



The Netherlands 2000 scenery

MANUAL

This manual describes the installation and use of The Netherlands 2000 scenery, version 5.0. To be able to use this scenery, you need Lockheed Martin Prepar3Dv4. For Prepar3Dv3 and FSX you need NL2000 version 4.

To enable you to enjoy the scenery fully, we advise you to read the manual carefully. If you don't follow the instructions carefully, this can cause problems with the installation or operation of Prepar3Dv4 and deteriorate its frame rate. Also, have a look at the FAQ at www.nl-2000.com.

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Index :

1. Introduction

2. The product

- 2.1 The scenery
- 2.2 Modularity
- 2.3 the NL2000 designer team

3. System requirements

4. Installation

- 4.1 Installation of the installer
- 4.2 Modular installation options
 - 4.2.1 custom installation
 - 4.2.2 complete installation
- 4.3 Adding a module
- 4.4 Replace a module
- 4.5 Removal of a module from the NL2000 scenery
- 4.6 Complete removal of the NL2000 scenery
- 4.7 Removal of the installer
- 4.8 Changing the winter to summer landscape/switching of the Christmas option

5. Performance and settings

- 5.1 Settings and the NL2000 scenery
 - 5.1.1 Photographic scenery
 - 5.1.2 Autogen
 - 5.1.3 Scenery complexity
- 5.2 Settings for a realistic rendering (only for high-end systems)
- 5.3 Optional files
- 5.4 Runway lights
- 5.5 Compatibility with other addons
- 5.6 Priorities in the P3Dv4 library

6. Making off

- 6.1 Version control
- 6.2 Software and tools
- 6.3 Services rendering, information sources and use of third-party objects
 - 6.3.1 Services
 - 6.3.2 AI airplanes
 - 6.3.3 Static airplanes
 - 6.3.4 3D models
 - 6.3.5 Information sources

7. Copyright notice

1 INTRODUCTION

You just have downloaded or intend to download the new version 5 or updates of the NL2000 scenery. The unique feature of this new version 5 is that you can choose between photographic scenery with a resolution of 1m/pixel and 50 cm /pixel. This high resolution makes it possible to fly above the Netherlands at a low altitude with all the details.

This scenery, completely new with several new 3D-objects, mesh makes flying above the Netherlands a real delight.

Many thanks to everyone who unselfishly supplied information in whatever shape or form. It enabled us to give every version in version 4 so much more detail and make it more true to life, compared to previous versions.

Since version 4.04 is a winter landscape and nightlight available.

However, notice, that only the photo scenery is available as winter landscape, not the airports.

Before starting up P3Dv4, you must choose winter of summer landscape via the installer.

There is no spring or fall season scenery. If you change the season in P3D, the photo scenery of NL2000 will not change.

We would also like to thank our beta testers for their enthusiasm and patience during the test phase.

Because of their tireless efforts and attention, many shortcomings in the scenery have been identified and repaired.

We assemble our scenery with the greatest care. In the event you have remarks or questions, you can visit our website <http://www.nl-2000.com>.

We sincerely hope that this latest release of The Netherlands 2000 scenery will bring you an enjoyable flying experience!

The Netherlands 2000 Scenery Design Team
November 2019

2 The product

2.1 The scenery

The released scenery for the Netherlands version 5 is made for Prepar3Dv4. However, the scenery will also work in FSX and P3Dv3, but the library v5 and 3D objects v5 as well as AI traffic v5 and airports for version 5 not. Airports from version 4 can be used in P3Dv4, but we will release them also as version 5.01 with renewed ground textures.. But airports made for version 5.02 will crash FSX and P3Dv3. Then airports for version 4 or version 5.01 must be used there.

Surface

The v5 scenery is based on aerial photo's from 2017 and have a resolution of 1 m/pixel or 50 cm/pixel. Users can choose a resolution they want to use. The 1 m /pixel version 5 will need 45 Gb and the 50 cm /pixel version about 150GB space on the hard disk.

Thanks to the possibilities of P3Dv4 we could use for some airports photo scenery with a resolution of 40 cm /pixel.

VFR flights above the Netherlands has now become even more realistic. With special care, we could realise visible water in the Netherlands. The Waddengebied in the North is now a fantastic view. Also, you can land with a waterplane on the surface Via the installer there is a choice between winter of summer landscape.

Airports

All airports have been imported into version 4 using the latest techniques. After June 2014 the first version of Schiphol EHAM is available. This first version is not a final functional version. The jetways are static and not functional. This will be taken care off in future updates.

Three airports are available in two separate versions: Soesterberg AB (EHSB), Valkenburg AB (EHVB) and Twente Airport / AB (EHTW). As these airports are not active anymore in real life, the designers responsible for these fields have created the current as well as the legacy active version.

Furthermore, 83 oil rigs on the North Sea have been included. These all feature a helipad, which has been added to the scenery as a hardened land-able surface which is a beautiful challenge for helicopter pilots. Choose a location (for instance EHFQ) and start on the helipad (not the active runway).

3D objects

Many buildings have been imported or created new. The cities of Rotterdam and Amsterdam contain a lot of buildings. We are placing new buildings and objects with every release.

The VU (a hospital as well) in Amsterdam can also be visited with a helicopter as well as Lukkien in Ede (a media company). All high voltage electricity pylons in The Netherlands are present, as are all windmills and turbines. Last but not least ten thousands of trees have been "planted", and the forests have been accurately outlined. Thanks to several data sources we've been able to depict the type of trees.

Autogen

Since version 4.03 is it possible to change via the settings, the density of autogen objects to increase or decrease. Also for the trees. This also is available in version 5.

AI traffic

AI traffic can be installed in P3Dv4 as a separate package AI Traffic versie5 There is also extra GA traffic available on airports without parking in P3Dv4. On military airports is military AI traffic with the F16. Of course the AI airplanes needed are there. There are 3 percentages of traffic available: 6%, 16% or 36%

Saved flights

Saved flights are no longer available in Prepar3D.

Educatieve module

Like in previous versions, NL2000 features an educational module. When you install and activate it, you will see signs with city names above the landscape. This is useful if you need to improve your geographical knowledge or familiarise your children with the Dutch topography. When you see these signs need to be deactivated, you can do so using the installer (see chapter 4).

2.2 Modularity

From version 4 the NL2000 scenery can be installed as modules.

Using the installer, you can choose only to install the photo layer, retaining the default airports. It's also possible to install only the airports or even only selected airports. The use of AI traffic is an option.

2.3 The Netherlands 2000 Scenery Design Team

The team (in random order) currently consists of :

Ton Bionda, Guido van Wijngaarden, Jan Dekker, Jeroen Arends, Mark Arends, Joop Mak, Ron van Houten, Damien van der Aart, Albert Vermeule, Alex Pietersma, Jake Jonkman , Robert Mulder

Version 5 has been derived partly from previous versions. The following persons have contributed to these previous versions and their work is still used in this version:

Arjan van Wijngaarden, Bert Kuyper, Kees Sonneveld, Tom van Maastrigt, Niels Juursema, Graham Oxtoby, Thomas Diederich, Luc Clemens, Ruud Popping, Pieter Jongenelen, Robbin van Dijk, Rien Cornelissen, Lolke Doornik , Sean Kneppers, Christian Bionda, Frits Tappe, Pascal van de Pol , Gerard van Nieuwenhuyzen, Tom Souren, Johan Caljé, Arno Gerretsen. Steven Gryskiewicz, Erwin Horjus, Peter Nauta, Patrick van Wijngaarden, Roel Arends, Jos de Haan.

3 System requirements

It is quite simple. If your PC has the required values for Prepar3Dv4, you can use the NL2000 scenery version 5. See: <https://www.prepar3d.com/system-requirements/>

The 1 m version 5 requires a disk space of about 80 GB and the 50 cm version 5 need a free disk space of about 200 Gb.

The settings in P3Dv4 are very important. Sometimes you have to try things out for the best framerate result.

The resolution of your monitor has to be on a minimum of 1024 x 768 pixels.

Of course, will a fast graphics device and more RAM gives you a better result.

4 Installation

NL2000 V5.02 is a couple of modular software packages and a supplement and update of version, b.v. 5.01. Via the installer, you can choose which parts of the NL2000 scenery you want to install.

A special tool (the installer) has been designed to maintain the different modules.

To install the packages of NL2000, you always need the latest installer. Look on our website what version number is needed. This installer can also install former packages of NL2000 v4.0.

And it will work for FSX, P3D and FSX SE (the Steam version). On the NL2000 website, the most recent version is available on the download page.

The installer enables you to:

- ☐ Do a complete NL2000V4 installation, version 5.0 as well as version 4.00
- ☐ Install NL2000 airports without the photo scenery
- ☐ Install only the photo scenery
- ☐ Update parts of the installed scenery with newer versions
- ☐ Remove parts of the scenery like airports
- ☐ Install AI traffic for FS and P3D separate.

Therefore, you need to install the installer with administrator rights, before you can install any scenery module. Sometimes Internet Explorer changes our .nl2 extension into .zip. Change zip into nl2. Do not try to unzip the individual zip or nl2 files. Install only by the NL2000 installer. This installer also can install our packages from zip files besides nl2. The installer is working in FSX and also in FSX-SE and Prepar3D. Always **start the installer with the right mouse click as “administrator”**.

With the release of Prepar3Dv4 there are new options available in the flightsimulator, that can be used to make NL2000 scenery even more beautiful. To take full advantage of this we had to make some changes to the installer starting from version 4.0.96.

Now the installer can only install NL2000 v4 packages and v5.01 fotoscenery packages in FSX, FSX-Steam, ESP, Prepar3D, Prepar3Dv2 and Prepar3Dv3 1.0, FSW. For Prepar3Dv4 are NL2000 v5 packages available. On the website for every package is indicate which flightsimulators are supported.

The NL2000 team is working on it, to optimize as much v5 packages as possible for Prepar3Dv4. Currently not all airfields are completely compatible with Prepar3Dv4. Starting from v 5.02 packages contain further adjustments to make them more compatible with the new techniques of Prepar3Dv4. And a combination of 3D objects and heliports in one 3D package. Allways use the latest installer version.

4.1 Installation of the installer

1. Download the files and put them in a temporary folder.
2. If you had an older installer than, you have to uninstall this first by the control panel of Windows,
. You have to do that with **administrator** rights. **(via the right mouse click)**
The installation screen will open (fig.1)



Fig. 1

3. Click the "Next" button. A selection screen opens (fig 2)

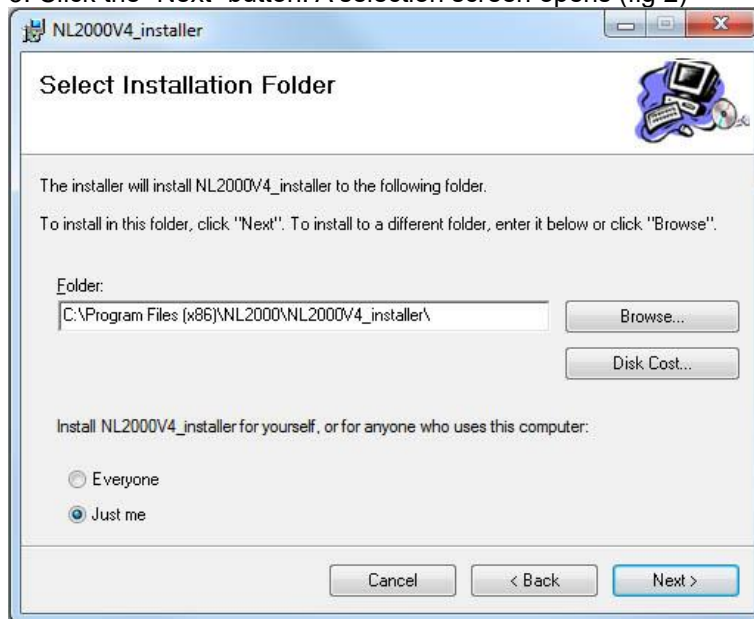


Fig. 2

This screen offers a number of options. The "disk cost" button shows the available disk space. The "browse" button lets you select a location for the installer. To be clear: this is not the location where the scenery will be installed. This will be treated in the next chapters. The selection "Everyone" and "Just me" allocate permissions to run the scenery for only the currently logged in user or everyone.

4. Select "next" to continue with the installation

The confirmation screen is shown. This is the last time to choose: "back" to go back to previous choices, "cancel" to cancel the installation.

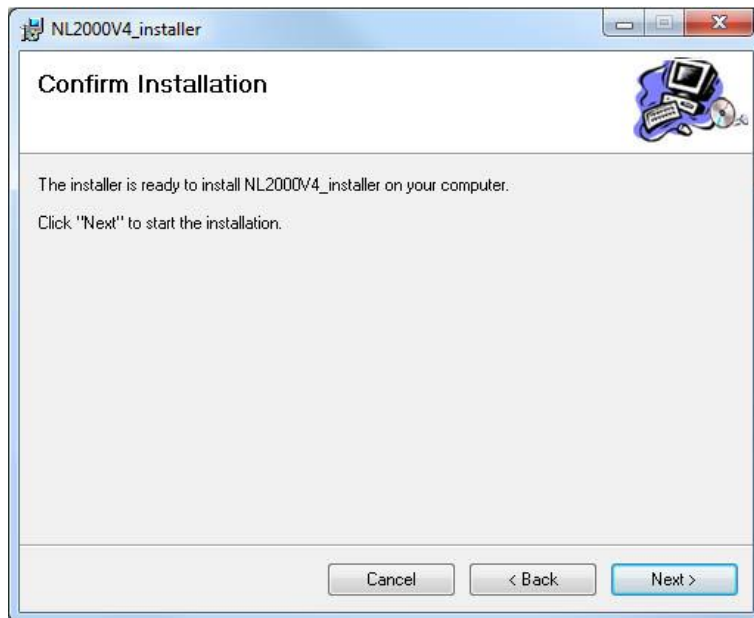


Fig. 3

5. Select "next" to continue. Depending on the operating system (i.e. Vista) you may be asked once more to confirm making changes to your system.

The installation of the installer will now proceed, and a progress bar will be shown. (Fig.4)

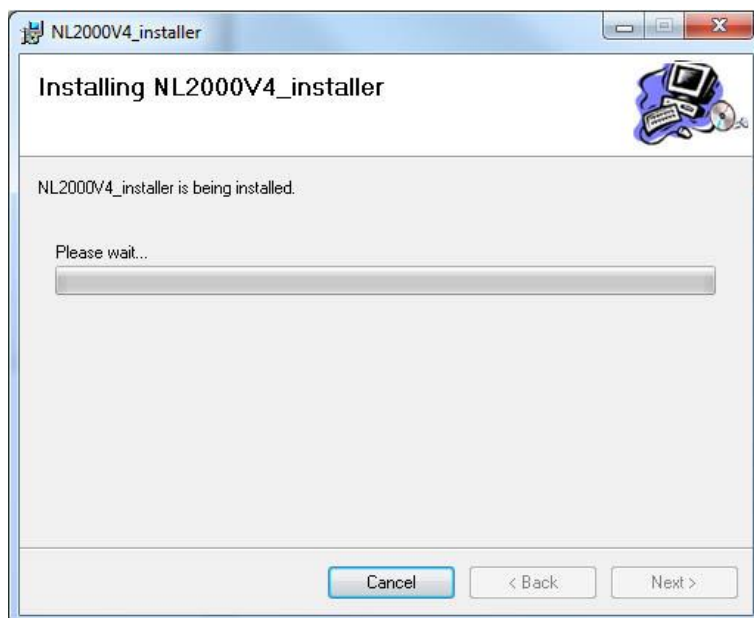


Fig. 4

6. The "close" button will now terminate the installation program

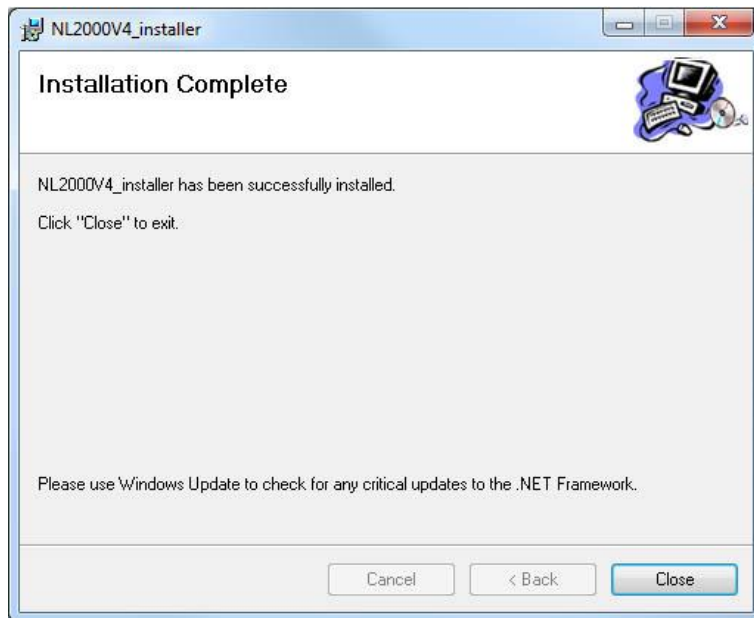


Fig. 5

4.2 Modular installation options

Custom installation

This option offers the choice to install parts of NL2000. It is also used later on to install additional parts. It is also used to add new modules.

1. Start the installer.

This can be done by choosing "Start", "All Programs", "NL2000". In Windows7 /Vista/10 you better close the UAC for the time of the installation and install as "administrator" by the right mouse click. Sometimes in Vista, it is better in to start in the map "NL2000v4_Installer" the "NL2000v4.0.exe" as **administrator**.

A screen appears with the copyright notice and the disclaimer. To accept these, you need to check the checkbox "I accept the terms of this copyright".)

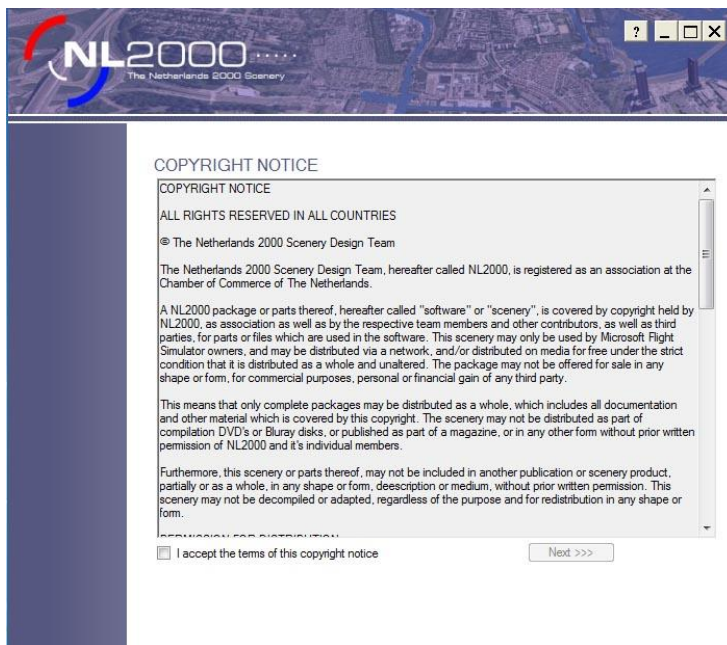


Fig.6

2. Click “next”

3. Select “Install NL2000 packages individually (recommended)”. (Fig.7)

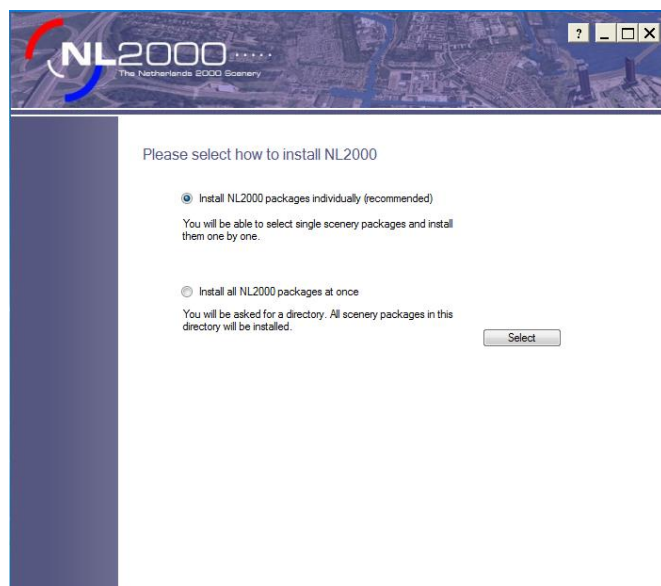


Fig.7

3. Select the “Select” button.

This screen will show the installable packages:



4. Select the “add package” button

The screen will now offer a screen in which you can browse to the location of your downloads. (see Fig.8)

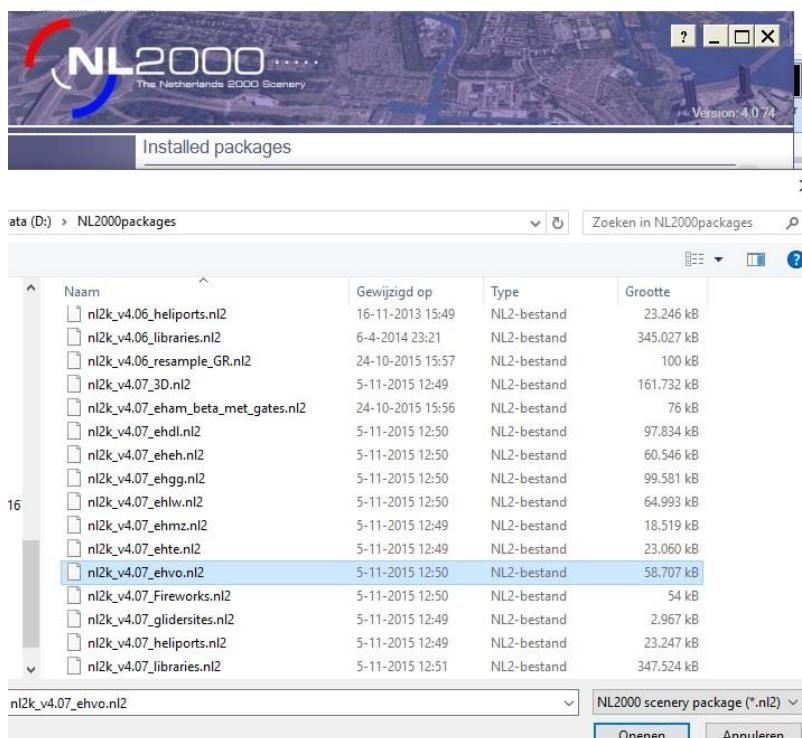


Fig.8

5. Select the file you wish to install and click on the “Open” button.

Your selection will now be installed.

REMARK: When you have not done so yet, the system will ask permission to install the Module “NL2000 v5.0 Libraries” (nl2k_v4_libraries.nl2) before everything else.

A screen is now shown to ask you where you want to install the selected parts. The preferred location is a different physical disk, than the one containing P3D or Windows7/10.

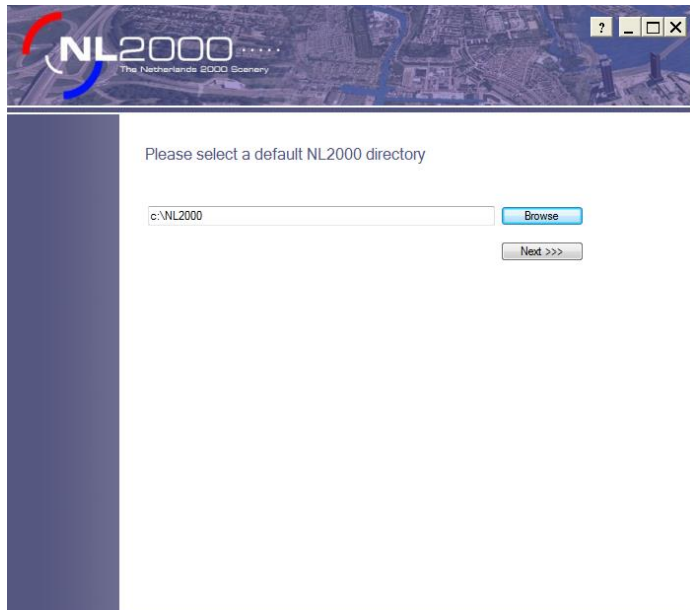


Fig.9

6. Select the “browse” button to indicate the location of your files.
7. Select “next” to confirm. A progress bar will be shown. (Fig.10)

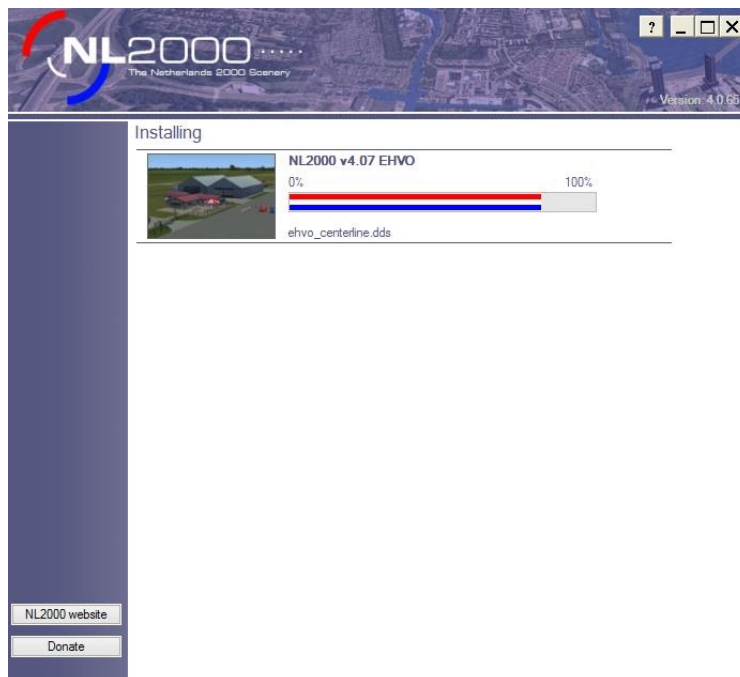


Fig.10

After completion, you will get a summary of installed parts.:
(Fig.11 is just an example, P3Dv4 users will see an extra block)

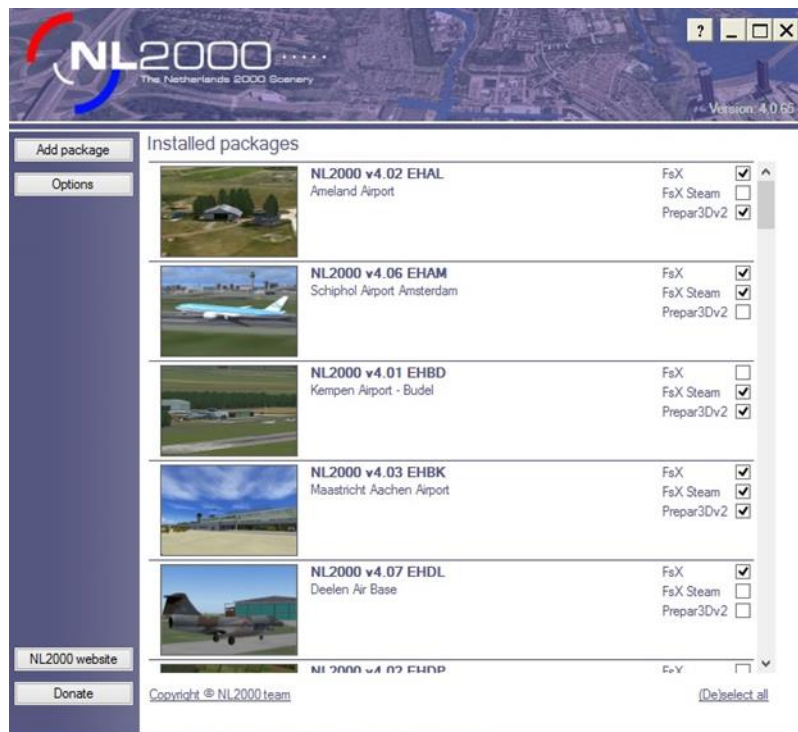


Fig.11

The part "NL2000v4.0 3D objects excludes" may only be activated when you choose only to install the NL2000 resample files, and you don't want to see default P3D objects.

9- When you install a version 5 the installer will delete first an old version of that item. And replace the new version for it. The installer also will adjust the P3D library (scenery.cfg). That is why the installer must be started as **administrator**.

10- Because the different collection default airplanes in P3D there er 2 packages AI traffic. For FSX is version 4 and for P3Dv4 there is a version 5.

4.2.2 Complete installation

This option offers the possibility to install all your downloaded packages in one go.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000". When you use Windows Vista or Windows 7/10, and you are not logged in as administrator, you may need to start the installer as administrator. Right mouse click on the icon of the installer and choose "Run as administrator".

The Copyright Notice and Disclaimer will be shown. You need to confirm the agreement. (Fig.12)

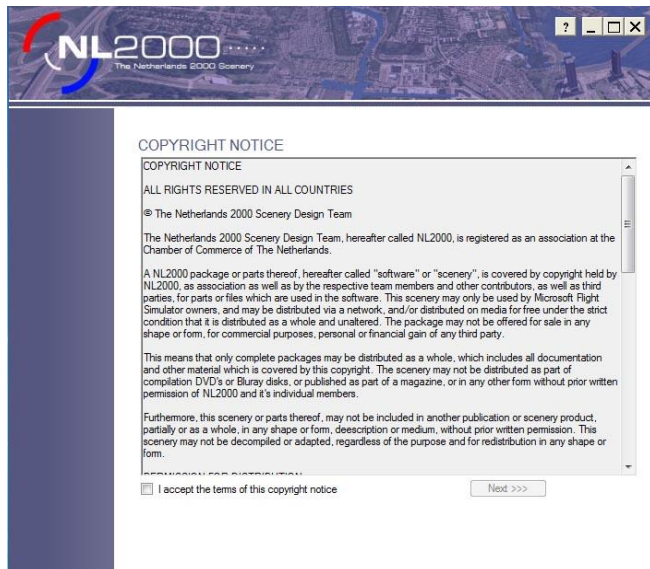


Fig.12

2- Select [next.>>>]

3- Select “Install all NL2000 packages at once” (Fig.13)

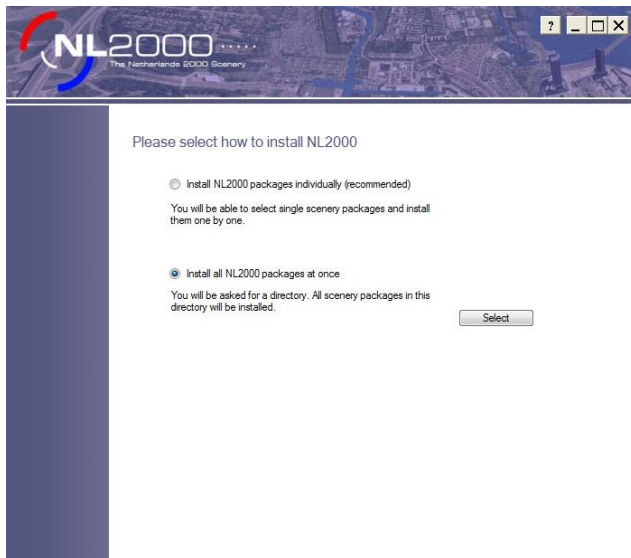


Fig. 13

4. Select the “select” button

If the packages are not found in the default location, the following screen is shown, where you can use the “browse” button to indicate where the downloaded are located (Fig.14).

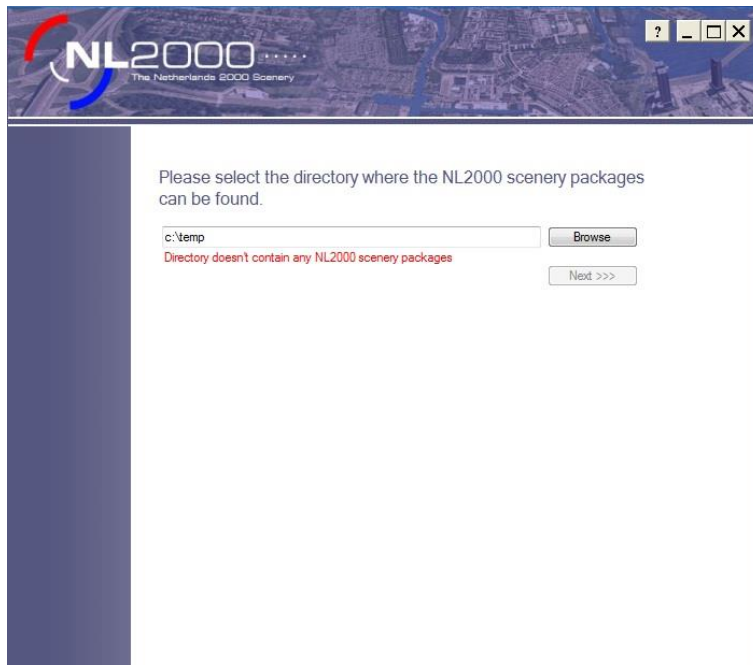


Fig.14

5. Select "next" to start the installation.

All available modules will now be installed in the correct order. This can take a considerable amount of time. Progress is shown with a progress bar (Fig.15)

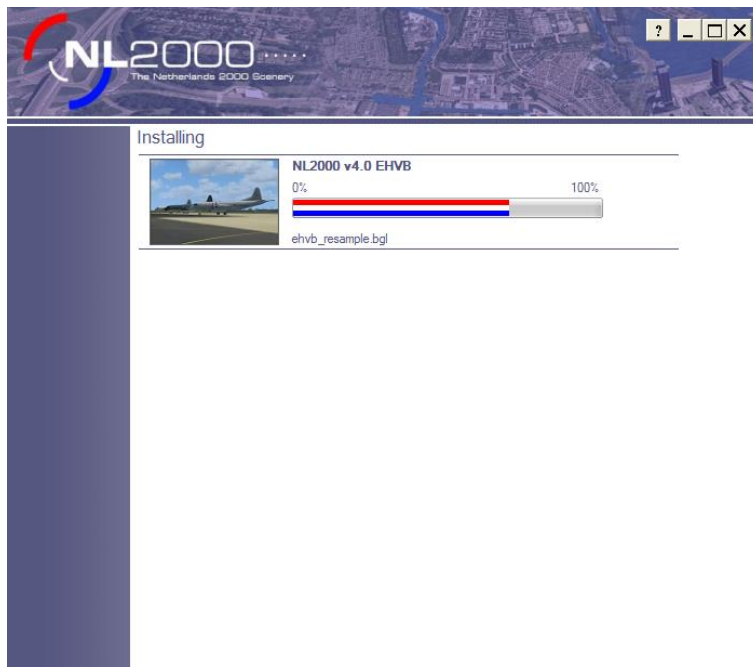


Fig.15

After the installation has been completed, all parts will have been installed in the correct order. The installed parts have all been made active. You can see this by the check marks next to the modules. You may choose to deactivate them by removing the check marks. These modules will not be loaded during startup of P3Dv4 but will remain installed.

4.3 Adding a module

Om een module (ook wel package genoemd) toe te voegen gaat u als volgt te werk.

To add a module, proceed as follows.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs",

"NL2000". When you use Windows Vista or Windows 7, and you are not logged in as administrator, you may need to start the installer as administrator. Right mouse click on the icon of the installer and choose **"Run as administrator"**. Be aware that you have the latest installer version when you want to install version 5.

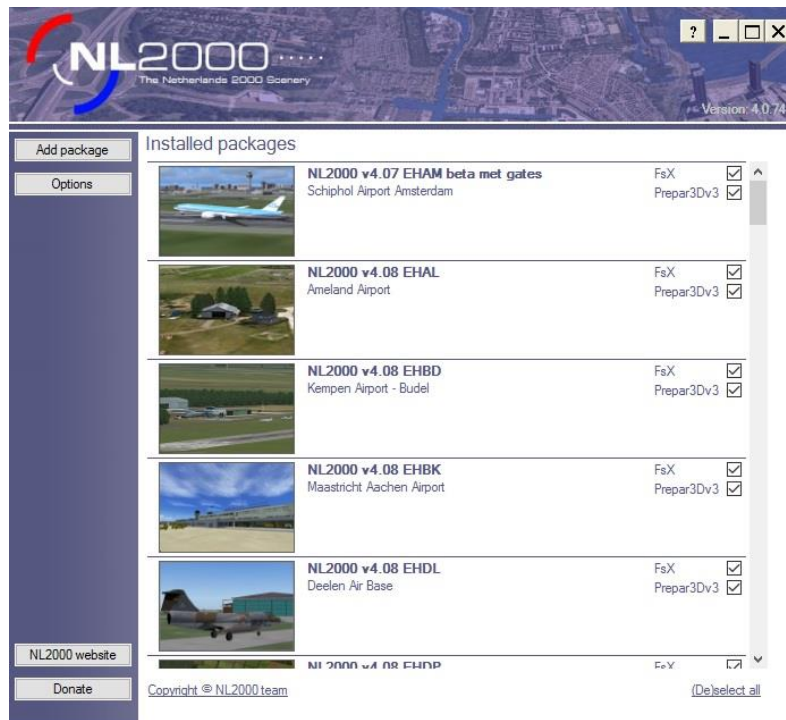


Fig 16

This is only an example. In the real picture, you see the P3D, you have installed.

2- Select the "Add package" button

A screen like below will appear (fig. 17) depending on the places you did put the downloaded packages.

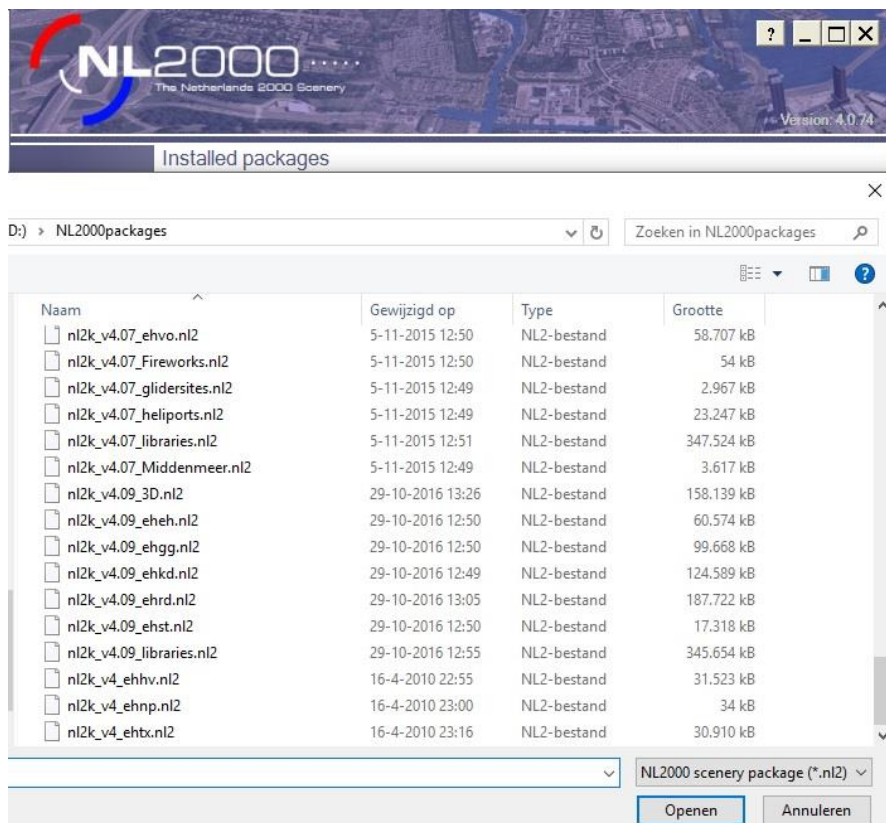


Fig. 17

3- Select the desired module (all NL2000 modules have the file name extension .nl2). Select multiple modules by simultaneously pressing the Control or Shift key while selecting modules. When you read in the package name v4.10, it is an updated or an adjusted package from version 4.0. But for version 5 it starts at 5.01.

4. Select the "Open" button to start the installation. It can take some time. A progress screen as in fig. 15 will be shown.

4.4 Removal of a module from the NL2000 scenery

To remove one or more of the modules from your installation, proceed as follows.

1. Start the installer. You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000".

When you use Windows Vista or Windows 7, and you are not logged in as administrator, you may need to start the installer as administrator. Right mouse click on the icon of the installer and choose "Run as administrator". A screen like fig. 18 will appear.



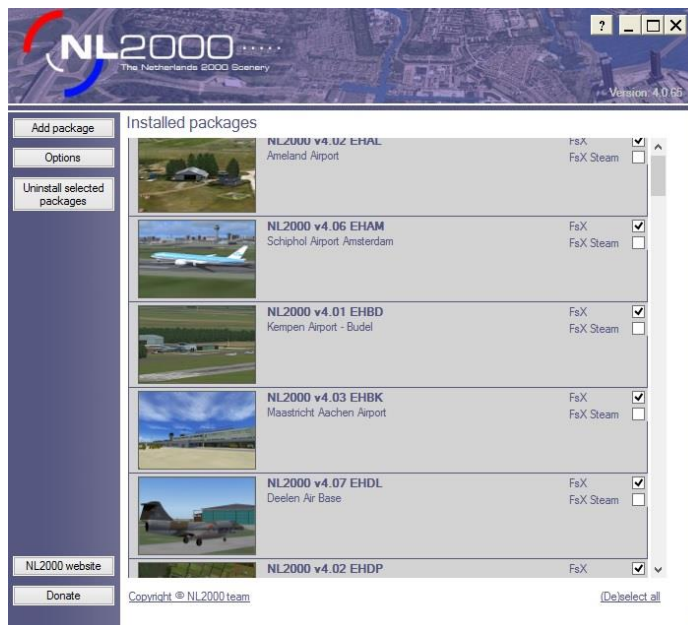
Fig. 18

2. Scroll down to the modules you wish to remove
3. Click on the area of the module itself. These modules will turn grey.
4. Now select "Uninstall selected packages" on the bottom left. The selected modules have now been removed (your scenery.cfg file has automatically been edited accordingly).

4.5 Complete removal of the NL2000 scenery

To remove one or more of the modules from your installation, proceed as follows.

1- You can use the shortcut on the Desktop or start it via "Start", "All Programs", "NL2000". When you use Windows Vista or Windows 7/10, and you are not logged in as administrator, you may need to start the installer as administrator. Right mouse click on the icon of the installer and choose "Run as administrator". A screen like fig. 16 will appear.



2- On the bottom right-hand part of the screen, select (De)select all. All modules will now turn grey.

3. Now select “Uninstall selected packages” on the bottom left. The selected modules have now been removed. (your scenery.cfg file has automatically been edited accordingly)

4.6 Removal of the installer

The installer can be removed by selecting it from the Windows Control Panel.

4.7 Install Updates

Through the installer, you can install new and updated packages. The installer will remove older modules first and replace it with the new module. The priorities in the P3D library will be automatically be solved. In some cases, this will not work. Check the priorities in chapter 5.6.

4.8 Changing season summer into winter/Christmas options

For changing the season from summer into winter or winter into summer or disabling Christmas options, you have to do that by the installer before you start up FSX. Click on “options” en you will see. fig 19.

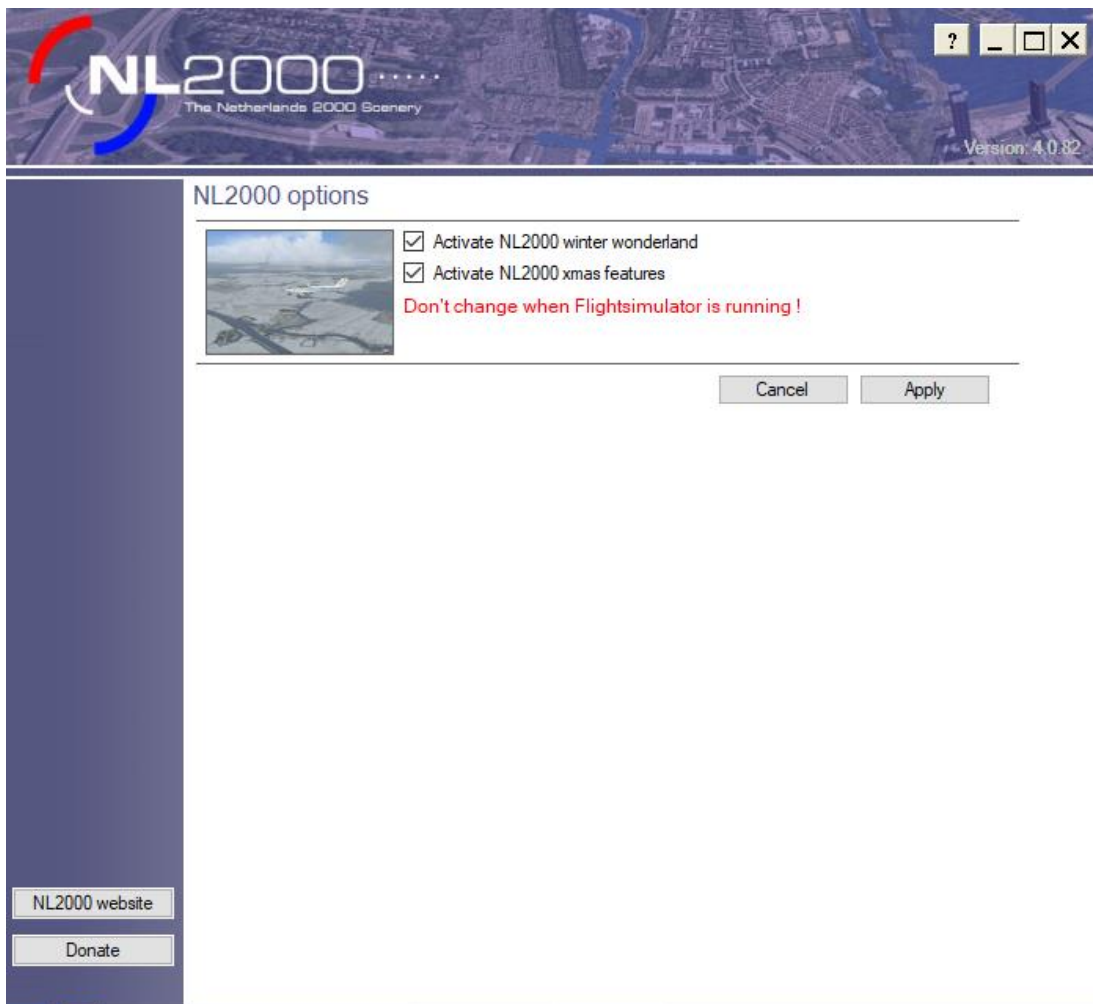


Fig 19

Now you can activate winter or disable Christmas options, Click on "Apply" and close the installer. Now you can start P3D.

5. Performance and settings of P3D

In this chapter, we'd like to present some tips on using NL2000V4 with FSX.

We don't pretend that these settings should be standard, but only want to suggest a baseline for good performance. Your results may vary, depending on your system.

The tips on P3D settings that we present are geared towards the most realistic rendering. Please note: these may influence the performance of your computer.

5.1 Settings and NL2000 scenery

Let's look at some NL2000 scenery topics in more detail.

5.1.1. Photo scenery

The photo scenery accounts for most of the files. It takes relatively long to load the scenery, but once it's loaded, it has a negligible effect on the frame rate. When your system is only moderately powerful, you may notice that the scenery is blurred. If you slow down or pause the flight, the scenery becomes more detailed. During a flight, these files are loaded from hard disk to memory. The hard disk is the bottleneck here. Therefore, we recommend you use a fast and defragmented hard disk with a cache of 16MB or even 32MB. We have had reports from users stating that the newer Solid State Disk performs a lot better than a regular disk. We can not recommend a USB connected external disk because of the speed of the USB interface, as well as the disks typically used in these products unless you use USB3. HD disks with a speed of 7200 rpm are doing well.

5.1.2 Autogen

The scenery contains several autogen objects, especially forests. Autogen objects are objects which are automatically generated by P3D, and in general are quite frame rate friendly. In places where there are many autogen objects, this will still cause a couple of frames less per second. The scenery menu offers a setting to control how many autogen objects are generated and the influence it has on performance. This is explained in the next paragraph.

5.1.3 Scenery complexity

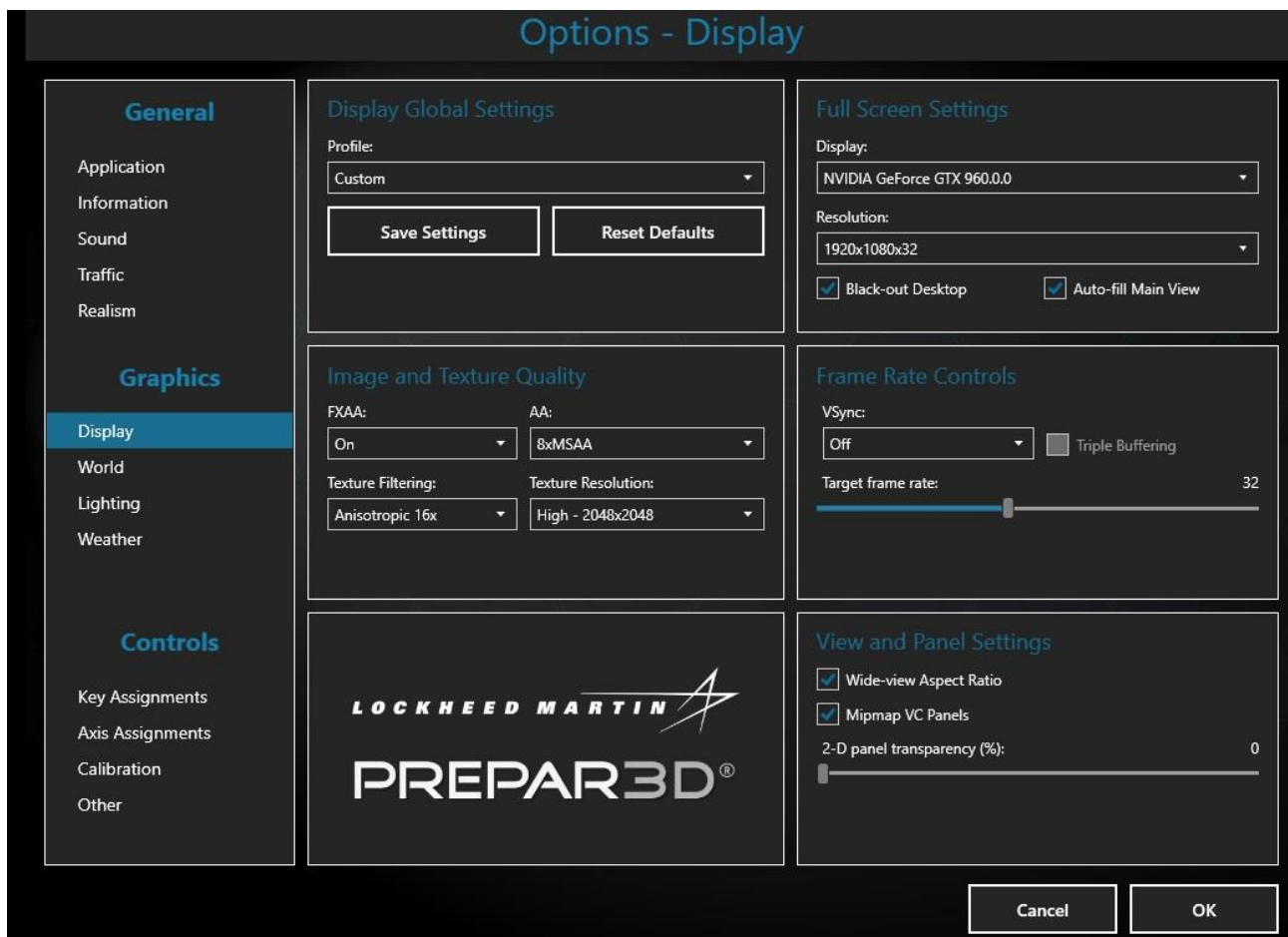
A lot of manually created objects can be found all over The Netherlands. The majority will be visible when setting the scenery complexity to "dense", but in highly populated areas several objects will only show up at a setting of "very dense" or "extremely dense". When you experience a low frame rate, you could try improving it by choosing a lower setting for scenery complexity. How you do it will be explained in the next paragraph.

5.2 Settings for a realistic view (only for hi-end systems)

For the best visual result, you'd be tempted to move all sliders to 100%, but this has a negative effect on the experience, as a pleasant flying experience demands a reasonable frame rate. Less than 15 frames per second are regarded as irritating.

One user rates water reflections and movement as necessary. The next user wants to see building and aircraft shadows. The third user doesn't care about the previous two but likes to see beautiful clouds or cockpit.

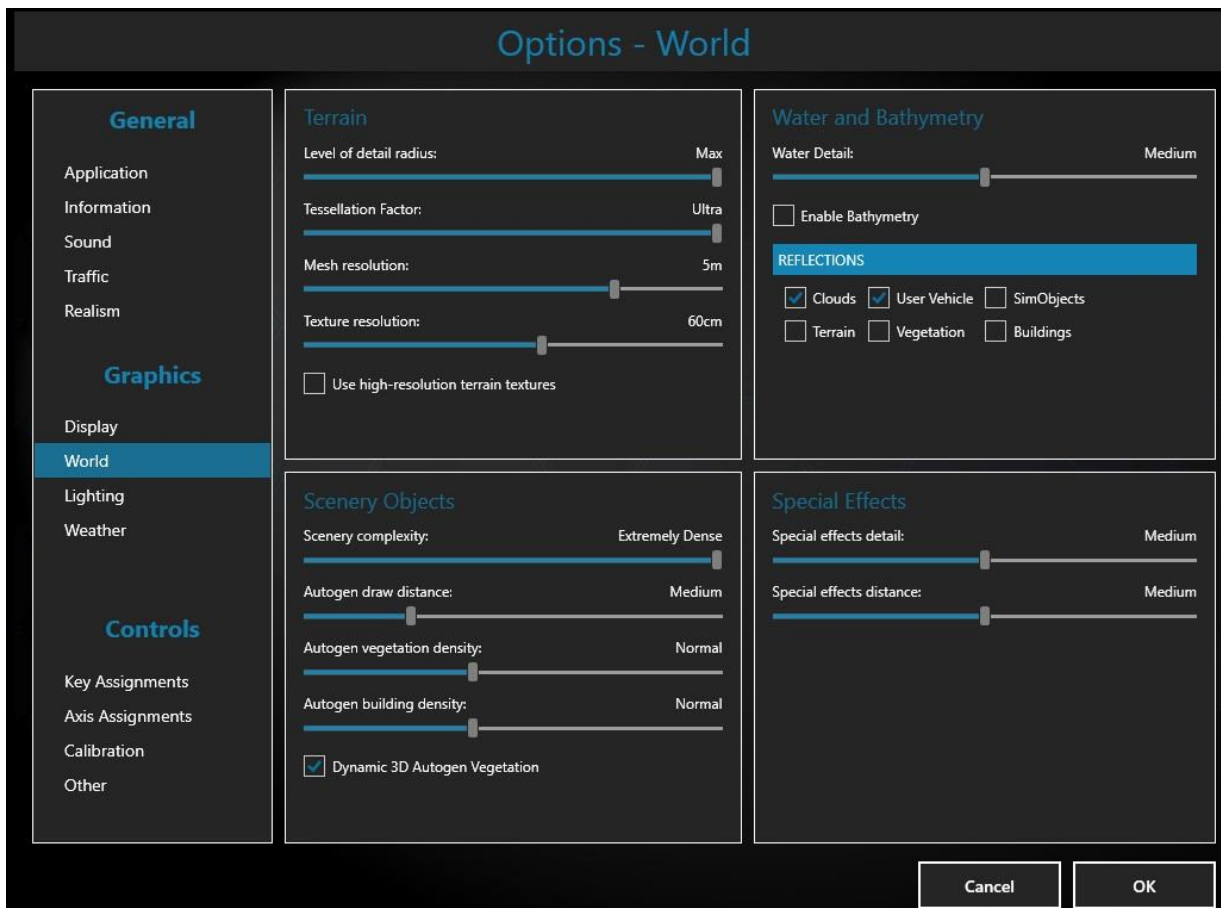
Underneath we try to present the settings which are regarded as realistic by members of our team. Furthermore, some tips are offered that may be advantageous to all for a better visual result and possibly improved utilisation of the video card. Of course, you can use the "help" button in these windows which explains these options in detail.



In this window, you can set the “device specific options” once via P3D. The graphics card will be shown. Setting to maximal framerate is sensible to avoid significant changes in the framerate . 30 is sufficient.

The option “AA”, anti-aliasing, limited the flickering of the screen and can be placed on 8xMSAA to admire a sharp photographic scenery. That also concerns the Anisotropic 16x. The texture resolution can be placed at 2048. These settings improve the quality of the screen images without significant influence on the framerate.

The options World depends on the PC possibilities. Start by settings the sliders total left and move them one by one to the right and see what the influence is on the framerate. It is essential to put the texture resolution in version 5 with the 50cm/pixel sharpness on 30 cm.



Furthermore, we advise you to change 3D settings directly in the configuration panel of your video driver. This way, all your video card's capabilities will be used, which you will notice by a much more detailed photo scenery.

Mesh resolution: This option concerns the altitude data. This determines the details of hills and mountains. We have to admit, The Netherlands is not known for its mountains, but many users like to fly across the border into mountainous areas, and details will be beautiful.

Water details: The Netherlands is a land of water, so we spend much attention on the water to get a good result. But a high setting will result in lower frame rate, so you will have to experiment to determine a satisfactory result for your situation.

Scenery complexity: This determines how many custom objects are visible. We advise you to start with a setting of "extremely dense" and then set lower as needed to reach an acceptable frame rate. It's best to try it over a well-populated area like the Amsterdam / Rotterdam area.

Autogen density: Like "scenery complexity", start with the highest setting and downgrade it depending on frame rate. In NL2000 this has more effect on forests, so test it in the "hoge Veluwe" area (between Soesterberg and Teuge airports).

Dynamic 3D Autogen Vegetation concerns the trees in P3Dv4.

Although most of the NL2000 members spend more attention to the scenery then the cockpit, a lot of pilots are flying in the 3D virtual cockpit and will appreciate the shadow effects. In general, the 2D transparent panel is not considered as realc. For those settings, there is in P3Dv4 an "option lighting" window available. Here you can set your preference.

Options - Lighting

General

Application

Information

Sound

Traffic

Realism

Graphics

Display

World

Lighting

Weather

Controls

Key Assignments

Axis Assignments

Calibration

Other

Lighting

☒ ENABLE HDR LIGHTING

Brightness: 1,10

Bloom: 1,00

Saturation: 0,80

Dynamic Reflections: Off

☒ Dynamic Lighting

☒ Landing-lights illuminate ground

☒ Display lens flare

Shadows

Shadow quality: Medium

Shadow draw distance: Low

CASTING AND RECEIVING

	Cast	Receive
Internal Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
External Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Simulation Objects	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Vegetation	<input type="checkbox"/>	<input type="checkbox"/>
Buildings	<input type="checkbox"/>	<input type="checkbox"/>
Particles	<input type="checkbox"/>	<input type="checkbox"/>
Clouds	<input type="checkbox"/>	<input type="checkbox"/>
Terrain	<input type="checkbox"/>	<input type="checkbox"/>
No Shadow Flagged Content	<input type="checkbox"/>	<input type="checkbox"/>

Cancel

OK

Clouds will also be calculated en shown by the processor and video card. More details mean more significant influence on the framerate. This picture gives a fair combination between of framerate and realism.

Options - Weather

General

Application

Information

Sound

Traffic

Realism

Graphics

Display

World

Lighting

Weather

Controls

Key Assignments

Axis Assignments

Calibration

Other

Visual Settings

Cloud draw distance:80 mi

Cloud coverage density:Medium

☐ Simple clouds

☒ Detailed clouds

☒ Volumetric Fog

☒ Detailed Precipitation

☒ Windshield Effects

Thermal visualization:None

Simulation Settings

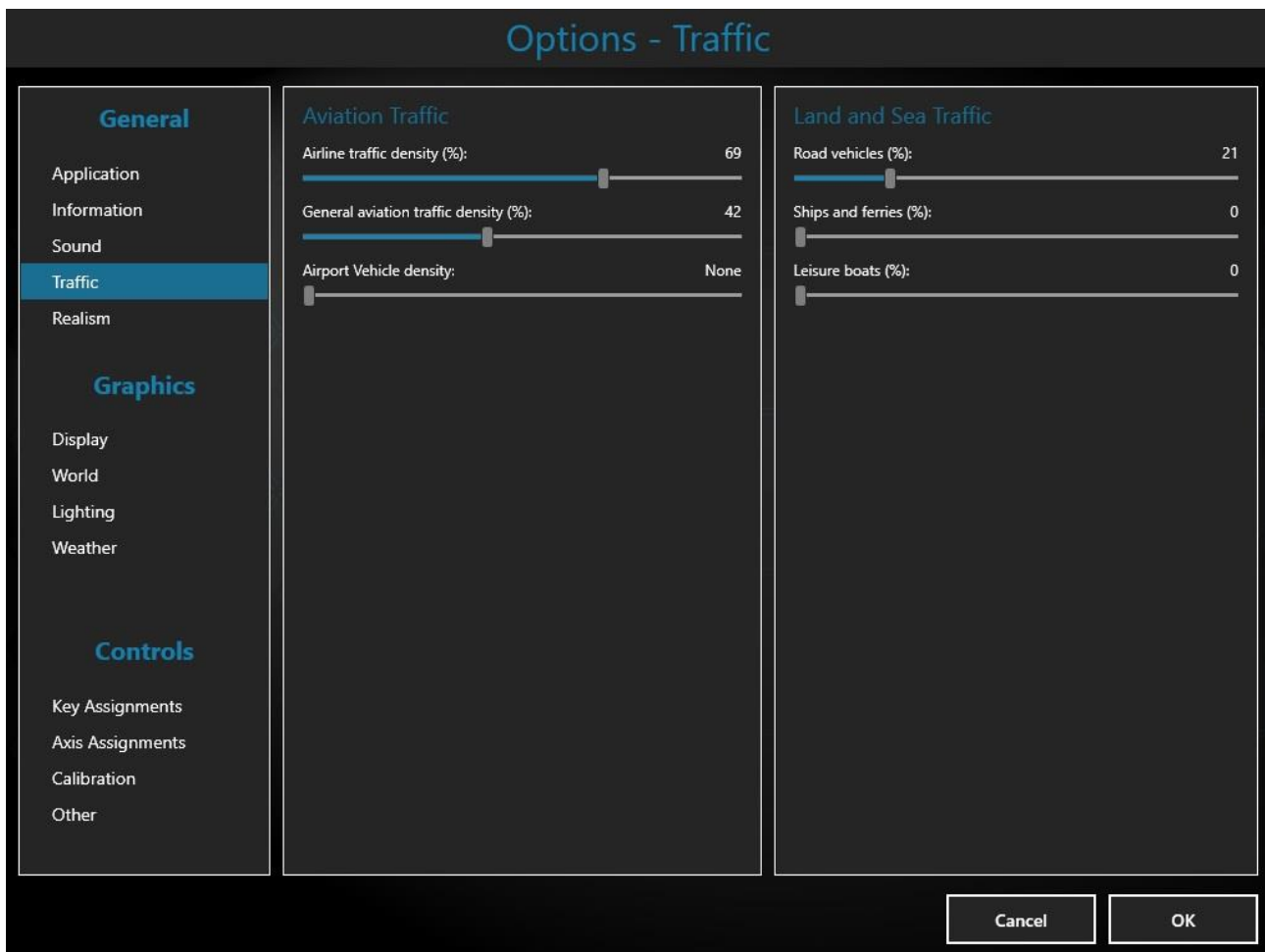
☒ Enable turbulence and thermal effects on vehicle

Rate at which weather changes over time: Medium

Cancel

OK

The amount of AI traffic (on the ground and in the sky) also influences the framerates. Especially on big airports can this be a significant factor.



But a lot of AI traffic is fun but can cause a significant reduction of framerate.

5.1 Optional files

Some files can not be altered in the normal way. These changes need to be made in the Microsoft Flight Simulator X files themselves. These modified files are not installed during the NL2000 installation. They are, however, supplied to you and packaged in the module nl2k_libraries (NL2000 v5.01 libraries) in the folder "optional" and it's up to you to decide whether you want to replace the standard files. Make sure you have a backup first. These optional files have to be placed, after making a backup of the originals, in the map: P3Dv4/scenery/0601/scenery.

A description of the changes we made to the default files follows:

APX49130.bgl This file contains most of the Dutch airports, but it also contains some foreign airports. It also contains some ILS's and markers, which can not be altered without changing this file.

The changes are:

- ☐ Outer marker at EHRD runway 24 is obsolete and has been removed.
- ☐ ILS EHRD rwy 24 has an updated ident frequency. The ident has been changed from RD to RSV; the frequency has been changed to 110,90 MHz. A DME capability has been added too.
- ☐ A second ILS/DME has been added to EHRD rwy 06. The frequency is also 110,90 MHz and ident is ROS.
- ☐ Two outer markers at Schiphol are obsolete and have been removed.

NVX06010.bgl contains VORs, VOR/DME's, DME's, the DME part of TACANS and the NDBs (as well as the locators). Several obsolete locators have been removed from NVX06010.bgl.

The files must be, after making a backup of the original, placed in the map: P3Dv4/scenery/0601/scenery

halo.bmp can be replaced by halo_25.bmp or halo_50.bmp. It is being used for approach and runway lights. The approach lights in NL2000 have been created to only illuminate to one side, or show different colours on the two sides. This creates oversized lights. The halo created by these lights has been changed to half the size, as gives a much more beautiful effect.

- ☐ halo_50.bmp is useful when using one window spread across two displays
- ☐ halo_25.bmp is useful when using one window spread across three displays

One of the two has to be placed in the map: P3Dv4/texture. Backup the original first.

5.2 Compatibility with other third-party add-ons

It is impossible for the NL2000 team to check every available addon for compatibility with the NL2000 scenery.

We advise you before installing the NL2000 scenery, to check on existing other files of the Dutch area and airports in the P3Dv4 library. Please uninstall or delete them first. Our airports are located at the exact locations, while P3Dv4 has locations that are sometimes meters different from are locations. You have to do this to avoid, that for instant AI traffic will move in the grass or trees or buildings appear on run or taxiways.

5.3 Priorities in de P3Dv4 library

After installing NL2000_version5, the priorities in the Prepar3Dv4 library of the NL2000 components must be :

first: the airports (highest priority)

below that: NL2000_v5.0_Traffic

below that: NL2000_v5.0_3D

below that: NL2000_v5_libraries

below that: NL2000_v5 resample maps for each province you did install.

To avoid conflicts with other addon photo sceneries, it is necessary to give the NL2000 scenery a higher priority than photo scenery of Belgium and VFR Germany and ORBX Germany North. Only add-ons in the NL neighbourhood like Weeze and the German Waddeneilanden must be placed above the NL2000 scenery in the P3D library.

5.2 Crash detection

In our scenery we are sometimes using 3D people. If you are too close to them, they generate a crash. We advise to turn off the crash detection in P3Dv4.

Releases

6.1 Making of

Version 5.02, release date November 2019, new photoscenery of most airports, update EHGG, new 3D people, updated heliports. 1 package combination 3D objects and heliports

Version 5, release date December 2018, new photo scenery in 50 of 100 cm /pixel. AI traffic P3Dv4, Gemini wind park, heliport Eemshaven, new installer

Version 4.10 release date oktober 2017, o.a. adjustments in EHGG, extra 3D object Amsterdam Zuidas and Rotterdam the SS Rotterdam and adjustments on heliport HeliHolland Emmen, EHTE and EHRD, installer 4.0.80

Version 4.09 release date November 2016, remake and update EHST, EHRD, EHEH, EHKD, EHGG en EHOW and new 3D buildings in south Amsterdam and more autogen buildings in the Netherlands, Installer 4.0.76

Version 4.08 release date June 2016, updates of airports, library, and traffic, Items converted for P3Dv3, installer 4.0.74, separate traffic packages for FSX and P3D

Version 4.07 release date November 2015, new Venlo and glider fields and updates EHDL, EHGG, EHEH, EHLW, EHMZ, EHTE, and new buildings in Rotterdam, Amsterdam and Alkmaar. heliport Erasmus MC

Version 4.06 release date April 2014, updates old packages

Version 4.05 release date November 2013, replacements packages v4.05

Version 4.04 release date February 2012, replacements packages v4.03, winter landscape and lighting

Version 4.02 release date December 2011, new packages, replacements package v4.01

Version 4.01 release date April 2011, new packages replacements packages from v4

Version 4.0 release date mei 2010

Version 3.0 Special Edition release date 22 December 2009

Version 3.0 Kerst release 25 December 2007

Version 3.0 release date 9 Juli 2007

Version 2.9 releasedate 10 april 2004

Version 2.1 release date 27 January 2002

Version 2.0 releasedate 13 oktober 2001

Version 1.0 release date 17 December 2000

5.4 Software and tools

The Netherlands 2000 scenery, Version 4.0 has been created with the aid of the following software and utilities:

- VectorEditor 3 of Guido van Wijngaarden (NL2000 team)
- Library Creator XML of Arno Gerretsen (NL2000 team & FSDeveloper.com)
- ModelConverterX of Arno Gerretsen (NL2000 team & FSDeveloper.com)
- FSX Planner
- ADE 165 / ADE170 / ADE 171 / ADE175
- Whisplacer
- SbuilderX
- FWTools
- AI FlightPlanner
- Microsoft Flight Simulator X SDK tools

- SCASM of Manfred Moldenhauer
- Gmax
- Abacus FS Design Studio
- The Gimp
- Adobe PhotoShop
- Paint Shop Pro of JASC, Inc
- AutoCAD
- Microsoft Visual Studio .NET 2008
- BGLAnalyse van Winfried Orthmann

5.5 Services, information provision and use of objects

To be able to create this scenery, the team had access to services, products and information sources and models from several organisations and persons. Without this help, many parts would not be possible. Our gratitude is extended to all these organisations and persons.

When using models, we have aimed to conform to applicable copyright rules. In most cases, we have acquired permission beforehand. If there are any questions about the use of these models, or there may be an alleged violation of copyright, please contact us via our website.

5.5.2 Services and products

- Nationaal Lucht- en Ruimtevaartlaboratorium (o.a. wederzijdse dienstverlening, softwareontwikkeling en beschikbaar stellen van de nieuwe fotoondergrond)
- Luchtverkeersleiding Nederland LVNL (nav wederzijdse dienstverlening beschikbaar stellen van het topstakelbestand en hoogtebestand NL)
- Wageningen UR/Geodesk, Theo van der Heijden, leveren boomtype bestand waarmee we de boomtypen in Nederland op de juiste plaats hebben kunnen zetten
- Bètatesters: Alle beta testers, die de afgelopen jaren hebben meegewerkt : bedankt

5.5.3 AI aircraft

- Jon Murchison – AIS vliegtuigen
- Graham King en Hrvoje Kovacevic – AI F16
- Mike, Kev Weescotty, Rysiek Winaver, Henry Tomkiewicz – AI F15, repaint 32FS F-15 door Arjan
- Mike Pearson – AI aircraft KC10 Klu (oa EHEH)
- Ton van Bochhove – AI-Fokkers, repaints door Symon Long
- Jake Burrus – AI P-3 Orion, repaints door Graham King en Arjan
- Tim Conrad (Piglet) –AI aircraft PC7 -repaint by Vincent van Yperen
- Isaac Conwell, Luca MIB Paolini, Sean Kneppers, Cees Melieste, Stephan Schröder, Paul Kemp
- Templar , Rlast , Max Schulist, Frank McCall, Xudeva Irribarra

5.5.4 Static aircraft

- Guy Diotte – Mig21, F-4, KC-135, C130, Alouette3, Gloster Meteor, Su7, Tiger Moth, F-111
- Claudio Sanches – NF-5, repaint door Arjan
- Jaap de Baare – Neptune SP-2H
- Ole Egholm – F-27 en Cougar helicopters, repaint door Arjan
- Captain Slug - Bucker
- Chris Lampard - Cessna
- Chris Bijlart - ATR42, Eurowings and 737 KLM
- Bill Anderson - SAS MD83
- Garry Lewis - F100, F50 KLMuk en 757 British Airways
- Lars Christian Hoff - 747 KLM
- Jaap de Baare - gate-guard Neptune
- Jerry Arzdorf - ULA
- The Freeware Works - DC-10 Northwest
- Guy Diotte – CH47 and AH64
- Adrian Brausch – NH90

- René Spaan – F16 repaints

5.5.5 3D models

- Jon Patch and Joerg Dannenberg - windsock
- Jorrit van Dommelen – model for Schiphol 1928 building in Lelystad
- Cow, sheep and pig objects: Jordan Moore
- Wolfgang Allers en David Marchall , 3D people op EHGG
- Gerard van der Wel - Europort chemical industry
- J. Katers - Oilplants in the Noordzee
- Steve Chase – designer of Oilrig macros and boot with helipad
- Paul Koopman - base model Firefly on EHAM
- Paul Maartens - Eindhoven city objects
- Winfried Orthmann and Gunter Scherrer - macro's of ships
- Wind turbine model: Claus V. Holmberg and Lars Moellebjerg (animate conditions added by Arno)

5.5.6 Informatieverstrekking

- B. de Jong – information of Ameland Airport
- Mike de Bruijn – information and photo's of Texel Airport
- Ed de Bruin - information of Texel Airport
- Dhr. Bosman - Architect Rotterdam airport terminal building
- Marcel Verdult - Brandbestrijding Rotterdam Airport
- Direction and people of Teuge – coöperation during photographing Teuge Airport
- Jack Gryskiewicz – o.a. photographing Maastricht Aachen Airport
- Simon Paul - Maastricht Aachen Airport
- Sjaak Putz - foto's of Maastricht Aachen Airport
- Jelle Broersma – help with ULV Drachten
- Max Aardema - information of Drachten Airport
- Gert Curtiss van Lingen - Ground controller op Eelde
- K.M. Meesters - information of Hoogeveen Airport
- Olfert Cleveringa - information of Hoogeveen Airport
- Maarten van Hagen - information of over Ultra Light fields
- A.W. de Zeeuw (www.skylinecity.info) - source het Nationale Nederlanden gebouw Rotterdam
- Marco van Middelkoop – high-resolution photos (Aerophoto-Schiphol)
- Marco Ponsen - signs of Amsterdam Airport Schiphol
- Martijn van de Spreng - Digital photography Arnhem used in macros
- Rijkswaterstaat & DOSBOUW - edition "The storm surge barrier in the Eastern Scheldt"
- Brian Blankenstein - digital information of Amsterdam
- Joost Schalekamp - surface information
- Airport Schiphol
- Onno de Jong, Groningen Airport Eelde
- Marc van den Kommer, mdl / P3D
- Havenmeesters Stadskanaal, Oostwold en Teuge
- Vincent Kager, airport Hilversum

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