



NZGS

Gisborne Airport

USER GUIDE SEPTEMBER 2018



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Thank you!

Orbx would like to thank you for purchasing **FTX NZGS Gisborne Airport**.

This is the third airport for Orbx by Finni Hansen. Previous works include ENNO Notodden and ENHF Hammerfest.

The next destination is NZGS Gisborne Airport and cityscape. This regional airport is situated on the outskirts of Gisborne, on the East Coast of the North Island in New Zealand. Gisborne Airport is one of the few airports in the world that has a railway line, the Palmerston North-Gisborne Line, crossing the main runway.

The airport is situated just next to the ocean in Poverty Bay, with spectacular views of the Young Nick's Head mountain as you depart over open waters. It comprises of a single terminal with only one gate, one asphalt runway with 1310 meters available and several grass runways in all directions. Main operators are Air New Zealand and Sunair. Combined with medical flights, SAR, and GA-Traffic, the airport is at times quite busy. Just north of the airport lies a hospital with it's own helicopter landing pad.

Gisborne is ORBX' first airport to combine an airport with a City Scene, using Allen Kriesman's Xpressim software. Included is the entire city of Gisborne, with close to 100% of buildings present. Coupled with over 100.000 autogen trees and additional buildings outside the city, this package includes everything you would see on a trip into or out of Gisborne Airport. Make sure to be ready on the runway at 1PM, to watch the WA165 steam train make it's way across the runway carrying passengers, like it did more than a hundred years ago.

Source Wikipedia: The Free Encyclopaedia



Product requirements

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

Orbx FTX New Zealand North Island is also required for full functionality.

What will you miss out on if you don't have Orbx FTX NZNI 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/NZNI> to purchase your copy of FTX if you haven't already done so.

Quick Installation Guide

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

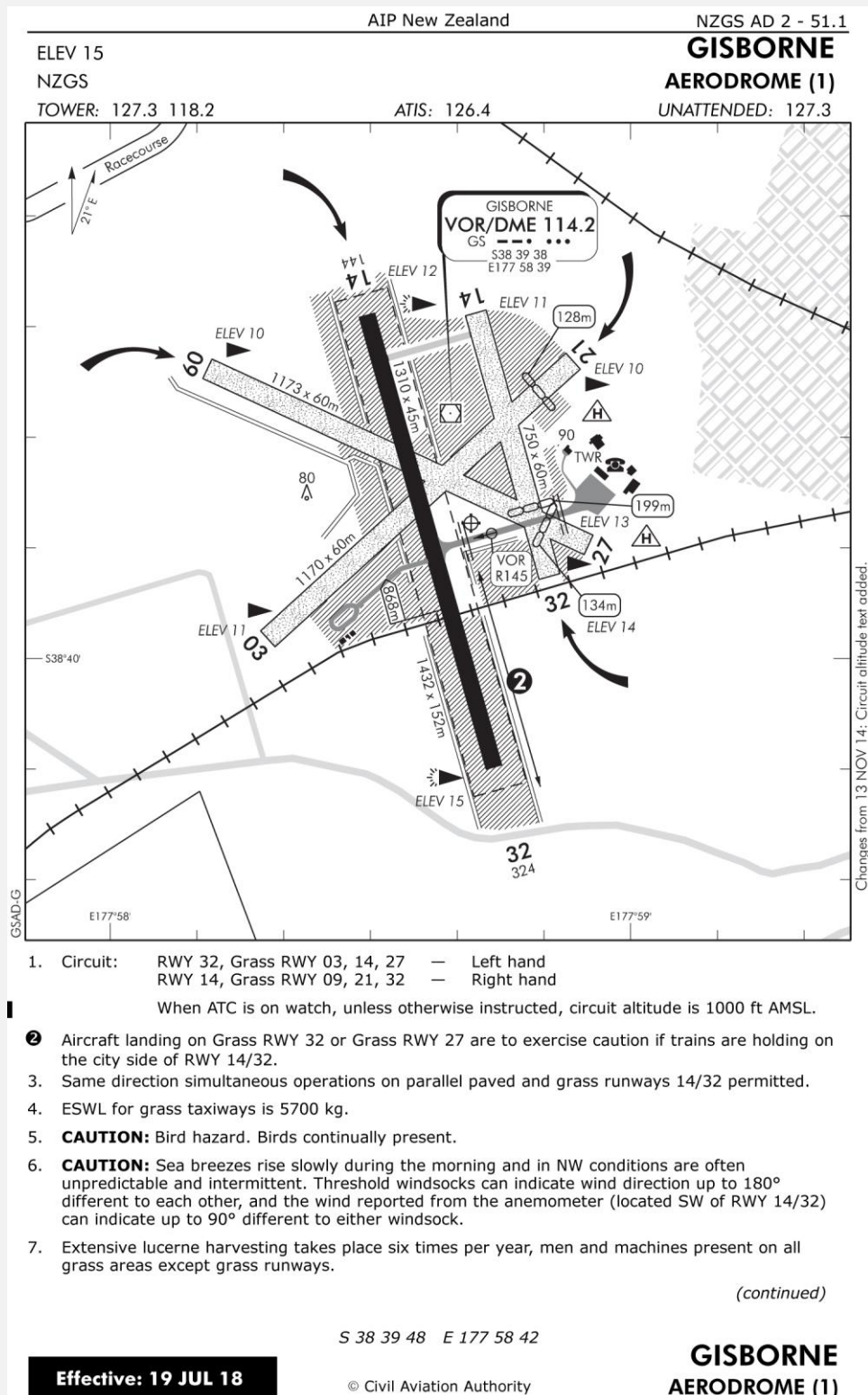
An internet connection is required for FTX Central to verify your license.

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

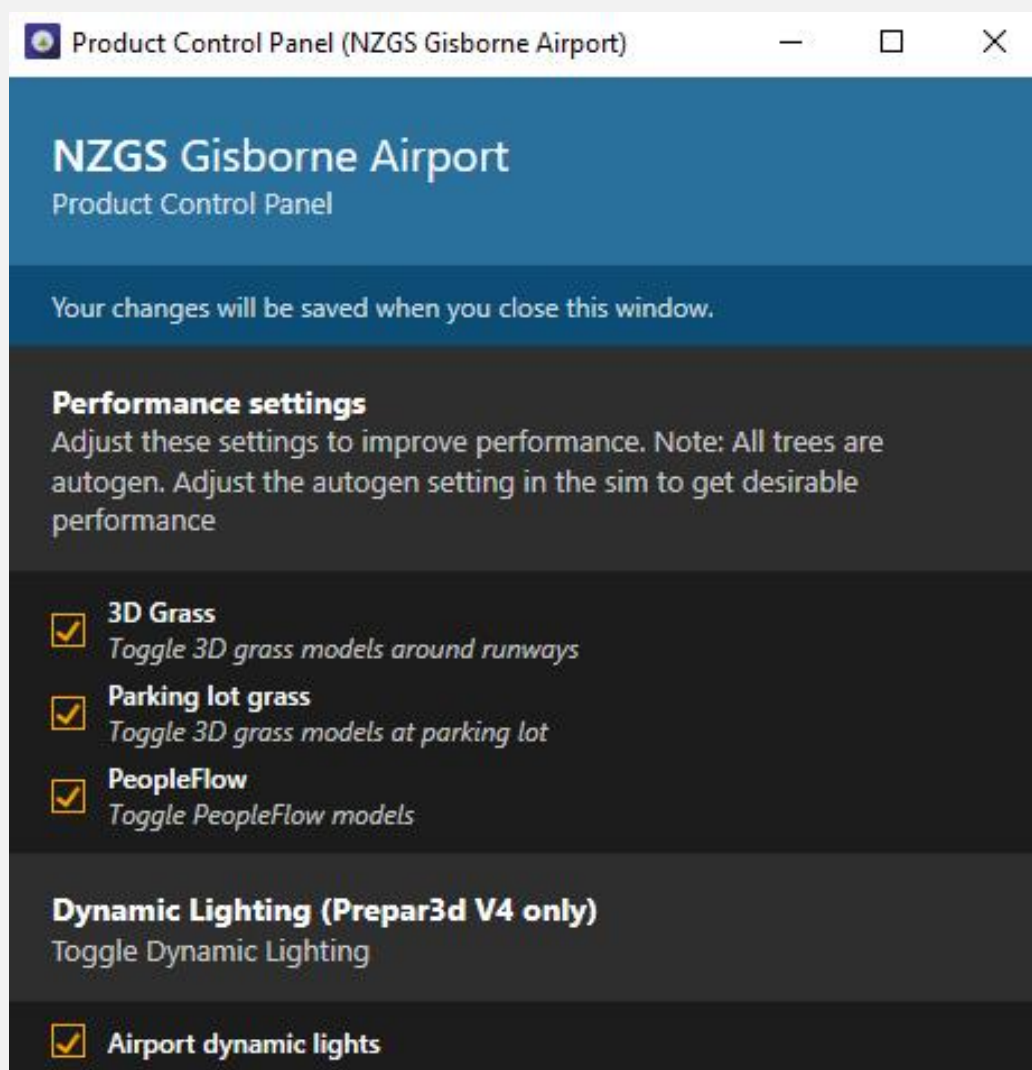


More charts available at: <http://www.aip.net.nz/NavWalk.aspx?section=CHARTS&tree=Gisborne>

The NZGS Control Panel

The NZGS 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

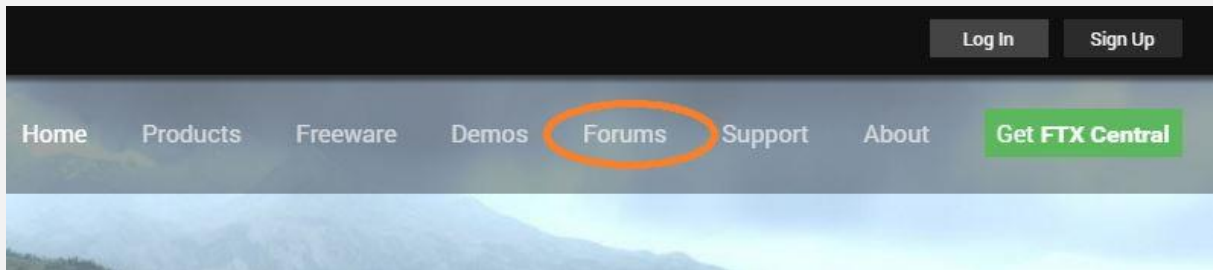
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy NZGS the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 NZGS
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX NZGS.
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 NZGS 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 NZGS. Provided you adhere to the forum terms of use and have a legitimate copy of NZGS, 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 NZGS 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 validationemail 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 NZGS Team

Lead Developers

- **Finni Hansen**

Additional Orbx Developers

- **Orbx Team:**Orbxlibs objects

Specialist Roles

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

Beta Testing Team

Rob Abernathy, Scott Harmes, Matt McGee, Phil Manhart, John Dow, Jon Murchison, Friedi Guilder, James Eden

Aerial photography source

- **Land Information New Zealand (LINZ):** <https://data.linz.govt.nz/>

End User License Agreement (EULA)

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

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