



EDBJ

Jena Schoengleina Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX EDBJ Jena Schoengleina Airport.

EDBJ Jena Schoengleina is designed for FTX Global and will also be compatible with FTX Global.

Airport Operations

Jena Schöngleina is an airfield in the town Schöngleina, east of Jena in Thuringia and is operated by the Jena Schöngleina GmbH. The history of the Jena dates back to 1929 when gliding sports were carried out at Jena-Zwätzen. With an increasing interest in air sports and aviation, the glider operations and flight training for this was first located at Jena Kernberge and later on at Drackendorf. However, the possibility of a flight sports training centre at Drackendorf was soon discarded and in 1940 a decision was made to relocate the airfield to Schöngleina. In 1941 the airfield was established only to close again in 1945. In 1956 airfield operations restarted and it was only in 1991 that under federal German law that it was approved as airfield. Since then it has expanded with hangars and a new asphalt runway.

Flights operate under visual flight conditions between 9am till 8pm or until sunset, with other approach times on request and only after approval. Flight ops is restricted to airplanes under 5700 kg, Ultralights, helicopters, motor gliders, gliders (towing and winch launch) and other Luftsportgeräte (parasails and hang gliders). Parachuting and ballooning are also permitted. The airfield is also restricted by noise abatement procedures and in 2009 there was 10,286 aircraft movements.



Product requirements

This scenery airport addon is designed to work in the following simulators: **Microsoft Flight Simulator X**, **Lockheed Martin Prepar3D v1**, **Lockheed Martin Prepar3D v2** and **Lockheed Martin Prepar3D v3**.

Orbx FTX Global is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Global installed?

- Blending of the airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit <https://orbxdirect.com/product/ftxglobal> to purchase your copy of FTX Global if you haven't already done so.



Quick Installation Guide

Installing Orbx FTX EDBJ is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased EDBJ it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download EDBJ and then have FTX Central manage the installation for you once downloaded.

An internet connection is required for FTX Central to validate your license.

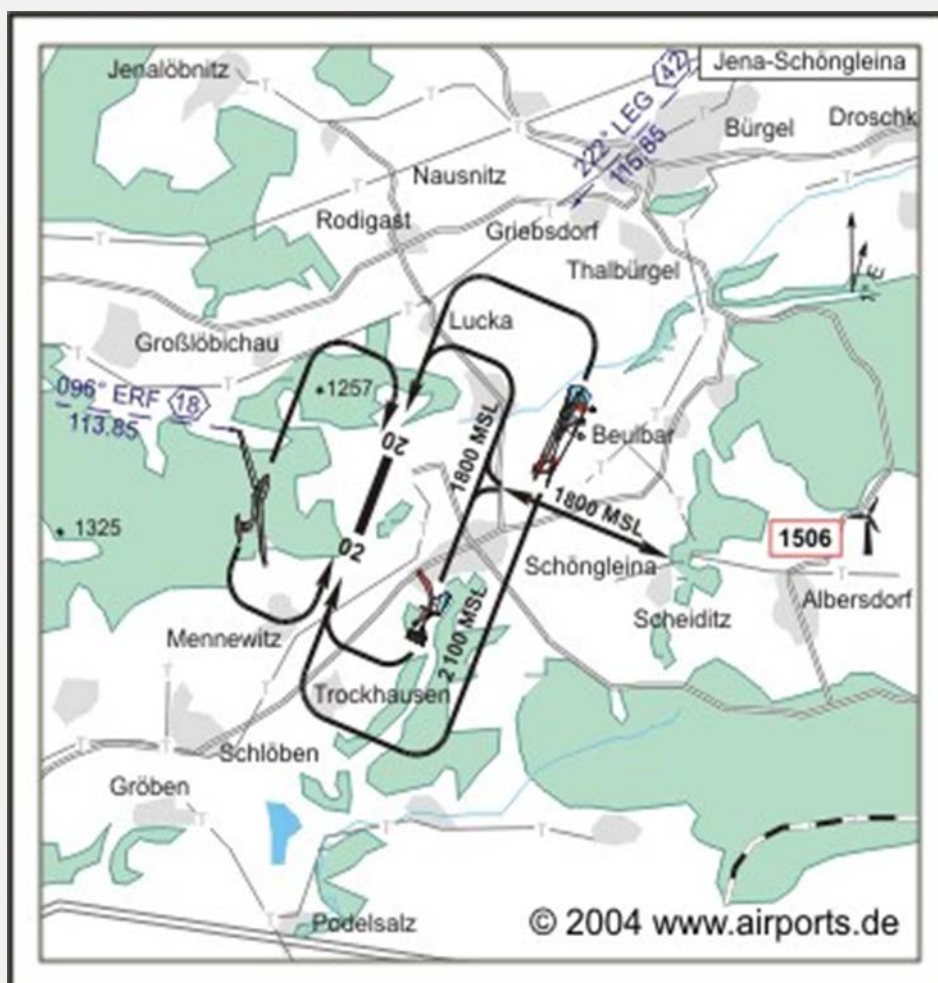
Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.



Scenery Coverage Area



Airport Information and Charts



ICAO:	EDBJ	Callsign:	Jena-Schöngleina Info
Elevation:	1228 ft / 380 m	Tower / Info:	122.050 GE
Traffic Circuit:	E 2100	Ground:	
Location:	4.5 NM E Jena	QDM:	122.050
Coordinates:	N 50 54.93 E 11 42.85	FIS:	Berlin Information 125.800
AIS:	EDDB +49 30 60918250	MET:	LBZ Südost, Leipzig +49 900 1077226
Flight Rules:		GAFOR:	24
Fuel:	100 LL, Jet A1, Mogas	Oil:	100, 20W50, 100 D

Navigation:	221°/42 NM from LEG VOR/DME 115.85/Ch 105y 097°/18 NM from ERF VOR/DME 113.85/Ch 85y
Runway:	1170 x 23 m, ASPHALT / CONCRETE RWY 02, TKOF 1170 m, LDG 1170 m RWY 20, TKOF 1170 m, LDG 1170 m MTOW: 9500 kg 620 x 30 m, GRAS RWY 08, TKOF 620 m, LDG 620 m RWY 26, TKOF 620 m, LDG 620 m MTOW: 5700 kg
ACFT:	9500 kg Helicopter, Motorsegler (GLDP), Segelflugzeuge (GLD), Ballon, Ultraleicht (UL), Fallschirmspringer (PJE) Luftschiffe / Airships H-GLD P-GLD Einschränkungen siehe Kartenteil / restrictions see chart section

The EDBJ Control Panel

The EDBJ Control Panel can be accessed from the main FTX Central interface by clicking the Configure button.

The Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC hardware you have. By default, all scenery options are enabled by the installer. If you have a high end PC, enable all the CP options. For low to mid-range PCs it is recommended to try disabling some settings.

Quick Reference Simulator Settings

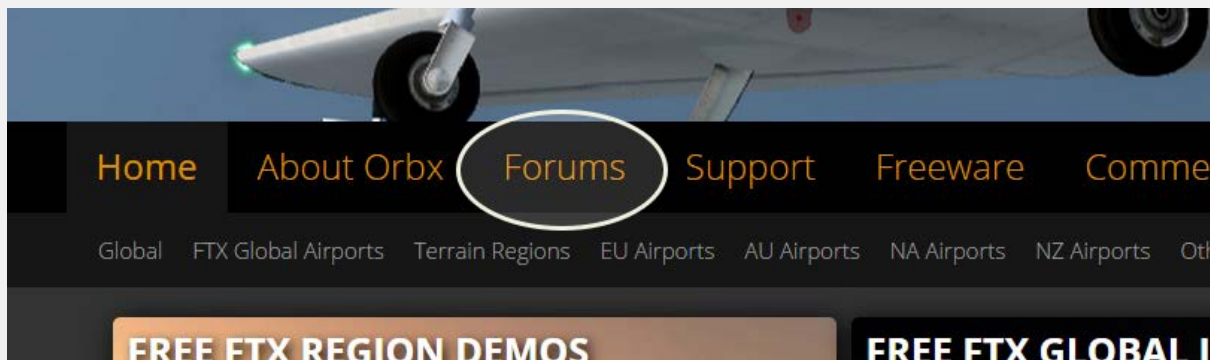
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy EDBJ the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for EDBJ
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX EDBJ.
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for FTX.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about EDBJ or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the FTX Payware Support Forum section. Orbx FTX experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it’s the only way in which you can receive support for EDBJ. Provided you adhere to the forum terms of use and have a legitimate copy of EDBJ, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum’s built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we’d like to see provided for each request you log:

- A separate post on the FTX support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your ORDER NUMBER from your EDBJ purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

You don't need a user account to view other people's posts and information posted by Orbx staff, but if you'd like to join in on the discussion there, simply create an account. It's instant and no validation email is required. We like to keep things simple☺.

We hope to see you there soon!

Thanks for reading!

You've stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!



The FTX EDBJ Team

Lead Developer

- **Thomas Zipfel:** : 3D modelling, texturing, ground imagery, ground poly, autogen annotation POI scenery object modelling and user guide.

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects

Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production Management
- **Ben McClintock:** FTX Central and website

Beta Testing Team

Eberhard Haberkorn, Friedi Gulder, Mark Abdey and Rob Abernathy.



End User License Agreement (EULA)

For the most recent version of the EULA, see orbxdirect.com/eula.

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