animated water effects are used on top of the XpressSim scenery. The XpressSim coastline and water features are extremely accurate. To insure that inaccurate vector features from another product don't sit on top of XpressSim water features, vector exclusions are used in these areas.

### Does XpressSim Provide Autogen Vegetation ?

Yes, XpressSim generates the locations of autogen vegetation like trees, from satellite image analysis. As a result, autogen vegetation will appear accurately as it does in real life.

### My System Is Not Very Powerful. Will XpressSim Products Run Well On It ?

The custom buildings in XpressSim are very efficient and will provide spectacular performance, compared to other products using custom objects. With that said, some XpressSim areas may make heavy use of FSX/P3D library objects such as automobiles, boats, etc. These objects may not be rendered as efficiently by the simulator as the custom XpressSim buildings. Fortunately, the XpressSim interface is highly configurable and you can turn off some of these smaller, and in some cases numerous, objects to improve performance if needed.

### How Soon Can We Expect Additional Products ? What Are Your Plans For Future Product regions ?

After the official XpressSim release, you can expect 1 to 2 new products to be added every week. This could be accelerated when we are in full production after the initial launch period. We have made a significant investment into the XpressSim software development system and expect to eventually have hundreds, if not thousands of products available. The selected regions covered by XpressSim will be determined as time goes on. Typically, these selected areas will be based on global locations that are most desired by our customers

### How Do I Find Out About New XpressSim Products That Become Available ?

Updated product catalogs can be downloaded from within the XpressSim interface. New products will be coming weekly. So, if you are interested in future XpressSim products, we recommend weekly catalog updates. At times, we will be releasing free areas to go along with our retail products.

### What Are Some Cities Split Into Two Products ?

In the case of large cities with large airports that are at some distance away, we might split this into two products. One product will handle just the Cityscape. The other product will cover the airport region and will intersect with the Cityscape coverage. We do this for a couple of reasons. First, some customers might just want the XpressSim Cityscape to go along with their favorite 3<sup>rd</sup> party airport. Other users may be interested in both the XpressSim Cityscape and airport regions. By splitting up the products, the user has more purchase flexibility.

### How Do You Price The Products ?

The product price represents the amount of manual labor directly involved in creating the product. Large cityscapes with tens of thousands of custom buildings or larger airport regions require additional labor and will result in higher prices. With that said, it is our goal to keep even the most expensive XpressSim product priced under \$5.95 or less. We want to make our products affordable to everyone.

### Commercial Licensing

XpressSim products are to be used for entertainment or evaluation purposes only. Commercial use inquiries and partnership opportunities should contact Scenery Solutions at [ScenerySolutionsSales@gmail.com](mailto:ScenerySolutionsSales@gmail.com)

This email address is for commercial and/or partnership inquiries only. Support emails will be unanswered.