

Fixes for TileProxy_R086 (quad-core processor) 01-12-2015

Start a line with # to comment it out.

Lines starting with ### are comment lines added for TileProxy_R086.

Turn your text editor's Word Wrapping OFF for editing this document.

#

Read the manual for help with configuration. Do not contact the

author about the configuration for particular services. Thank you.

#

[TileProxy]

Enable or disable worldwide photographic scenery coverage (Yes/True/On to enable)

master_enable=On

Write a logfile to disk. Recommend to turn this on only for debugging purposes.

When using FSX RTM or FS 2004, the logfile will grow VERY fast and affect performance.

#logfile="C:\logfile.txt"

If you have concerns about possible copyright violations by caching JPEG and BMP tiles

on your hard drive, this switch is the solution. By enabling diskless mode, Tileproxy

will not store a single tile on your hard drive. Expect higher network usage though.

Note that offline mode will depend on tiles being available in the cache.

diskless_mode=Off

Offline Mode - No network access will occur (Yes/True/On to enable)

offline_mode=No

Write a thread_schedule to disk. Recommend turn on only for debugging purposes.

When using FSX RTM or FS 2004, the thread_schedule file will grow VERY fast

and affect performance.

thread_schedule_file="C:\thread_schedule.txt"

Sets the priority class for the TileProxy process.

1 --> ABOVE NORMAL PRIORITY CLASS

2 --> HIGH PRIORITY CLASS

3 --> REALTIME PRIORITY CLASS

priority_class=1

A process is only allowed to run on the processors configured into a system.

Therefore, the process affinity core_mask cannot specify a 1 bit for a processor

when the system affinity mask specifies a 0 bit for that processor.

IMPORTANT: you need to select a core_mask/request_count pair for either 2,4,6, or 8 cores.

NOTE: A 2-core processor is selected below.

All other pairs need to be commented out.

2 cores

core_mask = # FFFFFFFF

request_count = 2

4 cores

###core_mask = # FFFFFFFE

###request_count = 4

6 cores

core_mask = # FFFFFFFC

request_count = 6

8 cores

core_mask = # FFFFFFF8

request_count = 8

Resolution limiter: 17 = 30cm/pixel, 16 = 60cm/pixel, 15 = 1.1m/pixel, 14 = 2.3m/pixel, 13 = 4.75m/pixel

Lower resolutions load faster, but are visually less appealing. The 30cm resolution may only be feasible

if you have at least 2GB of system memory.

max_lod=17

The following two settings allow you to tune Tileproxy to not preload specific LOD levels. This can be used in conjunction with third party scenery products like "FS Altitude" that provides data only up to a specific resolution. If you place this scenery higher than Tileproxy's world folders in the scenery library then it will have precedence over Tileproxy for the specific LOD levels that it contains. You can then instruct Tileproxy to not preload these low resolution LOD circles because they are not needed anyway.

Lowest LOD ring to automatically preload tiles for. Must not be lower than 8.

preload_min_lod=9

Lowest LOD ring to automatically preload tiles for. Must not be higher than 17.

preload_max_lod=16

The maximum number of tile contexts that Tileproxy will send to the filter driver. A context is essentially a very fast buffer for graphics data sitting in kernel memory that delivers data right into FSX. Each tile context can hold an entire LOD 8...15 tile. Higher values mean more use of your precious kernel memory though. The maximum number is 512. Lower if you run out of RAM during flight and the PC starts to use the paging file a lot.

max_contexts=512

Generate Water Mask. This brings back shader-rendered water and allows for the use of planes with floats (Goose, Beaver, etc...). If you turn this option off, you get the Tileproxy behavior of Beta 5 and earlier versions.

water_mask=On

Recommendation: FSX users: Use water_blending=on, water_smoothing=off to get soft land/water transitions

#

FS9 users: Use water_blending=off, water_smoothing=on

to get hard land/water transitions which

Tileproxy tries to match pixel-exact against coast-lines

#

Combining water_smoothing and water_blending is discouraged.

It's slow and gives weird results.

Use blending techniques to create a soft land/water transition with some

transparency effect near the shoreline. Compatible with FSX only.

water_blending=On

The distance in meters that you want land/water blending to extend from the shore line. Larger values require more processing. Large values are now possible, useful values are up to 2000 meters. Very high values may be detrimental to water mask resolution. Loading speed however remains mostly unaffected by this setting.

blend_distance=500.0

The rate at which terrain is blended into the water color. 1.0 means a linear

blending, values > 1.0 blend faster. Values < 1.0 blend slower. This works

similarly to a Gamma Curve. An exponent of 2 gives a quadratic blend function,

an exponent of 0.5 results in a square root behavior.

blend_exponent=1.0

The minimal and maximal transparency of the water. The lower you choose the min value,
the more reflective the deep water will be. The higher the max value is chosen, the less
reflective the water will be directly at the shore line. The reflectiveness transitions
linearly from max to min throughout the distance given by blend_distance from the shore.
Allowed values are between 0 and 1, and alpha_min should be smaller than alpha_max or
things may look weird.

The following alpha_min values will not give you any dithering artifacts on all-water tiles,
so the use of these is recommended. It is multiples of 16/239 (rounded up slightly)

0.0700, 0.1339, 0.2009, 0.2678, 0.3348, 0.4017, 0.4687

0.5356, 0.6026, 0.6695, 0.7365, 0.8034, 0.8703, 0.9373

alpha_min=0.2678

alpha_max=0.7

The water color in hexadecimal RGB notation. Prefix with #. This should be blue
or greenish blue or some shades of brown, depending on your preference.

Values of #000000 are discouraged when using water blending - it will result
in weird behavior at the shorelines.

water_rgb=#000D1A

Try to smooth land/water boundaries by trying to match the water mask to the image content.
This is a somewhat experimental algorithm.

water_smoothing=Off

The decision threshold for water/land when water_smoothing is enabled. 0 means everything
will be turned to land, 1 means everything turns to water. Chose some value inbetween.

water_threshold=0.33

Maximum number of bytes allocated to BMP graphics tiles in RAM at any time (0 for unlimited)
The value below states 100 MB.

cache_bytes_limit=15000000

#cache_bytes_limit=0

Maximum number of BMP tiles to cache in RAM at any time (0 for no limit).

#cache_tiles_limit=500000

cache_tiles_limit=0

The currently active service is configured here. Only ONE active source please.
The other source statements should be commented out.

source=Service Virtual Earth

#source=Service Google

The sources you want to be able to switch from the GUI menu.

Separate the list entries with | and enclose in quotes. Make sure the

names specified here are valid services which are defined below.

You may want to rename the services according to your preference,

but make sure you replace all occurrences of the strings.

menu_sources="Service Virtual Earth"

Experimental API Hooking section. Disable if you see strange crashes and effects.

Currently we only have the DirectX 9 hook. More hooks are planned.

enable_hooking=No

The DirectX 9 hook enables the moving map overlay. More features are planned.

enable_dx9hook=No

A flag whether to show the moving map overlay initially or not.

enable_movingmap=No

Dimensions and overlay colors of the moving map. Positions are percentages of the screen.

Width and Height refer to the full 512x512 pixel texture used for the map. To get around
map circle, the ratio of width and height should match your screen's aspect ratio (e.g. 4:3)

Radius is given in the map texture's pixels where one pixel represents a LOD 15 tile. A

radius of 0 disables the round stencil and shows the entire 512x512 texture. Color is given

in a hexadecimal ARGB notation.

movingmap_alpha=255

movingmap_color=#ff000000

movingmap_xpos=88

movingmap_ypos=15

movingmap_width=60

movingmap_height=80

movingmap_radius=60

#

Here begin the service specific configurations

#

This is new when you specify captcha_module

#

On encountering HTTP 302 redirects the captcha module will send Internet Explorer's cookies

stored for the specified service domain to the web server. It will also display whatever web

page the service redirects you to. This could be a page requiring you to enter a so-called

captcha. After entering the captcha correctly, the resulting session cookie will be stored as

a permanent cookie (expiration 1 day) in your IE Cookies folder and sent to the service on

subsequent requests. You will then be able to use the service as long as you wish, given that

you correctly enter the captcha dialog which may nag you once every 20 minutes or so.

#

Explaining the captcha_config arguments:

#

cookiedomain from captcha_config specifies the domain name for which cookies are stored.

This might be the service name plus a top level domain like ".com"

#

cookieurl specifies a HTTP url from which an identifying cookie will be retrieved first, if

no existing identifying cookie is found. This may be required sometimes to make the captcha

dialog appear in the first place. This could be the service's front page URL (e.g. a search

engine)

[Service Virtual Earth]

cache_folder=Z:\TP\tileproxy\cache.virtualearth

network_module=libnettile

module_config="conn=20|rate=2.0|verbose=0|server=http://a*.ortho.tiles.virtualearth.net|path=/tiles/a%s.jpeg?g=%v|quad=0123|balance=0123|useragent=Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET CLR 2.0.50727; .NET CLR 3.0.04506; .NET CLR 1.1.4322)"

min_level=9

max_level=19

map_version=4400

#level_mapping=9,10,11,12,13,14,15,16,17,18,19

#level_mapping=9,10,11,12,14,14,15,16,17,18,19 more radius HQ (13->14)

level_mapping=9,10,11,14,14,14,15,16,17,18,19 even more radius in HQ (12,13->14)

color_hack=Yes

color_level=13

bulk_extend=50