



YPMQ

Port Macquarie Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX AU YPMQ PORT MACQUARIE AIRPORT. This airport was first developed for FS2004 by John Ross, who then re-built it for FSX and released it as Orbx Freeware back in 2007 to much acclaim.

Late in 2010 Nearmap (one of Orbx's imagery partners) released brand new aerial photos covering the whole city of Port Macquarie, the coastline, and river and airport precinct. We thought this was an ample opportunity to re-build the airport from the ground up. Tim Harris and John Venema collaborated to remodel the airport buildings, expand the modeling significantly to the city and outlying areas, and then add seasonal ground imagery. Additionally, Graham Eccleston worked his magic on the ground markings and airport APX file, as well and revamped AI traffic. (which is available in the Orbx FTX AU Traffic Pack version 4.xx) In early 2014 it was again updated to work in P3D

This Version 3.0 of YPMQ also includes enhanced audio, TextureFlow optimisation, PeopleFlow animated characters, improved performance, more volumetric grasses and a Control Panel.

This scenery includes not only the airport scenery within the fence perimeter itself (at 15cm/pixel resolution), but a large photoreal area and most of the key VFR navigation waypoints contained in over 85 square kilometres of photoreal terrain using 60cm aerial photography.

YPMQ is a busy regional airport located on the picturesque New South Wales North Coast, and is a short flight south of YSCH Coffs Harbour.

The airport scenery is located in Orbx's FTX AU GOLD region which is part of FTX Australia SP4 and we recommend that this addon from Orbx be installed prior to using YPMQ.



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 YPMQ 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 YPMQ 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 YPMQ 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

The diagram below shows the extent of the 60cm regional imagery and also the higher definition 15cm airport scenery area.



The YPMQ Control Panel

The YPMQ 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

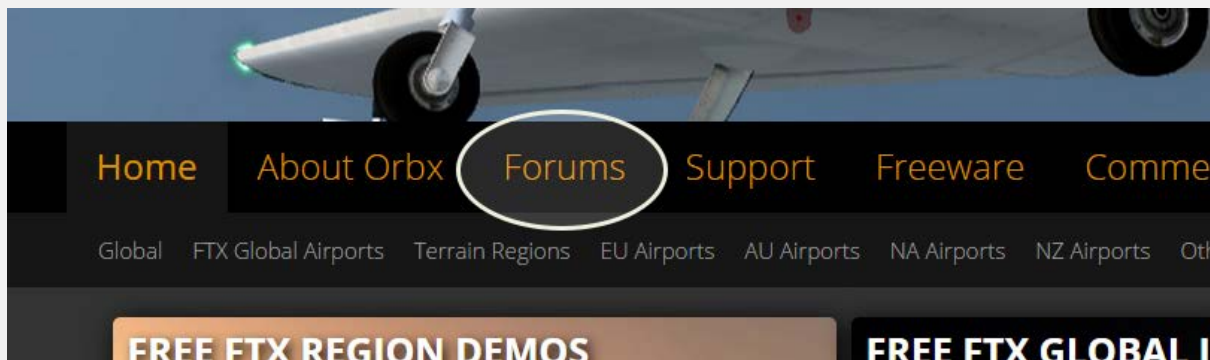
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YPMQ the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Tim Harris:** All custom modeling, model texturing and object placement, autogen annotation and build management
- **John Venema:** Ground photoreal terrain, object placement, user guide, installer
- **Graham Eccleston:** APX and AI Traffic development, custom ground markings/textures and P3D Updates

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Holger Sandmann:** Vector roads and traffic
- **Ross Casey:** Custom coastlines and shores
- **John Ross:** Original YPMQ terminal and hangar models for V1.0-2.0

Specialist Roles

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

Beta Testing Team

Ken Hall, Edward Boyte, Friedi Guilder, Phil Manhart, Rob Abernathy, Patrick Scharnowski, Phil Javens, John Dow, Ryan Mason, John Giddens, Butch Mendoza, Dylan Lampard, Trevor Garlick, Eberhard Haberkorn, Hugh Johnston, Jarrad Marshall and Rob Byrne.

Further Acknowledgements

The following audio content is sourced from the freesound.org project and licensed under the Creative Commons Sampling Plus 1.0 license:

14637 acclivity TheAmbientSounds.wav, 19025 han1 Car_start_and_drive.mp3

42189 digifishmusic Australian_Magpie_Gymnorhina_Tibicen_Carroling.mp3

42793 digifishmusic Australian_Magpie_Gymnorhina_tibicen_Squawk_1.wav



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

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