



ENAL

Ålesund Vigra Airport

USER GUIDE JUNE 2020



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Thank you!

Orbx would like to thank you for purchasing **ENAL Ålesund Vigra Airport – Gateway to the fjords!**

Ålesund Vigra is a major Norwegian airport, with legacy, low-cost and charter carriers flying to destinations across Europe. Whilst most commonly served by single-aisle favourites such as the A320, 737NG, CRJ, ATR and Dash-8, the airport has also hosted both 757 and 767 aircraft on the rarest of occasions. Aside from Oslo, Bergen, Copenhagen, Trondheim and Amsterdam, Vigra airport is also a short flight away to favourite Orbx Scandinavian destinations including Notodden, Hammerfest, Scandinavian Mountains Airport, Gothenburg and Stockholm-Arlanda.

This scenery package depicts an ultra-detailed airport, with beautiful over-water approaches, numerous islands, harbours and several surrounding mountain peaks. It includes POI's such as the Giske island bridge, the rather unusual Subsea 7 North Sea Spoolbase and several small ports. Simmers with EU Norway could do a small hop into the nearby cityscape of Ålesund downtown area.



Product requirements

This scenery addon is designed to work with **Lockheed Martin Prepar3D v4.5 or newer**.

Either Orbx EU Norway or Orbx Global Base is also required for full functionality.

What will you miss out on if you don't have Orbx EU Norway installed?

- Blending of the airport photoreal into the surrounding terrain
- Photoreal cityscape of Ålesund downtown area

Please visit orbxdirect.com/product/nor to purchase your copy of Orbx EU Norway if you haven't already done so.

Quick Installation Guide

Installing Orbx ENAL Ålesund Vigra Airport 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 ENAL Ålesund Vigra Airport 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.

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



Scenery Coverage Area

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Quick Reference Simulator Settings

Firstly, dragging all your sliders to the right, even with current hardware, will probably result in poor visuals, low frame rates, and potentially crashes.

We suggest that you begin your exploration of ENAL Ålesund Vigra Airport using the settings suggested below. Then, if you find performance to be acceptable, experiment with moving certain sliders to the right, although we recommend you only move one slider at a time to objectively gauge its effect.

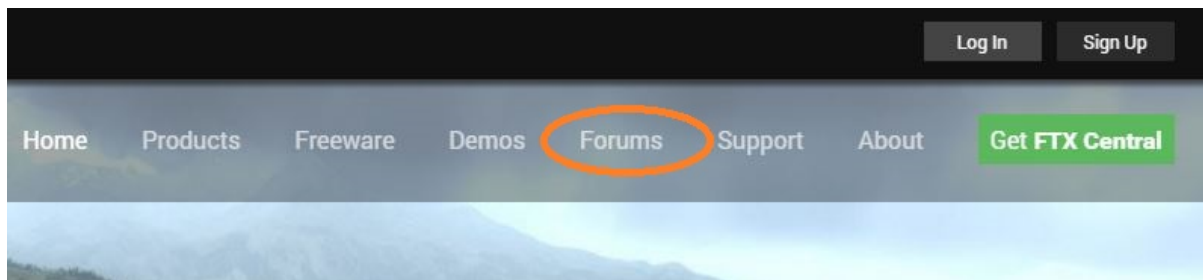
The table below lists the minimum recommended settings required in P3D to enjoy ENAL Ålesund Vigra Airport the way Orbx designed it.

Setting	Value	Why?
Level of detail radius	High (P3D)	Influences sharpness of textures with increasing distance
Use high-resolution terrain textures	ON	Enhances distance-display of photoreal ground textures
Tessellation Factor(P3D)	Ultra (P3D)	Better terrain definition (= interpolation between adjacent grid elevation points)
Mesh Resolution	5m	5m terrain mesh resolution is the slider setting that all Orbx regions and airports are designed for. Since the slider setting governs the horizontal spacing of mesh grid points this value primarily affects the steepness of slopes adjacent to flattened areas at airports or lakes and rivers. If objects are placed on or next to such slopes they can shift a bit.
Texture Resolution	7cm	Enables maximum display quality of vector textures meaning roads, freeways, railroads, and shorelines
Scenery Complexity	Extremely Dense	Lower settings mean fewer custom objects are displayed
Autogen and scenery draw distance (P3D only)	Medium	Higher settings induce more obvious "popping in" of autogen
Autogen Density (separate sliders in P3D)	Dense	Regulates the overall density of autogen buildings and vegetation (-20% with each slider notch to the left)
Dynamic 3D autogen vegetation (P3D V4+)	OFF	Highly recommended! Dynamic trees do not match the Orbx colours and may cause performance issues.
Road Vehicles traffic	15-20%	Decent road traffic density; higher settings cost performance!

We also strongly recommend disabling Dynamic 3D Autogen Vegetation (Speedtrees) in P3Dv4 as it has a major impact on performance and disables custom Orbx tree textures.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about ENAL Ålesund Vigra Airport 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 ENAL Ålesund Vigra Airport. Provided you adhere to the forum terms of use and have a legitimate copy of ENAL Ålesund Vigra Airport., 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 94,000 members as of June 2020. 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 ENAL Ålesund Vigra Team

Lead Developer

- **Finn Hansen:** Terminal 3D model

Additional Orbx Developers

- **Holger Sandmann:** Global compatibility & vector work
- **Tim Harris** Global compatibility & vector work

Specialist Roles

<https://orbx.group/team/>

Beta Testing Team

Daniel Fürnkäuf, John Dow, Rob Abernathy, Matt McGee, Darry Wightman & Steve Ruiz



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

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- associated printed materials, media and online or electronic documentation (**Documentation**),

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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.

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- 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@orbxsistemas.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.

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

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