



KMRY

Monterey Regional Airport

for IPACS Aerofly FS2

USER GUIDE NOVEMBER 2017



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Thank you!

Orbx would like to thank you for purchasing **FTX KMRY Monterey Regional Airport for Aerofly FS2**.

A classic ORBX destination developed by Jarrad Marshall, this airport has been lovingly brought to life for **IPACS Aerofly Flight Simulator 2**. Stretching the boundaries of what is possible with this simulator; Monterey is the third airfield created for AFS2 after the highly acclaimed Innsbruck and Meigs Field projects. Depicted as it was in 2014-2015, virtual pilots are welcomed to venture to one of the most scenic airports in California. Located smack dab in the heart of the original default Aerofly scenery area, Monterey is the perfect location for exploring the rugged coastal ranges of Big Sur, the world-famous beaches of Carmel and Pebble Beach, or for short regional flights in the Q400 to San Francisco, Los Angeles and Palm Springs.

This special release by ORBX includes incredibly dense building and vegetation cultivation, ultra-detailed scenery for the airport, many landmarks around the greater Monterey area, animated people and dozens of unique static aircraft and vehicles. Also, **seen for the first time in Aerofly FS2**, Monterey features ultra-crisp **10cm resolution ground imagery and 5m resolution digital elevation mesh (DEM)**. This provides the perfect groundwork for the famously **sloped runway** at Monterey airport – there is over 30m in elevation drop from east to west!

For those not familiar with the area, Monterey is a beautifully scenic city located a short distance south of San Francisco, along the Central Pacific Coast. With a strong Spanish heritage (note the influence in some aspects of the airport architecture), Monterey is also home to a varied calendar of well-known events and locations; the annual Monterey Jazz Festival, PGA Pro-Am Golf and several championships at Laguna Seca Raceway ensure an interesting mix of aircraft at KMRY, whilst Cannery Row, Pebble Beach (and the 17-Mile- scenic drive), Fisherman's Wharf and the myriad of golf courses are just some of the interesting POI's to explore within the coverage area.

With an exciting approach over Cannery Row and downtown Monterey (not to mention the steeply sloped short finals over the Navy Golf Course), the airport is home to a wide variety of airliner and GA traffic, being served by American Eagle, US Airways Express, United Express, Alaskan (Horizon) and Allegiant Air to destinations around the Western US. The majority of the airport, however, is devoted to the several large corporate FBO's - there is clearly a huge amount of wealth attracted to the area, as there is no limit to the busy business jet traffic at KMRY. The airport is essentially built into the side of a hill, so you will note that the terrain drops away quickly at each end of the runway; this also provides for some interesting airside architecture, with the multi-level terminal and control tower set at different elevations to the apron.

Product requirements

This scenery airport addon is designed to work only in the following simulator: **IPACS Aerofly FS2**



NOTE: This version is not compatible with Microsoft Flight Simulator X or Lockheed Martin Prepar3D versions 1.X, 2.X, 3.X or 4.X.

Customers that have one version of KMRY will be entitled to a discount for the other version (e.g. if you have the FSX version you will get a discount for the Aerofly FS2 version and vice versa).

<https://orbxdirect.com/product/KMRY>

<https://orbxdirect.com/product/KMRY-afs2>

No other Orbx or IPACS products are required to use FTX KMRY for AFS2. It is a stand-alone scenery.

An Important Note for FSX/P3D Users

Aerofly FS2 is an entirely new simulator engine for ORBX products; as such there are both many features and a few limitations in comparison to your FSX/P3D ORBX sceneries. It is important to bear in mind that as of the time of this publication (November 2017), AFS2 is in early-release mode; essentially this means that the IPACS team are working incredibly hard to implement new features and content for us to work with.

As new technology is added to the Aerofly FS2 engine, these will filter down into new versions of Monterey, and Orbx will deliver these enhancements via FTX Central at no charge.

Quick Installation Guide

Installing Orbx FTX KMRV 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 KMRV it will be added to your account and you can have FTX Central download and install it for you. When you first run FTX Central you will be prompted to select your simulator – be sure to select Aerofly at this point to see your new purchase appear.

You may also manually download KMRV 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.



Detailed Scenery Coverage Area



Monterey features a highly-detailed coverage area at 60cm, 30cm and never-before-seen 10cm resolution. This is coupled with an incredible 5m resolution mesh to deliver the highest terrain fidelity seen in AFS2 to date!

The extended coverage area includes the entire City of Monterey, as well as outlying suburbs and sections of nearby Carmel-by-the-Sea.

Using new blending techniques, the KMRJ coverage area softly transitions to the surrounding default AFS2 terrain.

Monterey Product Features

- Highly-detailed rendition of KMRY airport
- Incredible ground textures at 10cm/30/60cm – resolution never seen before in Aerofly!
- Ultra HD mesh at 5m resolution
- Entire city of Monterey and surrounds
- Amazing sloped runway – 30m difference!
- Detailed ground poly with complete spec/bump mapping
- Extreme high-density vegetation cultivation
- Accurate hand-placed buildings for the entire city and surrounds
- Animated PeopleFlow2 technology
- 3D night lighting for the entire city
- Detailed grass and vegetation at airport
- Unique tree types created exclusively for Monterey, including Monterey Cypress
- New soft-blend terrain to surrounding ASF2
- Unique static aircraft and vehicles created specifically for Monterey
- Over 20 custom POI around the city
- Well-known icons such as Cannery Row, Fisherman's Wharf, Laguna Seca and more!
- **Optimised for incredibly high performance, even on mid-range machines!**



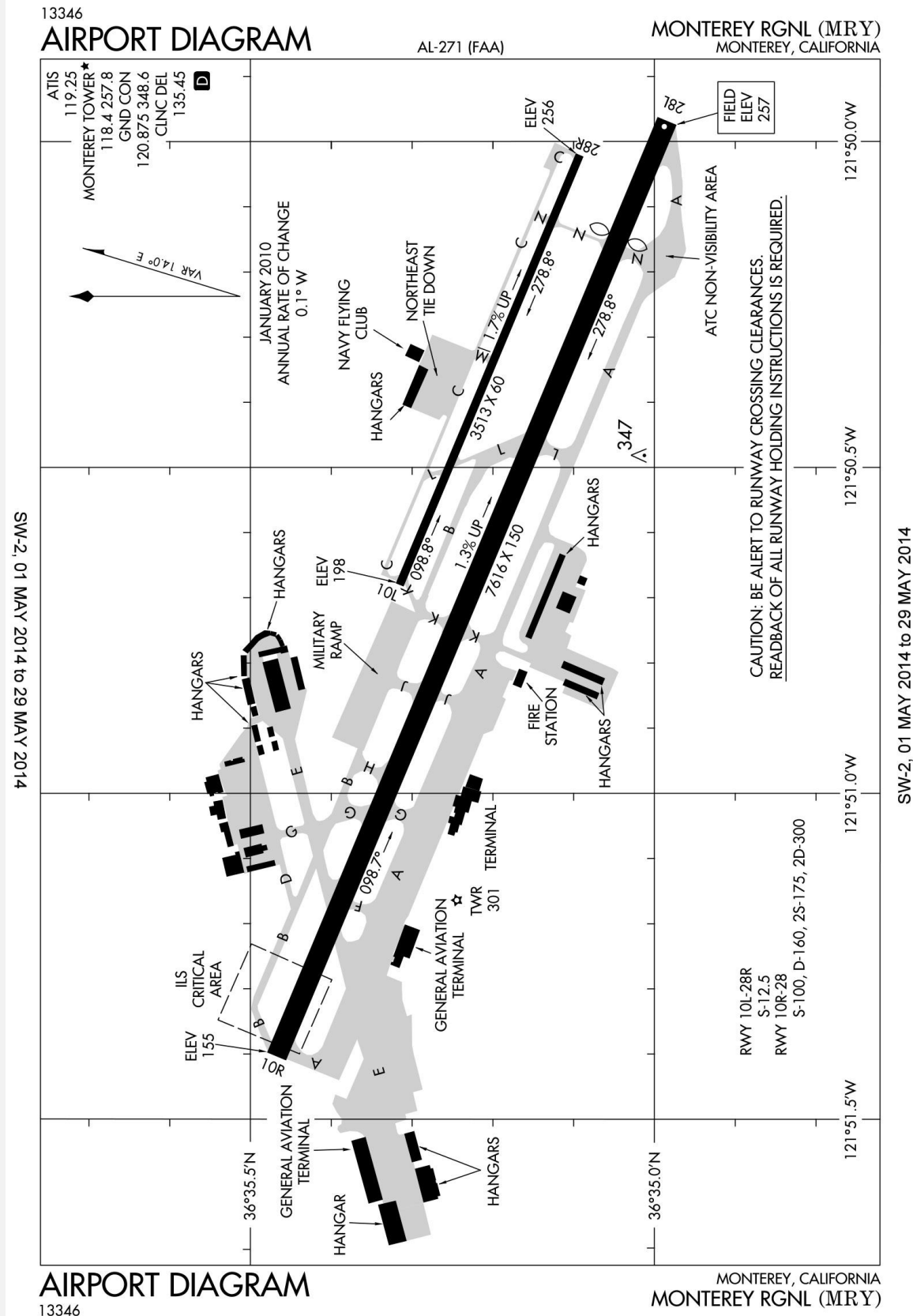
Utilising Aerofly's amazing terrain engine, this scenery recreates **Monterey's famous sloped runway**. Carved into the side of a hill, the runway at KMRY slopes downwards at -1.4% from east to west. In practice, this equates to a huge **30m height difference** from one threshold to the other. In addition to the runway, be sure to keep an eye out for the height differences across the aprons; the passenger terminal is on a gentle incline, and the north-west apron is significantly lower than the surrounding taxiways.



Explore landmarks such as the famous Laguna Seca Raceway



Cannery Row and Monterey Bay Aquarium

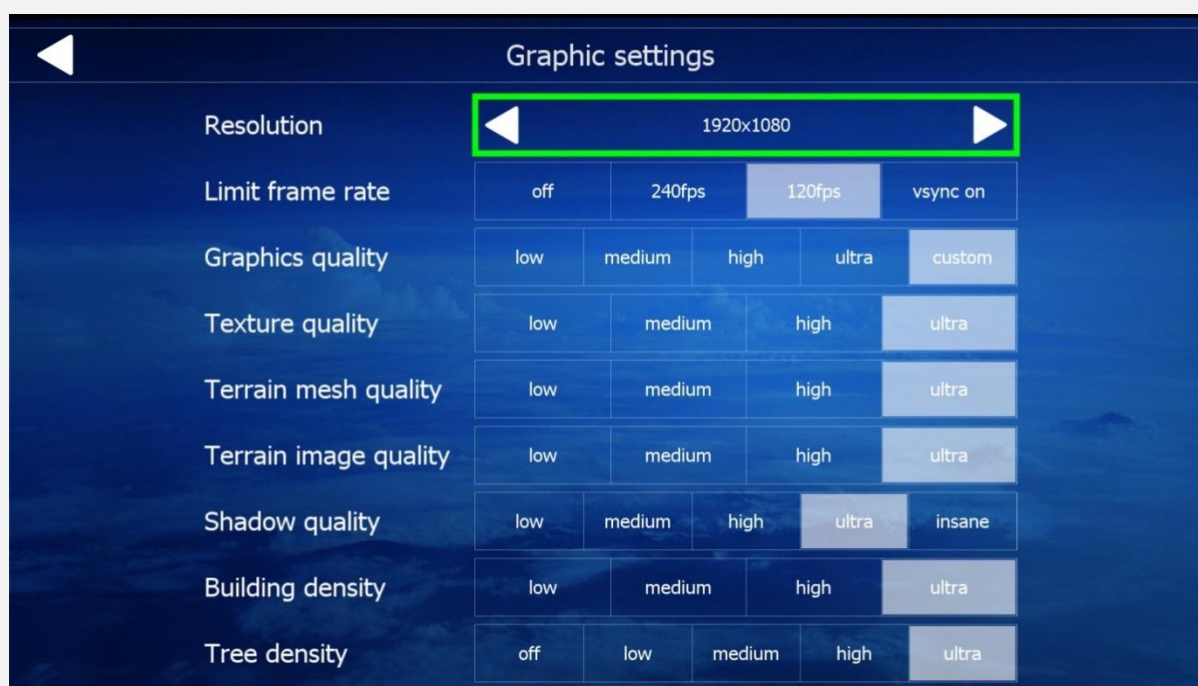


Source: <http://aeronav.faa.gov/d-tpp/1402/00688AD.PDF>

Quick Reference Simulator Settings

Aerofly FS2 is an extremely efficient simulation engine, and as such you can expect high performance at Monterey with even mid-range systems. If you use the settings below you can be assured of the highest fidelity experience and the best-balanced performance.

Please Note: Users with GTX1080 and higher GPUs should use **Shadow quality = insane**

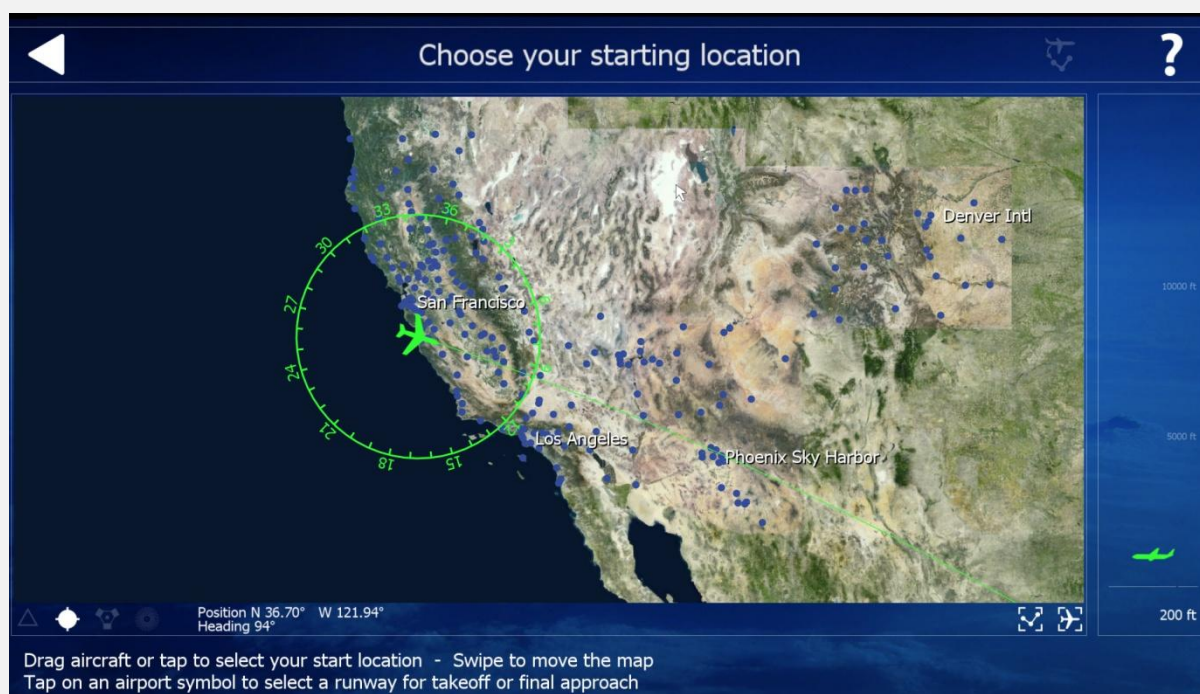


Starting a flight at Monterey

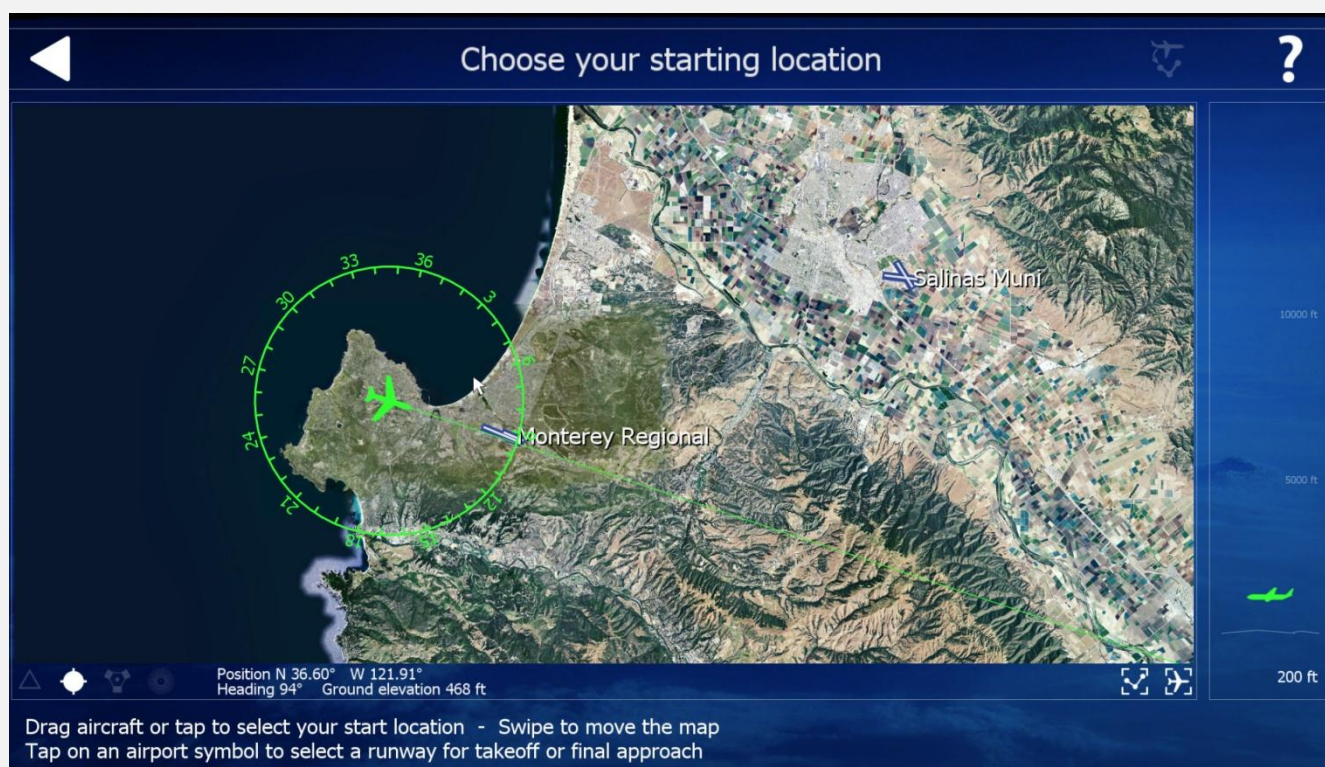
Select Location from the main screen:



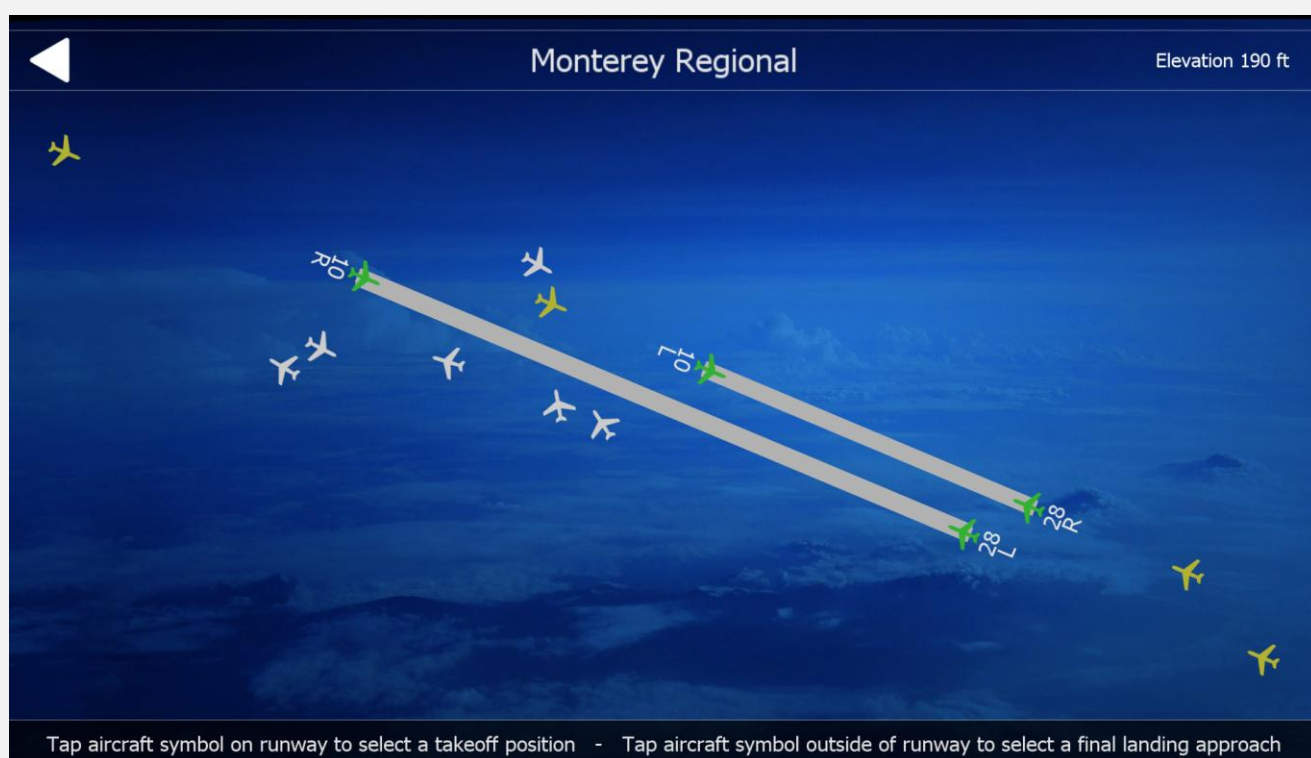
Locate the region of central California on the map of the North American continent:



Zoom in until you see the airport name appear:

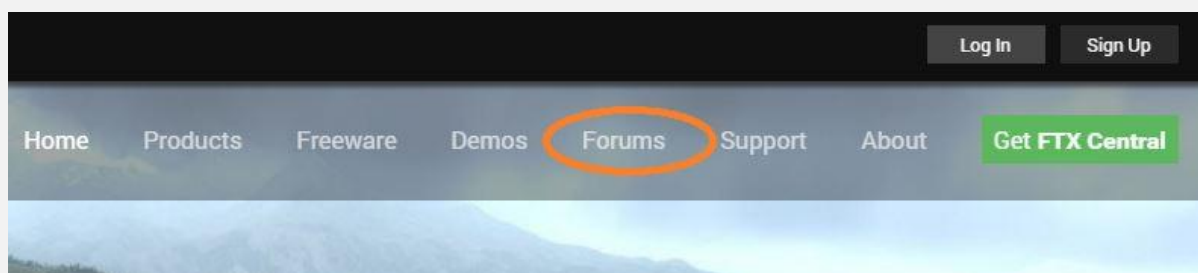


You can then select the available start positions, either approach vectors or apron:



Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KMRV 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 KMRV. Provided you adhere to the forum terms of use and have a legitimate copy of KMRV, 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 KMRV 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 71,000 members as of June 2017. 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 KMRY Team

Original KMRY Development and Aerofly Conversion

- **Jarrad Marshall:** Lead developer

The IPACS Team

- **Dr. Torsten Hans**
- **Dr. Marc Borchers**
- **Dietmar Schaible**
- **Michael Hochgräf**
- **Stefan Schönberger**

For their generous technical assistance and continual improvements to the Aerofly FS2 engine

Specialist Roles

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

Original FSX On-site Photography

- **Scott Armstrong**

Beta Testing Team

Sylvain Delepierre, Ben McClintock, Rob Abernathy, Nick Cooper, Friedi Gulder, Doug Sawatzky, John Venema, Jarrad Marshall and IPACS testing team.



End User License Agreement (EULA)

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

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