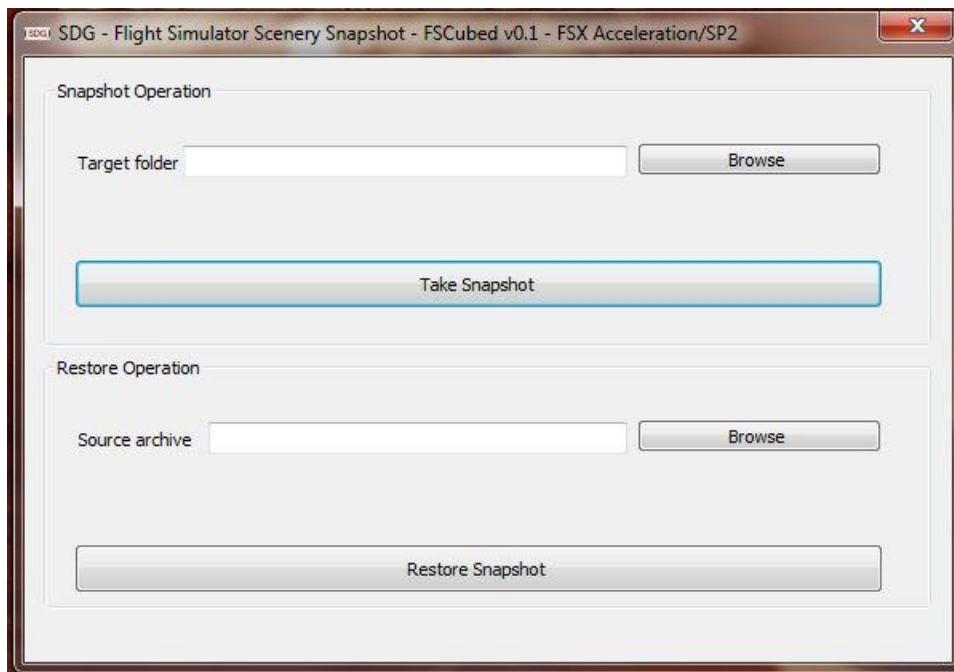


The logo features the letters 'SDG' in a bold, red, sans-serif font, centered within a white circle. This circle is surrounded by a thick red ring, which is itself set within a light blue ring. The entire design is centered on a dark blue background. The letters 'SDG' have a subtle reflection effect below them. The letters are enclosed in large black parentheses.

**(SDG)**

**FS Scenery Snapshot - FSCubed v1.0 User Manual**



There is absolutely no doubt that most simmers are in love with virtual aviation because of that rush of enjoyment that accompanies being in command of an aircraft on today's advanced and immersive simulators. The only problem is having to deal with file corruptions, crashes, sudden errors and simulator stutters and slow downs which will force you to reinstall your simulator along with all your scenery add-ons.

FSCubed is the easiest and most effective way to restore your add-on scenery to its original state after simulator corruption or a windows crash that demanded a simulator reinstall. And it is as easy as a few clicks of a mouse. It is currently available and certified by our testers for FSX Acceleration/SP2, FSX Steam Edition and Prepar3d (P3D) V2.x

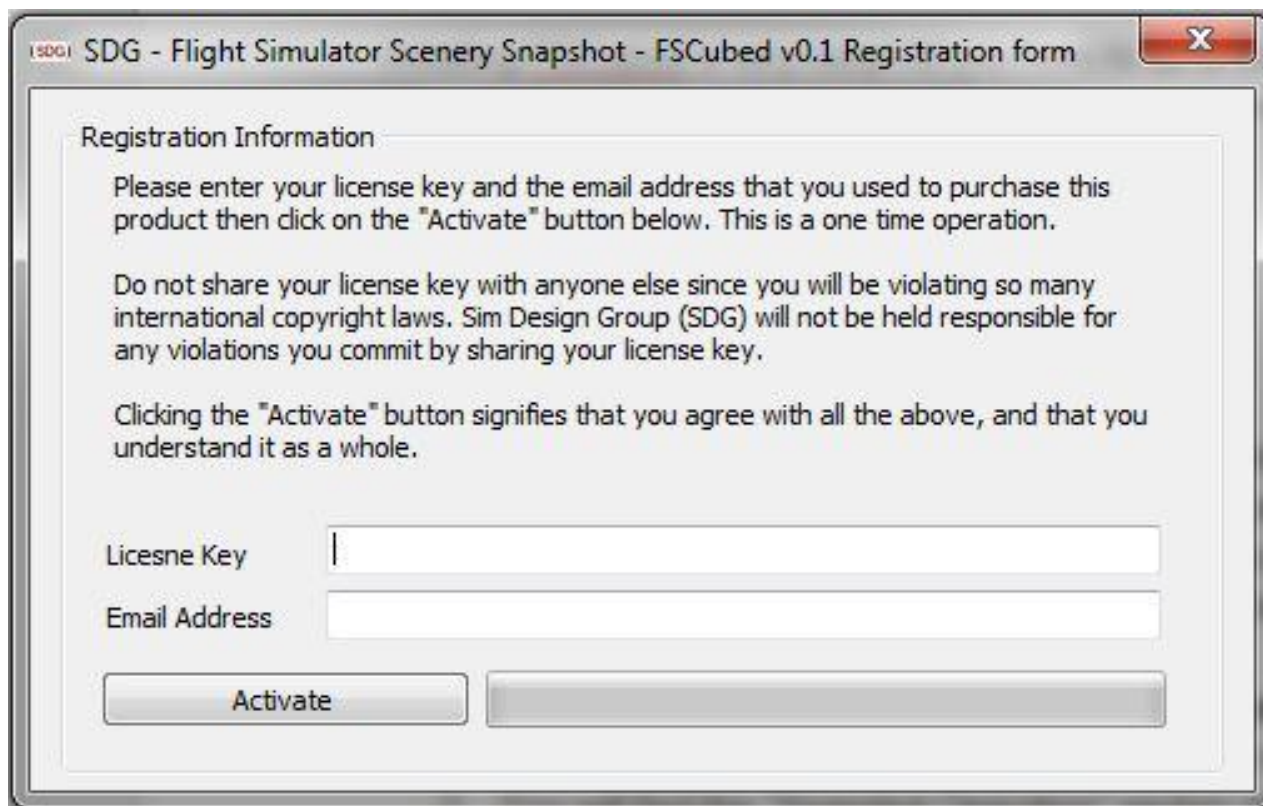
So, if you have lots of add-on scenery on your flight simulator, then FSCubed is definitely for you.

## INSTALLING FSCUBED



Installing FSCubed is very easy! All you have to do is follow the installation wizard, Accept the "Copyright and License" agreement if you do, and choose where on your PC you wish to store the files that FSCubed needs to run.

## STARTING FSCUBED FOR THE FIRST TIME



The image shows a registration window titled "SDG - Flight Simulator Scenery Snapshot - FSCubed v0.1 Registration form". The window contains the following text:

Registration Information

Please enter your license key and the email address that you used to purchase this product then click on the "Activate" button below. This is a one time operation.

Do not share your license key with anyone else since you will be violating so many international copyright laws. Sim Design Group (SDG) will not be held responsible for any violations you commit by sharing your license key.

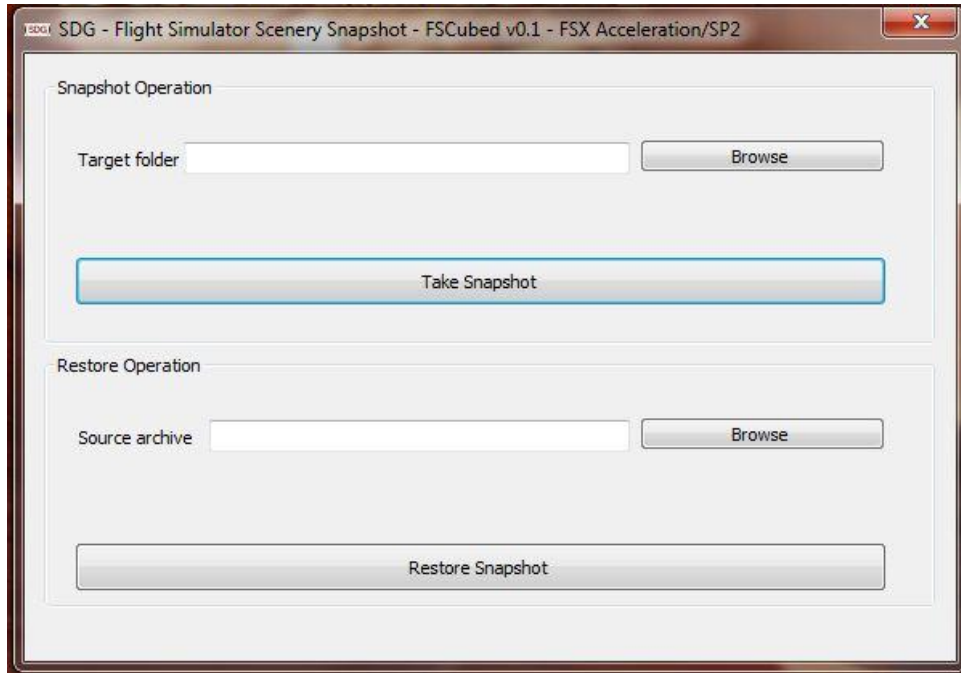
Clicking the "Activate" button signifies that you agree with all the above, and that you understand it as a whole.

License Key

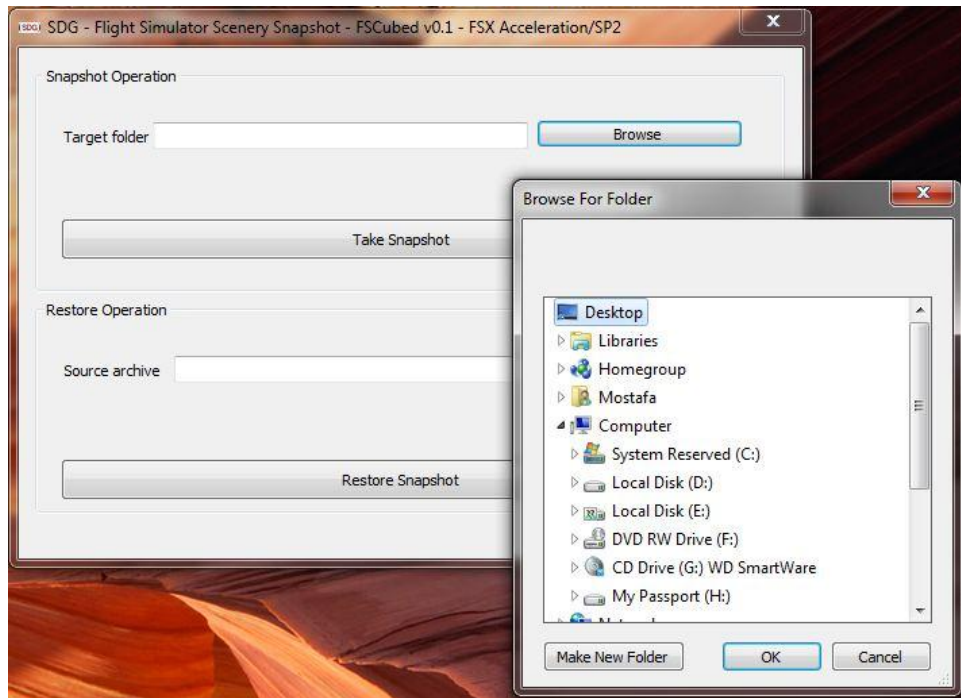
Email Address

The first time you start FSCubed whether you are starting the FSX, FSX SE or the P3D version. you will be asked to input the license key you received and the email address you used when you first purchased the license. This is a one time process to activate FSCubed on this PC. It is also part of the agreement that you need to understand before using this software.

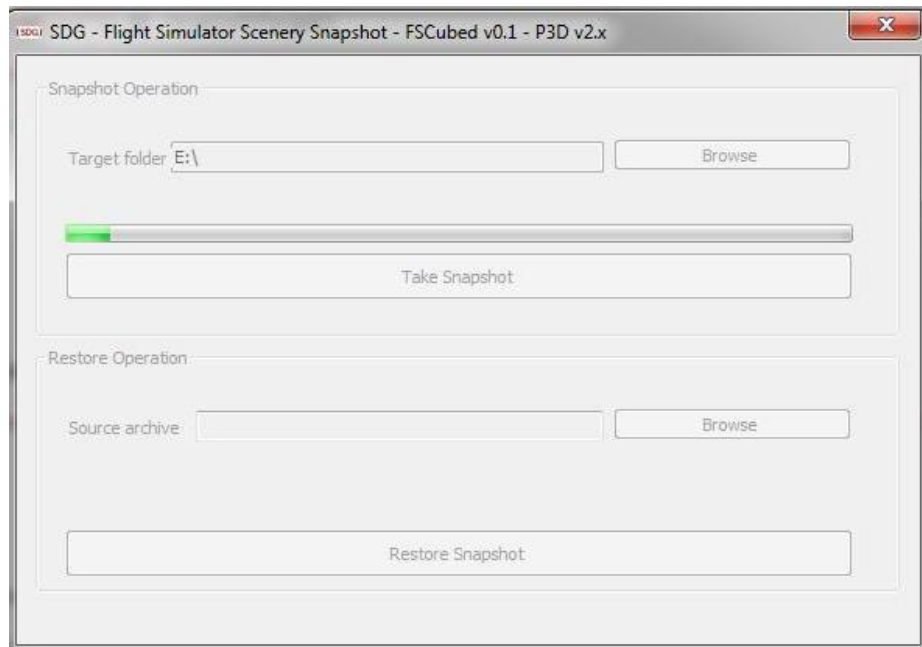
# TAKING A COMPLETE SCENERY AND CONFIGURATION SNAPSHOT



1. Start FSCubed v1.0 by clicking on its icon in the start menu or on your desktop



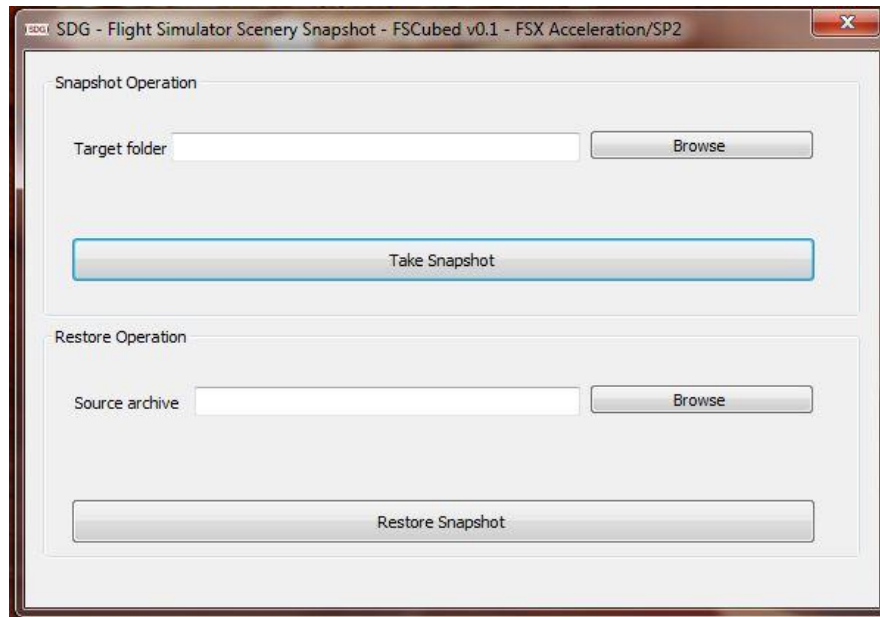
2. You will find the "Snapshot Operation" section at the top of the application. Before the snapshot storing process starts, you will need to pick the folder that the FS3 snapshot file will be saved in. To do that, click on the browse button (at the top in the Snapshot Operation section) then select the folder of your choice.



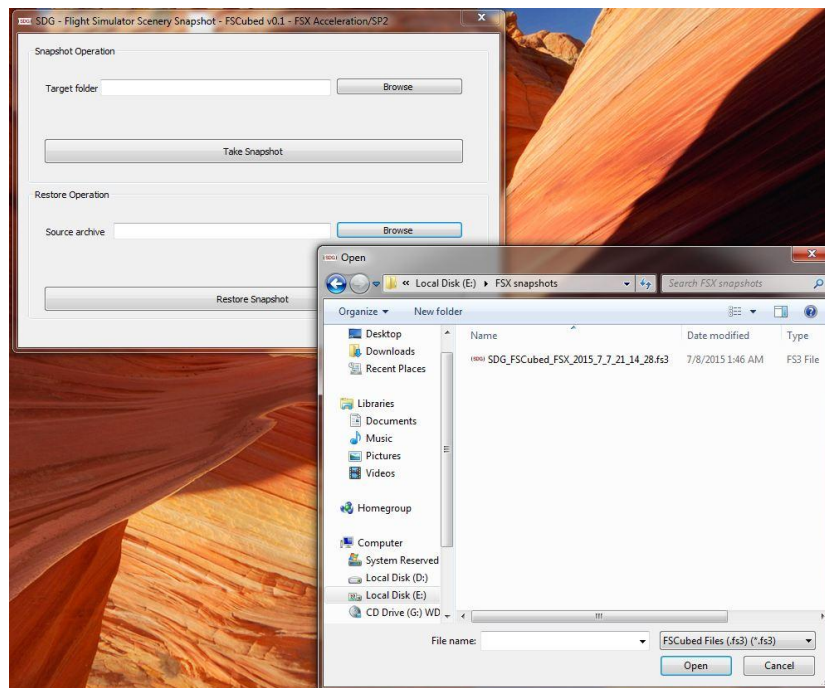
3. Once the FS3 snapshot folder has been selected, its path will be displayed in the "Target folder" field. Now, simply click the "Take Snapshot" button to start the storing process.
4. The green progress bar in the "Snapshot Operation" section will indicate where the process is at.
5. The progress speed is not constant and you will find it may speed up or slow down depending on the stage that the process is at.



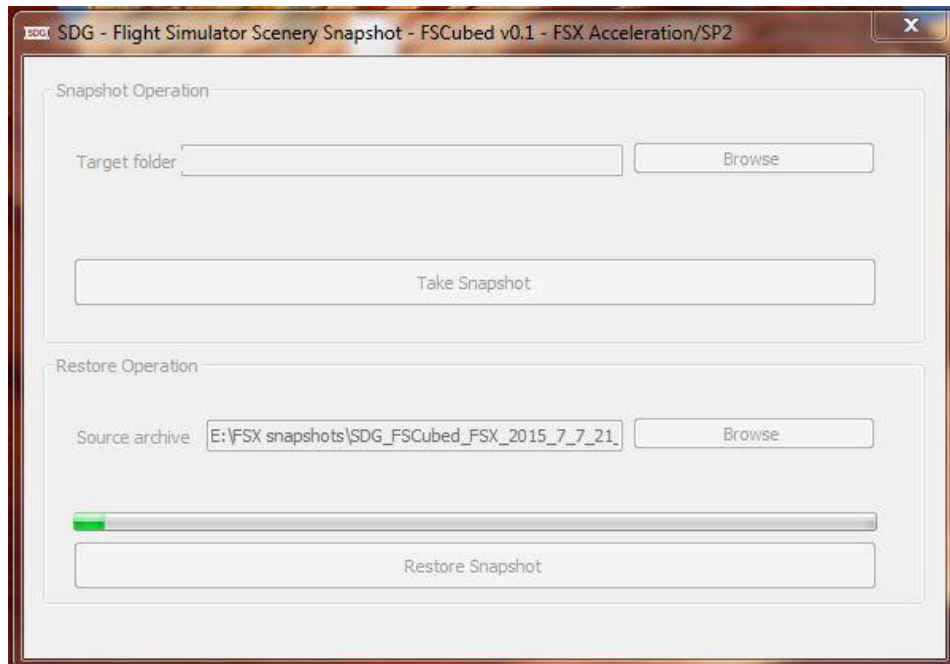
# RESTORING A COMPLETE SCENERY AND CONFIGURATION SNAPSHOT



1. Start FSCubed v1.0 by clicking on its icon in the start menu or on your desktop



2. You will find the "Restore Operation" section at the bottom of the application. You may have multiple snapshots stored, so before the restoration process starts, you will need to pick the FS3 snapshot file that you intend to restore. To do that, click on the browse button (at the bottom in the restore section) then find and open the FS snapshot file you want to restore.

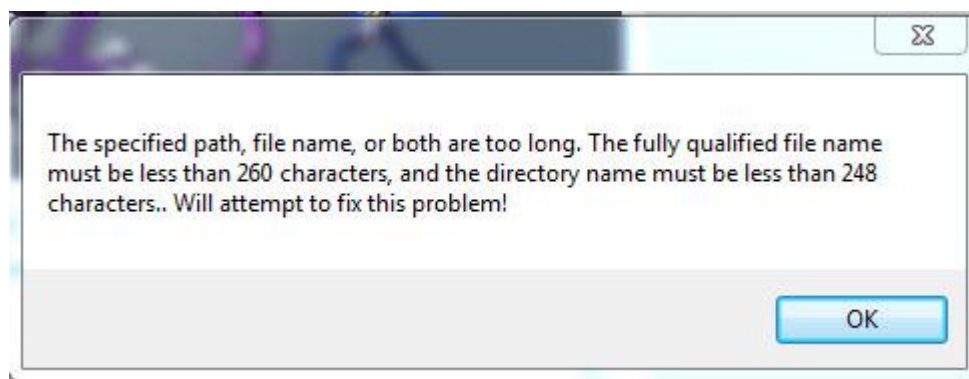


3. Once the FS3 snapshot file has been selected, its path will be displayed in the "source archive" field. Now, simply click the "Restore Snapshot" button to start the restore process.
4. The green progress bar in the "Restore Operation" section will indicate where the process is at.
5. The progress speed is not constant and you will find it may speed up or slow down depending on the stage that the process is at.



## HINTS

1. FSCubed v1.0 is designed to compress the snapshot files as much as possible to save required disk space and to make it easier to fit on portable drives for safe keeping. The compression that takes place during the snapshot storing stage may require a somewhat long operation time especially with lower end processors and slower mechanical hard disks and if you are an add on scenery collector having a large number of installed scenery products. For this reason, it is recommended that you perform your snapshot storing operations mostly overnight if you intended to perform processor intensive usage on your PC during the day.
2. Restoring a snapshot is a lot faster than storing one on the other hand. Tests showed that the restore process of a snapshot takes 25-35% of time required to store it.



3. During FSCubed's operation it may encounter issues of problem. It will attempt to overcome these problem after notifying you about it. It will also, store these problem notifications in the log file that is associated with the storing or restoring operation that you are asking it to perform. Log files are important have handy while asking for help from our support team so please keep then saved with the FS3 snapshot files.
4. It is also worth mentioning that customers using this product and tool will not be able to share scenery snapshots and in that way we will be helping our fellow scenery developers in keeping their products safe from piracy.

## FUTURE PLANS

Coming versions of FSCubed should include the option to choose between low, medium and high compression ratios. This has been brought to our attention when testers with more than 50 high quality and detailed add on scenery products took long times while taking scenery snapshots while they had more storage space to spare. A lower compression ratio would lower the time needed to store a snapshot but would require more storage space for the FS3 file.

FSCubed may also be enhanced be able to “truly” migrate scenery from one version of simulator to the newer one, like in the case for moving from FSX to FSX Steam Edition, or even from FSX to Prepar3D. Yes the research for a safe mechanism is underway although it will not be able to correct problems that comes out of technology differences between these simulators such as missing lights in some products.

A version for P3D v3 will be available very soon after its release. Just allow us the time to make the necessary adjustments and testing.

## SUPPORT

We will always be ready to receive your support requests on:

- Our support email address at [support@simdesigngroup.com](mailto:support@simdesigngroup.com),
- our facebook page at <https://www.facebook.com/pages/Sim-Design-Group/736621166412919>,
- or our forums at <http://www.simdesigngroup.com/forums/>

In some cases we may conduct Skype or phone support calls and even assist you directly on your PC using the famous desktop viewing and controlling application TeamViewer which you can download from: <https://www.teamviewer.com/>

## OTHER SDG PRODUCTS

Cairo International Airport scenery for FSX and P3D

<http://secure.simmarket.com/sdg-cairo-intl-airport-hecax-fsx.phtml>

<http://secure.simmarket.com/sdg-cairo-intl-airport-heca-p3d.phtml>

Luxor International Airport scenery for FSX and P3D

<http://secure.simmarket.com/sim-design-group-luxor-international-x-helx.phtml>

<http://secure.simmarket.com/sim-design-group-luxor-international-helx-p3d.phtml>