(SDG)

FS Scenery Snapshot – FSCubed v2.0 User Manual

SIM DESIGN GROUP (SDG) FSCUBED
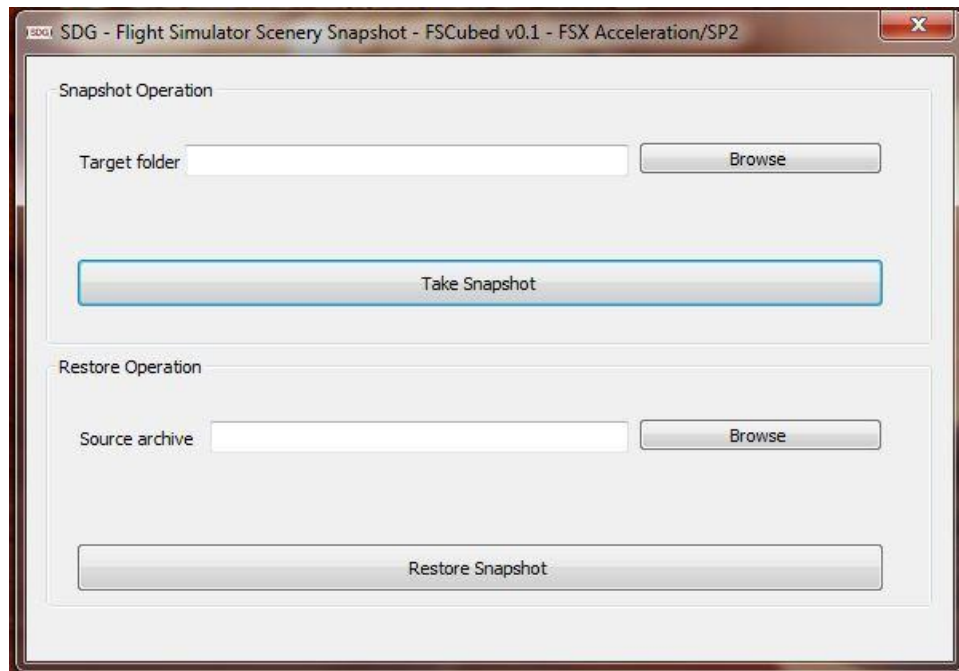
There is absolutely no doubt that most simmers are in love with virtual aviation because of that rush of enjoyment that accompanies being in command of an aircraft on today's advanced and immersive simulators. The only problem is having to deal with file corruptions, crashes, sudden errors and simulator 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 it's 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 and v3.x

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

[A guide for UPGRADING from FSCubed free Edition to full version is on page 12]
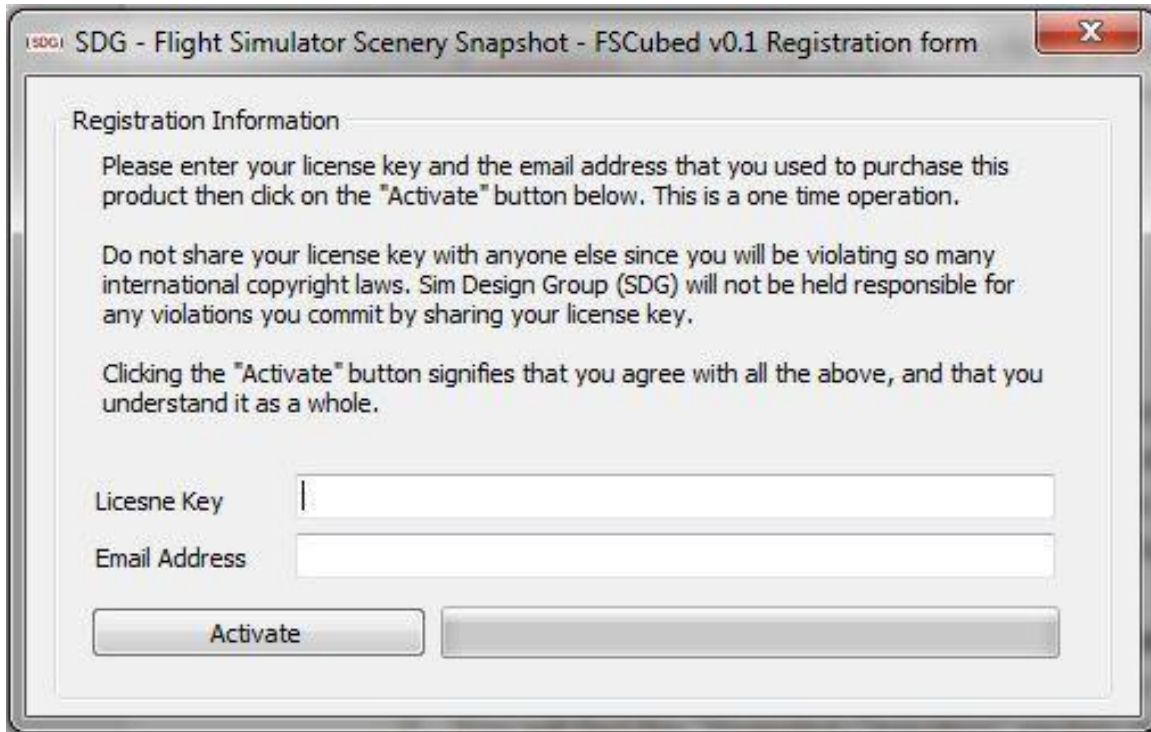
[A migration guide is avialable on page 11, however, it is recommended that you understand basic operation first]

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 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.

CREATING A SCENERY SNAPSHOT
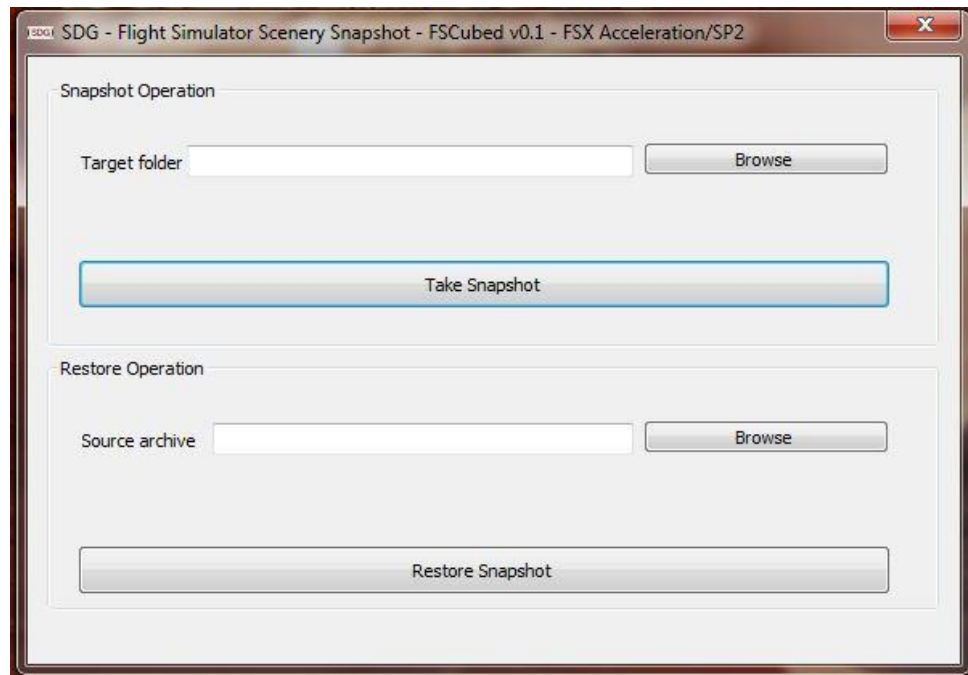
1. Start FSCubed v2.0 by clicking on its icon in the start menu or on your desktop

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.
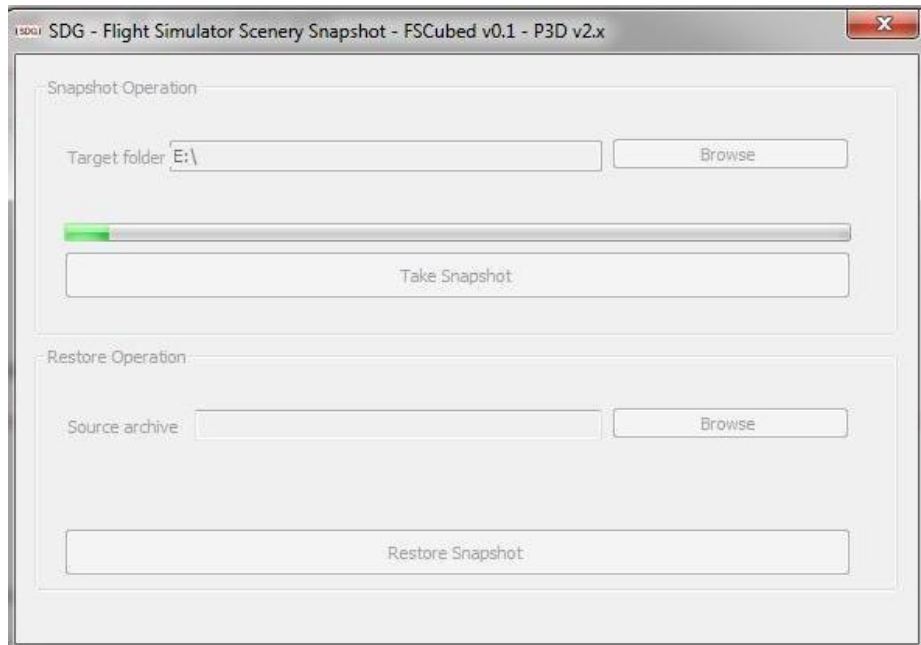
3. Once the FS3 snapshot folder has been selected, its path will be displayed in the "Target folder" field. Now, simply click the "Take Snapshot" button to start the storing process.

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 SCENERY SNAPSHOT

(Available only using the FSCubed full version)
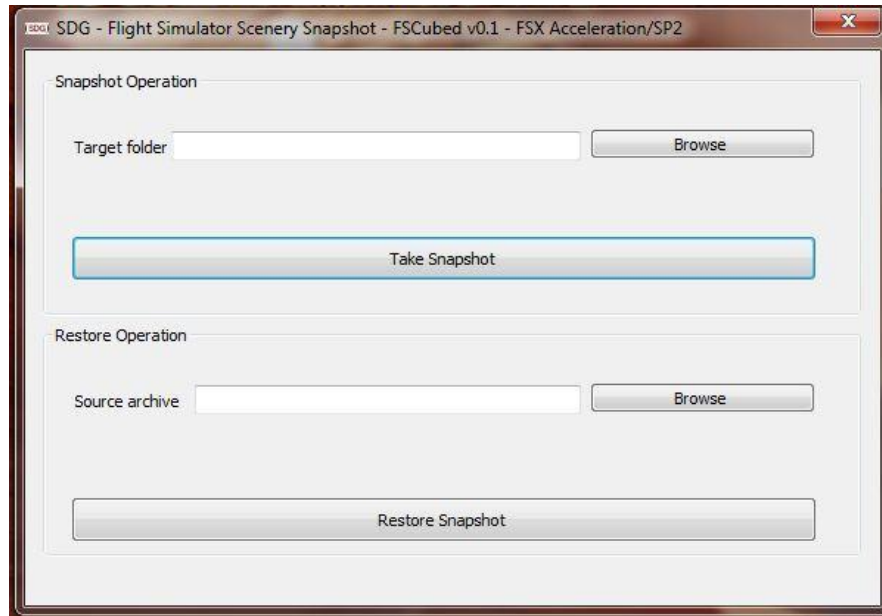
1. Start FSCubed v2.0 by clicking on its icon in the start menu or on your desktop

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.
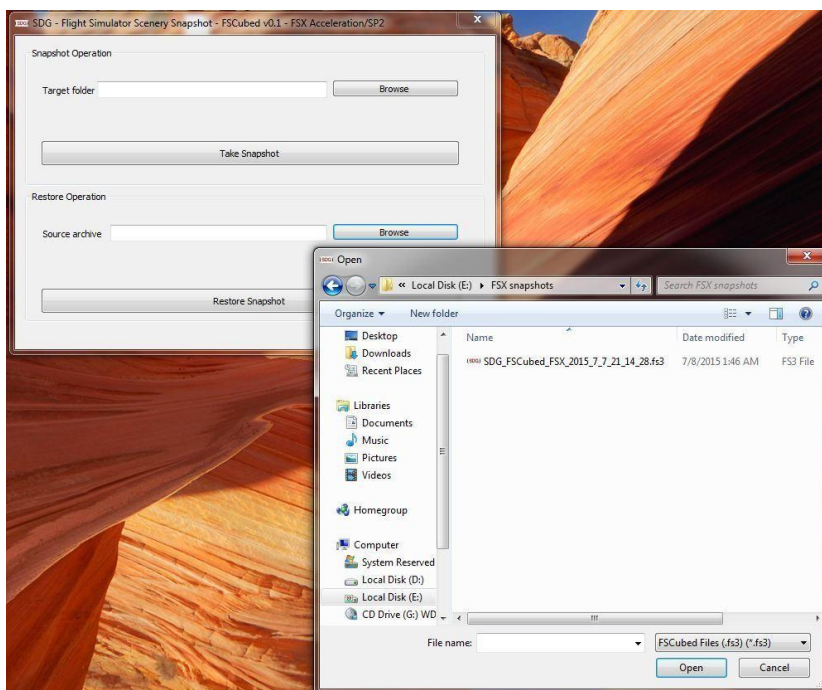

3. Once the FS3 snapshot file has been selected, its path will be displayed in the "source achieve" field. Now, simply click the "Restore Snapshot" button to start the restore process.

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.
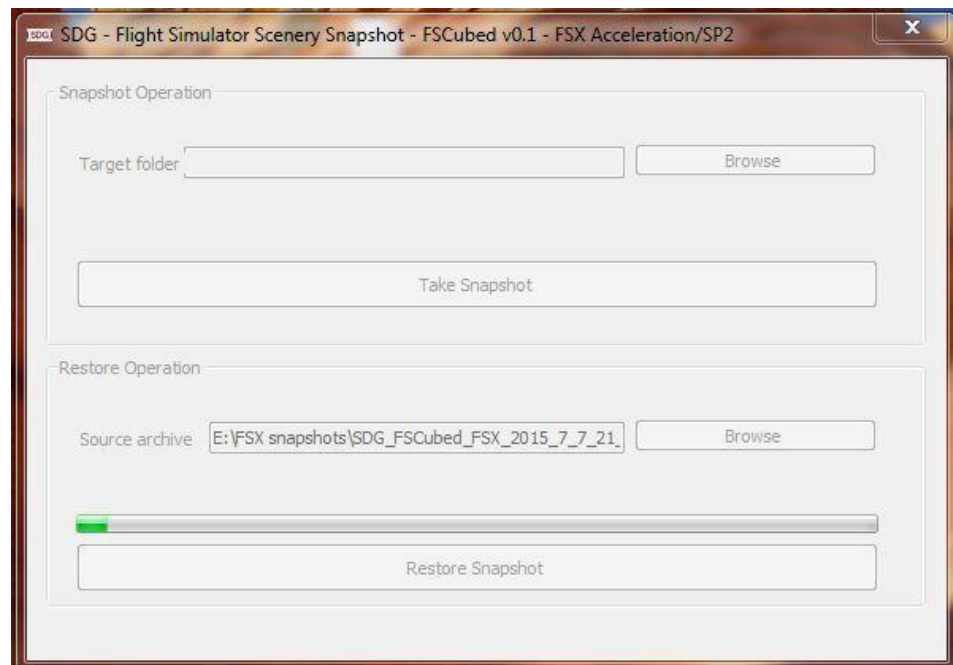
HINTS

1. FSCubed v2.0 is designed to create a balance between compressing the snapshot files to save the required disk space for them and the time required to create these snapshot files. The format is still compressed to a certain extent 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, however, it is significantly less that the time that was required by FSCubed v1.0. FSCubed v2.0 tests recorded half and sometimes one-third of the time taken to create a snapshot using v1.0. If you are an add-on scenery collector having a large number of installed scenery products, 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. Future versions of FSCubed should make the required time for creating a snapshot even shorter.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.

2. FSCubed v2.0 is now enhanced and 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. However, it will not be able to correct problems that come out of simulator technology differences between these simulators such as missing lights in some products.

The specified path, file name, or both are too long. The fully qualified file name must be less than 260 characters, and the directory name must be less than 248 characters.. Will attempt to fix this problem!

OK
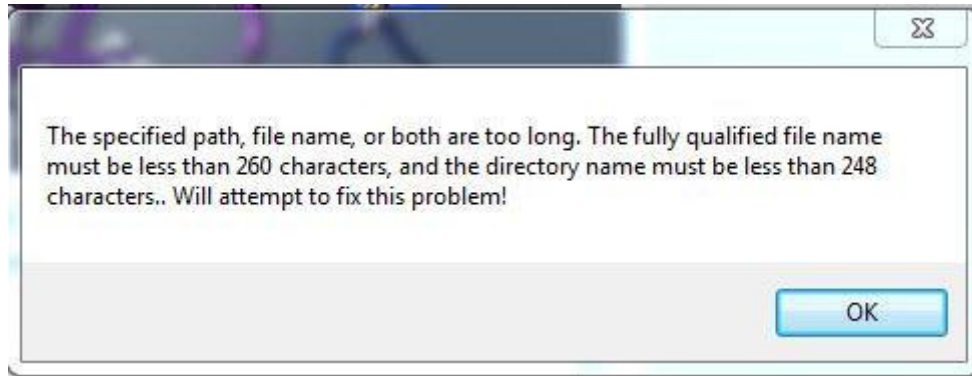
3. During FSCubed's operation it may encounter issues of problem. It will attempt to overcome these problem after notifying you about it. It will also, store these problem notifications in the log file that is associated with the storing or restoring operation that you are asking it to perform. Log files 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.

5. Any migration process would take more time than a normal restore one due to the obvious extra complexity of that process

6. Migration from P3D v2 to P3D v3 will ask you for a migration confirmation.

SCENERY MIGRATION GUIDE

Migrating scenery from one platform to a newer more advanced one is a simple process, and can be completed using a few easy steps.

1. Install the FSCubed variant for the source simulator platform, we will use FSX Acceleration/SP2 as an example for the sake of this guide [page 3]

2. Run FSCubed FSX (source simulator) and create/take a scenery snapshot from this source simulator. [page 5]

3. After installing the target simulator, say P3D v3.1 for the sake of this guide, install the FSCubed's variant for this target simulator platform. [page 3]

4. Run FSCubed P3D v3 (target simulator) and restore the snapshot file that you created from the source simulator platform. FSCubed will detect that the snapshot file is on fact taken from a different simulator and will confirm with you that you really want to migrate the scenery to the target one. [page 7]
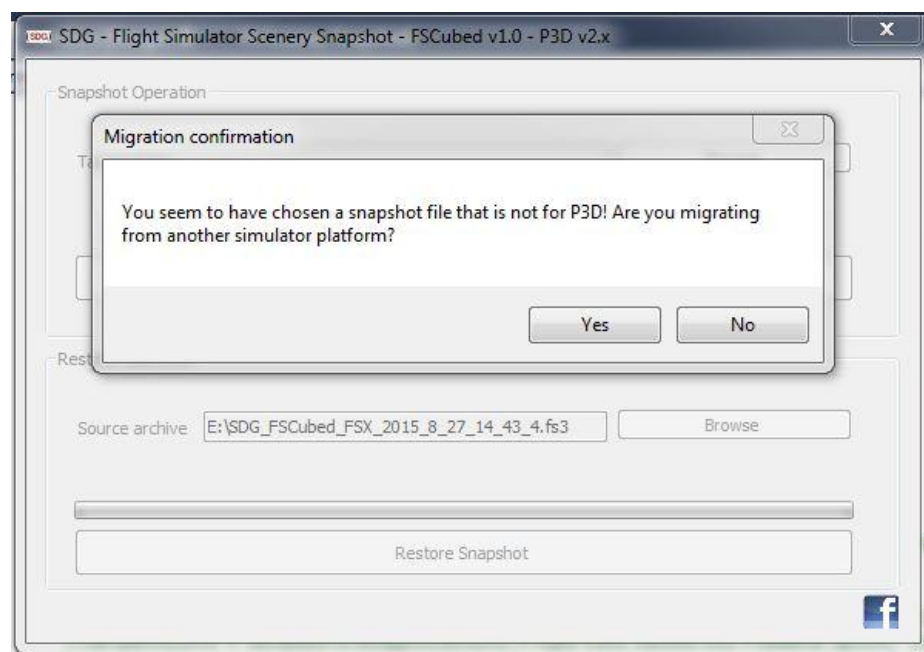
RESTORING OR MIGRATING FROM FSCUBED FREE EDITION SNAPSHOT BACKUPS USING FSCUBED FULL VERSION

To be able to restore the snapshot backup you created using FSCubed FREE Edition, your registration key needs to be upgraded to enable it to activate the full version. This is also as simple as a few clicks.

Simply purchase the FSCubed full version license from our store, distributors, or from simMarket. Once the purchase transaction is complete, you will definitely notice that the license key you will get for the full version is the same one you had for the FREE version. This means that it has already been upgraded and is ready for use with FSCubed full version. If this is not the case, you must contact SDG support as soon as possible so that they would correct the data on our databases for you, or else FSCubed full version will not be able to restore the backup snapshot and will produce numerous errors also.

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.

Selective backup and/or restore is also being researched as a result of it being requested by our customers. This functionality should enable the user to selectively backup certain scenery products to an FS3 snapshot file and/or selectively restore them from the same FS3 snapshot file.

Also among the short list of features that are to implemented is the ability to pause/resume the process of snapshot creation and restoration.

SUPPORT

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

- Our support email address **(quickest response)** at support@simdesigngroup.com,

- Our facebok 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

Marsa Alam International Airport scenery for FSX and P3D
http://secure.simmarket.com/sim-design-group-marsa-aalam-hema-v2-fsx-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