



EGPH

Edinburgh Airport for X-Plane 11

USER GUIDE OCTOBER 2019



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Thank you!

Orbx would like to thank you for purchasing EGPH Edinburgh Airport!

In-House team GayaSimulations has faithfully recreated the busy airport using the latest techniques and features to give you the most realistic experience possible. Using HD PBR textures to provide an unprecedented level of detail throughout - in particular on the airport apron. Explore the fully modelled fire stations, hotels and office buildings that surround the airport, or watch as the airport comes to life with animated traffic throughout.

Throughout the scenery, enjoy impressive 3D custom modelling of the main terminal areas and beyond. Smaller details such as ground service equipment scatter the airport apron, which brings the airport to life in conjunction with Orbx PeopleFlow. Edinburgh's iconic Air Traffic Control tower sits tall and mighty behind the main terminal building and has been recreated using highly detailed modelling and texturing. As the sun sets, be sure to see the ATC tower lit up with its powerful purple tones.

As Scotland's busiest airport, Edinburgh airport is an all-purpose airport with vast connections to major cities and destinations around the world. The airport's official tagline of "where Scotland meets the world" certainly rings true as whether you want to fly a local carrier or travel further afield, the airport will keep you entertained for hours to come. Long-haulers can enjoy trips down into the Middle-East, whilst those who prefer those shorter flights can easily reach exciting European destinations.



Product requirements

This scenery addon is designed to work with **X-Plane 11**.



NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1 to 4 or Aerofly FS2.

Orbx TrueEarth Great Britain North is also required for full functionality.

What will you miss out on if you don't have Orbx TrueEarth Great Britain North installed?

- Blending of the airport photoreal into the surrounding terrain

Please visit [orbxdirect.com/product/](https://orbxdirect.com/product/gbr-north-xp11) <https://orbxdirect.com/product/gbr-north-xp11> to purchase your copy of Orbx TrueEarth Great Britain North if you haven't already done so.

Quick Installation Guide

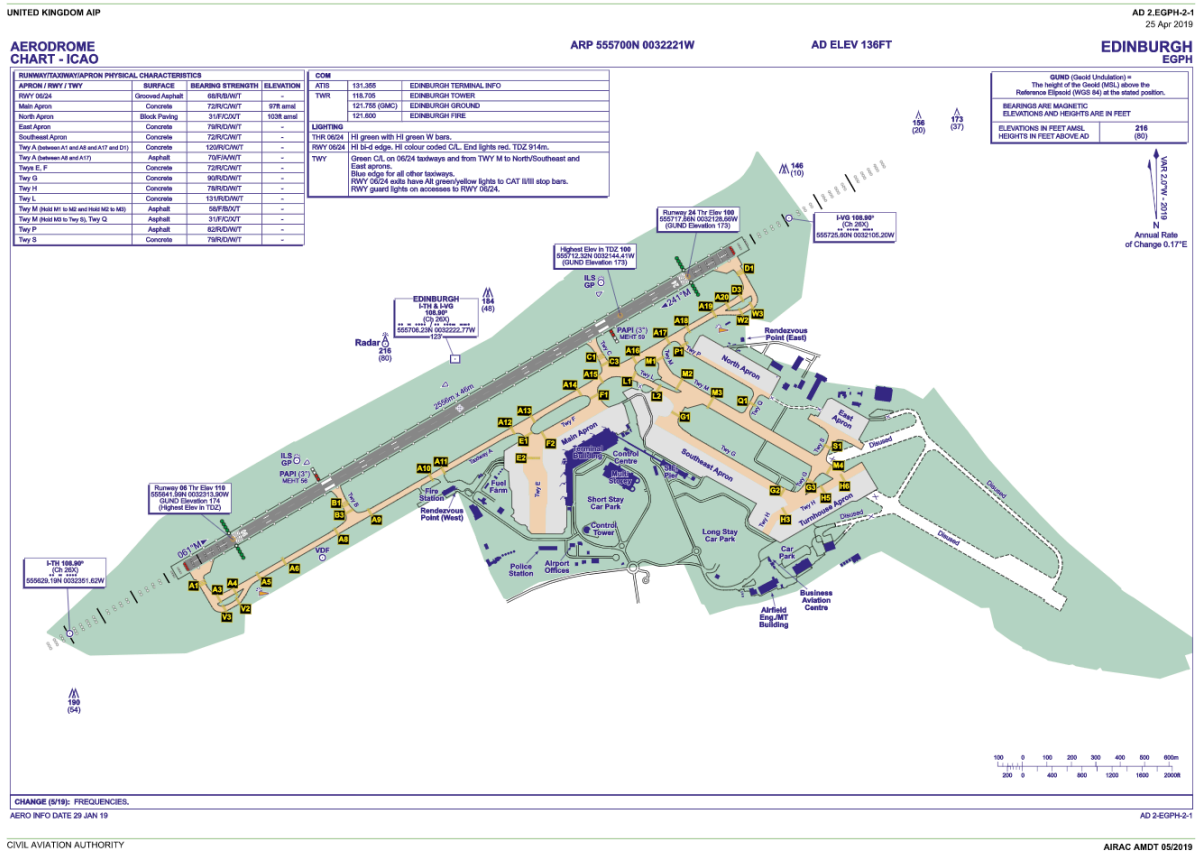
Installing Orbx EGPH is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

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

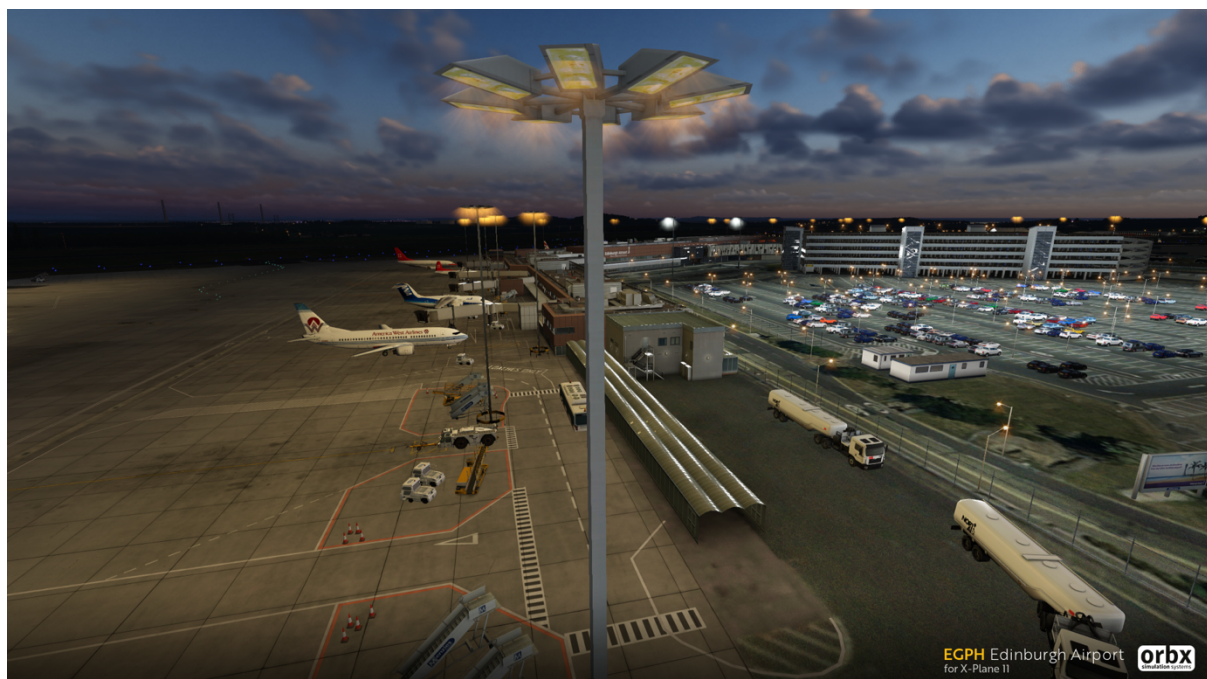
You may also manually download EGPH and then have Orbx Central manage the installation for you once downloaded.

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

Airport Information Charts

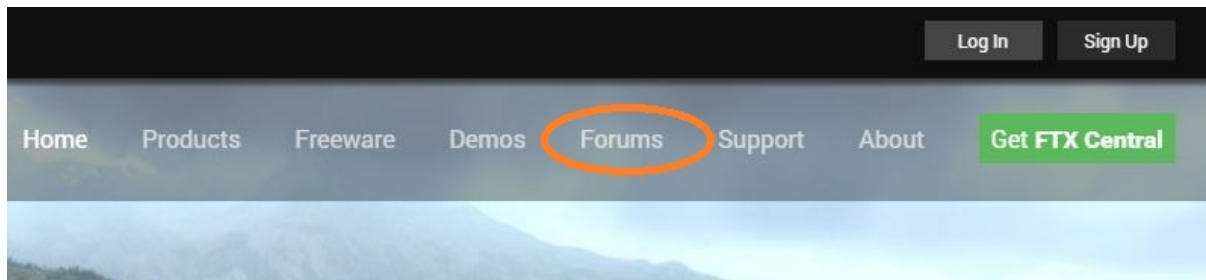


Source: <https://airportcodes.aero/airport/EGPB>



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about EGPH or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Payware Support Forum section. Orbx 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 EGPH. Provided you adhere to the forum terms of use and have a legitimate copy of EGPH., 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 Orbx support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your 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.

Orbx Community Forums

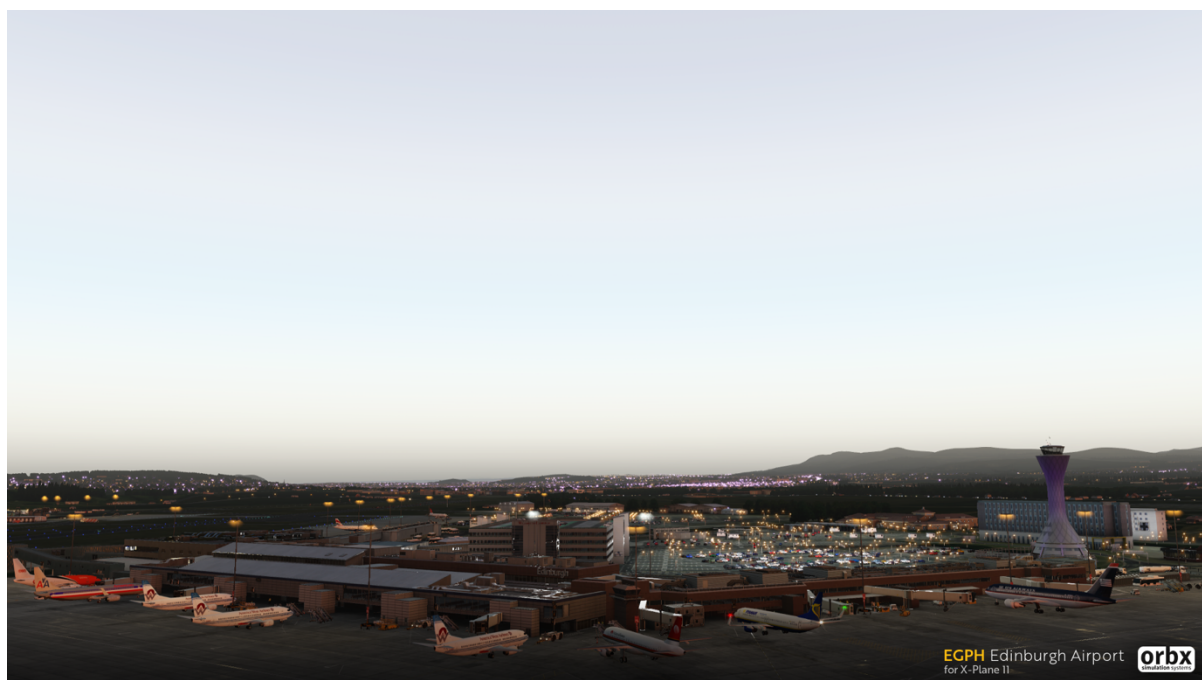
Orbx already has quite a thriving and active user community on the forums, with over 90,000 members as of October 2019. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

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 EGPH Team

Lead Developers

- Gaya Simulations: Fully developed the airport include all elements – Plan and implement 3D modelling, texturing, ground imagery, ground poly, autogen annotation, POI scenery object modelling

Specialist Roles

- **John Venema:** Chief Product Officer
- **Ed Correia:** Chief Operating Officer
- **Ben McClintock:** IT Manager

Beta Testing Team

Matt McGee, Nick Cooper, Rob Abernathy, Darryl Wightman & Scott Harmes



End User License Agreement (EULA)

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

IMPORTANT - PLEASE READ THESE TERMS CAREFULLY: This End-User License Agreement (**EULA**) is a legal agreement between you (**Licensee or you**) and Orbx Simulation Systems Pty Ltd (**ORBX, us or we**) for:

- Orbx Scenery Addon for Microsoft Flight Simulator X, Lockheed Martin Prepar3D, Laminar Research X-Plane and IPACS Aerofly (**Software**);
- the Orbx libraries associated with the Software (**Orbxlibs**); and
- associated printed materials, media and online or electronic documentation (**Documentation**),

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- 1.3. We may update or require you to update the Software Product, provided that the Software Product shall always match the description of it that we provided to you before you licensed it.
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 - b) to only use the Software Product for personal entertainment purposes and not to use the Software Product for flight training purposes;
 - c) not to rent, lease, sub-license, loan, translate, merge, adapt, vary, alter or modify, the whole or any part of the Software Product nor permit the Software Product or any part of it to be combined with, or become incorporated in, any other programs;
 - d) not to provide, or otherwise make available, the Software Product in any form, in whole or in part (including, but not limited to, program listings, object and source program listings, object code and source code) to any person without our prior written consent;
 - e) not to disassemble, de-compile, reverse engineer or create derivative works based on the whole or any part of the Software Product nor attempt to do any such thing; and
 - f) not to modify, use, call GUIDs, reference, extract or in any way make use of the Orbxlibs in any software project be it freeware, donation ware or payware.

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You acknowledge that:

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- b) you have no intellectual property rights in or to the Software Product other than the right to use the Software Product in accordance with the terms of this EULA; and
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4. WARRANTY

- 4.1. We warrant that:
 - a) the Software will, when properly used on an operating system for which it was designed, perform substantially in accordance with the functions described in the Documentation;
 - b) the Documentation correctly describes the operation of the Software in all material respects.
- 4.2. The warranty in 4.1 does not apply if:
 - a) the defect or fault in the Software results from you having altered or modified a Software Product; or
 - b) if the defect or fault in the Software results from you having used a Software Product in breach of the terms of this EULA.

5. TERMINATION

We may terminate this EULA immediately by written notice to you if you commit a material or persistent breach of this EULA which you fail to remedy (if remediable) within 14 days after the service of written notice requiring you to do so. Upon termination for any reason:

- a) all rights granted to you under this EULA shall cease;
- b) you must cease all activities authorised by this EULA; and
- c) you must immediately delete or remove the Software Product from all computer equipment in your possession and immediately destroy or return to us (at our option) all copies of the Software Product then in your possession, custody or control and, in the case of destruction, certify to us that you have done so.

6. DISCLAIMER

- 6.1. The Software Product is provided "as is," and we do not guarantee the functionality of the Software Product or a particular result from the use of the Software Product.
- 6.2. Neither ORBX, its members, managers, officers, employees, agents, nor its suppliers shall be liable to you for any loss of use, lost or inaccurate data, lost profits, failure of security mechanisms, interruption of business, delays or any direct, indirect, special, incidental, reliance or consequential damages of any kind, regardless of the form of action, whether in contract, tort (including negligence), strict liability or otherwise, even if informed of the possibility of such damages in advance.
- 6.3. To the extent permitted by law, ORBX expressly disclaims any responsibility for the loss or damage, including personal injury or death, resulting from the use of the Software Product.
- 6.4. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL ORBX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF ORBX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 6.5. In no event does ORBX authorise you to use the Software Product in applications or systems where the Software Product's failure to perform can reasonably be expected to result in a physical injury, or in loss or endangerment of life. Any such use by you is entirely at your own risk, and you agree to hold ORBX harmless from any claims or losses relating to such unauthorised use.
- 6.6. The above disclaimers do not exclude or limit in any way our liability to you where it would be unlawful to do so.
- 6.7. You acknowledge that the Software Product has not been developed to meet your individual requirements, and that it is therefore your responsibility to ensure that the facilities and functions of the Software as described in the Documentation meet your requirements.

7. INDEMNITY

You agree to defend, indemnify, and hold us, our members, managers, officers, employees and agents harmless from and against any claims, actions or demands, including, without limitation, reasonable legal and accounting fees, arising or resulting from your breach of this EULA or your uploading of, access to, or use or misuse of the Software Product.

8. COMMUNICATIONS BETWEEN US

- 8.1. If you wish to contact us in writing, or if any condition in this EULA requires you to give us notice in writing, you can send this to us by email to Orbx Simulation Systems at info@orbxsimulation.com. We will confirm receipt of this by contacting you in writing, normally by email.
- 8.2. If we have to contact you or give you notice in writing, we will do so by email or by pre-paid post to the address you provide or confirm to us.

9. HOW WE MAY USE YOUR PERSONAL INFORMATION

We will only use your personal information as set out in our privacy policy, a copy of which is contained on our website.

10. OTHER IMPORTANT TERMS

- 10.1. We may transfer our rights and obligations under these terms to another organisation. We will always tell you in writing if this happens and we will ensure that the transfer will not affect your rights under this EULA.
- 10.2. You may only transfer your rights or your obligations under this EULA to another person if we agree in writing.
- 10.3. Each of the paragraphs of this EULA operate separately. If any court or relevant authority decides that any of them are unlawful, the remaining paragraphs will remain in full force and effect.
- 10.4. If we do not insist immediately that you do anything you are required to do under this EULA, or if we delay in taking steps against you in respect of your breaking this EULA, that will not mean that you do not have to do those things and it will not prevent us taking steps against you at a later date.
- 10.5. This EULA constitutes the entire statement of the agreement between you and us on the subject matter, and merges and supersedes all other or prior understandings, purchase orders, agreements and arrangements. This EULA shall be governed by the laws of Victoria, Australia.