



XpressSim

A new way of creating Flight Simulator
Scenery

By Scenery Solutions



What Is XpressSim ?

XpressSim is the name given to our new series of terrain scenery products for our supported list of flight simulators.

Each XpressSim product will be delivered in one of the following package types:

1. Massive CityScapes with tens of thousands of accurately placed custom buildings.
2. Large, detailed airports, plus detailed scenery including surrounding towns and villages.
3. A combination of custom airport scenery, plus the surrounding towns and villages.

All XpressSim products are purchased, downloaded and installed as in-app purchases from the free XpressSim User Interface.



XpressSim Product Features

All XpressSim scenery areas include:

- ▶ Texturephoto terrain that has photoscenery-like accuracy, but utilizes vibrant textures that more closely match surrounding landclass in tone. All with full seasonal and night support.
- ▶ Custom models are created from extruded building footprint data. Buildings are appropriately sized and positioned according to their real world locations using a regionally appropriate texture.
- ▶ Accurate coastlines, roads, railroads, etc.
- ▶ Accurately placed autogen vegetation in their real world locations (i.e. trees and shrubs).
- ▶ High resolution, upsampled Terrain Elevation Mesh.
- ▶ Accurate placement of detailed models with custom textures, where appropriate.
- ▶ Large, extended area of custom, hand-classified landclass outside of detailed scenery area.
- ▶ Despite the detailed scenery, XpressSim products have been designed from the ground up to give terrific performance with a minimal amount of memory usage (VAS).



XpressSim Product Features (cont)

Where applicable, XpressSim Airport scenery areas include:

- ▶ Accurately positioned airport runways, taxiways and aprons.
- ▶ Custom ground markings on airport surfaces.
- ▶ Custom placed centerline, edge and spot lighting.



Why XpressSim ?

Using traditional tools, creating detailed scenery areas takes a lot of time and effort. Because of the long development times involved, products have to be priced at a premium to compensate the developers.

Most high quality, small scenery packages, like detailed airports, retail between \$15 and \$30 each. This is a fair price, especially compared to the extensive development time involved. However, at those prices, the typical hobbyist cannot afford to add a lot of scenery products to their existing inventory.

Many detailed scenery packages look fantastic. But, the extensive use of custom textures and unique custom objects lead to a huge number of simulator draw calls. High numbers of draw calls result in poor simulator performance and out-of-memory errors. XpressSim's efficient use of shared textures and Scenery Solutions proprietary object "clustering" strategy dramatically increases performance and minimizes the number of custom textures that are loaded. This is accomplished even with having thousands of visible objects displayed in their real world locations at one time.



Why XpressSim ?

Our challenge as software developers at Scenery Solutions was to shorten the product development cycle as much as possible, while still creating quality scenery. By shortening the development times, we can reduce the price down to what a user might typically pay for DLC on a platform such as Apple or Steam. Our goal with each product is to get the price down to the \$1.99 to \$5.99 range, depending on the products scope and effort. XpressSim products are purchased and installed “A la carte” from within the XpressSim interface. Individual scenery products can consist of large cityscapes, large airport regions or a combination of cityscape and airport areas for medium to smaller sized areas.

By providing products of consistent quality, ease of installation, simple layering management and high configurability, users can avoid the typical headache associated with 3rd party product installation and management.

To do all this, we realized that we needed to develop our own custom software with a sole purpose of achieving our scenery development goals in the shortest time possible. The creation of the XpressSim software is the result of many years of work over 6,000 hours of developer time.

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Systematic Development Approach

The systematic approach used to develop XpressSim products results in:

- ▶ Consistency across all product areas.
- ▶ Reduction of visual anomalies or “bugs” in terrain scenery due to following a strict predefined, development checklist.



Supported Flight Simulator Platforms

XpressSim can currently create terrain scenery that is supported by the following simulators

- ▶ Microsoft FSX
- ▶ Microsoft FSX – Steam Edition
- ▶ Lockheed Martin Prepar3D (V2 and V3)



XpressSim Interface

The custom XpressSim Software Interface provides everything to manage your XpressSim sceneries including:

- ▶ Support for multiple simulator platforms in a single interface.
- ▶ Access to free products released for XpressSim.
- ▶ In-app product purchasing and fast installation.
- ▶ Detailed configuration of installed products.



Experience XPressSim Now

To experience XpressSim scenery products for yourself, click the link below to download the free XpressSim software. You will have access to several free products in addition to an every growing library of retail products.

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

Scenery Solutions and Flight 1 Thank for your interest in our XpressSim product line.