



ESNQ

# Kiruna Airport

USER GUIDE SEPTEMBER 2018



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# Thank you!

Orbx would like to thank you for purchasing **ESNQ Kiruna Airport**.

This package, developed by Marcus Nyberg, contains not one, but **three** airports!

**Kiruna** is a mining town towards the far tip of the Norwegian border. Kiruna is situated in the middle of the vast Swedish tundra; however, it is vital to the Swedish economy. Kiruna is the key city in the northern inland part of Sweden and is an important source of iron ore as well as a popular tourist destination for hikers and climbers en route to the nearby Scandinavian Mountains which boasts the highest mountain in Sweden, Kebnekeise.

**ESSV Visby Airport** is located in Gotland, an island located southeast of Stockholm in the Baltic sea. Gotland it is a hugely popular destination for Swedish nature lovers, tan-seeking beach goers, party people, and the Swedish political elite. Famous Swedish director Ingmar Bergman used to live here and a lot of his movies are set in the surrounding area. ESSV itself is a busy airport made up of three main areas: Swedish military operations run out of the northern part of the airport, a buzzing commercial airport takes up the majority of space in the middle, and there is also a GA area in the southern region with a cross-direction grass airstrip straight under the approach to the runway.

**ESSD Dala Airport** is located in Dalarna County just outside the city of Borlänge. This county is famous for tourism, however as it is close to Stockholm. Dala Airport is primarily used for charter flights & general aviation - commercial traffic is very limited. It also hosts a model airplane club and has a very active glider community.



# Product requirements

This scenery addon is designed to work in the following simulators: **Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2, Lockheed Martin Prepar3D v3 and Lockheed Martin Prepar3D v4.**

**Orbx FTX Global** is also required for full functionality.

## What will you miss out on if you don't have Orbx Global 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

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

# Quick Installation Guide

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

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



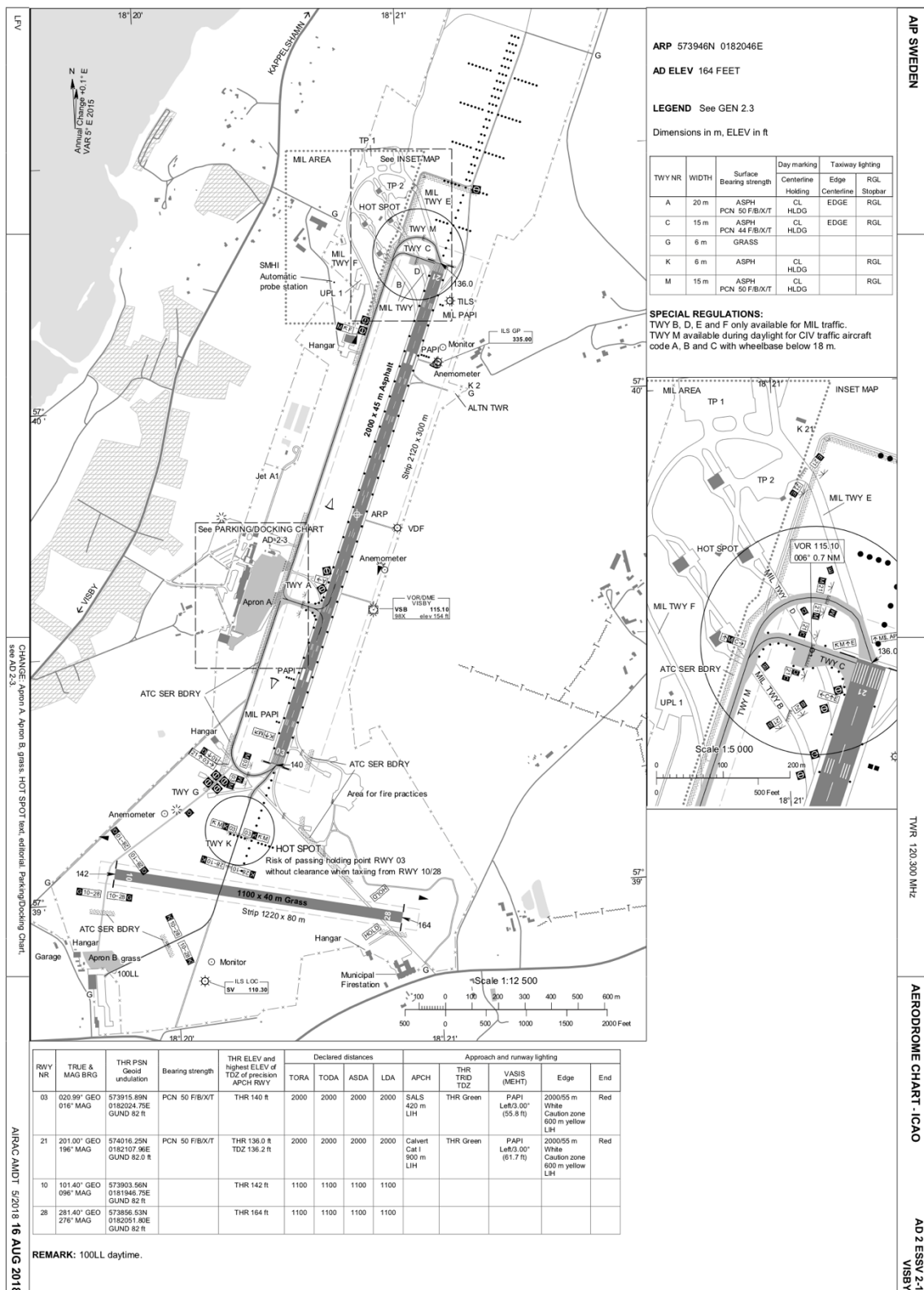
# Scenery Coverage Area



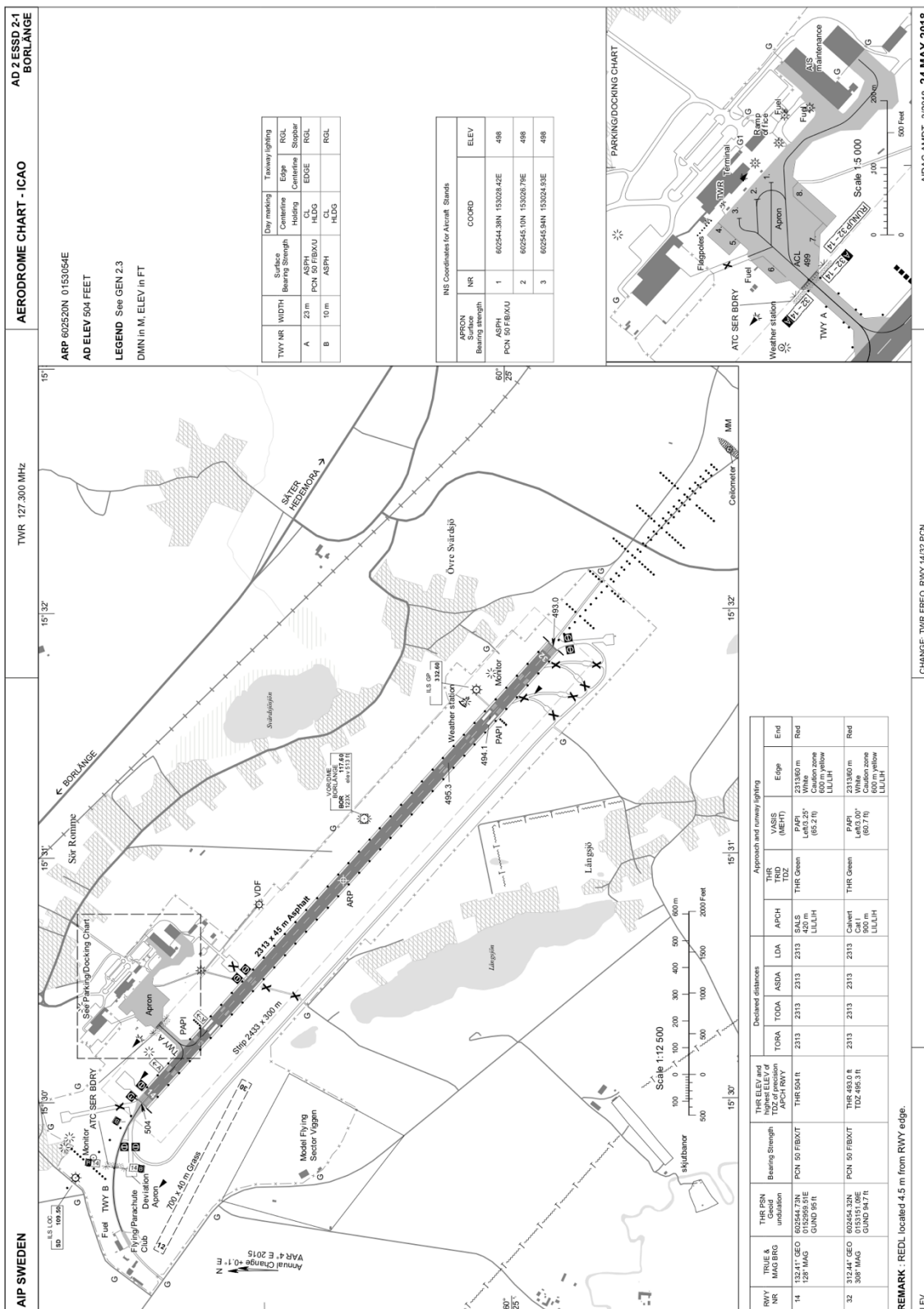












# The ESNQ Control Panel

The ESNQ 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 Idaho Falls Regional 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.

ESNQ Kiruna Airport

Product Control Panel

Your changes will be saved when you close this window.

ESNQ Settings

☒
**Enable 3D Grass**  
*High levels of volumetric grass for the best visual result.*

☒
**Static Aircrafts**  
*Use this option to enable or disable static aircraft on the airport apron.*

☒
**People Flow**  
*Use this option to enable or disable additional People Flow.*

☒
**Clutter and Airport Details**  
*Use this option to enable or disable clutter and details mainly airside.*

☒
**Vehicles**  
*Use this option to enable or disable vehicles throughout the airport.*

☒
**Dynamic Light**  
*Use this option to enable Dynamic Light (P3Dv4 Only).*

☒
**Snowpiles**  
*Use this option to enable snowpiles in wintertime.*

ESSV Settings

☒
**Enable 3D Grass for main airport area**  
*High levels of volumetric grass for the best visual result.*

☒
**Enable 3D Grass for GA-area**  
*High levels of volumetric grass for the best visual result.*

☒
**Static Aircrafts**  
*Use this option to enable or disable static aircraft on the airport apron and general aviation parking.*

☒
**Static Aircrafts General Aviation Parking**  
*Use this option to enable or disable static aircraft at the general aviation parking.*

☒
**Static Aircrafts JAS 39 Gripen**  
*Use this option to enable or disable military airplane statics*

☒
**People Flow**  
*Use this option to enable or disable additional People Flow.*

☒
**Clutter and Airport Details**  
*Use this option to enable or disable clutter and details mainly airside.*

☒
**Dynamic Light**  
*Use this option to enable Dynamic Light (P3Dv4 Only).*

ESSD Settings

☒
**Enable this option if using FTX Norway**  
*If using FTX Norway, enable this for correct season switching.*

☒
**Static Aircrafts**  
*Use this option to enable or disable static aircraft on the airport apron and general aviation parking.*

☒
**People Flow**  
*Use this option to enable or disable additional People Flow.*

☒
**People Flow at General Aviation Area**  
*Use this option to enable or disable people at general aviation area.*

☒
**Dynamic Light**  
*Use this option to enable Dynamic Light (P3Dv4 Only).*

☒
**Snowpiles**  
*Use this option to enable snowpiles in January - February.*

# Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy ESNQ 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.

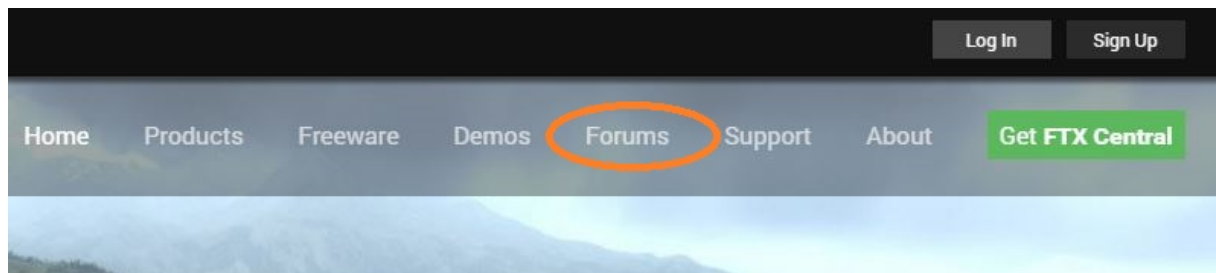
If you use the settings below you will be guaranteed the highest fidelity experience and the best-balanced performance.

| 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 ESNQ          |
| Texture resolution        | 7 cm            | Sharpest roads and freeways.      |
| Scenery complexity        | Extremely Dense | How Orbx designed FTX ESNQ.       |
| 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 ESNQ 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 ESNQ. Provided you adhere to the forum terms of use and have a legitimate copy of ESNQ, 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 ESNQ 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 81,000 members as of September 2018. 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 Orbx ESNQ Team

## Lead Developer

- **Marcus Nyberg**

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Jarrad Marshall:** Technical guidance
- **Finni Hansen:** Flattens & guidance
- **Jonas Grinde:** Vector roads
- **Edward Boyte:** AFCAD
- **Pierre Engblom:** Autogen
- **Olle Westerlundh:** Jas 39 Gripen static
- **Philip Schall:** Mesh and additional statics

## Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production management
- **Ben McClintock:** FTX Central and website
- **Jarrad Marshall:** Operations management
- **Aimee Sanjari:** Community and Marketing

## Beta Testing Team

Ross Casey, Scott Harmes, Phil Manhart, Matt McGee, Rob Abernathy, Friedi Gulder, John Dow

## Further Acknowledgments

- **Stefan Hillblom:** References for ESNQ
- **Jonas Bodell:** References for ESSV
- **Thomas Nordqvist:** References for ESSD



# 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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