



NZWR

Whangarei Airport

USER GUIDE NOVEMBER 2017



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Thank you!

Orbx would like to thank you for purchasing **FTX NZ NZWR Whangarei Airport**.

This airport is the eleventh airport from developer Alex Goff, whose previous works include Block Island, Bar Harbor, Homer, Yakutat, and contribution to many regions including New Zealand North Island.

Whangarei is the first Orbx airport for the New Zealand North Island region. Located in Northland, Whangarei is the northernmost city in New Zealand and one of the northernmost airports. Situated in a river valley at the back end of its large harbor, Whangarei is an important industrial area producing cement, refining oil, and shipping industrial goods via its ports. The city is host to **Northland Emergency Services Trust (NEST)** which operates helicopter rescue operations in surrounding Northland. The **NEST Helicopter Base** north of the city, **NZJR Whangarei Hospital Helipad**, and **McLeod Bay Rescue Helipad** have all been modelled in addition to the airport.

Whangarei Airport (NZWR) is situated on the Onerahi peninsula, southeast of the city centre. The airport is atop the peninsula and tightly constricted by the surrounding geography, giving beautiful approaches and challenging landings. The airport is served by regular flights to Auckland operated by Air New Zealand Link on Dash 8 Q300 aircraft. A smaller air taxi service, Sunair, operates flights to Claris, Hamilton, Tauranga, and Rotorua using Piper PA-23 Aztec's and Cessna 172's. The airport has been previously served by Beechcraft 1900's and ATR 72's. Whangarei Airport additionally has skydiving activity, ultralight aircraft, and helicopter operations based around the field.

Facilities and aircraft

Whangarei Airport is 133ft/40.5m above sea level and has two runways: 06/24 which is sealed and 3,599ft in length, and 13/32 which is grass and 1,558ft in length.

For a 12-month period ending in August 2016, the airport had 16,000 aircraft operations, an average of 44 per day. The traffic is 53% air taxi, 45% transient general aviation, and 2% local general aviation.



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, Lockheed Martin Prepar3D v3, Lockheed Martin Prepar3D v4.**

Orbx New Zealand North Island (NZNI) is required for full functionality.

What will you miss out on if you don't have Orbx New Zealand North Island installed?

- Blending of the airport photoreal into the surrounding 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 NZWR 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.

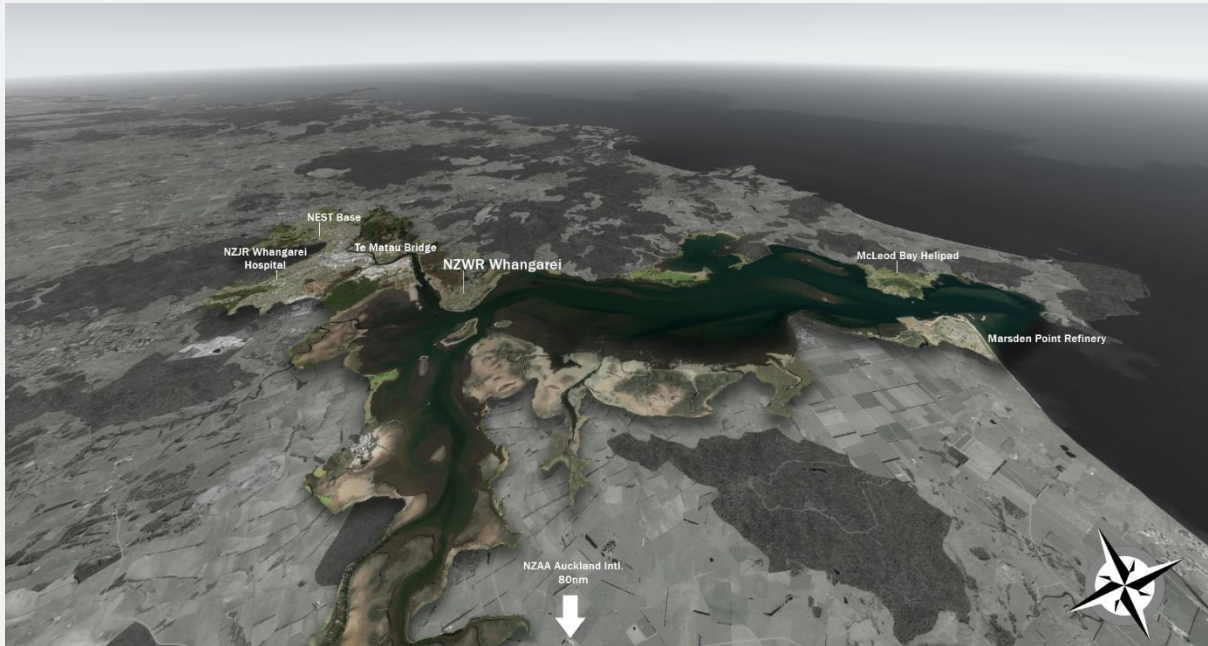
Once you have added NZWR it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download NZWR 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



Orthoimagery color-blended, expertly edited and cleaned at 1m, 60cm, 30cm, and 10cm resolutions.

Extremely dense autogen hand placed vegetation and buildings, maxed out for best balance between complete immersion and performance

Orbx 3D Lighting

Additional Product Info and Features

Airport & Heliports

1. **Whangarei Airport (NZWR)** the centrepiece of the scenery with full HD detail
2. **Northland Emergency Services Trust Base** rescue helicopter base located north of the city centre
3. **NZJR Whangarei Hospital Helipad** city hospital rooftop helipad located west of the city center
4. **McLeod Bay Rescue Helipad** rescue helipad located near the Whangarei Heads

Scenery Features

1. **Ultra-detailed rendition of Whangarei Airport**
2. **60sq mi/155 sq km coverage area at 1m/60cm/30cm/10cm**
3. **Custom static aircraft**
4. **Advanced rendering and ambient occlusion** including dynamic lighting and advanced materials for Prepar3D
5. **AI-ready APX** designed by Graham Eccleston, author of the FTX AI package
6. **Landmarks and POI** in the coverage area
7. Full suite of ObjectFlow, PeopleFlow, TextureFlow, and more included
8. Airport model based on on-site photography by Roger Alchin
9. **Highly-detailed ground polygon** including specular shine and precipitation effects in Prepar3D
10. **Heavily optimized for performance**

POI & Landmarks

- Custom buildings and other modelling in Whangarei city center
- Canopy pedestrian bridge
- Te Matau road bridge
- Cricket and rugby grounds
- Whangarei industrial areas
- Portland cement plant
- Marsden Point refinery and harbor
- Whangarei Hospital
- Accurate marine lights

Airport Information and Charts

For most accurate and up to date charts, visit [AIP New Zealand](#).

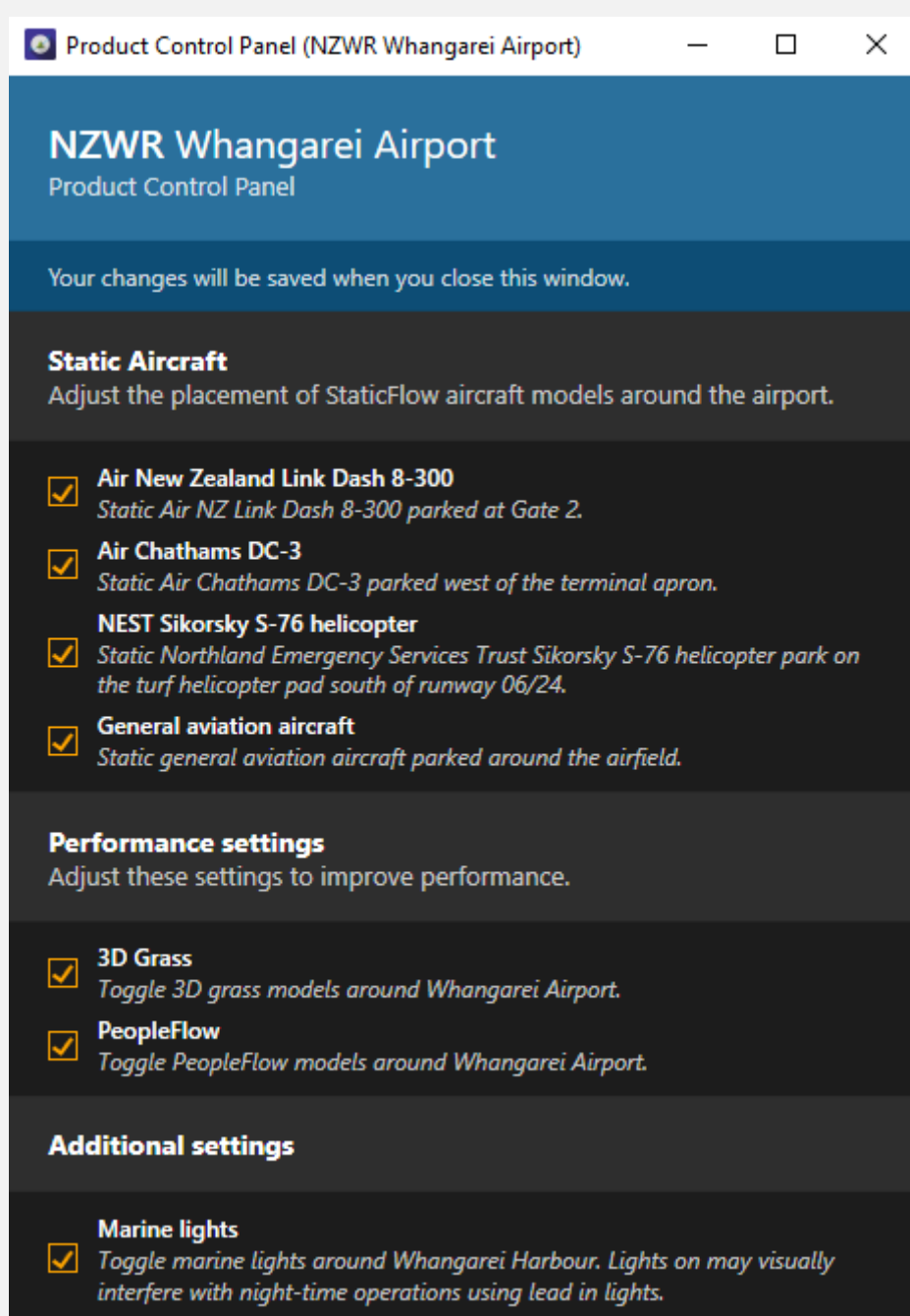
[AIP Whangarei Airport Charts](#)

Note: All links to online PDFs and websites require internet access to view.

The NZWR Control Panel

The NZWR 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 NZWR 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.

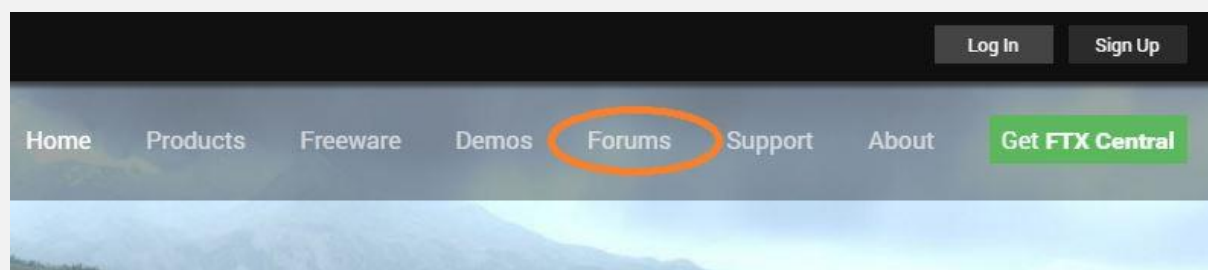
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

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 NZWR
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX NZWR.
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 NZWR 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 NZWR. Provided you adhere to the forum terms of use and have a legitimate copy of NZWR, 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 NZWR 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 74,000 members as of November 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 NZWR Team

Lead Developers

- **Alex Goff:** 3D modelling, texturing, ground imagery, ground polygon, autogen annotation, POI scenery object modelling, user guide

Additional Orbx Developers

- **Graham Eccleston:** APX
- **Jordan Gough:** POI scenery object modelling
- **Jon Murchison:** dynamic lighting
- **Holger Sandmann:** terrain mesh
- **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, Adam Banks, Ross Casey, John Dow, Friedi Gulder, Eberhard Haberkorn, Phil Manhart

Additional

- **Roger Alchin:** on-site photography

Imagery and other geospatial data sourced from the LINZ Data Service <http://data.linz.govt.nz/> and licensed by LINZ for re-use under the Creative Commons Attribution 3.0 New Zealand licence."



End User License Agreement (EULA)

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

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