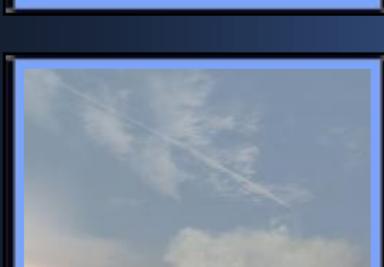




ENVIRONMENT INDIGO 1.5



-----> ABOUT <-----

* RIVER TEXTURES and other select water textures are not included intentionally.

* The three TAXIWAY TEXTURES are different. Concrete texture has three big slabs, tram texture has one big slab, and trano texture has uniform slabs. They can be renamed mixed and matched to alter taxiway effect. Any other instruction is unsaid.

* THIS RELEASE is "version 1.5" the inland waters may appear bluer and tropical coastal waters may appear aqua.

* RELEASE OFFERS end user Intended Viewing adjustment that is more helpful. (See INTENDED VIEWING)

* WATER TEXTURES are formatted 32 bit color 256x256 256KB, unlike the originals that are 16 bit 565 256x256 170kb. Many of Environment Indigo 1.5 textures are created for development, and deliberately made to appear darker or resemble real life more than original default textures. In some instances, textures were intended to be more dramatic and others not so much. In real life sometimes, water has, dramatic color displays, which seems rather challenging to simulate in FS9. The radiant water in FS9 now has a unique temperament with Environment Indigo 1.5. All textures are character matched from true-life photos at as much as possible, leaving the rest for the imagination.

* ALL TEXTURES are tested for functionality, quality, and performance on mass marketed and custom-built machines in all aspects. Frame rate was not taken into consideration because of the amount of variables. If performance is an issue, aborting this modification in its entirety may be an option. Over clocking processors or adapters is not recommended. Select machines with low-end video adapters, CPUs with core clocks less than 3 GHZ, and installed memory less than 512MB may respond UNPLEASANTLY. High-resolution textures have achieved benchmarks of personal preferences and are set for QUALITY. FS9 water is outfitted to look more real at higher altitudes. Any type of editing with contents of this package may be considered relegate and or may give unpleasant results, in addition editing any part of this package in any way for monetary gain or even other simulators is not advocated as well.

* ENVIRONMENT TEXTURE DIMENSIONS are reduced from 512x512 to 256x256 helping performance.

* SKY TEXTURES are NOT 100% fixed, but have a very consistent color display and are harmonized for extreme enhancement. Some situations may be augmented for the most entertainment. Blue haze on mountains which has been color matched from true life photos of Hawaii's mountains will have the most blue shading at dawn or dusk compared to morning hours when visibility is at 40 MI./64 KM. or greater, respectively. At times haze may seem a little bit too extreme or even unrealistic. Haze can be controlled by the visibility data. The temperament of the haze enhances my flights and I hope that it may enhance yours as well.

* CLOUD TEXTURE dimensions are 512x512 to 128x128 for multiple reasons. Some of the cloud textures in this archive are revised to enhance display. New style Cirrus and Cumulus clouds offer more realism than ever before! Choose from two sets of cirrus clouds with set one offering contrail simulation.

* Environment Indigo v1.5 MOON TEXTURES simulate the moon phase from May 2008 and are color matched from true life photos. Moon textures have been scaled down in size for realism and may appear smaller than original default textures.

* HELO4 BITMAP is contrast to reduce vibrancy and increase realism.

* LENS FLARE color has changed to Indigo.

* HALO TEXTURE is more versatile.

* WINTER TEXTURES are less dramatic and are 32bit color.

* ZIP ARCHIVE is created with 7Zip Archiver using ultra compression and Zip Crypto encryption technology.

-----> ISSUES <-----

* TEXTURES

Textures are NOT recommended for use with CPUs less than 3 GHZ, and equipment with installed memory less than 512MB and video adapters with core clocks less than 250MHz and 256MB of memory. Textures are performance hungry enough select machines may not be able to handle them. If you experience problems go to START-UP in this section or uninstall modification.

Textures are not intended for low end, select mass-marketed machines or even machines that cannot be adjusted to intended viewing recommendations. If you have problems or cannot adjust your display as intended, this modification may not be for you. Trying to display 32-bit color textures in anything other than 32-bit (true) color display setting is senseless and may cause issues. If your FS9 environment looks like a cartoon and your video adapter is within recommended specification. Upgrading your video adapter or monitor still may be necessary to achieve the outcome you are looking for. The textures had a noticeable display difference when used with a HD monitor.

Various textures may not display with select add on or modified scenery.

* REBOOTING

Rebooting the machine is recommended after mild FS9 modifications. Scanning all files with an updated antivirus program may help as well. Background programs may hinder simulator function. Turning off unnecessary background programs may help cure any issues.

* START-UP

Start-up or crashing issues are a phenomenon and have never been experienced after installing E.I. v1.5 on a clean FS9 installation under Windows XP, with all the updates. If such a phenomenon would occur...equipment incompatibility, timing, corrupt textures, corrupt software, over clocking, pests, equipment failure, bios (fast-writes, ect.) or operator created issues would be questionable, and the list of things that would create this issue goes on which is too much to list here. The textures are not the problem unless they are corrupt somehow. The problem would be the way your system handles the textures and is a good indication that you may have a bottleneck in the speed of a hardware component or corrupt software or even your hardware specifications may not be within the parameter for you to qualify installing this modification. The Archive you have downloaded has been tested, and is OK. Decades of being a certified Electronic Technician, building and maintaining PCs professionally tells me Your machine would be considered...not powerful enough or unstable, and, or ...maybe not dialed in correctly...even a corrupt texture is possible. Hanging or crashing is sometimes an internal timing problem, even memory shortage or corruption could be an issue well as other things. Machine language sometimes gets corrupt for various reasons, and is best repaired by reinstalling the OS. If it is accompanied with a clicking sound a failing hard drive may be questionable. A simple defragmentation of the hard drive might help a hanging or slow PC. Crashing with a blue screen...may have a multitude of causes. A big number of PC service calls are created by conflicting software that users install which could slow down a PC considerably. A couple performance tips that might help is if you have two hard drives try installing FS9 on the non-boot drive. Another tip is to make adjustments in FS9 like decreasing terrain complexity or other settings that may make the software so performance hungry. At last resort replace the textures one by one with known working textures to see where the SIM is having trouble. Sorry no support is offered what so ever for any issues except for the advice to uninstall E.I. v1.5 and to move on. This modification is not for your equipment.

In the beginning it is long believed FS9 software has crashing problems. Many Technicians as well as I NEVER had this issue which declares it may have something to do with end user equipment.

* SPOTLIGHT TEXTURE

Spotlight texture may not be friendly with all aircraft. Installing default texture may cure any issues.

* WATER

Water does not seem realistic? Environment Indigo v1.5 water is anticipated for higher altitude flights. Upgrading to FSX may facilitate any water issues!

----> INTENDED VEIWING <----

* My personal recommended display settings for FS9 using Windows XP is 1024x768 32-bit color qualities...including the game settings for intended display? If your desktop is set to, 32 bit does not mean it will display 32 bit in the simulator. You may want to ensure it is set to 32 bit in the SIM for intended display. If your machine is not capable of the settings recommended, you should abort the modification in its entirety or you may have nothing but problems!

* Various textures may transpire as less vibrant than others are; this is intentional, moving the threshold of display adjustments to a different parameter for the end user. If for some reason your environment looks like soup your display may need adjustment, read INTENDED VEIWING then go to DISPLAY ADJUST. Note the sky textures are very radical the way they will simulate haze at dawn and dusk, but so are the original default textures. If you think you have exhausted the display adjustment try to trim the visibility factor in the FSUIPC or whatever software you may be using that is controlling environment visibility. I have tested the textures extensively and having the environment display dialed in realistically made the simulator very convincing. This tuning is important for realism. Almost every machine that could handle these performance hungry textures displayed them differently. Textures have been tested with various adapters and monitors including HD. All textures have been adjusted for best overall display on a wide range of equipment, and work fine. If you are having difficulties and for some reason cannot get this upgrade to work or textures are not to your taste, simply return your folders to the state they were in before you started and move on. If you did not back up your files as you were warned in the Read Me text, you may be considered an "IDIOT"! Release version 1.5 ensures previous declarations.

----> DISPLAY ADJUST <----

-> To help you adjust your display; in the Gallery folder, monitor refresh rate at 75HZ; picture "001" the green grass on both sides of the runway should be a soft darker green with dark patches, substantial, but not too vibrant and not too flamboyant or saturated...contrast...resembling real grass at the hours of dusk with a pinkish orange shadow of the sunset and on the horizon as well as the clouds. On the left, the two light orange patches from the sun shadow should be barely visible. The illumination of the landing lights from the aircraft should be visible on the grass as well. The aircraft should have a slight yellow shadow from the sun on the port side with the shade being a little lighter on the middle stripe. Picture "009" in the Gallery folder...the clouds should have a reddish orange color that resembles a sunset on clouds in real life, approximately #cc8c5c. Most all monitors have displayed the screenshots differently. Another quicker way is while in flight when it is cloudy with cumulus clouds, at dusk; adjust your monitor "RGB" to get the most realistic color for the clouds and terrain. Monitor refresh rate and hardware drivers may change the display as well. At your own risk, use your manufacturer recommendations for your monitor and video adapter for any adjustment desired. If your colors are too saturated or vibrant or even too bright the simulator environment may not appear as realistic.

----> COLOR DISPLAY ISSUES <----

-> Color display issues...if your color display looks like soup, hang on, it may not be the textures. If you have adjusted the video adapter or monitor per manufacturer and are still having problems read on. For starters over clocking may give artifacts in the display as well as color issues and or crashing. Over the decades it has been found select video adapters manufactured by various companies had some major issues. The adapters just did not work right or display certain colors properly and were over rated for what they are or perform to their optimum with some of the NON-ERA device drivers. Some of the newer drivers out there are simply for adaptability of old and new hardware. You may want to research which driver works best for gaming with your hardware. An Excellent video adapter and a power supply to handle the load contribute to performance tremendously. Searching the NET about your video adapter may surprise you! Drivers...well...we all know what a device driver is, and that it makes the hardware work, but when drivers have been pounded into a machine update after update remnants of old device drivers create conflicts which sometimes keep the hardware from working to its optimum like errors or crashing even color display problems. It falls back on how the driver was installed. My following procedure has resolved device driver conflicts for video adapters. This procedure is not a cure all, but may help in trouble shooting if a problem crops up. Warning! Doing this may create havoc as well. The ideal driver should be installed on a fresh system. This procedure is only for trouble shooting. Download and install Driver Cleaner Pro or Guru3D Driver Sweeper (Free). It seems that new video adapter drivers worked better after all of the old drivers for the video adapter were removed. To remove old drivers go to device manager, select display adapters, double click on your graphics card, select the driver tab, and uninstall the video adapter (Recommended). The same outcome has been achieved by removing the drivers through add and remove programs if applicable. Reboot the computer. Do not let the OS install a driver it is not necessary. Reboot then install the new driver, go in to safe mode, run Driver Cleaner Pro in safe mode and uninstall your old driver. Reboot then install the new driver. Driver Cleaner works well for Nvidia and other select drivers. There is more software out there that is not mentioned, but will do the same thing. Whatever software you choose to use that uninstalls the remnants is what matters. Information is for those experiencing problems and use of it or any part of this download is at your own risk! ENJOY!

