**Night Environment New-Jersey Manual**

**Night Environment New-Jersey** adds real world road vector data; we spread 1,005,544 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 alumnate 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: **Night Environment X Manager** (X denotes variable for region name),

**Night Environment New-Jersey** covers the entire New-Jersey state area.
New-Jersey Peninsula is a northeastern U.S. state with some 130 miles of Atlantic coast. Jersey City, across the Hudson River from Lower Manhattan, is the site of Liberty State Park, Where ferries embark for nearby Ellis Island, with its historic Immigration Museum, and the iconic Statue of Liberty. 
The Jersey Shore includes notable resort towns like historic Asbury Park and Cape May, with its preserved Victorian buildings. 
New-Jersey has the highest population density in the U.S. An average 1,030 people per sq. mi., which is 13 times the national average. 
New-Jersey has over 50 resort cities and towns, some of the nation’s most famous, Asbury park, Wildwood, Atlantic City, Seaside heights, Cape May.

**New-Jersey History:**
The history of New-Jersey began at the end of the Younger Dryas climate, about 15,000 years ago. Native Americans moved into New-Jersey soon after the reversal of the Younger Dryas, which had made the area of northern New-Jersey uninhabitable due to the ice sheet being hundreds of feet thick.

European contact began with the exploration of the Jersey Shore by Giovanni da Verrazzano in 1524. At the time of European contact, the area was populated by many tribes of the Lenape.

The New-Jersey region soon came under the control of the Swedes and the Dutch resulting in a struggle in which the Dutch were victorious. However, the Dutch colony of New Netherlands was seized by the English in 1664. New-Jersey was one of the Thirteen Colonies that broke off from Britain in the American Revolution, adopting the Declaration of Independence in 1776. Becoming a state upon the formation of the United States,

New-Jersey saw significant action during the American Revolutionary War. New Jersey’s delegates signed the Articles of Confederation in 1779 and Princeton acted as the nation’s capital for four months in 1783.
In 1787, New-Jersey became the third state to ratify the United States Constitution. 
In the 19th century, New-Jersey cities led the nation into the Industrial Revolution and provided soldiers for many of the wars the United States fought, including 88,000 men for the American Civil War. The state became a component of the Underground Railroad.
The state's transportation system continued to improve with the construction of canals and more rail lines that helped industrialization further develop. During the early 1900s, New-Jersey prospered but weakened in the Great Depression in the 1930s.
During World War II and the Cold War, New Jersey's shipyards and military bases played an important role in the defense of the United States. In the 1960s New-Jersey was the site of several race riots and of the Glassboro Summit Conference, between American President Lyndon B. Johnson and Soviet Premier Alexei Kosygin.
New-Jersey Facts:

- Origin of name: From the Channel Isle of Jersey.
- State motto is liberty and prosperity.
- Capital: Trenton
- Minimum wage: 8.38 USD per hour (Jan 1, 2015)
- Population: 8.938 million (2014)
- Destinations: Atlantic City, Cape May, Princeton, Newark,

- New-Jersey is home to one of the nation's busiest airports at Newark Liberty International (IATA: EWR, ICAO: KEWR, FAA LID: EWR).
- Newark Liberty International Airport is the nation’s oldest airfield and home to the nation’s first commercial airline terminal. Amelia Earhart led the dedication of the landmark terminal building 1935.
- New-Jersey is a major seaport state with the largest seaport in the U.S. located in Elizabeth.
- New-Jersey has the most dense system of highways and railroads in the U.S.
- New-Jersey has the most diners in the world and is sometimes referred to as the diner capital of the world.
- M&Ms were invented in Newark by Forrest Mars, Sr. in 1940. He got the idea for the candy during the Spanish Civil War, when he saw soldiers eating chocolate pellets with a hard shell that prevented them from melting. Mars received a patent for its own process in 1941, and by the end of that year it had become a billion dollar global brand.
- North Jersey has the most shopping malls in one area in the world with seven major shopping malls in a 25 sq. mile radius.
- Atlantic City is where the street names came from for the game monopoly
- New-Jersey is the only state where all its counties are classified as metropolitan areas.
- North Jersey is the car theft capital of the world, with more cars stolen in Newark then any other city. Even the 2 largest cities, NYC and LA put together.
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 prompted 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 regions (if exist), the manager 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 prompted 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 on 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 simmers 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,

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(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

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

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