

EGHA

# Compton Abbas Airport

USER GUIDE SEPTEMBER 2016



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# Thank you!

The Orbx team would firstly like to thank you for purchasing FTX EU EGHA COMPTON ABBAS Airport Version 1.0

EGHA Compton Abbas, located near Shaftesbury, Dorset and is developed for FTX England. We have tried to capture both the history and natural beauty of the airport and surrounding area. Almost every single object seen in the real airport has been accurately modeled and positioned, allowing you to immerse yourself in a realistic flight simulation environment.

## Airport Operations

Compton Abbas Airfield is located 2.7 NM (5.0 km; 3.1 mi) south of Shaftesbury, Dorset, England. Compton Abbas Aerodrome has a CAA Ordinary Licence (Number P851) that allows flights for the public transport of passengers or for flying instruction as authorised by the licensee (Compton Abbas Airfield Limited). The aerodrome is not licensed for night use.



# 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 England** is also required for full functionality.

## What will you miss out on if you don't have Orbx FTX England 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
- Orbx's modified houses and trees which match European houses and trees

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



# Quick Installation Guide

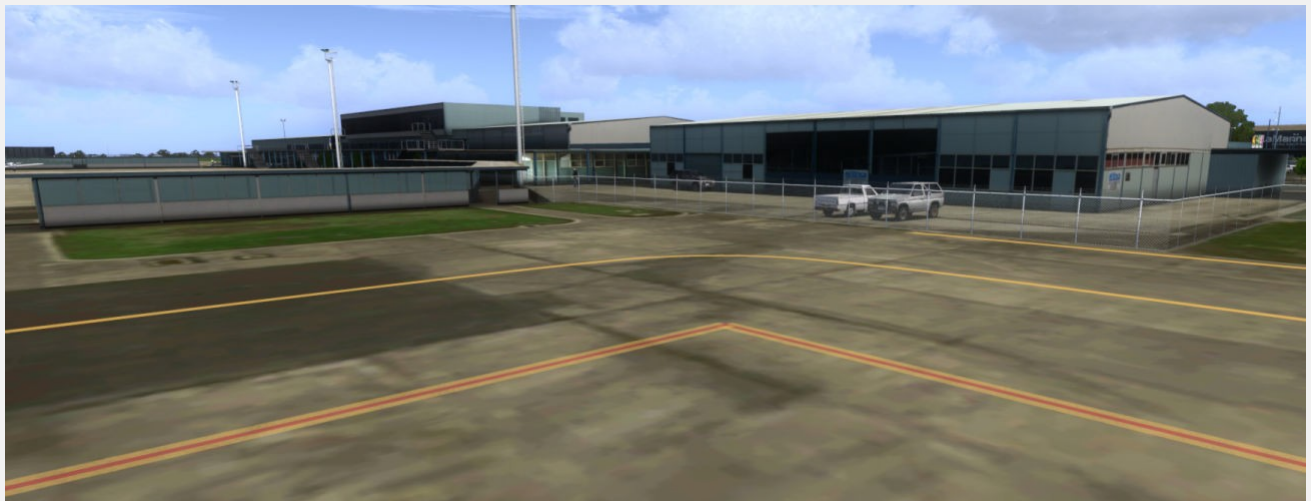
Installing Orbx FTX EGHA is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased EGHA 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 EGHA 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.*



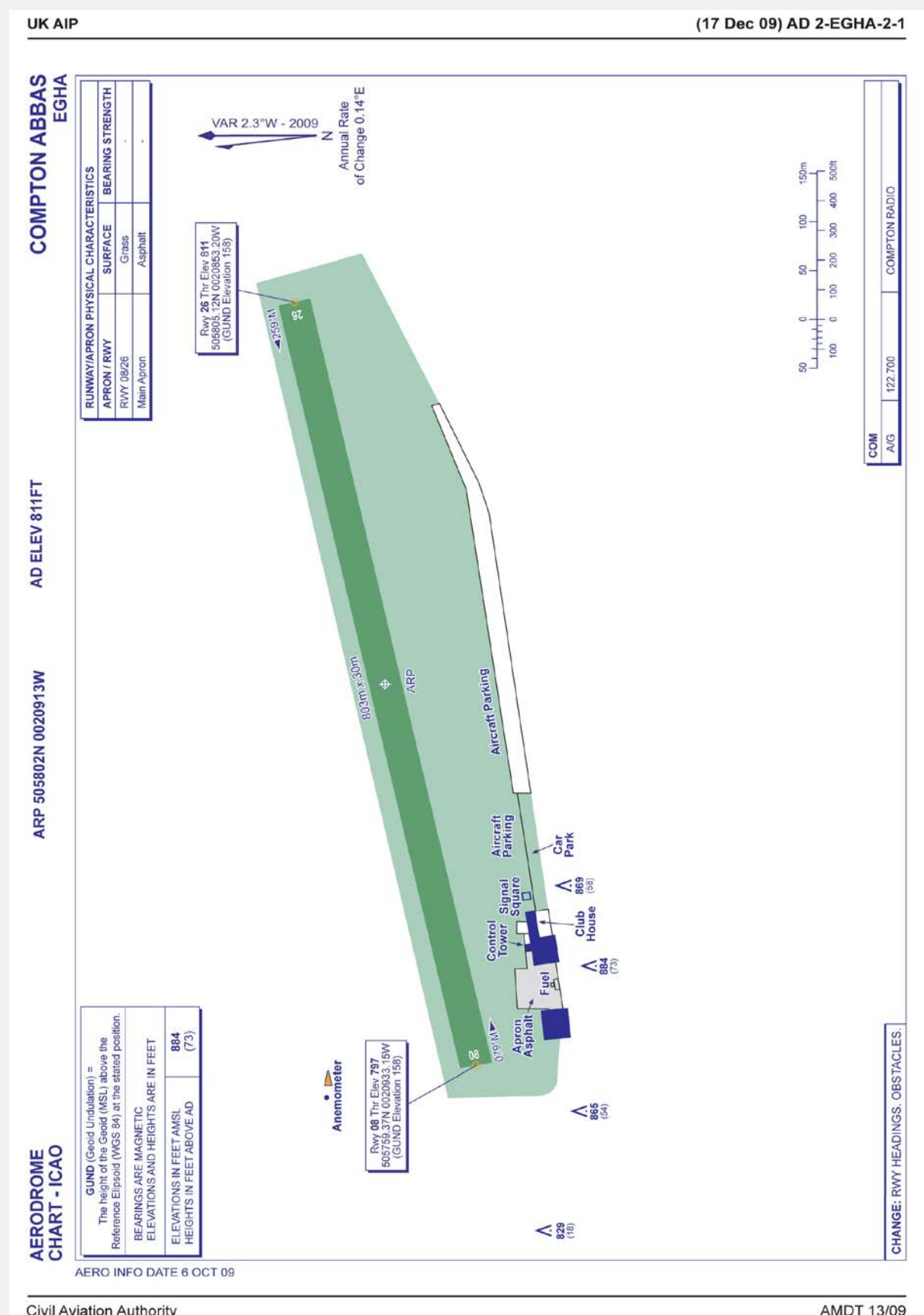


# Scenery Coverage Area

The image below shows the extent of the EGHA region scenery 60cm coverage area.

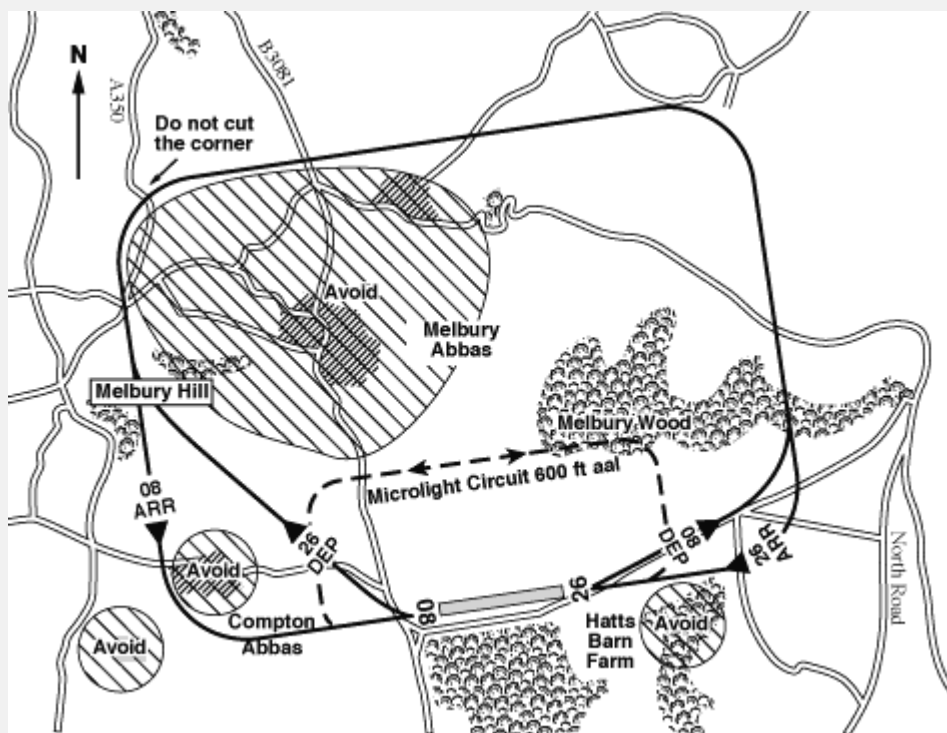


# Airport Information and Charts



## Noise Abatement Procedures

The airfield operates in an area of outstanding natural beauty, and to maintain the existing good relationship with the community, please observe good airmanship and avoid overflying hamlets and villages in close proximity to the airfield.



### Arrivals:

**Rwy 08** - A normal approach, but please avoid getting low on final approach or using excessive power settings when overflying Compton Village.

**Rwy 26** - A normal approach.

### Departures

**Rwy 08** - As soon as practicable, on passing the end of the runway, turn left in order to avoid overflying Hatts Barn Farmhouse.

**Rwy 26** - As soon as practicable, on passing the end of the runway, turn right in order to cross the top of the Melbury Hill. Avoid overflying any part of Compton Abbas village.

### Turbulence

Turbulence will be encountered on both runways when the wind has a southerly component in excess of 8 -10 knots. Low approach paths combined with excess speed is not recommended when these conditions prevail. Such approaches will place the aircraft in the worst of the turbulent air and will result in a touch down point well along the runway length.

Source website, can be found at

<http://www.comptonabbasairfield.co.uk/?agent=abbasair&page=airfieldinfo&menuopen=visiting>



# The EGHA Control Panel

The EGHA 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

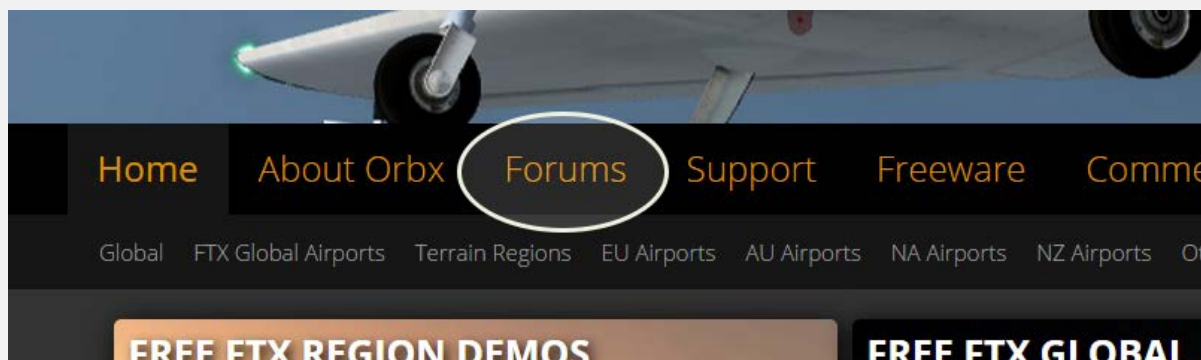
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy EGHA the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 EGHA
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX EGHA.
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 EGHA or its use, please feel free to register on the forums at [orbxdirect.com](http://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](http://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 EGHA. Provided you adhere to the forum terms of use and have a legitimate copy of EGHA, 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 EGHA 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](http://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 EGHA Team

## Lead Developers

- **Greg Jones, James Crowther, Luke Charles, Russell Linn, Paul Webster, Jonas Arrhenius, Keith Lewis, Kimberley Charles, Nick Svejda & Sam Hudson:** 3D modelling; texturing; ground imagery; object placement; POI scenery object modeling; UK library objects, autogen annotation; Night lighting; Season Photoreal area; User manual and team meetings plus beta build management

## 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

Craig Hanley, Eberhard Haberkorn, Fred Solli, Friedi Gulder, John Lovell, Phil Manhart, TommyBernes, Wolter Van Der Spoel





# End User License Agreement (EULA)

For the most recent version of the EULA, see [orbxdirect.com/eula](http://orbxdirect.com/eula).

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