List of planned features:

- Very detailed YMML Melbourne Tullamarine airport – airside and landside.
- Terminal with airside interior modelling and densely placed people (optional).
- Melbourne Jetbase terminal with hangars including interiors.
- Working Nool Aero VDGS systems.
- A huge number of jetway variations so typical for YMML, among them fixed N-type jetways, T-type jetways etc.
- Photorealistic buildings throughout the airport including the iconic 2 towers, maintenance hangars and more.
- Carefully crafted base aerial image optimized for performance and cleaned to match 3D models.
- Super-realistic ground layout with aircraft type stop markers, dirt layers and more.
- Densely placed custom-made GSE, vehicles and other apron clutter. More than 2000 placements, even with little details like interiors, Victoria license plates etc.
- Basic custom animated traffic airside (GSE, passenger buses, catering...) and landside for Skybuses with highly detailed custom models.
- Working Wigwags, windsocks.
- Realistic taxiway lighting with each taxilight at its proper location and direction.
- 155 custom-made taxisigns
- More than 12,000 (!) accurately placed cars landside (optimized for performance and optional)
- More than 1400 accurately placed streetlights
- Elevated roadways – among them the new ones currently under construction and planning.
- ORBX Central configuration to activate/deactivate individual content to your liking and system’s capabilities like dense car parks, VDGS and more.

Planned for a later update:

- T-jetways (currently not working anywhere but ESGG, planning to have the same feature for YMML later on)
- Custom ground traffic and GSE like at ESGG.

FAQs:

Q: The terminal interiors are not 100% matching what know there from real-life (or: I'm missing by favorite barista!)
A: While our aim is and was to get as close to the "real thing" as possible we've had to do some generalization around parts of the terminal where we didn't have enough reference material.

Q: Some of the ground traffic vehicles drive on the left side of the service roads, others on the right side! Shouldn't they all be driving on the left side in Australia?
A: Yes, they should! The custom traffic vehicles we've put in drive on the left side. Generic GSE traffic serving the gates however is driving on the right side, which is a shortcoming in the MSFS engine. We intend however to overhaul the complete way the ground traffic works to something more customized in a future update.

Q: Some custom ground vehicles stop and won't continue!
A: This is caused by the hard-coded radius in the MSFS engine that controls when a user aircraft is assumed to be close enough that the engine assumes its safer for the ground traffic to stop. This radius is a bit larger than we'd like it to have but same as above applies here: We intend to overhaul the complete way the ground traffic works to something more customized in a future update.

Q: Sometimes I see windows further back flickering through windows closer to me!
A: This is a limitation in the MSFS engine that sometimes has problems properly layering semi-transparent materials.

Q: Why are windows fully transparent when seen from the inside of the terminal?
A: Due to the limitation in the MSFS engine that sometimes has problems properly layering semi-transparent materials, we've made these sides fully transparent (except the frames of course) so minimize flickering.

Q: Why can't I select "secondary" stands? For example D9A and D9B cannot be selected and only D9 is available!
A: Initially we had these overlapping stands done and they are still there for stands that have no jetway connected to them. For stands with jetways however we had to remove the overlapping stands as the MSFS engine only allows one gate/stand to be associated and working with one jetway.

Q: Why are "secondary" jetways not connecting to the secondary door of my aircraft? There's only one jetway connecting!
A: The MSFS engine only allows one jetway to be working for each gate. If there is another gate, it's usually the one further to the back of the aircraft that remains static and will not connect.

Q: Stairs connected to the jetways do not "stick" to the ground!
A: Currently not possible due to limitations of the jetway system in MSFS.

Q: For smaller gates I see some weird AI aircraft that are “poking” their noses into the terminal building!
A: Many stands only allow B737/A320 sized aircraft. Deactivate:
General Options → Traffic → Use generic aircraft models (AI Traffic)
This deactivates unusually large generic twin engine aircraft, which are too big for these types of gates.

Q: Some gates should have AGNIS PAPA docking guidance systems but I can only see safedock systems everywhere?
A: We have received information from a credible source that all remaining AGNIS PAPA systems are being upgrades to safedock systems, which is why we didn’t insert any AGNIS PAPA systems.

Q: The jetways at gates C7, C9, C12 and D6 won’t dock to my aircraft!
A: These are T-type jetways and for now they are static and won’t dock to your aircraft. We are not aware of anyone who has ever managed to animate them properly with all necessary animations (extending, going up and down, tunnel following up-down movement…) with one exception: ORBX’s ESGG airport. We are currently working on implementing the same treatment for YMML and will provide an update as soon as this has been achieved – making YMML one of the first and only sceneries to fully support T-type jetways.

Q: My performance is really bad! What can I do?
A: Currently there are the following options:

1. Due to the density of objects, well-populated aprons and VDGS systems in this addon, “level of detail” settings (LOD) have a considerable impact. They control how early models switch to simpler versions of themselves as you move away from them. If you have very high settings, they will switch very late and still use a lot of performance. While you can’t see all those details anymore from a distance, they still require higher CPU/GPU power.
   Therefore it is HIGHLY recommended to use medium slider settings. Go to:
   OPTIONS → GENERAL OPTIONS → GRAPHICS
   → TERRAIN LEVEL OF DETAIL (move slider to center position)
   → OBJECTS LEVEL OF DETAIL (move slider to center position)
2. Use the YMML control panel in ORBX Central to untick parts of the addon that you don’t need necessarily.
3. If you have YMEN or Melbourne City Pack installed, deactivate one or both of them if you don’t need them for your current flight. Updates for these are currently underway so in future they should not have a performance impact for flights in and out of YMML.

Q: When I select a HEAVY gate, the gate is too small!
A: The assignments SMALL, MEDIUM and HEAVY are only a rough guidance for the size of a stand and don’t reflect the actual wingspan radius of the aircraft that can be used there. This is because these assignments had to be used to control which type of GSE (ground service vehicles) spawns where around a particular gate to avoid them colliding with buildings and other content around the gates. Unfortunately MSFS only allows GSE placements to be controlled by gate types, not and there are no other “triggers” possible to control the GSE.