



orbX
simulation systems

ftx

EGHR

Chichester/Goodwood Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

The Orbx team would firstly like to thank you for purchasing FTX EU EGHR Chichester/Goodwood Airport Version 1.0

EGHR, located in Chichester, West Sussex, is the first airport developed for FTX England. We have tried to capture both the history and natural beauty of the aerodrome 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

Chichester/Goodwood airport is built on lands that are owned by the Goodwood estate – home of the Dukes of Richmond for 300 years. During World War II the duke at the time Freddie March, an amateur racer and aircraft engineer, donated the land to the RAF allowing them to build RAF Westhampnett. The RAF operated at the aerodrome from July 1940 to May 1946 and was used during the Battle of Britain. Hawker Hurricanes, P-51 Mustangs and Supermarine Spitfires were based at Westhampnett, which also played host to 43, 129, 145, 602 and 610 RAF squadrons during WWII.

This unusual cocktail of aviation and racing history has been accurately represented at FTX Chichester/Goodwood, in addition to the aerodrome and race circuit you'll be exposed to an enhanced photo real Chichester.



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 EGHR 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 EGHR 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 EGHR 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.

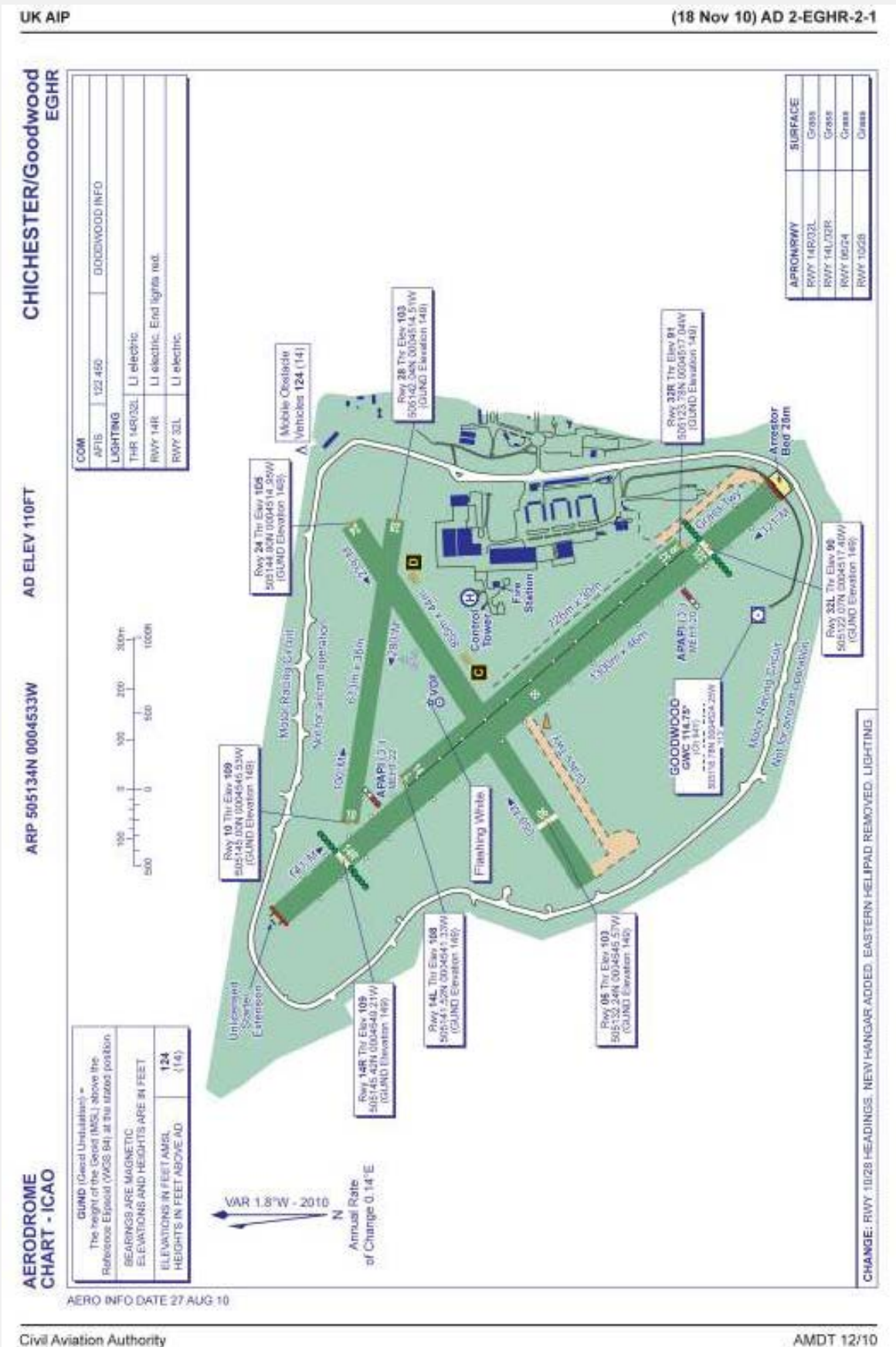


Scenery Coverage Area

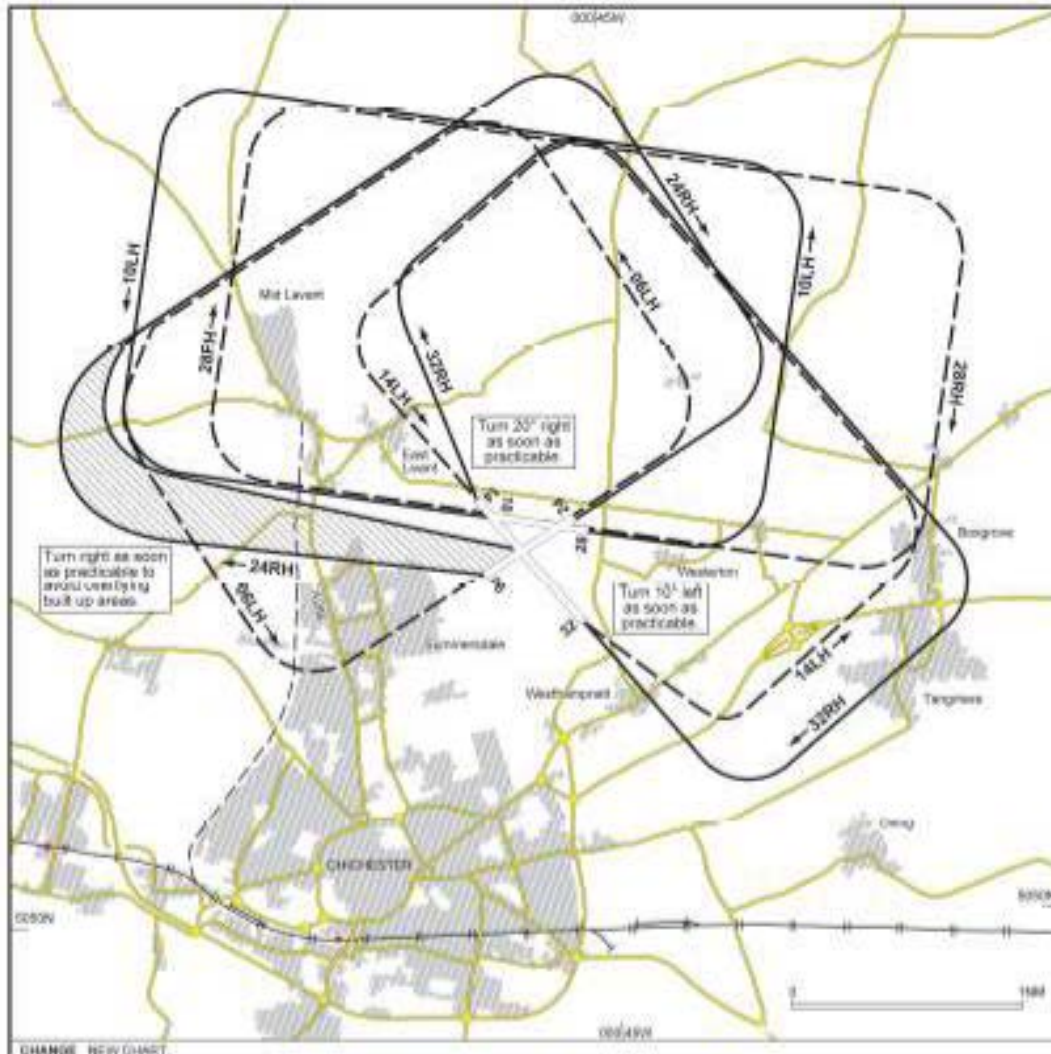
The image below shows the extent of the EGHR region scenery 15cm coverage area.



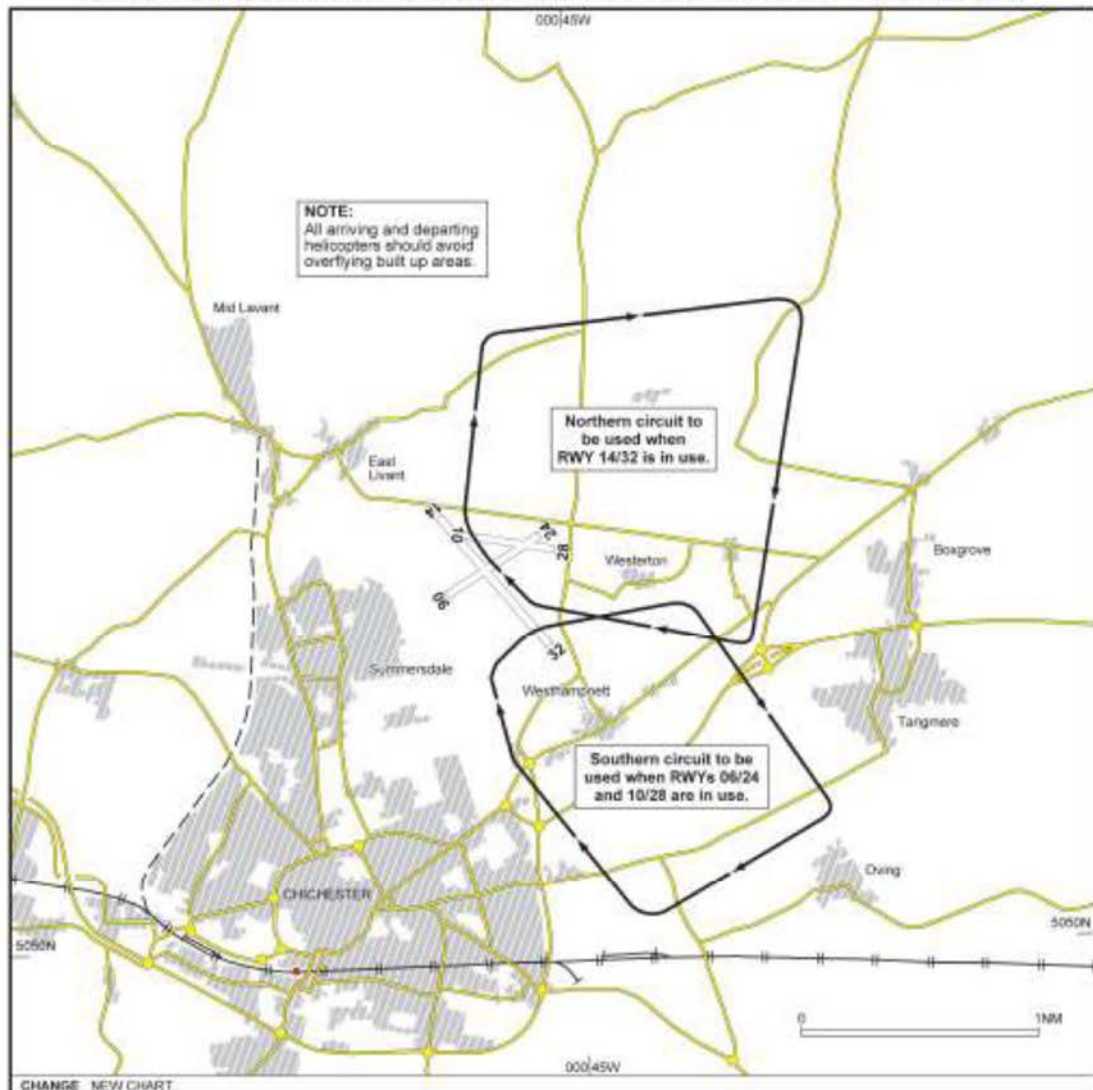
Airport Information and Charts



CHICHESTER/GOODWOOD NOISE ABATEMENT PROCEDURES - FIXED WING



CHICHESTER/GOODWOOD HELICOPTER CIRCUIT PATTERNS



The EGHR Control Panel

The EGHR 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

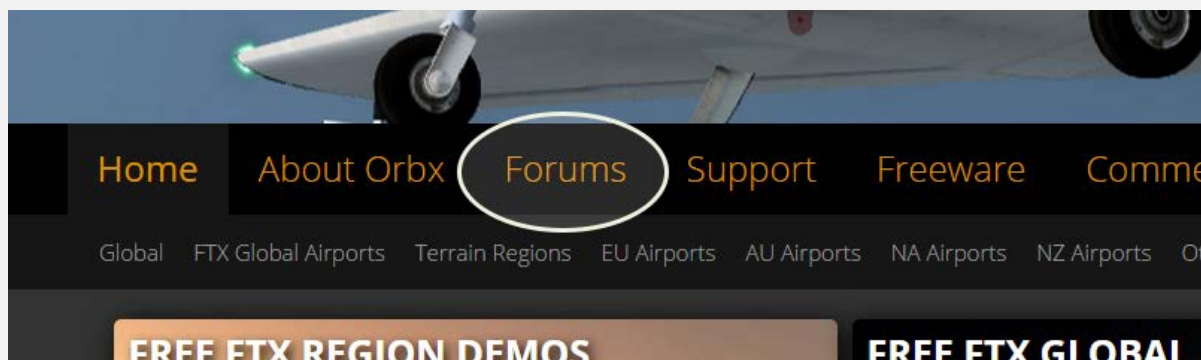
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy EGHR the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 EGHR
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX EGHR.
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 EGHR 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 EGHR. Provided you adhere to the forum terms of use and have a legitimate copy of EGHR, 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 EGHR 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 EGHR Team

Lead Developer

- **Greg Jones, James Crowther, Luke Charles, Russell Linn, Paul Webster, Jonas Arrhenius, Keith Lewis, Kimberley Charles, Nick Svejidal & 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 Dow, Patrick Scharnowski, Phil Manhart, Wolter Van Der Spoel

Further Acknowledgements

- **Imagery Photoreal:** areas sourced and licensed from Bluesky International Limited. Crown Copyright Reserved.

Orbx would like to acknowledge and thank Chichester/Goodwood Airport management and marketing team for their assistance with providing access to all areas of the airport for ground photography.



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

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