

Installing Tileproxy for FSX under Windows 7 & 8

1. Summary and Prerequisites

- Tileproxy download: <http://sourceforge.net/projects/tileproxy/files/tileproxy/> (353.3 MB zip file Beta 8 November 2008)
- Driver Signature Enforcement Overrider : <http://www.ngohq.com/?page=dseo> (706KB exe file)
- A pre-configured **proxyuser.ini** file is included (will require tweaking)
- UAC (User Account Control) set to **Never notify me**
- Windows needs to run in **Test Mode**
- FSX folder requires write permission.
- Tileproxy cache best placed on separate partition or disk for faster performance and so as not to fragment the main drive. It may be useful to understand the cache further by looking at the full manual (see below). **Note:** never try defragmenting an SSD.
- Firewall and file scanning by antivirus/security programs needs setting so as not to block Tileproxy downloads or cause time outs due to scanning each tile downloaded.
- **fsx.cfg** in **C:\Users\username\AppData\Roaming\Microsoft\FSX** is overwritten when Tileproxy is installed. It is backed up during install and needs putting back to replace the fsx.cfg file that Tileproxy creates (make your own backup if you wish).
- The Tileproxy cache folder needs full control by the appropriate user. Probably best to give full control to user 'EVERYONE'. [Click here](#) for details on how to do this.
- If you have photo scenery installed for particular areas then you will see this rather than the Tileproxy data. To use the Tileproxy data you will need to deactivate the photo scenery.
- Tileproxy can be uninstalled in the usual manner through 'Programs and Features'.
- This guide is to assist with the installation of Tileproxy and to get you up and running. There is a lot more to it you want to delve further! For the full manual see: <http://www.edtruthan.com/tileproxy/manual.htm>
- **N.B. Installing on WINDOWS 8 requires one additional task.** This can be carried out before following the guide which is the same as the install process for Windows 7. Thanks to Darrell for this update March 2015.

Subsequent to Darrell Scott helping myself and others with the install process we have put this guide together. Do contact us if you have suggestions or questions.

Robert Ephgrave.

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2. Installing on Windows 8 (**this step required for Windows 8 only**).

The way to setup TileProxy on Windows 8 is the same as for windows 7 apart from one additional initial step. This involves running a command from the **Command Prompt**. When installing or running any applications, it is best to right click and run as administrator.

- In **Charms** got to **Search**
- Type **cmd** which will find the **Command Prompt**
- Right click and choose **run as administrator**

In the command prompt window type the following (note the spaces):

bcdedit -set TESTSIGNING ON

Press enter and it should return with the message **The operation completed successfully**. You can then close the command prompt and reboot.

Upon rebooting you should see the Windows Test Mode logo in the lower right corner. From here everything is the same as Windows 7 including using the **dse** (Driver signature Over rider) program as usual **but only after having performed the above step**.

However the command may fail and will return the error message as below.

A screenshot of a Windows 8 Command Prompt window titled "Administrator: C:\Windows\System32\cmd.exe". The window has a blue title bar and a black background. The text inside shows the command prompt's version (6.3.9600) and the command "bcdedit -set TESTSIGNING ON" being entered. The output is an error message: "An error has occurred setting the element data. The value is protected by Secure Boot policy and cannot be modified or deleted." The prompt is currently at "C:\Windows\system32>".

```
Administrator: C:\Windows\System32\cmd.exe
Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

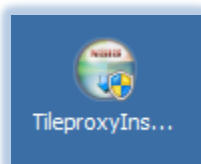
C:\Windows\system32>bcdedit -set TESTSIGNING ON
An error has occurred setting the element data.
The value is protected by Secure Boot policy and cannot be modified or deleted.

C:\Windows\system32>
```

If this is the case you will need to **Disable Secure Boot**. This is accomplished within the UEFI (the up to date equivalent to the BIOS) and is beyond the scope of this tutorial. The subject is covered in this excellent video on Youtube.

<https://www.youtube.com/watch?v=2OCpJP4Eh88>

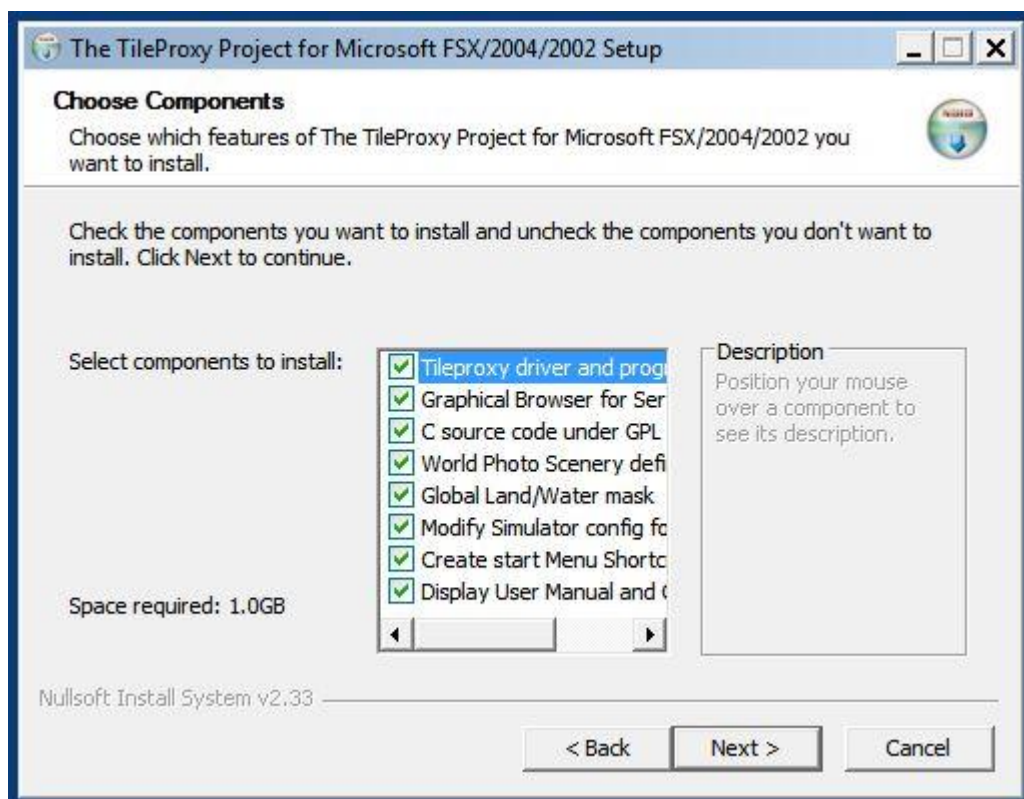
Having disabled Secure Boot you will then be able to run the **bcdedit** command and continue with the install.



3. Install Tileproxy

Extract TileproxyInstaller.exe from the archive downloaded from Sourceforge and run the executable **as administrator**. Accept license etc.

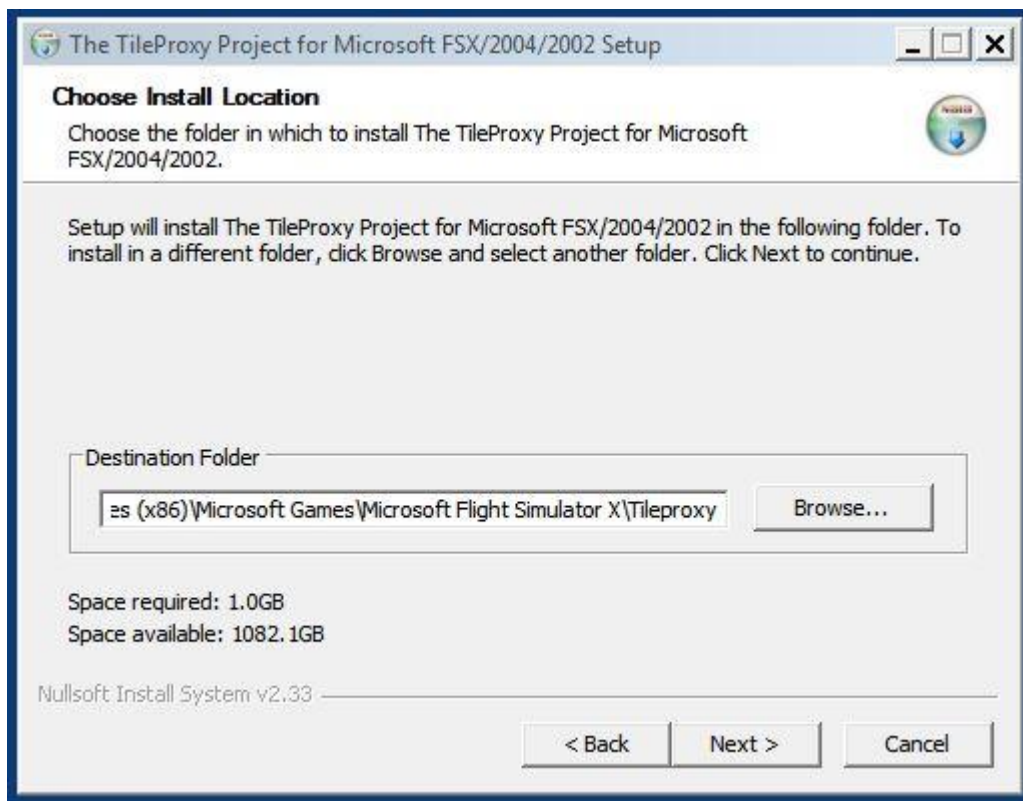
The first screen is **Choose Components**.



Ensure all check boxes are ticked and click Next.

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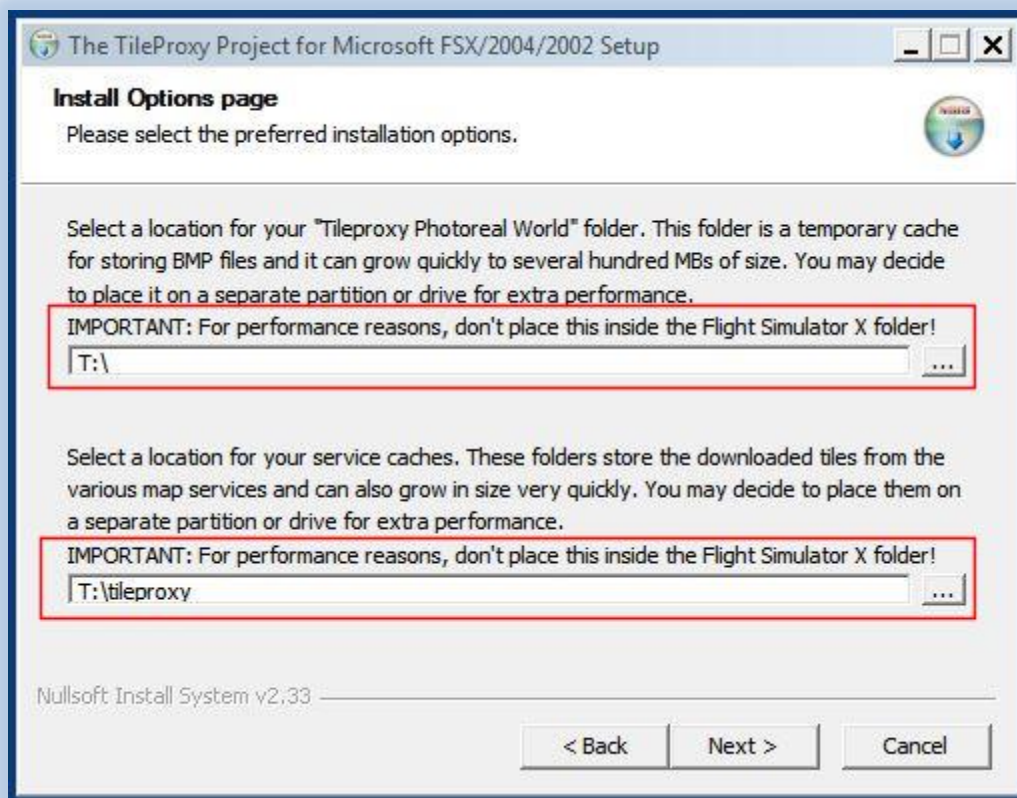
Next screen is **installation location** (ensure write permission is granted for this folder).



This can be anywhere but the default FSX folder is fine.

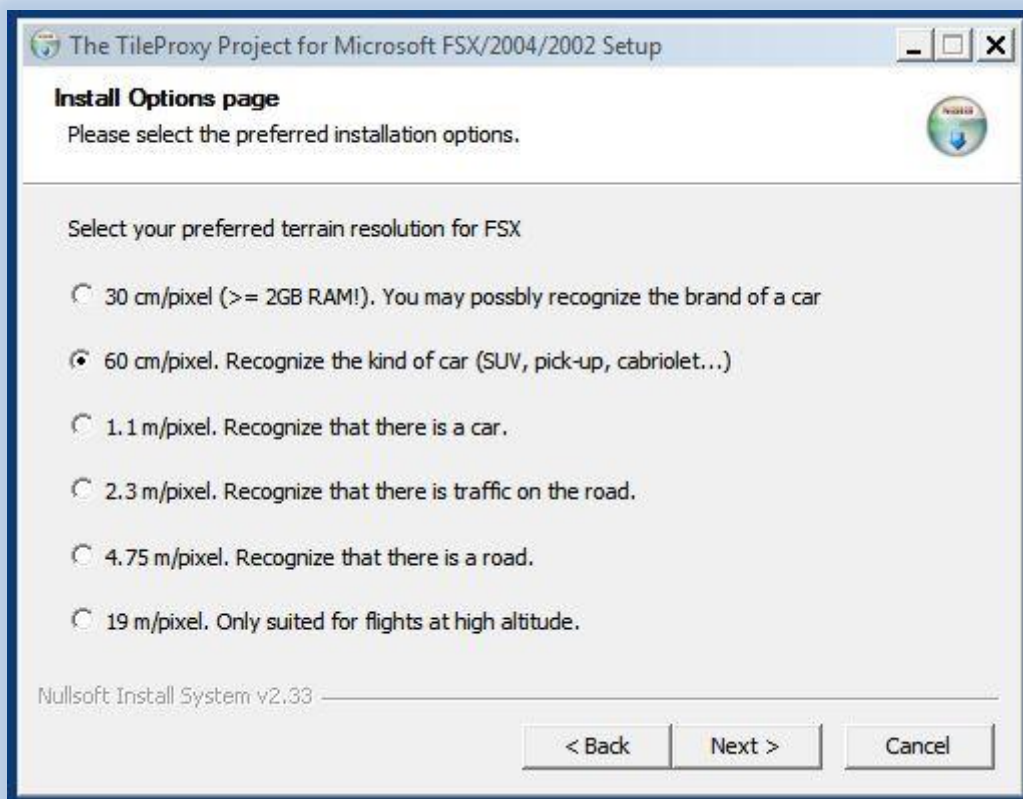
✓

Next screen is **install locations options page**. Note carefully the information about the locations – **do not use the FSX folder**. The faster and larger the drive the better as there can be many thousands of files.



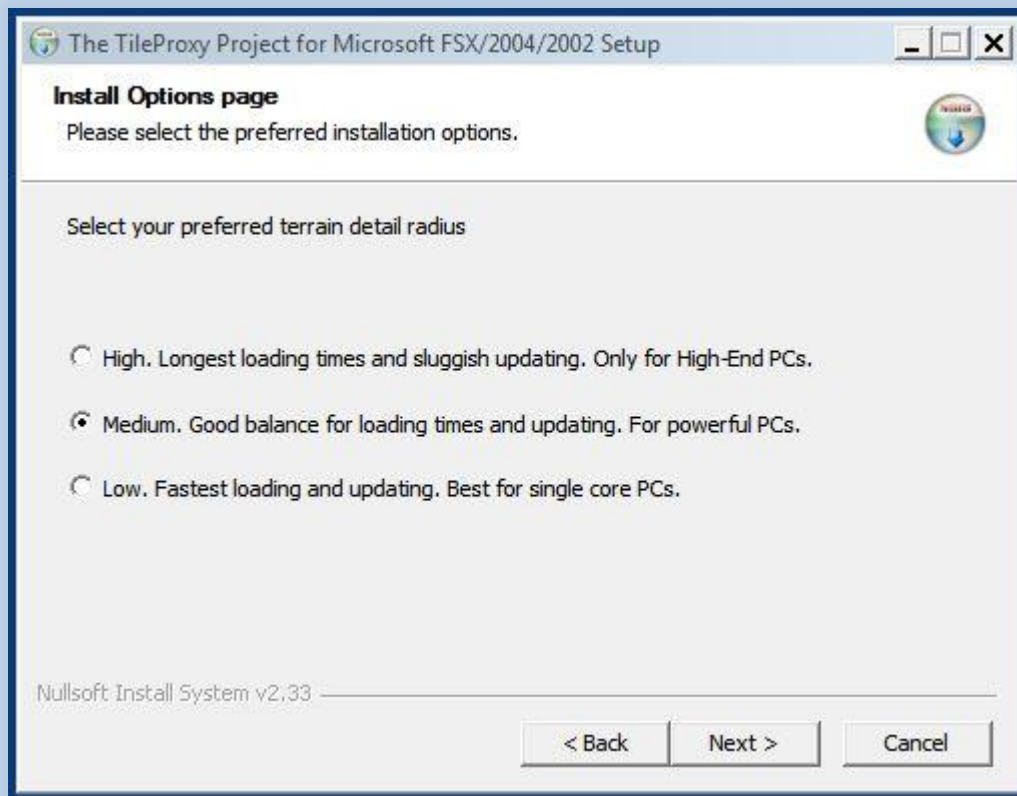
✓

Next screen is **install options for terrain resolution** which can be tweaked later if desired. Try 60 cm/pixel.



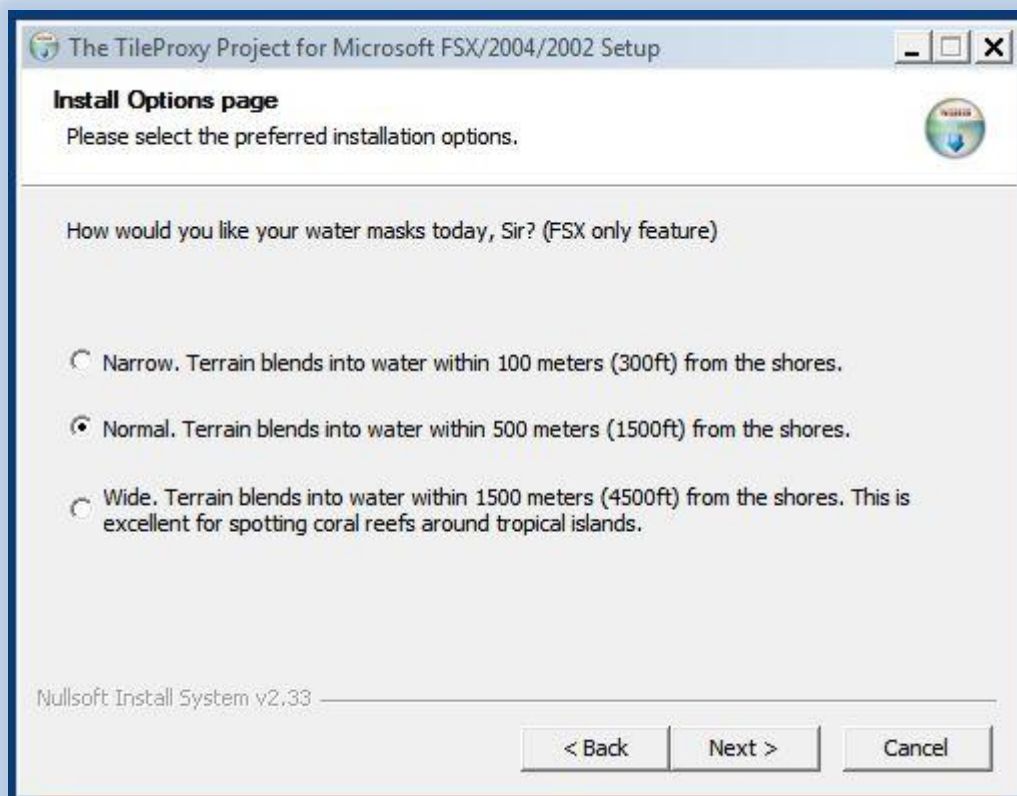
✓

Next screen is **install options for terrain detail radius**, which can be tweaked later if desired.



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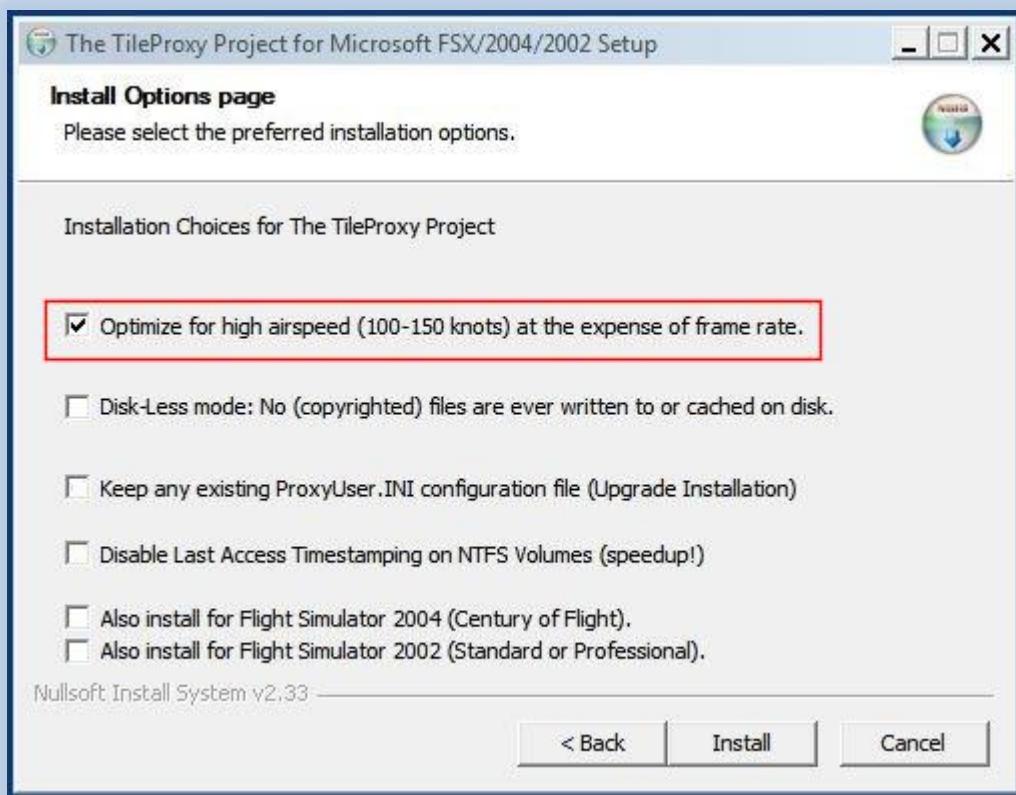
Next screen is **water masks**



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Next screen is **Install Options page**

Untick all but **Optimize for high speed**



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Next screen is a **Windows message box**.



Ignore this screen for now. It will be dealt with later.

Installation will complete and the user manual will open which you can shut down. The **ProxyUser.ini** file will also open in your Notepad program and you can also close this (we will deal with it later). You should now be left with the **Completing the Tileproxy Project for Microsoft FSX/2004/2002 Setup** window and you can click **Finish**.

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4. Update ProxyUser.ini file

In this step you need to replace the **ProxyUser.ini** file with the pre-configured ini file downloaded at the start. If you used the default location this will be in:

C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X\TileProxy

Having replaced the file with the preconfigured one, it can now be tweaked as necessary. Open the ini file in a text editor and look for the service sections.

```
# 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 Yahoo Maps
#source=Service Norway
#source=Service Google
```

Use # to comment out the services not required. Only one service can be active at a time. Note that the Google service is no longer available.

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The **cache_folder** path needs setting to what was chosen during installation

map_version can be checked for versions updates at <http://aviation.allanville.com/tileproxy/>

```
[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?q=%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=2963
#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
```

5. Replace fsx.cfg

In Windows Explorer go to %AppData% or use Windows search for %AppData% and go to:

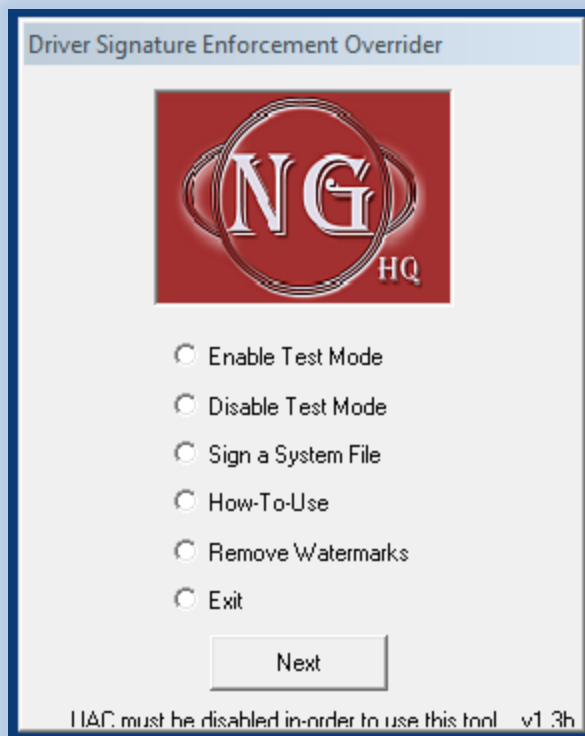
C:\Users\username\AppData\Roaming\Microsoft\FSX

Replace the fsx.cfg file with the original that you backed up at the start or the backup that Tileproxy created.

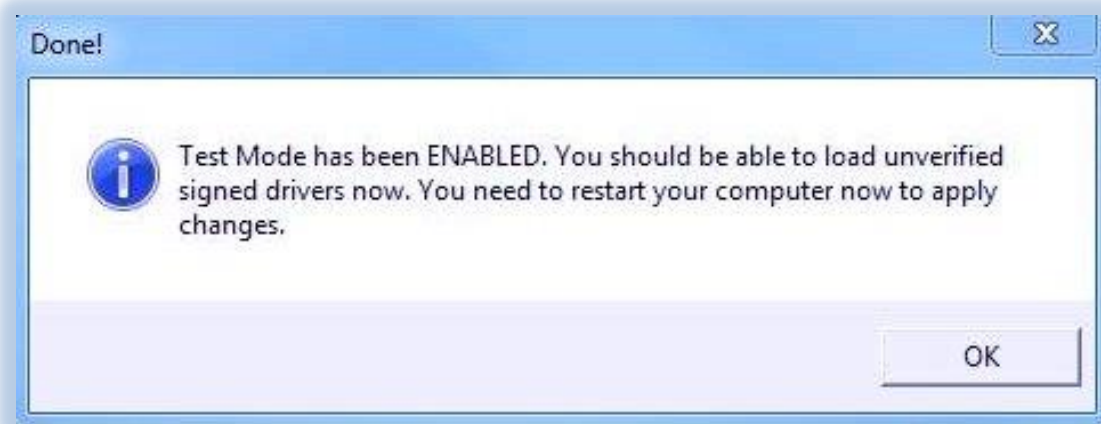
6. Driver Signature Enforcement



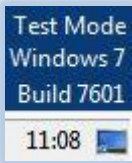
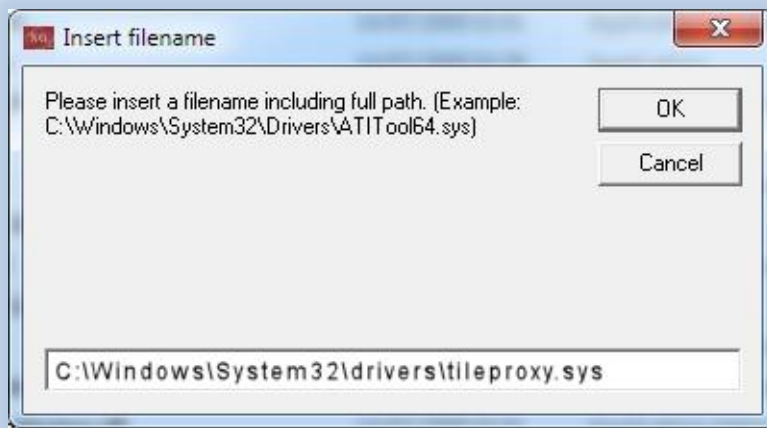
Run **dseo13be.exe** (as administrator) and accept the software license. From the options screen of bullet points select **Enable Test Mode** and click Next.



A message will appear stating a computer restart is required to apply this change.
DO NOT restart at this stage. Click OK and carry on.



Next select **Sign a System File** and click Next. In the **Insert Filename** field, put
C:\Windows\System32\drivers\tileproxy.sys
and click OK.

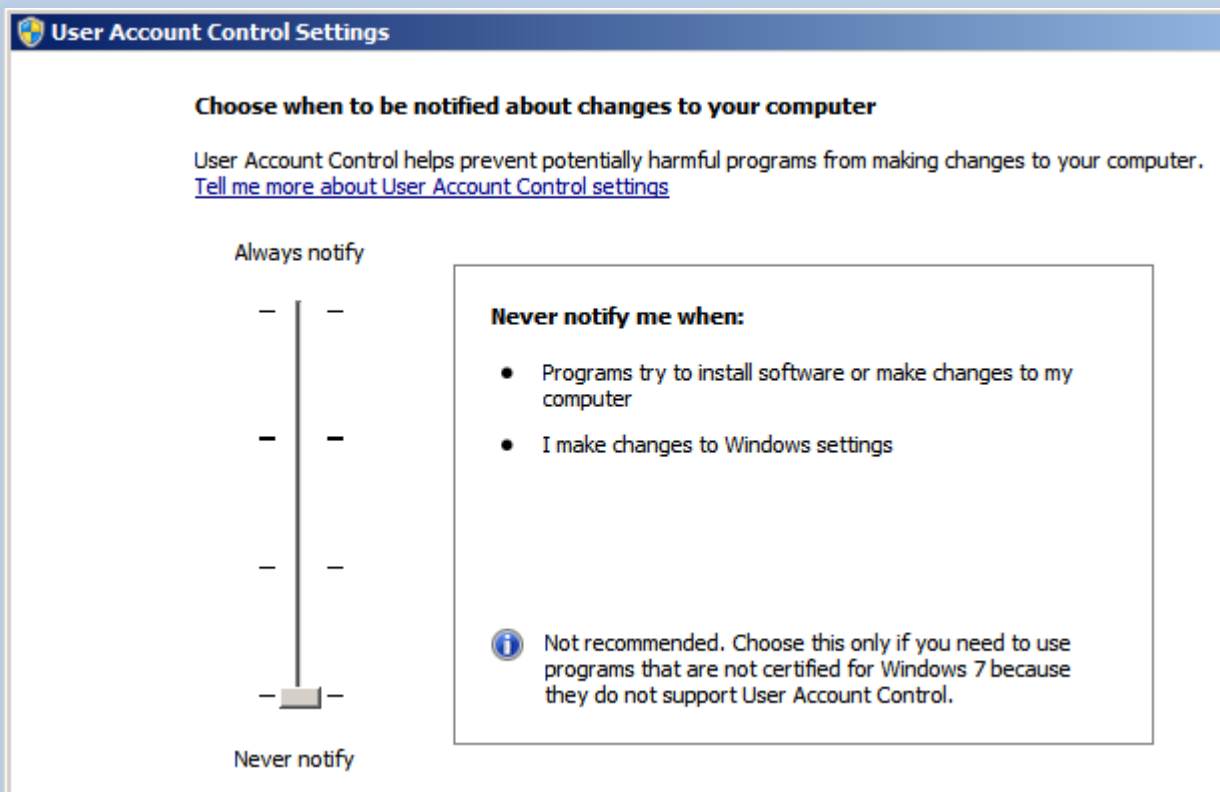


Next select **Exit** and click OK. Restart Windows which should now be in **Test Mode**. The **Test Mode** message should appear in the lower right portion of the screen.

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7. Turn Off UAC (User Account Control)

Set UAC to **Never notify**



8. Firewall and Virus Software

Virus software and firewall software should be set so as not to block any Tileproxy processes. e.g. if there is real time file protection that scans every tile being downloaded the system can time out or may not be able to write to the Tileproxy folders. In this case exclude the folders from the scanning process including the cache folder if on another drive. e.g.

C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X\Tileproxy*.*

T:\TileProxy Photoreal World*.*

Note the **TileProxy Photoreal World** folder must never be renamed.

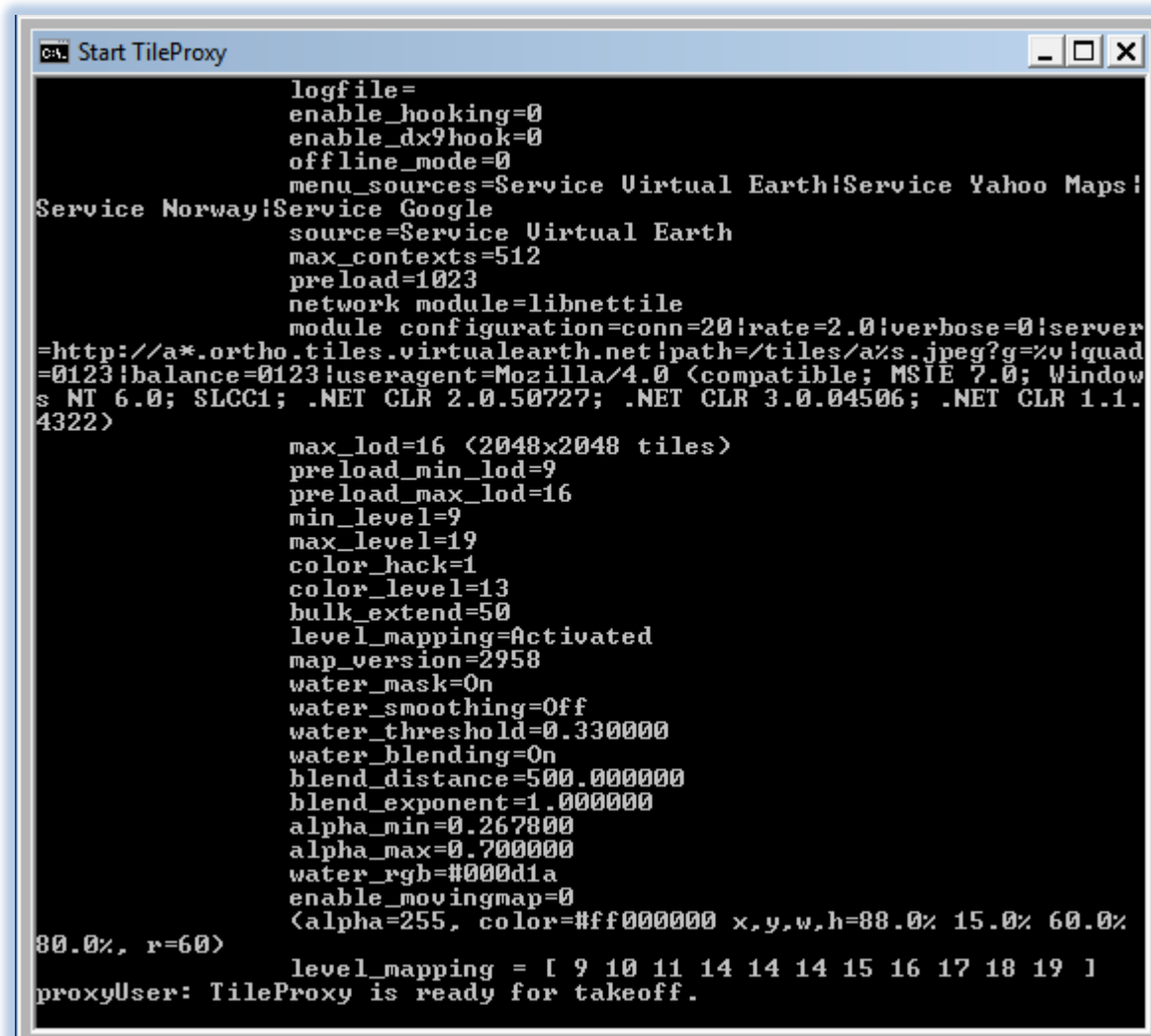
9. Run Tileproxy before Starting FSX

N.B. for Windows 8 the usual shortcut to TileProxy (which is a .bat file) does not work. Instead find the file in the TileProxy folder named **Proxuser.exe** and run that instead (Right click and run as Administrator). You obviously could create a shortcut to it on the Desktop too (Right Click and Send to Desktop)

If Tileproxy is not started first, FSX will start as normal.

With Tileproxy running the DOS window should appear as per the screen shot, stopping at:

TileProxy is ready for takeoff.



```
ca. Start TileProxy

logfile=
enable_hooking=0
enable_dx9hook=0
offline_mode=0
menu_sources=Service Virtual Earth!Service Yahoo Maps!
Service Norway!Service Google
source=Service Virtual Earth
max_contexts=512
preload=1023
network module=libnettile
module configuration=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; Window
s NT 6.0; SLCC1; .NET CLR 2.0.50727; .NET CLR 3.0.04506; .NET CLR 1.1.
4322)

max_lod=16 (2048x2048 tiles)
preload_min_lod=9
preload_max_lod=16
min_level=9
max_level=19
color_hack=1
color_level=13
bulk_extend=50
level_mapping=Activated
map_version=2958
water_mask=0n
water_smoothing=Off
water_threshold=0.330000
water_blending=0n
blend_distance=500.000000
blend_exponent=1.000000
alpha_min=0.267800
alpha_max=0.700000
water_rgb=#000d1a
enable_movingmap=0
(alpha=255, color=#fff000000 x,y,w,h=88.0% 15.0% 60.0%
80.0%, r=60)
level_mapping = [ 9 10 11 14 14 14 15 16 17 18 19 ]
proxyUser: TileProxy is ready for takeoff.
```

Now run FSX

NOTE ensure the cache folders, and the Tileproxy folder (in the FSX folder by default) has full write permissions and that any firewall/anti-virus and malware software is not blocking any of these locations. N.B. when FSX terrain data is loading with Tileproxy active, the progress bar will slow down around the 50% point. This is normal.



The DOS window now changes to ovals being populated with stars. The first oval may remain blank which is correct as it is WORLD_LOD8 which is already part of FSX Scenery.

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10. FSX Scenery

In the FSX **Scenery Library Settings** all the WORLD_XXX entries must be at the top and the WORLD_LOD8 must be below them.

<input checked="" type="checkbox"/>	VFRGenX volume 1 Area 3 vectors	159
<input checked="" type="checkbox"/>	VFRGenX Volume 1 Vectors	160
<input checked="" type="checkbox"/>	Addon Scenery	161
<input checked="" type="checkbox"/>	WORLD_LOD8	162
<input checked="" type="checkbox"/>	Swansea_EGFH	163
<input checked="" type="checkbox"/>	Propeller Objects	164
<input checked="" type="checkbox"/>	Global, Generic & Vehicle Libraries	165
<input checked="" type="checkbox"/>	Las Vegas	166

SETTINGS - SCENERY LIBRARY

Available scenery areas:

Enabled	Scenery area	Priority
<input checked="" type="checkbox"/>	WORLD_1107	1
<input checked="" type="checkbox"/>	WORLD_1106	2
<input checked="" type="checkbox"/>	WORLD_1105	3
<input checked="" type="checkbox"/>	WORLD_1104	4
<input checked="" type="checkbox"/>	WORLD_1103	5
<input checked="" type="checkbox"/>	WORLD_1101	6
<input checked="" type="checkbox"/>	WORLD_1100	7
<input checked="" type="checkbox"/>	WORLD_1007	8
<input checked="" type="checkbox"/>	WORLD_1006	9
<input checked="" type="checkbox"/>	WORLD_1005	10
<input checked="" type="checkbox"/>	WORLD_1004	11
<input checked="" type="checkbox"/>	WORLD_1003	12
<input checked="" type="checkbox"/>	WORLD_1002	13
<input checked="" type="checkbox"/>	WORLD_1001	14

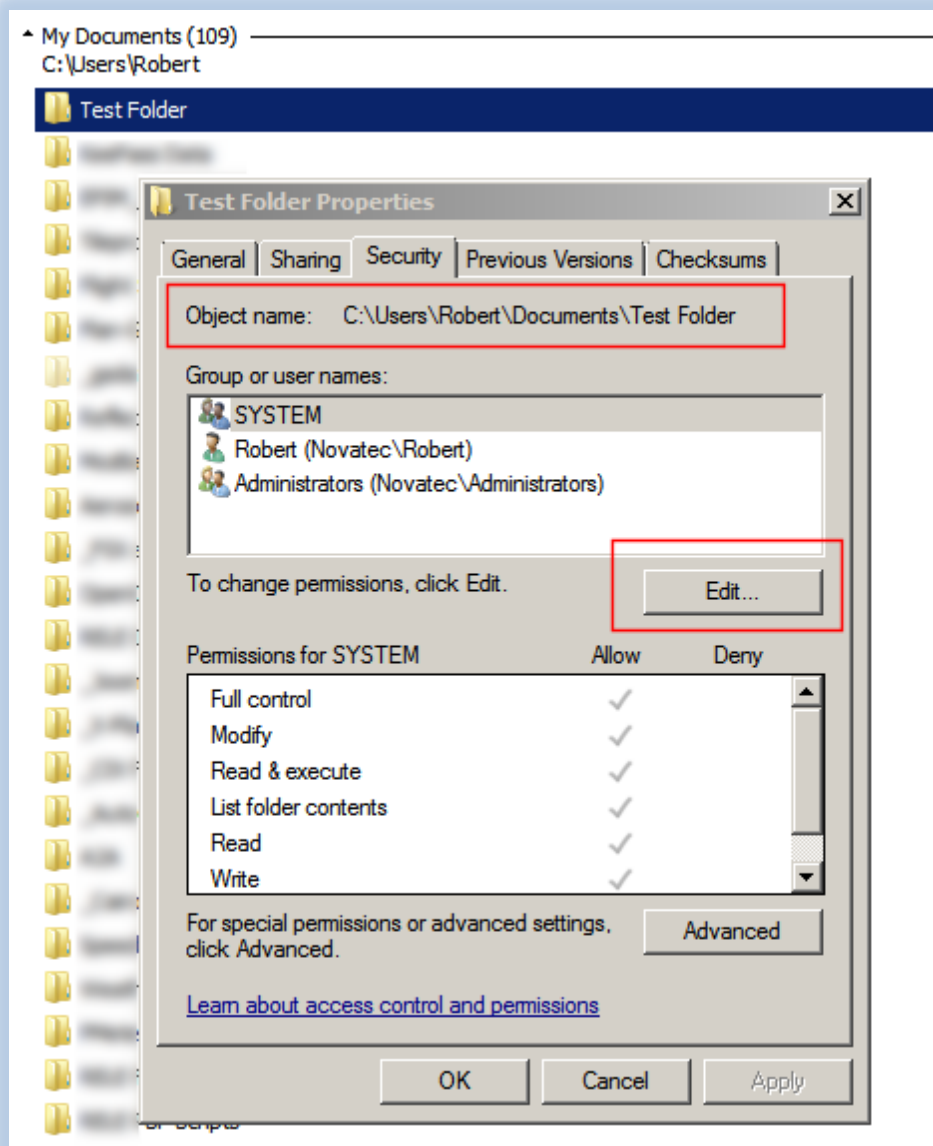
☒ Empty scenery cache on exit

Move Up
Move Down
Edit Area...
Add Area...
Delete Area

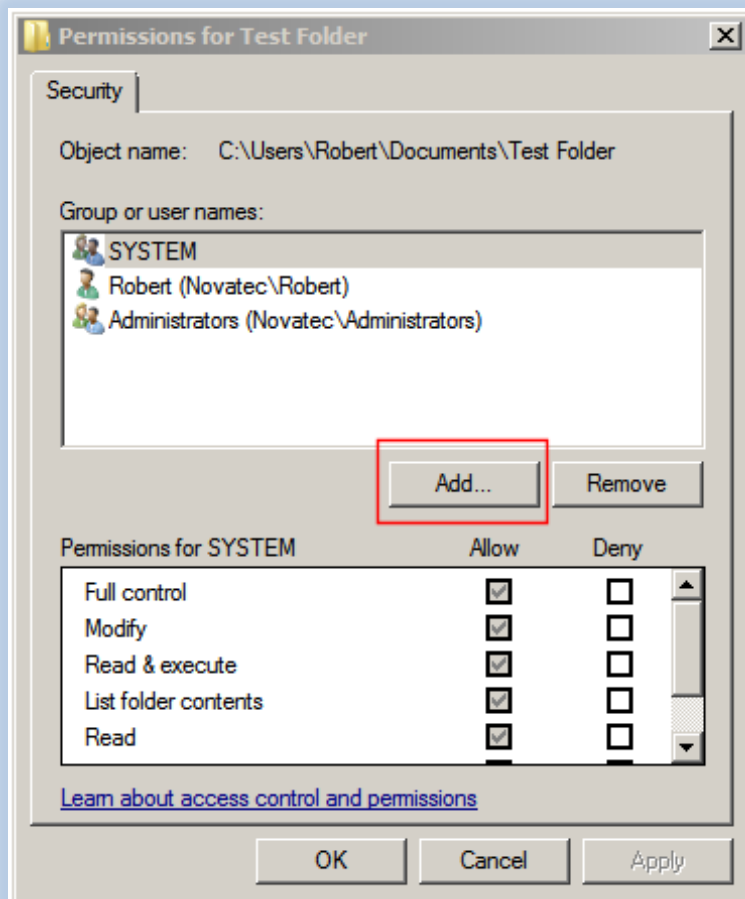
Tileproxy installation ends here.

Setting Permissions on Folders

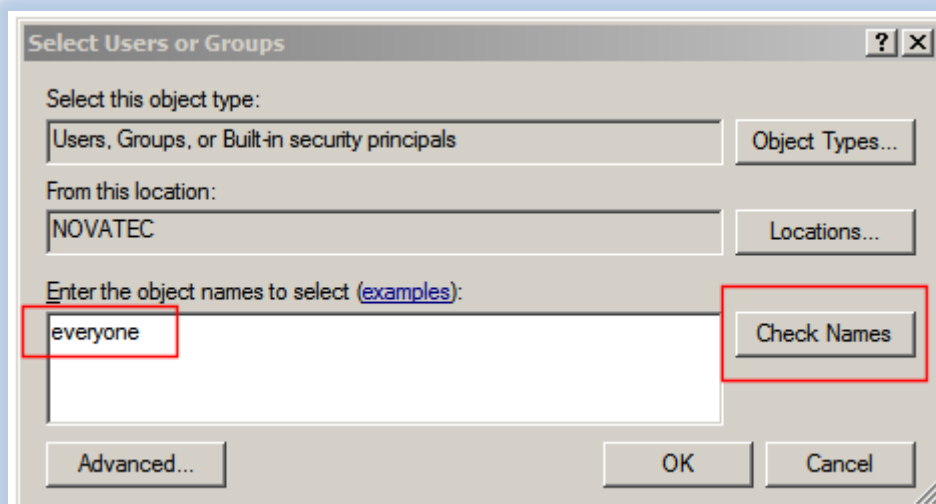
Select the folder you want to set or modify permissions for. Right click the folder and click **Properties** in the dropdown menu. In the popup window select the **Security** tab and click **Edit...**



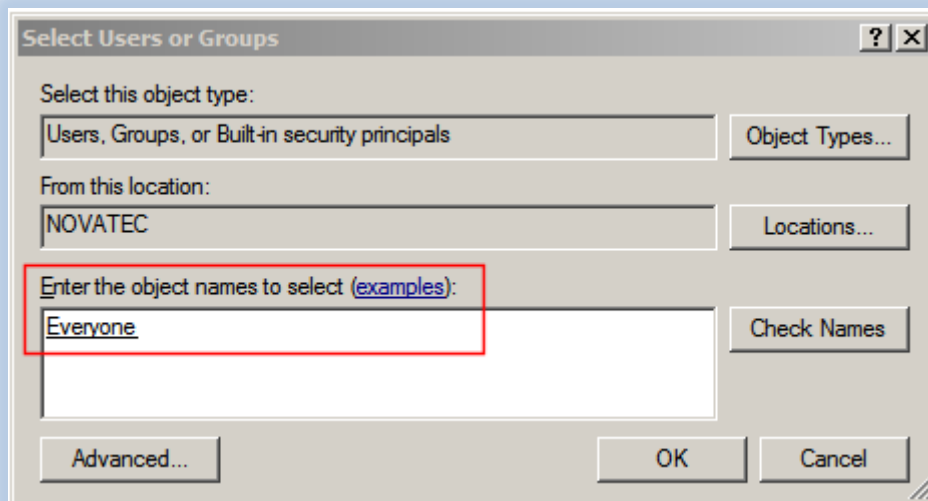
In the next popup window click **Add...**



In the **Select Users or Groups** popup type **everyone** in the empty field and click **Check Names**.



Everyone is a standard object name so should appear underlined. Click OK.



This returns to the **Permissions** popup where you can select **Everyone** and put a tick in the **Allow** check box for against **Full control**

