



Presentation — FAQ — Appendix

Accurate France © — “Biomes” —

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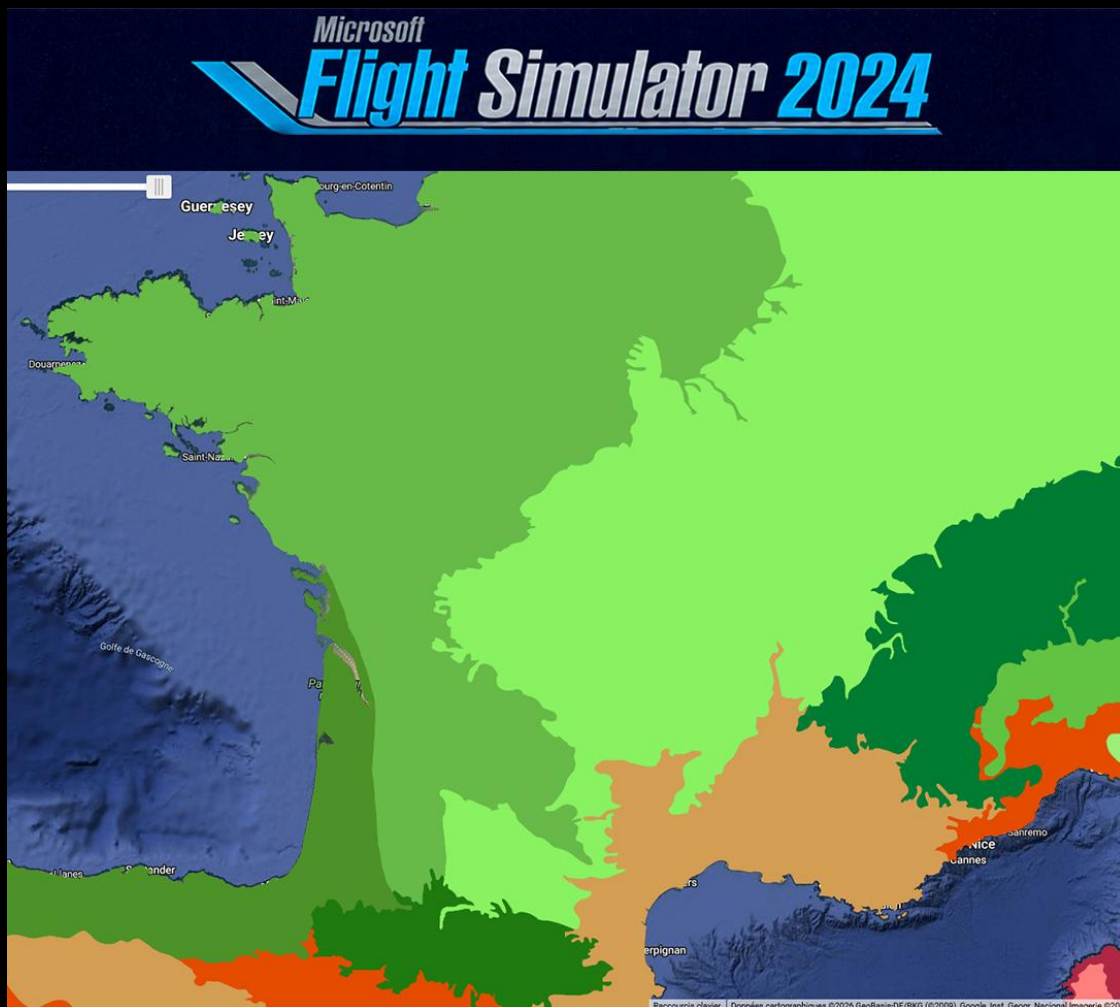
Presentation

Accurate FRANCE© – “Biomes” draws on the best available data to give MSFS 2024© users a significantly more faithful representation of vegetation, across the full diversity of mainland France and its overseas territories.

Accurate France© – “Biomes” compared with MSFS 2024©'s native vegetation coverage, illustrated with two maps.

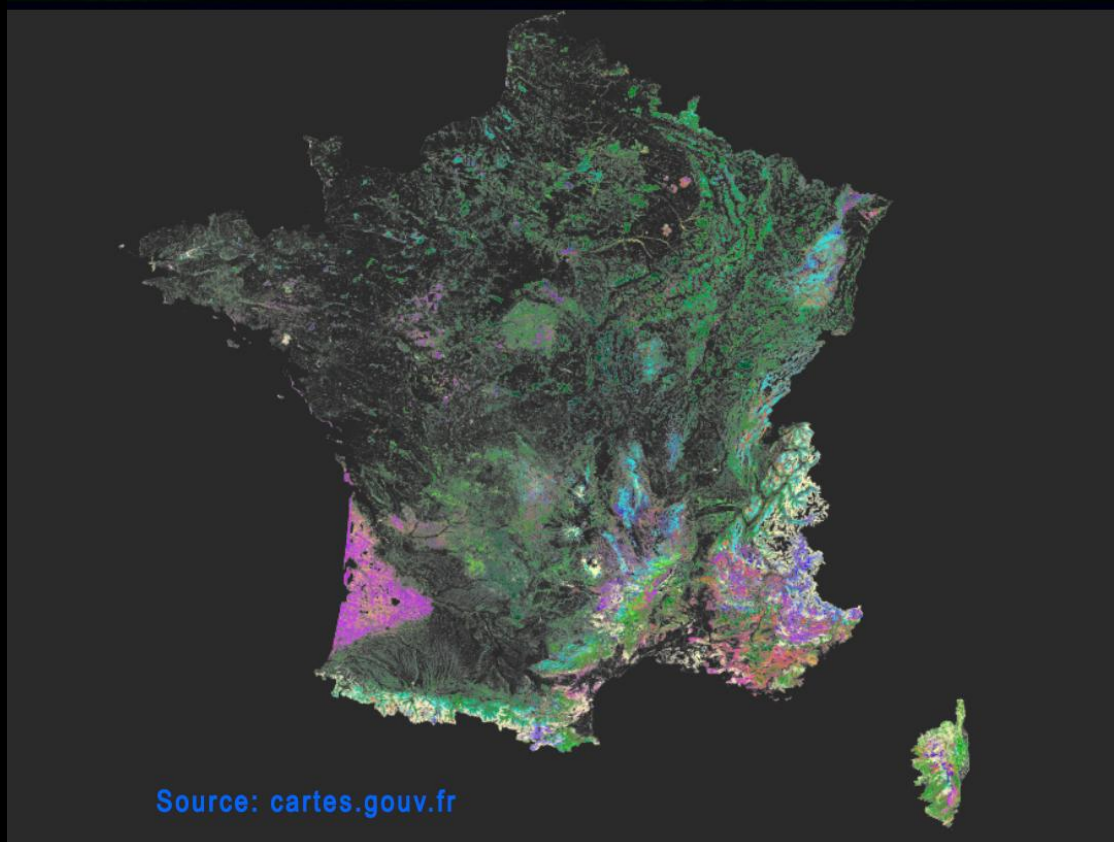
MSFS 2024© uses just nine (9) biomes for France, made up mainly of mixed forests that adapt to each region using the excellent tree species available natively.

This is a worldwide treatment that inevitably has its limits — understandably so, when the diversity of biomes and species for France alone is so abundant.



Here is the map derived from the **BD Forêt V2.0** dataset published by the IGN© (French National Institute of Geographic and Forest Information) under the LICENCE OUVERTE 2.0 (Open Licence 2.0).

It is from this data that **Accurate France© – “Biomes”** was built.



Thirty-two (32) biomes with varied characteristics, such as the percentage of species present on each parcel (so-called closed or open forests), or single-species versus mixed-species stands... It would take too long to list them all here, but you'll find a detailed table in the appendix.

Orchard parcels in spring, olive groves in the south of France, single- or mixed-species pine stands (Douglas fir, Scots pine, Corsican/black pine, mountain pine, etc.), single- or mixed-species broadleaf stands (oak, poplar, chestnut, beech, etc.)

The overseas islands — Réunion, Guadeloupe, Martinique and Mayotte — have not been forgotten, with bougainvillea, flame trees, tropical fruit trees, sugar cane fields and banana plantations.

Removal of all vegetation and rocks along railway lines.

Removal of all vegetation on the 1,200 airport platforms listed in the official database.

A living product, evolving alongside IGN data and the MSFS ecosystem

Accurate France© – “**Biomes**” is not frozen in place on release day. The product is built directly on forest data published by the IGN as part of its Open Data programme, and this data is itself set to evolve over time: parcel corrections, classification updates, and increased precision for certain territories.

Whenever the IGN releases a new version of this data — more precise, more complete, or correcting classification errors — **Accurate France©** – “**Biomes**” will be recompiled to reflect it, and this update will be provided **free of charge** to all users who already own the product.

This responsiveness is made possible by a proprietary compilation tool, developed in-house, capable of processing the entire mainland French and overseas territory — several million polygons — in just a few hours. Where a traditional production cycle would take months, this toolchain can quickly absorb a new IGN data release and turn it into biomes usable by the MSFS 2024 3D engine.

The product will also closely follow developments in the MSFS 2024 SDK. Microsoft and Asobo continue to expand the capabilities of the vegetation rendering engine, and any SDK advance that could improve rendering, performance, or the richness of the biomes will be evaluated and integrated as soon as it is stable and relevant to the product. The channel for reporting feedback:

support@aef.flightsimulator.fr

Finally, community feedback is an integral part of this ongoing improvement process. Fixes requested by users, once verified and validated, are incorporated into product updates — always at no additional cost to those who already own it.

The goal is simple: to offer a representation of French vegetation that keeps getting closer to on-the-ground reality over time, drawing on progress from the IGN, from the MSFS 2024 SDK, and from community feedback — without ever charging twice for the same territory.

FAQ — Accurate France “Biomes”

1. How do I install the product?

The in-house installer supplied with the product (**AccurateFrance_MSFS_Installer.exe**) lets you place the product either in the automatically detected “**Community**” folder, or in a **dedicated / specialised folder**, outside the main Community folder. The second option is recommended if you manage a large number of add-ons and want to keep your Community folder lightweight, or if you use a third-party add-on manager.

The choice between the two is purely a matter of your personal setup and organisational habits — both methods are fully supported and give a strictly identical result in flight.

2. Does the installer need an Internet connection?

The installer performs a licence check tied to your serial number. An Internet connection is therefore required during installation or update, for the time needed to validate your key.

3. Can I reduce the number of trees displayed if my performance drops?

Yes. As with all our other scenery products, the density of trees displayed largely depends on the “**Trees**” slider in the **Options → General → Rendering** menu (or “**Graphics**”, depending on the version) in MSFS. Lowering this slider directly reduces the rendering load, regardless of which add-on is installed.

Accurate France “Biomes” fully respects this setting and adapts to whatever level you choose.

4. Is any additional setting needed alongside this slider?

No, no additional proprietary setting is required on the product side. MSFS's native slider remains the main lever for balancing performance and visual density according to your hardware (CPU, GPU, VRAM).

5. Is the product compatible with MSFS 2020?

No. *Accurate France Biomes* is optimised exclusively for the **MSFS 2024** 3D engine, unlike our *3D Terrain Elevation* range, which remains compatible with MSFS 2020.

6. Which areas are covered?

The whole of mainland France, as well as the overseas departments and regions (DROM): Guadeloupe, Martinique, Mayotte, and Réunion.

7. Are updates paid?

No. Any update linked to a new IGN data release, an MSFS 2024 SDK development, or a fix validated following user feedback, is provided **free of charge** to all product owners.

8. How do I report a problem or request a fix?

User reports are reviewed individually. Once the issue has been verified and confirmed, the fix is included in a future update at no additional cost.

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9. Is the product compatible with other scenery add-ons (airports, terrain, bridges, power lines, etc.)?

Yes. From a technical standpoint, the vegetation polygons in *Accurate France "Biomes"* are set at the **same priority level as MSFS's native data**. In practice, this means that any scenery developer (airports, structures, infrastructure, etc.) who has correctly placed their own vegetation polygons at a higher priority level (+1 or above) — already standard best practice for layering cleanly over native data — will see their work display normally above our biomes, with no conflict. From a layer-priority standpoint, our polygons therefore behave exactly like MSFS 2024's native biomes.

However, the product is **not compatible with Bijan Enhanced Seasons**. This add-on works on the same logic as MSFS 2024's native biomes for France, i.e. a classification limited to nine generic biomes. With *Accurate France "Biomes"*, which offers a much finer classification that's far more faithful to the actual terrain (up to 32 to 44 variations depending on the region, based on IGN data), using Bijan Enhanced Seasons to cover France becomes unnecessary. **We therefore recommend disabling Bijan Enhanced Seasons for flights over France** (via the MSFS content manager), to avoid any conflict and get the full benefit of *Accurate France "Biomes"*'s precision. The product remains fully usable to cover other regions of the globe outside France.

If a specific conflict arises with another product in a particular area, please contact us: such cases are handled on a case-by-case basis.

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10. Do I need to reinstall the entire product with every update?

It depends on the nature of the update; precise instructions (partial update or full reinstall) are always specified in the announcement for each new version.

Appendix

Number of Polygons Processed by Region

AEF-Biomes Product	Number of Polygons	Biome Variations
AEF-Biomes-AuverRhonAlpes	336,808	31
AEF-Biomes-BourgoFranchCom	179,009	30
AEF-Biomes-Bretagne	126,766	28
AEF-Biomes-Corse	90,922	28
AEF-Biomes-CvaldLoire	153,767	29
AEF-Biomes-Grand-Est	189,125	31
AEF-Biomes-Guadeloupe	27,142	44
AEF-Biomes-Hauts-de-France	88,983	28
AEF-Biomes-IDF	39,888	27
AEF-Biomes-Martinique	19,043	38
AEF-Biomes-NAquitaine	497,859	30
AEF-Biomes-Normandie	80,357	28
AEF-Biomes-Occitanie	467,648	31
AEF-Biomes-Paca	258,404	32
AEF-Biomes-PaysDeLaLoire	101,711	29
AEF-Biomes-Reunion	41,422	14
AEF-Biomes-Mayotte	5,683	9
TOTAL	2,720,022	

Classification of the 32 Biomes

The left-hand column shows the number and the classification or characterisation of each biome. The right-hand column shows the species making up the classification in the left-hand column.

No.	Classification / Biome Characterisation	Species
1	Closed forest, pure broadleaf, in patches	Broadleaf
2	Closed forest, pure deciduous oak	Deciduous oak
3	Closed forest, pure evergreen oak	Evergreen oak
4	Closed forest, pure beech	Beech
5	Closed forest, pure chestnut	Chestnut
6	Closed forest, pure black locust	Black locust
7	Closed forest, other pure broadleaf	Broadleaf
8	Closed forest, mixed broadleaf	Broadleaf

No.	Classification / Biome Characterisation	Species
9	Closed forest, pure conifer, in patches	Conifers
10	Closed forest, pure maritime pine	Maritime pine
11	Closed forest, pure Scots pine	Scots pine
12	Closed forest, pure Corsican or black pine	Corsican pine, black pine
13	Closed forest, pure Aleppo pine	Aleppo pine
14	Closed forest, pure mountain pine or Swiss stone pine	Mountain pine, Swiss stone pine
15	Closed forest, other pure pine	Other pine
16	Closed forest, mixed pure pines	Mixed pines
17	Closed forest, fir or spruce	Fir, spruce
18	Closed forest, pure larch	Larch
19	Closed forest, pure Douglas fir	Douglas fir
20	Closed forest, mixed other conifers	Conifers
21	Closed forest, other pure conifer (non-pine)	Conifers
22	Closed forest, mixed conifers	Conifers
23	Closed forest, mixed — broadleaf-dominant with conifers	Mixed
24	Closed forest, mixed — conifer-dominant with broadleaf	Mixed
25	Open forest, pure broadleaf	Broadleaf
26	Open forest, pure conifer	Conifers
27	Open forest, mixed broadleaf and conifer	Mixed
28	Poplar plantation	Poplar
29	Moorland / heathland	—
30	Olive grove	Olive
31	Orchard, mainland France	Fruit tree
32	Orchard, overseas islands	Tropical fruit tree