



KMRY

Monterey Regional Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX US KMRV Monterey Airport (KMRV)

Monterey is the latest offering from developer Jarrad Marshall, whose many previous projects have included the highly successful KRDD Redding for NCA, KJAC Jackson Hole, KSFF Felts Field Spokane, YBRM Broome International and YBCS Cairns International, amongst many others. Heading south towards the border of Northern California Monterey Regional Airport (KMRV) is beautifully nestled at the base of Monterey Bay.

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 KMRV, whilst Cannery Row, Pebble Beach (and the 17-Mile- scenic drive), The Lone Cypress 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 KMRV. 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 in the following simulators: **Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2 and Lockheed Martin Prepar3D v3.**

Orbx FTX Northern California is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Northern California 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
- Orbx's modified houses and trees which match North American houses and trees

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



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. The appropriate scenery library entries will also be managed by FTX Central.

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.

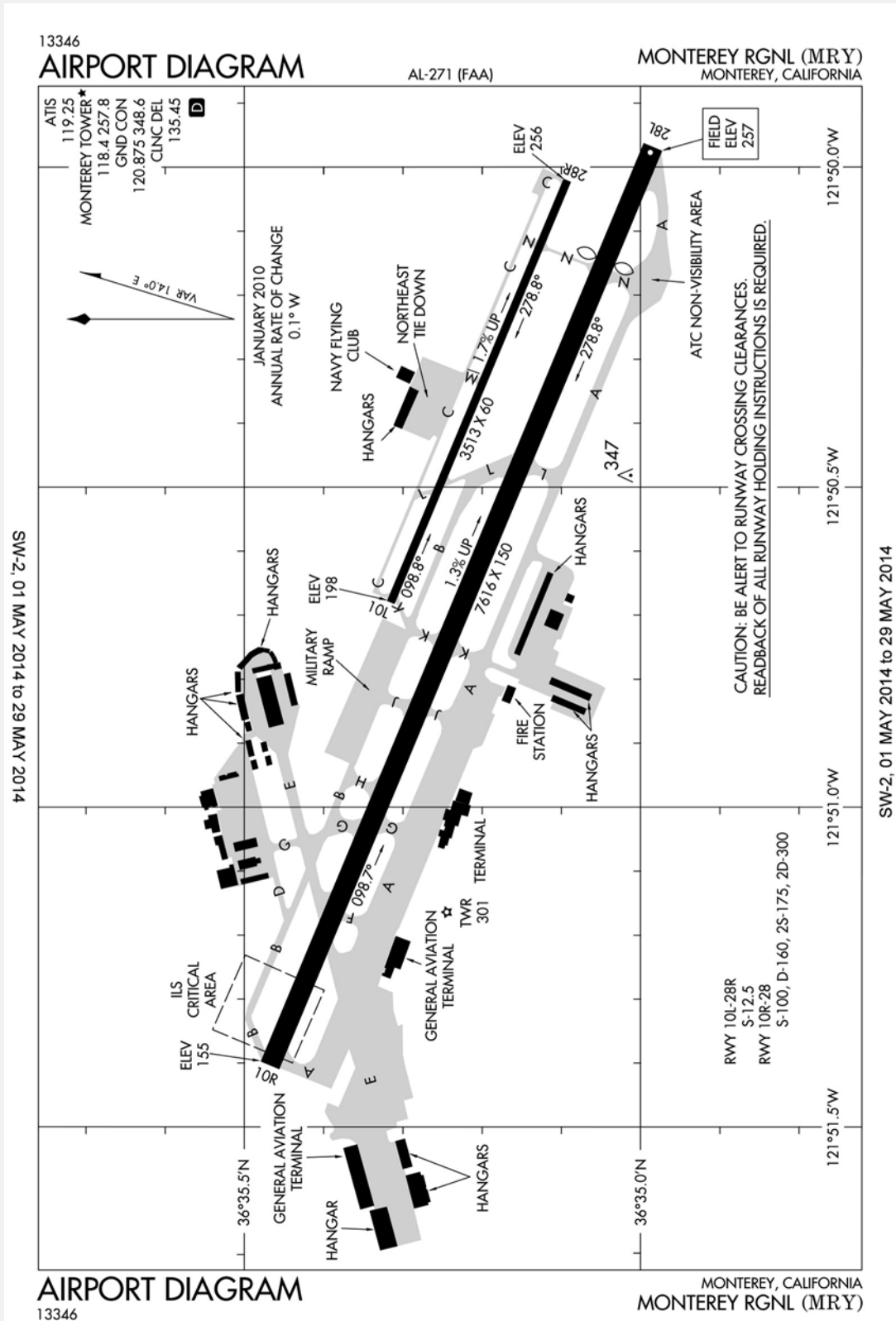
Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.



Scenery Coverage Area



Airport Information and Charts



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

The KMRY Control Panel

The KMRY 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 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.

Quick Reference Simulator Settings

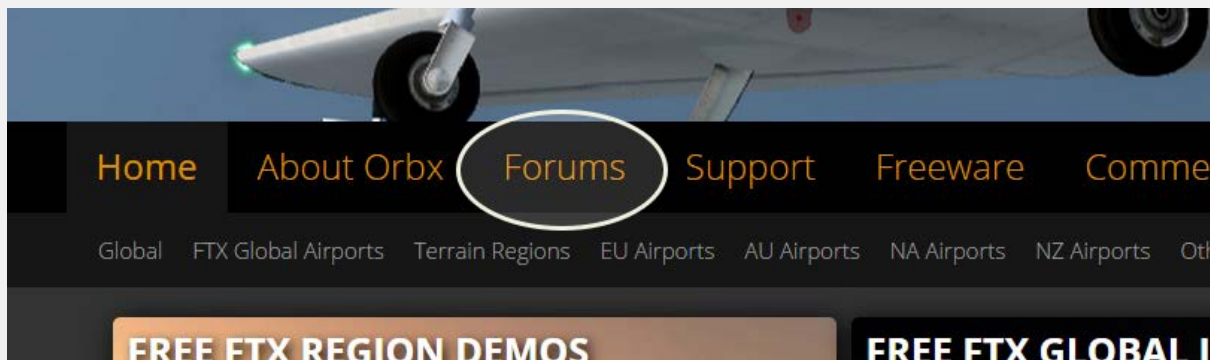
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KMRY the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 KMRY
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX KMRY.
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 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 63,000 members as of September 2016. 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 KMRV Team

Lead Developer

- **Jarrad Marshall**

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Ecclestone:** APX and AI work
- **Holger Sandmann:** Roads/traffic adjustments, flattens

Specialist Roles

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

Further Acknowledgements

- **Scott Armstrong:** Location photography

Beta Testing Team

Craig Hanley, Friedi Gulder, Rob Abernathy, Phil Manhart, Eddy Boyte, Wolter van der Spoel, Terry Freitas, Ebo Haberkorn, Frank Schnibben, Todd Harrell



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

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