

EGML Damyn's Hall Aerodrome

for X-Plane 11

USER GUIDE FEBRUARY 2019





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Thank you!

Orbx would like to thank you for purchasing Orbx EGML Damyn's Hall Airport for X-Plane 11.

Damyns Hall is a small but very atmospheric strip in southern England and another fine addition to TrueEarth GB South. It features an incredibly realistic and natural coverage of native vegetation across the airfield. It also features a highly 3D ground poly with textures that mimic the ditches and gullies along the taxiways. All this adds to a unique experience.

Airport Operation

Damyns Hall Aerodrome was founded in 1969 close to the site of the former RAF Hornchurch. Until 2003 Damyns Hall was home to a mixture of flying activities, including a Micro Light School, the Metropolitan Police Micro Light Club and a group of private light aircraft operators. The Aerodrome first appeared in the CAA list of UK Aerodromes in 1986 and is the only privately-owned GA Aerodrome in Greater London.

In 2004, Damyns Hall Aerodrome was acquired by Timothy Lyons and since then a steady program has been undertaken to improve the facilities available to pilots of both fixed wing and rotary aircraft. So far, these include the refurbishment of a first-class clubhouse and bringing the Aerodrome up to licensed standards.

The Aerodrome is operated by Damyns Hall Aerodrome Limited and is open for day time operations by both fixed-wing aircraft and helicopters with three Flying Schools currently operating.





Product requirements

This scenery airport addon is designed to work in the following simulator: X-Plane 11.



NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 4.

Please note that without purchasing and installing TrueEarth Great Britain South for X-Plane 11, the airport will appear differently as it is shown in our promotional screenshots. You may experience one or more of the following issues:

- Missing or misplaced forests
- Non-aligned road or motorway traffic
- Missing or misplaced houses and buildings surrounding the airport
- Ortho colour matching and blending or other visual anomalies



Quick Installation Guide

Installing Orbx EGML 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 EGML 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 EGML and then have FTX Central manage the installation for you once downloaded.

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

At time of publishing, FTX Central is not compatible with MacOS and Linux systems.

Please make use of the *CROSS-PLATFORM DOWNLOAD* available in your OrbxDirect account. This zip file will have the instructions for you to manually install Orbx EGML into MacOS/Linux.





Detailed Scenery Coverage

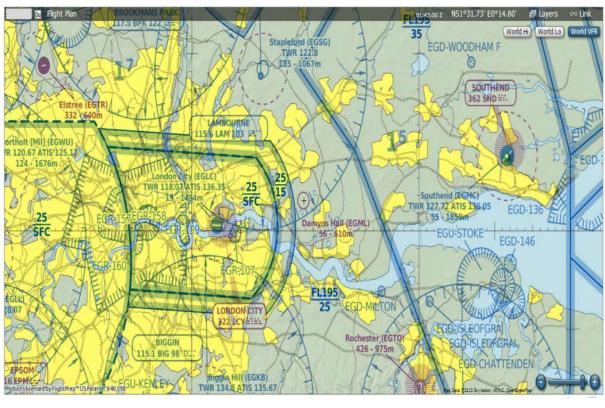
The image below shows the extent of the EGML region scenery 30cm coverage area.

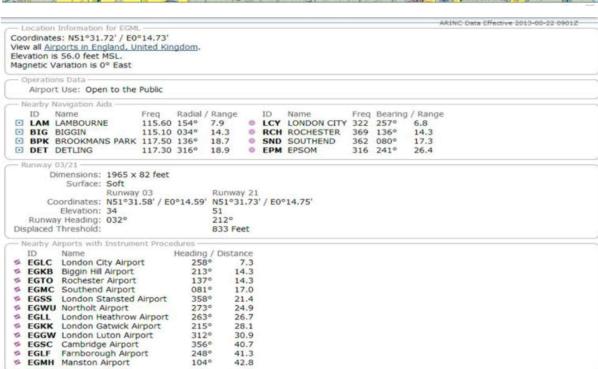
Please note that the imagery has been colour matched to Orbx TrueEarth Great Britain South. If you do not have that region installed the scenery area will not match the colour of default X-Plane terrain or any Ortho4XP tiles you may have installed. We call this the 'postage stamp' effect





Airport Information and Charts

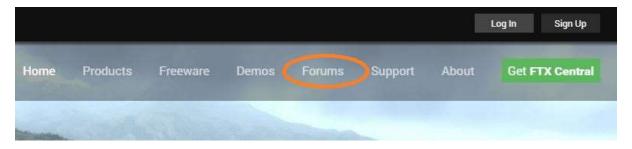






Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about EGML 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 EGML. Provided you adhere to the forum terms of use and have a legitimate copy of EGML, 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 TRANSACTION ID from your EGML 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 82,000 members as of November 2018. 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 Orbx EGML Team

Original EGML Developers

- Russ White: All 3D modeling, texturing, ground polys, autogen annotation
- John Lovell: Location photography

X-Plane 11 Conversion Developers

- **Greg Jones:** Initial X-Plane conversion.
- Karl Hoybye: Additional conversion, vegetation and additional modelling.

Specialist Roles

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

Beta Testing Team

Steve Colbert, Scott Harmes, Friedi Gulder, Rob Abernathy, John Dow, Jon Murchison, Matt McGee





End User License Agreement (EULA)

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

END-USER LICENSE AGREEMENT (EULA) for Orbx Simulation Systems Full Terrain Experience (FTX) Scenery Addon

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