

Night Environment Dubai Manual

Night Environment Dubai adds real world road vector data to your night flight visuals!

We spread 691,517 3D light bawls over; to highlight the roads grid seen from the flight deck, The grid presented to you in flight 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),

Dubai,

Is the most populous city in the United Arab Emirates (UAE).

It is located on the southeast coast of the Persian Gulf and is the capital of the Emirate of Dubai, one of the seven emirates that make up the country.

Abu Dhabi and Dubai are the only two emirates to have veto power over critical matters of national importance in the country's legislature.

The city of Dubai is located on the emirate's northern coastline and heads up the Dubai-Sharjah-Ajman metropolitan area. Dubai is to host World Expo 2020.

Dubai has emerged as a global city and business hub of the Middle East. It is also a major transport hub for passengers and cargo.

By the 1960s, Dubai's economy was based on revenues from trade and, to a smaller extent, oil exploration concessions, but oil was not discovered until 1966.

Oil revenue first started to flow in 1969. Dubai's oil revenue helped accelerate the early development of the city,

But its reserves are limited and production levels are low: today, less than 5% of the emirate's revenue comes from oil.

The emirate's Western-style model of business drives its economy with the main revenues now coming from tourism, aviation, real estate, and financial services.

Dubai has recently attracted world attention through many innovative large construction projects and sports events.

The city has become iconic for its skyscrapers and high-rise buildings, in particular the world's tallest building, the Burj Khalifa.

Dubai has been criticized for human rights violations concerning the city's largely South Asian workforce.

Dubai's property market experienced a major deterioration in 2008–09 following the financial crisis of 2007–08,

But the emirate's economy has made a return to growth, with a projected 2015 budget surplus.

As of 2012, Dubai is the 22nd most expensive city in the world and the most expensive city in the Middle East.

In 2014, Dubai's hotel rooms were rated as the second most expensive in the world, after Geneva.

Dubai was rated as one of the best places to live in the Middle East by U.S. global consulting firm Mercer.

Area Metro: 1,588 sq. mi

Area Urban: 497.1 sq. mi

Population: 2,643,410

Time zone: UAE Standard Time (UTC+4)

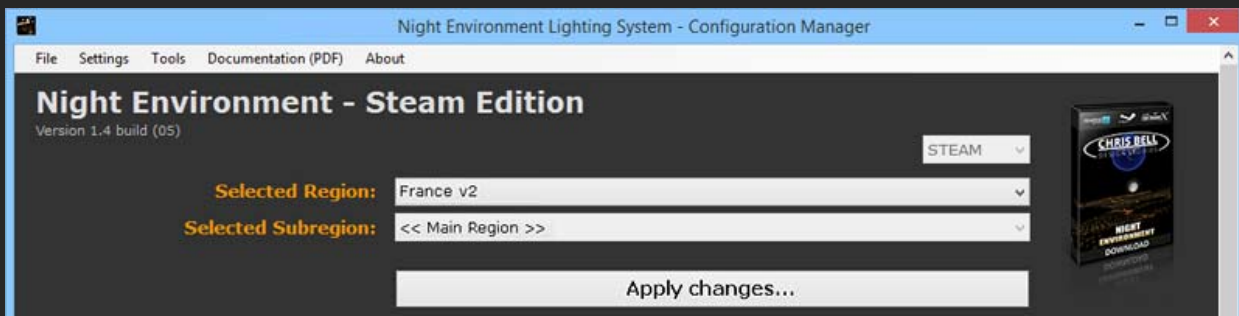


Night Environment Configuration Manual Rev.1.0

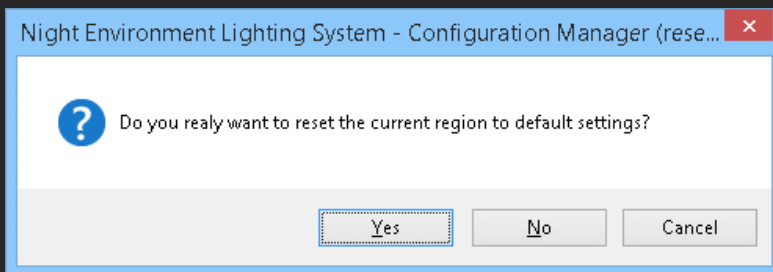
In this manual we will explore in depth the options and features our new configuration tool offers, For those who want to just go fly without further ado; we will first explain how to get you started quickly, by default you're freshly Installed Night Environment region scenery is completely **turned off!**

Follow these steps to get started with no further delays
After install completes; do not turn on FSX/P3D yet! (If you already did, simply close it)
Open Night Environment Configuration Tool to start setting up your Night Environment.

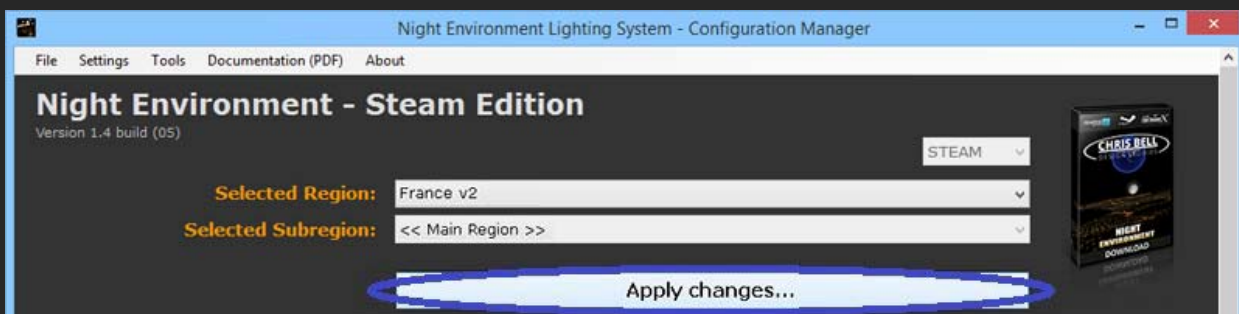
1. To activate "**Selected Region**",
On the top file menu of the configuration manager screen, click "**Reset region**"



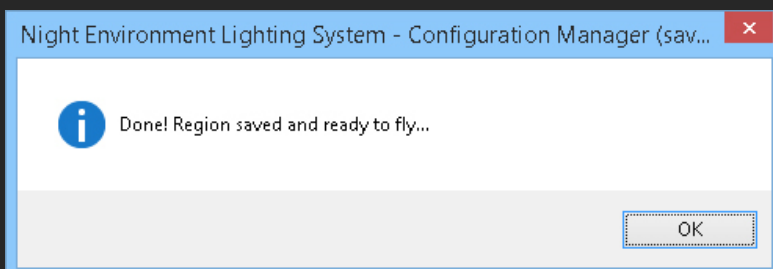
Answer – Yes, on the next screen



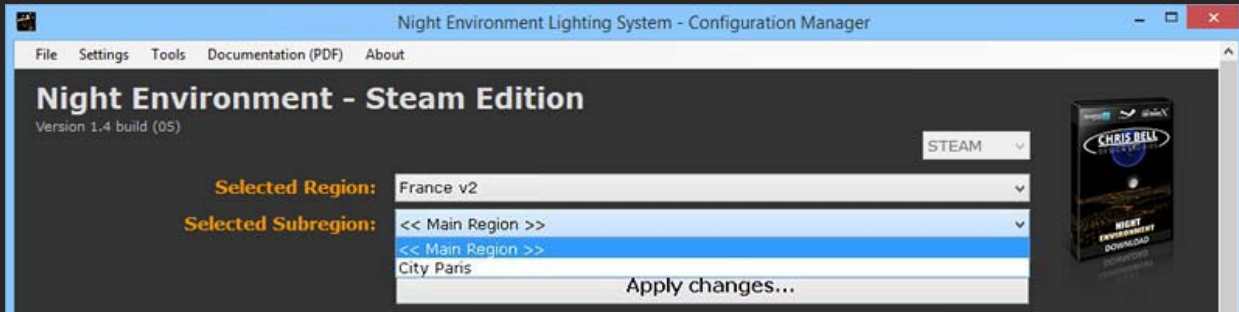
Next, click on "**Apply changes**"



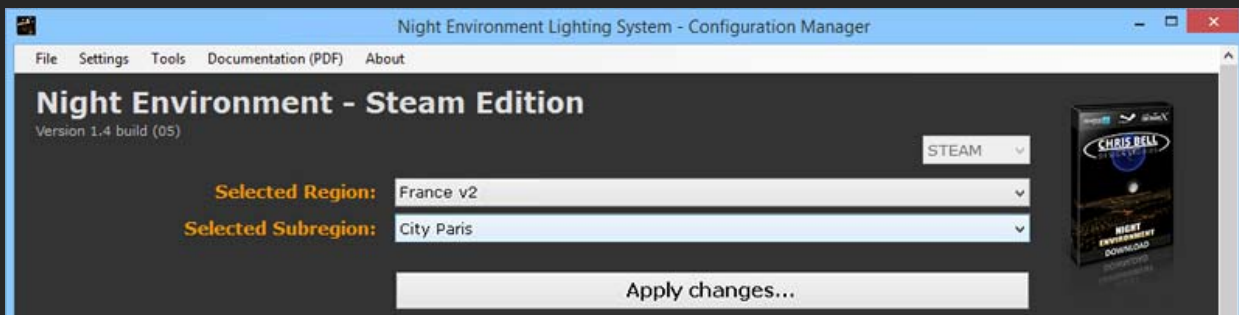
You will be prompt with this screen (click Ok)



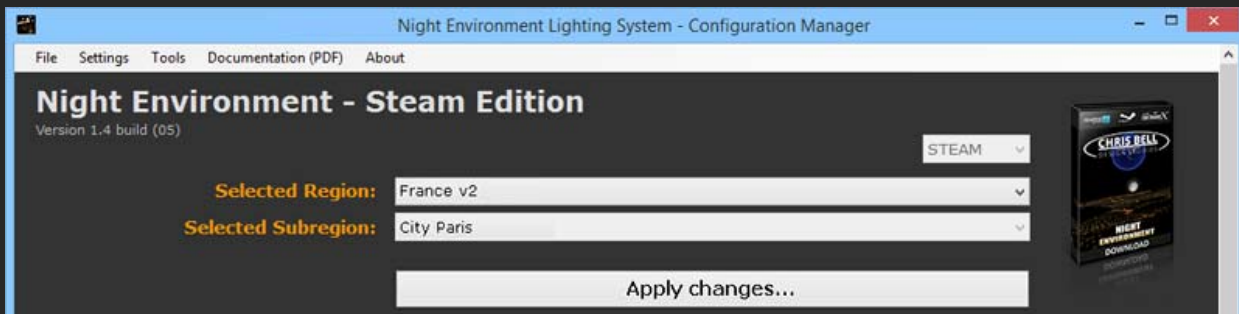
2. In the event we want to setup our Sub region (note: not all region have Sub-Regions), click on **“Selected SubRegion”** drop menu and select the listed sub region/s (if exist), the manger will now load the specific sub regions configuration sheet,



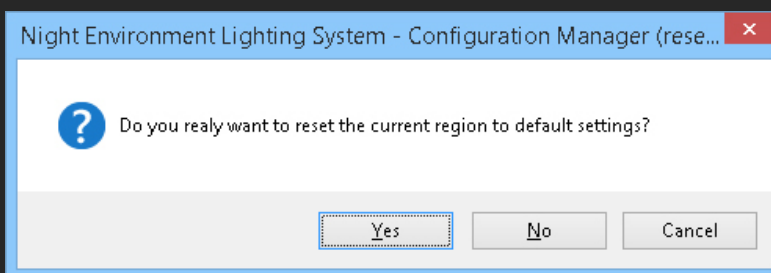
We will run the same procedure we did for the main region
(Note sub region is now changed and loaded in **“Selected SubRegion”** slot instead of Main Region)



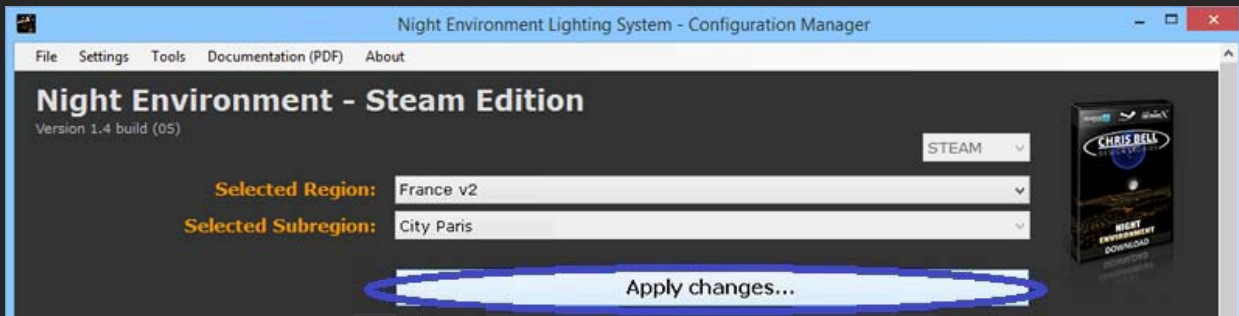
On the top file menu of the configuration tool screen, click **“Reset region”**



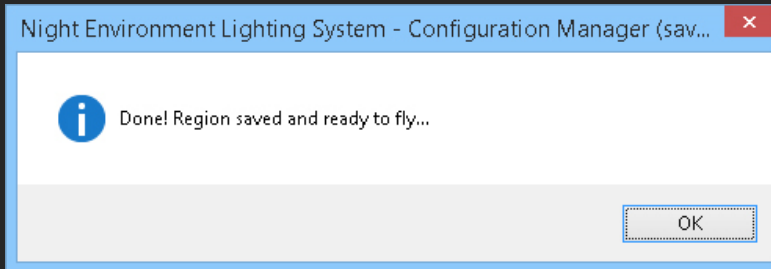
Answer – Yes, on the next screen



Next, click on **“Apply changes”**



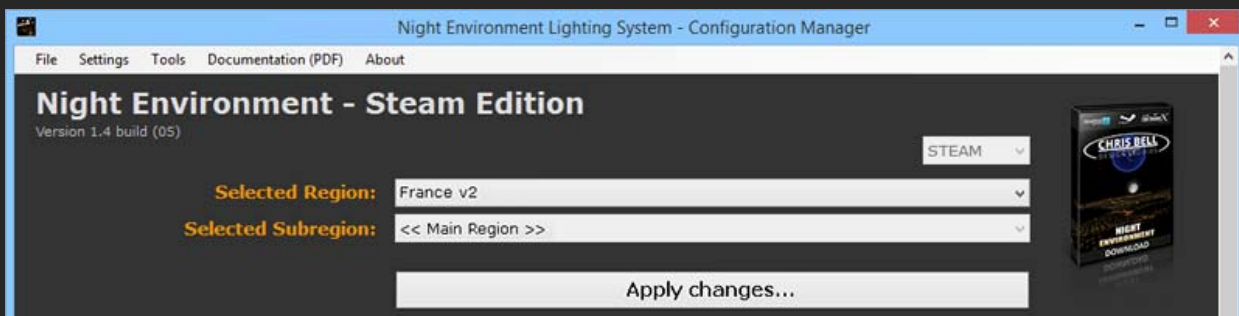
You will be prompted with this screen (click Ok)



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

Activating and configuring another Sim Platform (FSX/P3Dv1/P3Dv2//P3Dv3/FSX-SE)

The manager supports configuring the following Sim Platforms - FSX, P3D v1, P3D v2, P3D v3, FSX-SE, To activate and configure a region for another platform, select desired platform from the platform menu. Repeat the procedure described above for each platform if needed (only installed platforms will be listed)



Fine Tuning Night Environment

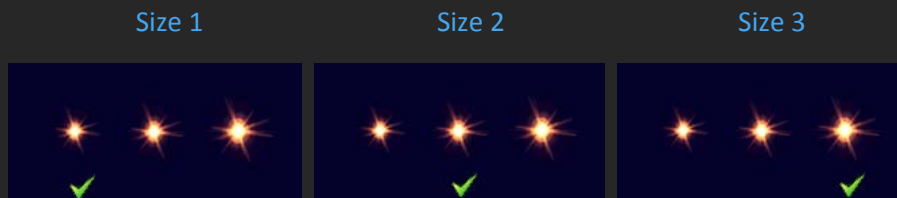
In this section we will discuss in depth each of Night Environment elements, and walk you through customizing Night Environment scenery to each specific requirement.

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.



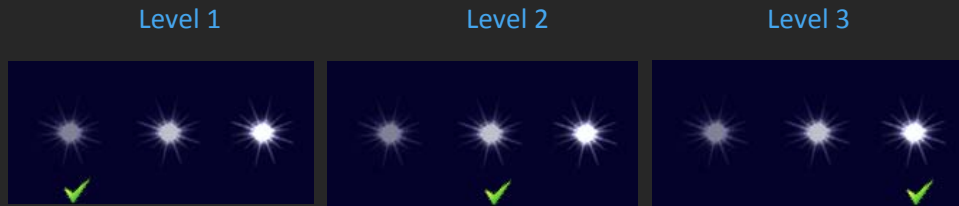
Turning Off lights through this options switch; will completely turn off our 3D light libraries, thus allowing to completely turn off Night Environment lights globally (other functions will continue working, like Splash Map and Traffic unless manually turned off), any third party lighting systems is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

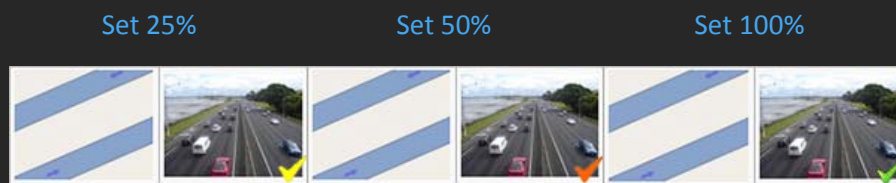
Turn **Off** feature with this slider will turn off all our lights vector data, (turning off lights through this switch doesn't allow third party 3D lighting system to work with Night Environment!)

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 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 (when available)

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 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/P3D 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

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

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

