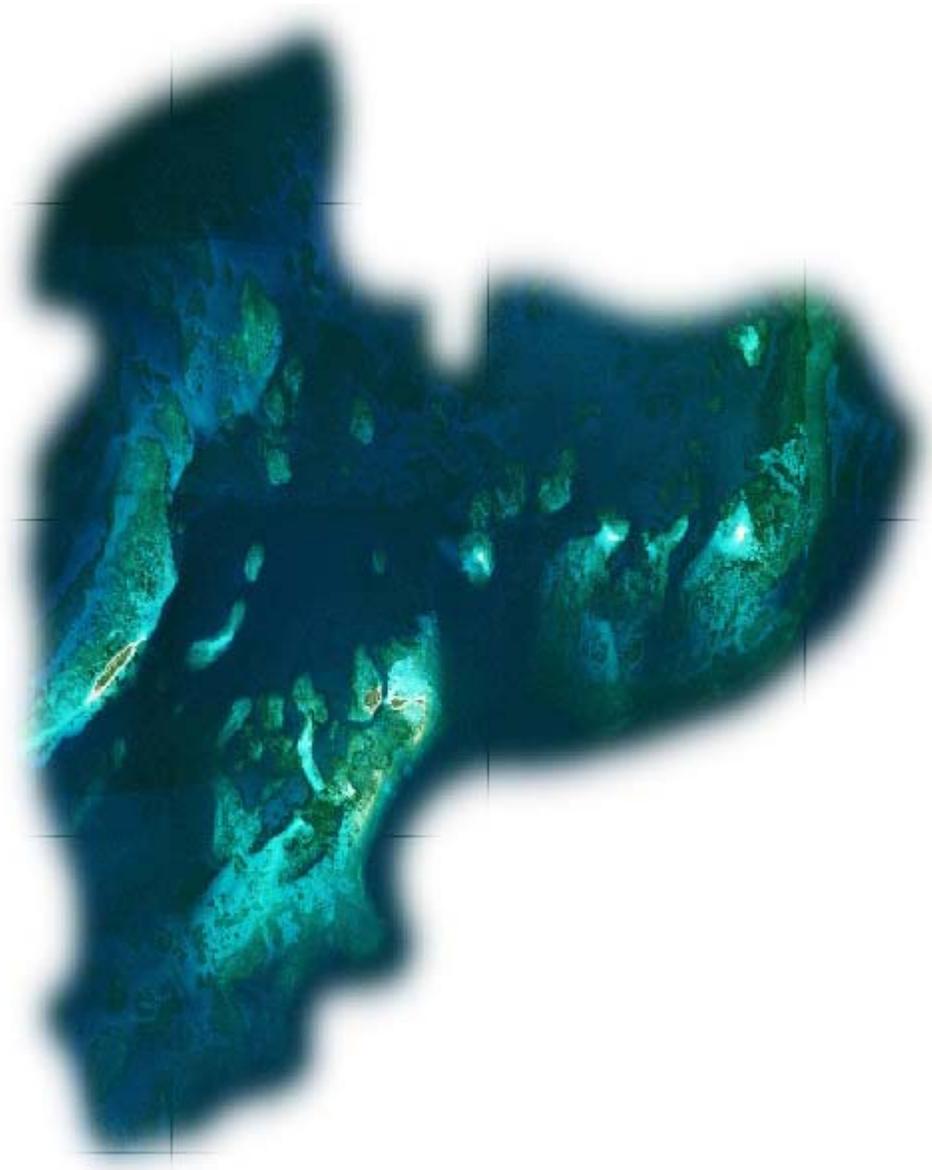


**The Dry Tortugas  
Photo Scenery for FSX**



by *Wally-Bob*

## **Preface**

High resolution 1 meter photo texture replaces the often repeating default pattern of land class vector terrain texturing. Photo Scenery offers a real world rendering in the virtual world by benefit of actual high detail source imagery. The results are noticeable and at times sensational. VFR navigation is enhanced as visible landmarks can be readily used for piloting.

Where are the Dry Tortugas? Should you be wondering, at the western end of the Florida Keys. Located 68 miles west of Key West, they are accessible only by boat and of course via your favorite seaplane.

## **Legal**

The Dry Tortugas Photo Scenery is an add-on product for Flight Simulator X. This scenery product is freeware and may not be reproduced, distributed or used in whole, or any part for a fee. Any redistribution or inclusion into other freeware products in part or complete without the expressed written consent of the author is prohibited. *Wally\_Bob@Ymail.com*

## **Credits**

SBuilder v3.13 by Luis Sá & PTSim  
Provided the tool used for part of the development.  
[www.PTSim.com](http://www.PTSim.com)

Source data for imagery:  
National Agriculture Imagery Program (NAIP) Orthoimagery  
Data resolution - 1 meter per pixel

## **Suggested Addons**

South Florida and The Bahamas Water Class  
Freeware by *Wally-Bob*  
S-FL\_Bahamas\_WC.zip

For your finest virtual experience, it is highly recommended you download and install the South Florida and The Bahamas Water Class scenery. To be factual, I consider this water class scenery aesthetically required as neither FSX nor UTX (USA & TAC) got it right for this area. Matching the real life ocean bottom visibilities allows the Dry Tortugas photo scenery to blend seamlessly into the simulator generated ocean water. The screen shots included in your download

package are shown with South Florida and The Bahamas Water Class scenery activated.

## **File List**

The scenery files included for the region are:

CVX\_2523\_w-b.bgl      OBX\_2523\_w-b.bgl      PTX\_Dry\_Tortugas\_w-b.bgl

The naming convention used here closely follows the FSX convention. The file extension, bgl is required for FSX to recognize the file as a scenery data file. It is an acronym for BAO Graphics Language - BAO stands for the Bruce Artwick Organization, the original creator of Flight Simulator before Microsoft purchased the rights.

Although the file name can be anything and FSX will use it as intended, the FSX naming convention is as follows:

CVX – Classification Vector FSX This type of scenery file is employed to define the lines and polygons that comprise the shorelines and water masses of the scenery area. Exclusion rectangles are also contained to remove CVX scenery elements of lower priority scenery layers that are active.

MS did not position the Dry Tortugas islands in the correct location in FSX and UTX did not include corrections in either package, UTX-USA nor UTX-TAC. The included file CVX\_2523\_w-b.bgl resolves the placement issues.

OBX – Object FSX This type of scenery file contains the data to place models and library objects in the scenery. Object exclusions are also contained within the file. By this method Lighthouses can be “moved” to their correct locations by being excluded and re-inserted.

MS did not position the Dry Tortugas Lighthouse in the correct location in FSX. In fact it was located on the wrong island and that island was also in the wrong location. The included file OBX\_2523\_w-b.bgl resolves the placement issue. UTX did not include corrections in either package, UTX-USA nor UTX-TAC.

PTX – Photo Texture FSX This type of scenery file contains the real world photo textures for the scenery area that “replace” the simulator generated default vector scenery.

The numbers in the file name represent the location in the QMID level 7 grid system. The FSX world is defined by a grid system starting at level 2 where the northern and southern hemispheres are each divided into 3 segments, thus 6 segments for the world at QMID level 2. Each level reduces the grid size by a

factor of 2 thus multiplying the number of “cells” by a factor of 4. QMID level 7 is the FSX preferred geographic grid size for performance concerns when developing CVX, OBX and WC types of scenery files. At the QMID 7 level, the world is divided into  $96 \times 64 = 6144$  cells.

By now you have noticed all files contain the string “\_w-b.” Most developers add their “signature” to the file name for identification purposes, a convention used with all *Wally-Bob* developments for FSX. This will allow for an easy location of all my files installed on your system by searching for: \*\_w-b.\*

## Installation

The installation is accomplished by manual means.

1. Create a folder in your FSX Addon Scenery named The Dry Tortugas.
2. Next create a subfolder under that named Scenery.
3. Copy the downloaded scenery files into the scenery folder.

The path in this example is:

```
[Drive\Path\FSX] \ Addon Scenery\The Dry Tortugas\Scenery\{files go here}
```

An alternative method is to add only the photo scenery file,

PTX\_Dry\_Tortugas\_w-b.bgl

to your South Florida and The Bahamas Water Class scenery if you have this freeware offering installed. (S-FL\_Bahamas\_WC.zip) Also note that the two additional scenery files, CVX\_2523\_w-b.bgl & OBX\_2523\_w-b.bgl are already present in the water class scenery.

Activate the scenery - The last step needed prior to flying over your new scenery area is to register it with FSX and enable it. FSX does not know the new scenery exists until you show it where the scenery is located. You must be logged in on your computer as an administrator for scenery library modifications. The Flight Simulator Learning Center also covers this process in more depth. The Priority of the scenery must be higher (lower number) than all UTX areas

Enjoy your flights and don't forget your Scuba Gear or the sunscreen!

- *Wally-Bob* -