

Proline – NZMC & NZGT – Mount Cook Region 2024 (V2)

REQUIRES NZA MODEL LIB 2024 v1.0+

Please remove any previous NZA Model Libraries, as well as all older versions of NZA Mount Cook Region from your Community folder.

If these are not removed, both the old and new scenery may load simultaneously, causing duplication and potential issues.

Welcome to NZA Simulation's Proline™

NZA started with freeware for the community, and it is very much on our road map to develop and release our quality freeware sceneries.

Our payware add-ons are Proline™ branded which is our high-quality paid add-ons.

About NZA Simulations - NZMC & NZGT – Mount Cook Region 2024 V2 – South Island, New Zealand

Experience the heart of the Southern Alps like never before with the all-new Mount Cook Region 2024 (V2) — built exclusively for Microsoft Flight Simulator 2024.

This release is a complete redevelopment of the region, taking full advantage of Microsoft Flight Simulator 2024 technology. From glacier-fed valleys to remote alpine huts and precision-crafted airfields, every element has been rebuilt to deliver a more immersive and true-to-life experience.

With towering peaks, fast-changing weather, and limited landing options, the Mount Cook basin is one of New Zealand's most visually striking—and demanding—environments to fly in. Whether you're flying scenic routes, conducting rescue-style helicopter operations, or navigating tight alpine valleys, Mount Cook Region 2024 (V2) is built for exploration.

Built from the ground up for MSFS 2024, V2 focuses on accuracy, performance, and immersion—featuring upgraded terrain and water bodies, enhanced environmental systems, and expanded landmark coverage across Aoraki / Mount Cook National Park.

Compatibility: Microsoft Flight Simulator 2024 only (not compatible with MSFS 2020). No additional mesh or terrain add-ons are required.



Mount Cook Region 2024 (V2) Features and Key Points

Key Features

A complete redevelopment of the Mount Cook region for Microsoft Flight Simulator 2024, featuring rebuilt airports, next-generation terrain and water reworks, enhanced environmental systems, and a major uplift in visual detail and performance.

Fully Rebuilt Airports & Infrastructure

- NZMC – Mount Cook Airport (corrected runway elevations and terrain profile)
- NZGT – Glentanner Aerodrome
- NZTW – Twizel Medical Centre Heliport
- NZMD – Mount Cook Village Emergency / DOC Operations Site (dual stands)
- All airport buildings and huts rebuilt using the MSFS 2024 SimProp system for higher visual fidelity and improved performance

Next-Generation Environment & Terrain

- Fully reworked Mount Cook airport area with accurate elevation data
- Complete rebuild of Lake Pukaki using updated imagery and water masking
- Tasman Lake fully recreated, including rafts, docks, and shoreline detail
- Reworked Tasman River system across the region
- Enhanced snow transition layers for Mount Cook and Glentanner
- New bio-vegetation system across the entire scenery

Advanced Visual Detail

- New lighting system for hangars and key buildings
- Optimised textures with added decals for wear, dirt, and ageing realism
- Runways, taxiways, and aprons fully redone using displacement materials
- Rebuilt Tasman Lake icebergs for improved realism

Landmarks & Points of Interest

- Accurately placed alpine huts: Plateau Hut, Mueller Hut, Ball Hut, Hooker Hut, Tasman Saddle Hut, Kelman Hut, Sefton Bivouac, Haast Hut
- Additional key locations: The Hermitage Hotel, Glentanner Park Centre, Tasman Glacier Car Park and facilities

Designed for Alpine Flying

- Ideal for VFR, helicopter operations, and bush flying
- Challenging terrain with realistic approaches and tight valley navigation
- Perfect for scenic flights, tourist operations, and rescue-style missions
- Supports historical regional airline-style flying within the Mount Cook region

The Mount Cook Region is one of New Zealand's most visually striking and demanding environments to fly in, with towering peaks, fast-changing weather, and limited landing options.

Rebuilt from the ground up for Microsoft Flight Simulator 2024, V2 prioritises accuracy, performance, and immersion with upgraded terrain and water systems, expanded landmarks, and enhanced materials and lighting.



Tip: Ensure your simulator's World Updates and terrain data are up to date for the best blending and elevation accuracy.

Scenery sites GPS locations:

Airports & Landing Sites

- Mount Cook Airport (NZMC): -43.765000, 170.133333
- Glentanner Aerodrome (NZGT): -43.906667, 170.128334
- Twizel Medical Centre (NZTW) (Heliport): -44.264167, 170.100556
- Mount Cook Village Emergency / DOC Operations Site (NZMD): -43.74127, 170.10143

Huts & POIs:

- Plateau Hut: -43.650000, 170.150000
- Sefton Bivouac: -43.700000, 170.300000
- Ball Hut: -43.750000, 170.250000
- Hooker Hut: -43.700000, 170.050000
- Mueller Hut: -43.720000, 170.080000
- Tasman Saddle Hut: -43.800000, 170.400000
- Kelman Hut: -43.600000, 170.200000
- Haast Hut: -43.620000, 170.220000
- The Hermitage Hotel: -43.733333, 170.100000
- Glentanner Park Centre: -43.906667, 170.128334



Mount Cook Region Overview Map



MSFS2024 Performance Guide

This performance guide is relevant to all aspects of Microsoft Flight Simulator 2024, not just NZA Simulation's products.

NZA's products use the latest in 2D and 3D technologies to ensure an airport that will look beautiful now and into the future. Because of this some low end systems will notice a small performance hit when using our scenery.

Because of this we optimise it for "High End" pre-set for majority of users with Mid to high end PCs as per the MSFS SDK documentation using various LODs and optimisations.

If you are trying to run high fidelity aircraft, scenery, photogrammetry and the base game itself all at the same time you may find you are running out of Video Memory, especially with 8GB or less of VRAM. The simulator does a good job at handling this if the developers have optimised their add-on, but you may need to lower some settings in some areas of the world.

The following Settings in the simulator you may find useful:

- **Object Level of Detail Slider** - Adjusts the range objects will load in high resolution textures and high detail models. Our development process is optimised around an object LOD ranger setting of 100.
- **Texture Resolution** – Will help with VRAM considerably. Ultra is full texture resolution, High is 0.5x Normal and ORM Textures, Medium & Low 0.5x the Base Colour textures also.
- **Photogrammetry** can use 2GB+ of Memory, if it's not something you wish to use, it can be switched off in the Settings/Data Tab.
- If you have a Modern GPU (NVidia RTX) you can enable DLSS2.0/3.0 to get increased performance.



FAQs:

For help with your NZA Product, visit our help section on our website for our up-to-date FAQs.

<https://nzasimulations.com/help/>

You can Contact Us from the links at the bottom or on our Contact Us page.

Discord Ticket or FB Message us. You can send us an Email; however, we may take longer to respond.

<https://nzasimulations.com/contact-us/>

nzasimulations@gmail.com

Where does my Downloaded Add-on go?

You must install your purchase to the Microsoft Flight Simulator Community Folder.

Unzip your ZIP File and place the root folder into the community folder.

Where can I find my Community Folder?

The Community folder of your Microsoft Flight Simulator 2024 installation is the place where scenery add-ons and liveries are installed by dropping the downloaded folders in there.

Microsoft Store version:

```
C:\Users\%USERNAME%\AppData\Local\Packages\Microsoft.Limitless_8wekyb3d8bbwe\LocalCache\Packages\Community
```

Steam version:

```
C:\Users\%USERNAME%\AppData\Roaming\Microsoft Flight Simulator 2024\Packages\Community
```

If AppData folder is not showing up in your Windows Explorer, type %AppData% or %LocalAppData% in Windows search bar and press enter to open your AppData folder.

I can't unzip my file, or "Path Too Long Error"

We try to keep our naming short, however some of our older scenery's have some longer file names

You can get around this by:

Unzipping your Folder to a higher-level directory then moving it into your Community Folder eg. Make a folder called "temp," directly on your HDD. "C:\temp" Then unzip it to there and copy it to the community folder.

You can also try using WinRAR or 7-Zip to unzip your folder.



What is the NZA Model Library and what do I do with it?

The unzipped Model Library goes into the Community folder as a separate package, the same way as the normal scenery packages does.

This library contains our common assets and is used by our freeware and payware airports. The model library supplies key assets which will not render correctly if the latest version of the library is not installed.

This way we can optimise space on your computer, and it also makes it easier to keep our models working correctly without conflicts or having to update everything.

Important: This Model library is not to be used for anything other than NZA Simulations products. For further information see our [Terms and Conditions](#).

I can't see my new scenery in the simulator or its not showing up on the world map as a STAR airport?

Some people have had issues with folder names, possibly from attempts of installing part packages.

You can change the root folder name inside the community folder to just the Airport name eg. "Airport" or "ICAO" and it should load in ok.

eg: nzasimulations-ymhb to nza-hobart

By doing this it will force update the Contents.xml for your community folder.

Why can't I see some scenery objects like Static Planes, Cars, Trees, etc?

You will need to install our [NZA Model Library](#) separately into your community folder.

This library contains our common assets and is used by several of our freeware and payware airports. The model library supplies key assets which will not render if the latest version of the library is not installed. (<https://nzasimulations.com/product/nza-modellib>)

GSX Profiles

We include a GSX profile for some of our main airports.

GSX profiles .ini files are used for the GSX Pro addon mod by FSDT to define GSX ground services used within the airport.

To install the GSX profile:

1. Download the GSX .zip file provided with our product you will find a file named in the format of " 'ICAO'-'RandomID'.ini ".
2. Copy this file to the installation folder of GSX and place in the GSX/MSFS folder.
This is commonly found in "C:\Users\YOURUSERNAME\AppData\Roaming\Virtuali\GSX\MSFS"
3. Your simulator should recognise this automatically and you should be good to use the GSX profile, however if it appears that the profile isn't recognised and is using the default airport GSX

profile, go to the FSDT installer, search for the airport ICAO and remove Jetways / Services by moving it to the disabled panel and apply.





SIMULATIONS

T&Cs: <https://nzasimulations.com/legal>

