



Proline – NZWF – Wanaka Region 2024 Add-on

REQUIRES NZA MODEL LIB 2024 v1.0+

(Please delete previous NZA Model Libraries)

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 NZWF – Wanaka Airport and Region – South Island, New Zealand

Wanaka Airport (NZWF) serves the Wanaka township located in the Otago region and has commercial scheduled flights operated by Sounds Air.

The airport also hosts the Wings Over Wanaka air show biannually.

Wanaka airport is dedicated to be the home base for Otago high country exploration, with helicopters and light airplanes.

In the region we have included multiple POIs, huts, and other exciting locations for your adventure around the Lake Wanaka/Lake Hawea area and beyond to Mt Aspiring.

For those with our NZA Simulations Milford Sound Region it is only a small hop to the west to explore even further.



NZWF Features and Key Points

Wanaka Region

One year after our acclaimed Wanaka Region release, we are proud to deliver the definitive full remake – rebuilt from the ground up using the very latest Microsoft Flight Simulator 2024 technology and NZA Simulations’ most advanced techniques to date.

Core Content

- Full NZA Simulations Proline™ scenery package
- 9 airports and multiple heliports included:
 - NZWF – Wanaka Airport (completely remade – see below)
 - NZMW/NZOG – Makarora Airstrip & Heliport
 - NZHC – Wanaka Lakes Health Centre Heliport
 - Aspiring Helicopters base
 - Hawea Flat Strip · Dingle Burn Farm Airstrip · Branches Station Airstrip
 - Minaret Station Lodge helipads + more
 - BRAND NEW – Small agricultural strip on the shores of Lake Hāwea
- Over 5,000 km² of hand-crafted detail covering more than 100 km north-to-south
- 20+ legendary mountain huts in the Southern Alps, many with detailed interiors (Whare Kea Chalet, French Ridge, Liverpool, Colin Todd, Aspiring, Brewster and more – several fully rebuilt)
- The world-famous “That Wanaka Tree” on Lake Wanaka
- National Toy & Transport Museum at Wanaka Airport featuring custom static aircraft, vintage vehicles and the new classic school bus
- Local landmarks including The Red Bridge and Crossfire Wanaka

2024 Remake – Powered by the Latest Technology

- Complete ground-up reconstruction of NZWF Wanaka Airport featuring NZA Simulations’ brand-new tarmac displacement technology and stunning photo-real PBR texturing on runway, taxiways and aprons
- Entire region upgraded with ultra-high-resolution photo-real ground textures meeting full MSFS 2024 visual standards
- Every custom 3D model rebuilt from scratch with optimised LODs for perfect MSFS 2024 performance
- Airport buildings now fully enterable – walk inside and explore with your avatar
- New agricultural fertilizer loader model at farm strips
- Rivers and lakeshores realigned to the latest Bing imagery
- Significantly enhanced details around Lake Hāwea and the Toy & Transport Museum
- Custom high-resolution aerial imagery covering the complete Wanaka basin
- Updated high-resolution Mount Aspiring / Tititea terrain imagery

Requires MSFS World Update: New Zealand for the ultimate experience.

This is Wanaka as you’ve never seen it before – sharper, deeper, and more realistic than ever, thanks to NZA Simulations’ cutting-edge 2024 tarmac displacement and photo-real texturing techniques.

Touch down in paradise – December 5th 2025.



3D Interiors

- Wanaka Airport Terminal & Centre of Operations
- Skydive Wanaka Hangar & Customer Area
- Whare Kea Chalet Hut
- Aspiring Helicopters
- Makarora Hangars

Animations

- Animated Hangar Door at NZOG - Makarora Heliport that opens when you land.
- Custom Windsocks

Scenery sites GPS locations:

Airports & Landing Areas

- Wanaka Airport (NZWF): -44.722370, 169.246177

Airstrips:

- Minaret Station Airstrip (NZ5A): -44.397560, 169.110558
- Siberia Airstrip (NZ5B): -44.208915, 169.054288
- The Neck AG Strip (NZ5C): -44.426836, 169.195281
- Cotters Hut Airstrip (NZ5D): -44.363061, 169.513716
- Branches Airstrip (NZ5G): -44.744189, 168.727245
- Dingle Burn Station Airstrip (NZWC): -44.438271, 169.390061

Heliports:

- Aspiring Helicopters (NZ5F): -44.633781, 168.926926
- Makarora Heliport (NZOG): -44.233153, 169.230050

Other:

- Lake Wanaka (NZ5I): -44.681820, 169.106448
- Whare Kea Chalet (NZ5J): -44.400465, 168.877018
- Albert Burn Hut (NZ5Y): -44.342045, 169.035177
- Aspiring Hut Pad (NZ5Z): -44.476145, 168.659315
- Wanaka Lakes Medical Center (NZHC): -44.709171, 169.137122
- Makarora (NZMW): -44.229334, 169.231732
- Hawea Flat (NZWA): -44.660430, 169.239840

Points of Interest (POIs)

Huts:

- Albert Burn Hut: -44.341908, 169.035112
- Aspiring Hut: -44.476896, 168.660317
- Big Hopwood Burn Hut: -44.302736, 169.324202
- Brewster Hut: -44.087907, 169.412468
- Bullendale Hut: -44.787576, 168.673469
- Cameron Hut: -44.199046, 169.315929
- Colin Todd Hut: -44.371755, 168.694659
- Dynamo Hut: -44.801394, 168.662455
- Fern Burn Hut: -44.739817, 168.984785
- French Ridge Hut: -44.428682, 168.693845
- Highland Creek Hut: -44.774093, 168.941803
- Liverpool Hut: -44.431264, 168.665309
- Makarora Hut: -44.129301, 169.440387
- Roses Hut: -44.804463, 168.862701
- Siberia Hut: -44.204747, 169.061589
- Top Forks Hut: -44.274539, 168.891133

Other Landmarks:

- Lake Hawea Hotel: -44.609843, 169.253540
- Lucidus Lake: -44.239129, 168.901321
- Minaret Lodge: -44.411361, 168.993844
- Red Bridge: -44.730817, 169.281719
- Ruby Island & Catalina: -44.681659, 169.103484
- The Wanaka Tree: -44.698366, 169.117494
- Tititea / Mount Aspiring: -44.384126, 168.727859
- Turnbull Thomson Falls: -44.407812, 168.766821
- Twin Falls: -44.649007, 168.926726
- Whare Kea Chalet: -44.400352, 168.877023

NZWF Region Overview Map



NZA Simulations
NZWF | WANAKA REGION
PROLINE

Siberia Airstrip | Siberia Hut | Brewster Hut | Willis Hut | Makaroa Hut | Cameron Hut | NZMW Makarora Airstrip | Top Folks Hut | Big Hopwood Burn Hut | Albert Burn Hut | Cotter's Hut Airstrip | Cotter's Hut | Dingle Burn Airstrip | The Neck Airstrip | Minaret Station Helipads | Minaret Airstrip | Whare Kea Chalet | French Ridge Hut | Aspiring Helicopters Hangar | Aspiring Hut | Liverpool Hut | Colin Todd Hut | Lake Hawea Hotel & Dam | Hawea Flat Airstrip | Ruby Island Dock | The Wanaka Tree | NZHC Wanaka Lakes Medical Center | Fern Burn Hut | Highland Creek Hut | Roses Hut | Bullendale Hut | Branches Station Airstrip



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>

