

YMMB

Moorabbin Airport

USER GUIDE SEPTEMBER 2016



Contents

Thank you!.....	3
Product requirements	5
What will you miss out on if you don't have Orbx FTX Australia installed?	5
Quick Installation Guide	6
Scenery Coverage Area.....	7
Airport Information and Charts.....	8
The YMMB Control Panel	9
Quick Reference Simulator Settings	9
Product Technical Support.....	10
Please do NOT email support requests.....	10
Use the forum search function.....	10
What to include in your support requests	10
FTX Community Forums	11
Thanks for reading!	11
The FTX YMMB Team	12
Lead Developer.....	12
Additional Orbx Developers.....	12
Specialist Roles.....	12
Beta Testing Team	12
Further Acknowledgements.....	12
End User License Agreement (EULA)	13

Thank you!

The Orbx team would firstly like to thank you for purchasing FTX AU YMMB Moorabbin Version 1.0

YMMB has been created by Ken Hall and Greg Jones and includes every aspect of this busy suburban General Aviation airport. With input from management at Moorabbin Airport Corporation and AI aircraft operations by Graham Eccleston we've developed the most realistic representation of the airport and its operations to date.

Ken Hall's artistic flair has produced a visual work of art that sparkles at any time of the day. Greg Jones, living within 5 minutes of Moorabbin, was kindly given access to take over 2300 airside and landside ground level photographs. Together Ken and Greg have used these photos to model every hangar, building, sign, fence and tree.

Airport History

Moorabbin's 293 hectare site was acquired in 1946 and opened in December 1949 with its 11 original hangars having been transported from the air base at Nowra, NSW.

The first aircraft, a Wackett Trainer touched down before the airport was officially opened and was confiscated by the Government. Shortly afterwards, again before the Airport opened on the 5th of December 1949, a twin engined Bristol Freighter had to make an emergency landing with a failed engine on fire, whilst flying from Tasmania to Essendon airport.



The airport expanded rapidly over the next 30 years and by 1977 comprised 9 tarmac and grass runways - three in each direction of the current runways. Two of these tarmac runways have since been converted into the current taxiways Echo and Foxtrot. In the same year the current tower was built and at its peak in 1989 handled 395,000 aircraft movements.

Non-aviation commercial developments on the North East

and North West corners began in the 1990s in response to a fall in the number of movements attributed to the reduction in fuel subsidies in 1996.

The Royal Victorian Aero Club remains the only business to have moved into in 1949 from Essendon.

Today, while remaining a busy 'working' airport it has rather a run-down feel. This is the atmosphere that we have tried to capture in FTX Moorabbin with detailed photo-real textures showing every scratch, fade and rust mark, standing puddles and all of the original buildings and features. That said, Moorabbin is home to many flight training schools thriving on an ever-increasing number of local and foreign student pilots eager to get into the air. Similarly executive helicopter charter and training are helping to breathe new life into the facility and this too has been captured in the scenery.

Airport Operations

Moorabbin Airport is situated in the South Eastern suburbs of Melbourne and is nestled amongst residential, industrial and recreational areas. The airport remains a point of contention amongst local residents on account of both noise concerns and an increasing number of safety related incidents in recent years. It has nonetheless remained an extremely busy and expanding site.

Moorabbin is home to around 400 general aviation aircraft and 11 flight training schools including several helicopter training facilities. It's estimated that at any one time there are around 1000 student pilots training at Moorabbin. Several of the recent safety incidents have involved student pilots and in a few cases have resulted in aircraft crashes into residential homes.

There are also several small airlines and airfreight companies operating out of Moorabbin. Several of these service King Island in Bass Strait and further on to Tasmania. Helicopter operations are prolific with the airport playing host to training, private, SAR, firefighting and executive charter flights.

The Airport is now the major centre in Victoria for training, charter, aerial work and private flying. It is also the maintenance and aircraft sales capital of southern Australia.



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 Australia is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Australia 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 Australian houses and trees

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



Quick Installation Guide

Installing Orbx FTX YMMB 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 YMMB 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 YMMB 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.

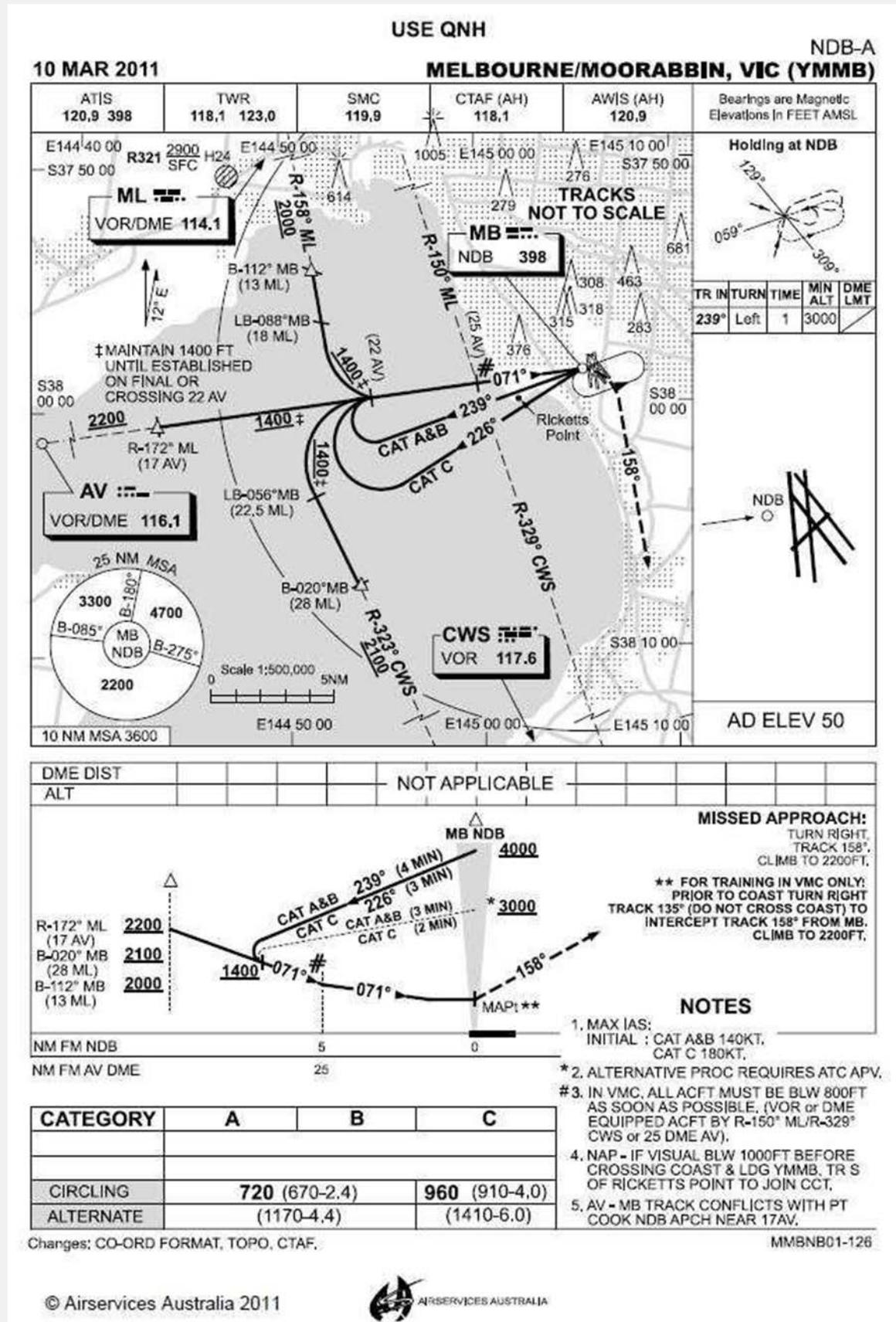


Scenery Coverage Area

This image shows the area represented in 7cm per pixel detail in the FTX Moorabbin package.



Airport Information and Charts



The YMMB Control Panel

The YMMB 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

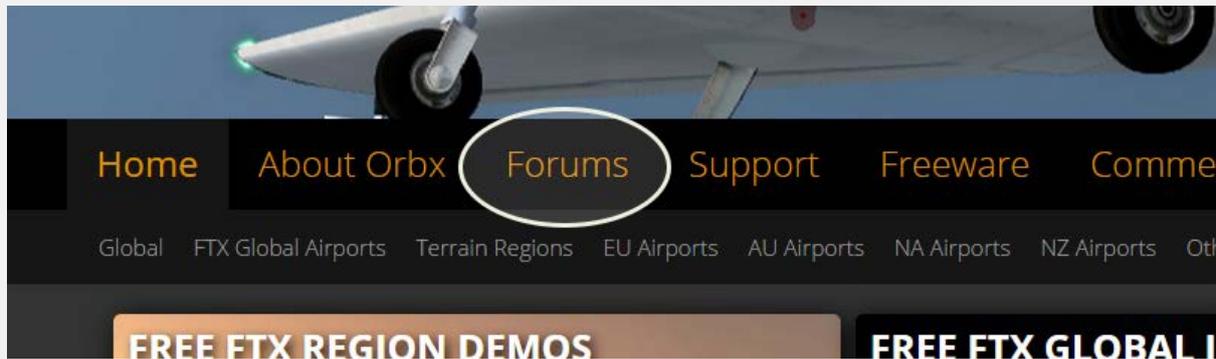
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YMMB the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Ken Hall:** 3D modeling, texturing, object placement, flattens, ground imagery seasonal colouring and night lighting
- **Greg Jones:** 3D modeling, texturing, object placement, static helicopters, on- site ground photography and user guide

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** APX, Ground markings, AI Traffic, P3D V2 Updates
- **Holger Sandmann:** Custom vector roads

Specialist Roles

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

Beta Testing Team

John Dow, Rob Abernathy, Gary Garrison, Friedi Gulder, Phil Manhart, Eberhard Haberkorn
Patrick Scharnowski, Wolter van der Spoel, John Venema,

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Kate and Kerry for their patience and support



End User License Agreement (EULA)

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

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