

YTYA

Tyabb Airport

USER GUIDE DECEMBER 2018



Contents

Thank you!.....	3
Product requirements	4
What will you miss out on if you don't have Orbx FTX installed?.....	4
Quick Installation Guide	4
Scenery Coverage Area.....	5
Airport Information and Charts.....	6
The YTYA Control Panel	7
Quick Reference Simulator Settings	7
Product Technical Support.....	8
Please do NOT email support requests.....	8
Use the forum search function.....	8
What to include in your support requests	8
FTX Community Forums	9
Thanks for reading!	9
The FTX YTYA Team	10
Lead Developers.....	10
Additional Orbx Developers.....	10
Specialist Roles.....	10
Beta Testing Team	10
End User License Agreement (EULA)	11

Thank you!

Orbx would like to thank you for purchasing YTYA Tyabb Airport Version 1.0.

Tyabb is the latest project by developer Jordan Gough, the third creation after W28 Sequim Valley and L05 Kern Valley. The airport is Jordan's real-life home airport, spending the last two years flying with Peninsula Aero Club, who allowed full, unrestricted access to the aerodrome during the development.

Located on the Mornington Peninsula in Melbourne, Australia, Tyabb is only a short flight away from some Orbx Melbourne classics such as YMMB Moorabbin and YMEN Essendon. A small army of warbirds proudly owned by the Old Aeroplane Company call the airfield home, including one of two airworthy P-40F Warhawks. Every two years, Tyabb hosts one of Australia's most popular country airshows, attracting over 10,000 visitors and dozens of unique, rare and pristine aircraft from all generations. The airshow is a charity event, with money raised going directly to a nominated charity, as well as local organisations such as the CFA and sports clubs.



Product requirements

This scenery airport addon is designed to work in the following simulators: **Lockheed Martin Prepar3D v2, Lockheed Martin Prepar3D v3 and Lockheed Martin Prepar3D v4.**

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

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 YTYA 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 YTYA 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 YTYA and then have FTX Central manage the installation for you once downloaded.

An internet connection is required for FTX Central to activate 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.

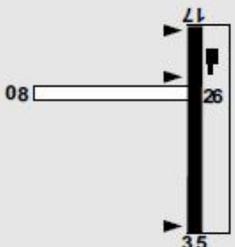
Scenery Coverage Area

YTYA covers approximately 85 square kilometres of high resolution photoreal imagery. It covers North-South from Hastings to Bungower Road, Somerville, and East-West from near the Peninsula Link Freeway all the way to Western Port Bay.



Airport Information and Charts

AIP Australia	08 NOV 2018	FAC YTYA - 1
---------------	-------------	--------------

TYABB		<p style="text-align: right;">ELEV 88</p> <p style="text-align: center;">FULL NOTAM SERVICE NOT AVBL</p> <p>VIC S 38 16.0 E 145 10.5 UTC +10 YTYA VAR 12 DEG E UNCR</p> <p>AD OPR Peninsula Aero Club, Stuart Road, Tyabb, VIC, 3913. Email: pac@pac.asn.au. PH 03 5977 4406. PH AH 0413 605 937. Fax 03 5977 4874.</p> <p>REMARKS</p> <ol style="list-style-type: none"> 1. PPR from PAC Flight Operations for all visiting ACFT 2. Parking for visiting ACFT is limited, arrange with Flight Operations when calling for permission. 3. AD charges: Commercial OPS and overnight parking. \$10/engine private OPS by donation. 4. RWY 17/35 sealed with grass shoulders. <p>HANDLING SERVICES AND FACILITIES AVGAS AVBL H24. Credit card only. JET A1 AVBL H24, credit and IOR cards.</p> <p>UNICOM</p> <ol style="list-style-type: none"> 1. 128.0 - OPR: Peninsula Aero Club, HR 0900 - 1700 Local Time. 2. Permission to OPR is not AVBL on UNICOM. 3. UNICOM occasionally not manned. <p>PHYSICAL CHARACTERISTICS RWY 17/35 1,000M. Unrated Sealed RWY 08/26 600M. Unrated Grass</p> <p>ATS COMMUNICATIONS FACILITIES FIA MELBOURNE CENTRE 135.7 Circuit Area</p> <p>LOCAL TRAFFIC REGULATIONS Taxiing IFR ACFT can contact MELBOURNE CENTRE 120.0.</p> <p>FLIGHT PROCEDURES</p> <ol style="list-style-type: none"> 1. Night CCT training is not permitted for visiting ACFT. 2. PPR from PAC Flight Operations for visiting ACFT conducting CCT. 3. RH CCT required on RWY 35 and 08. 4. Use RWY 08 and 26 only when operationally required. 5. Preferred RWY 17 in nil wind conditions. 6. Pilots are reminded to avoid low approaches to RWY 17 due to proximity to Mornington-Tyabb Rd. <p>CTAF - AFRU 128.0</p> <p>NOISE ABATEMENT PROCEDURES</p> <ol style="list-style-type: none"> 1. Avoid overflying Tyabb, Somerville and Hastings townships below 2,000FT AMSL unless operationally required. 2. ACFT joining and operating in the circuit should avoid flying over Tyabb township. 3. Helicopters: <ol style="list-style-type: none"> a. Circuits permitted to WEST of airport at 1,000FT AMSL but must remain EAST of Boes Road; b. Circuits to EAST of aerodrome at 1,100FT AMSL; c. Helicopters are requested to vary arrival and departure tracks. 4. The full noise abatement procedures can be found at http://pac.asn.au/fly-neighbourly. 5. Local weather can be viewed at www.pac.asn.au. <p>CHARTS RELATED TO THE AERODROME WAC 3469, 3470.</p>
--------------	---	---

Information may be continued on the next page: PTO

The YTYA Control Panel

The YTYA 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.

For Prepar3D v3 installations, the seasonal ground polygon textures are controlled via the toggle buttons in the control panel. Please select whether you would like Spring (green), or Summer (brown) textures depending on the month you are flying in.

Quick Reference Simulator Settings

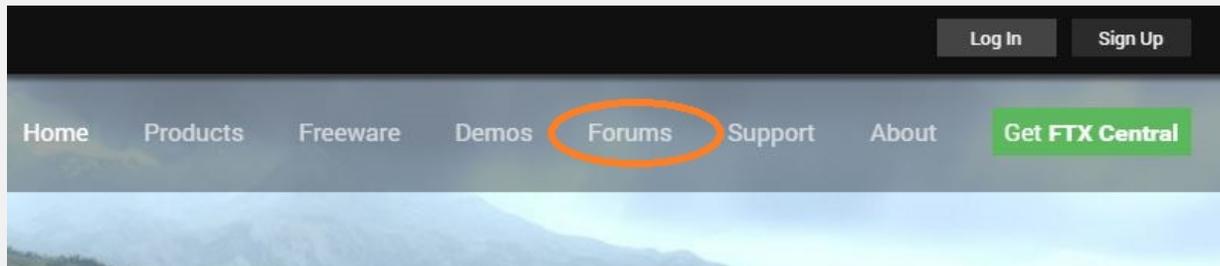
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YTYA the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developers

- **Jordan Gough**

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

- **Friedi Gulder**
- **Scott Harmes**
- **Matt McGee**
- **John Dow**
- **Rob Abernathy**
- **Jon Murchison**

Additional Thanks

- *A massive thank you to the team at Peninsula Aero Club for allowing access to the aerodrome and their enthusiasm to bring this project to fruition.*

End User License Agreement (EULA)

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

END-USER LICENSE AGREEMENT (EULA) for Orbx Simulation Systems Full Terrain Experience (FTX) Scenery Addon for Microsoft Flight Simulator X and Lockheed Martin Prepar3D. IMPORTANT

PLEASE READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or single entity) and Orbx Simulation Systems Pty. Ltd. ("ORBX") for the ORBX software product identified above, which includes software and includes associated media and "online" or electronic documentation ("SOFTWARE PRODUCT"). The SOFTWARE PRODUCT also includes any updates and supplements to the original SOFTWARE PRODUCT which may be provided to you by ORBX. By accessing or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not use the SOFTWARE PRODUCT.

SOFTWARE PRODUCT LICENSE

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is sold as a single user license and no ownership is transferred, only the right to use the license software. The SOFTWARE PRODUCT may not be re-distributed, sold for non-profit or profit from subscription fees, repackaged, delivered on CD or DVD media or any other form of electronic media by any other persons or party, website, organisation or entity, other than the official e-commerce seller website(s) as contracted or authorised by ORBX.

1. GRANT OF LICENSE. This EULA grants you the following rights:

a. You may install, access, and run a SINGLE copy of the SOFTWARE PRODUCT on a SINGLE personal computer for your personal, non-commercial, non-profit use. Any party or organisation seeking to use the SOFTWARE PRODUCT under license for commercial use should see our Commercial Use License Agreement.

b. This SOFTWARE PRODUCT is for personal entertainment purposes only and may not be used for flight training purposes. This SOFTWARE PRODUCT is not part of an approved training program under the standards of any aviation regulatory agency or body worldwide, whether private or government.

c. Separation of Components. The SOFTWARE PRODUCT is licensed as a single product. Its original component parts created by ORBX may not be separated for use in other software or projects.

d. Trademarks. This EULA does not grant you any rights in connection with any trademarks or service marks of ORBX.

e. Rental. You may not rent, lease, or lend the SOFTWARE PRODUCT. You may not charge admission fees for any simulator, entertainment or training device which breaches this EULA by use of the SOFTWARE PRODUCT therein.

f. Support Services. This SOFTWARE PRODUCT is provided "as is", however ORBX will provide provision of support services in relation to the operation, installation or remedy of issues arising to the use of the SOFTWARE at its official support forum at Orbxsystems.com/forum.

g. Termination. Without prejudice to any other rights, ORBX may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts.

h. The Orbx libraries (Orbxlibs) are licensed for use ONLY with Orbx products licensed by our customers. Whilst they are freely distributed on this site and our forums it is for the support of our own products only. It is EXPRESSLY FORBIDDEN to modify, use, call GUIDS, reference, extract or in any way make use of Orbxlibs in any software project be it freeware, donation ware or payware. Any mis-use of Orbxlibs will invoke legal action.

2. COPYRIGHT. All title and copyrights in and to the original created components of the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, and text incorporated into the SOFTWARE PRODUCT), the accompanying documentation materials, and any copies of the SOFTWARE PRODUCT are owned by ORBX or its suppliers. All title and intellectual property rights in and to additional third party libraries and content (which are used under the terms of those components' distribution) which may be accessed through use of the SOFTWARE PRODUCT is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. This EULA grants you no rights to use such content. This SOFTWARE PRODUCT contains documentation which is provided only in electronic form, and you may print multiple copies of such electronic documentation.

3. LEGAL JURISDICTION. This EULA is governed by the laws of the State of Victoria, Global.

4. LIMITATION OF LIABILITY. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL ORBX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF ORBX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Microsoft Flight Simulator X is a © copyrighted trademark of Microsoft Corporation.

Prepar3D© is a Copyrighted trademark of Lockheed Martin Corporation

FTX and Full Terrain Experience are brands of Orbx Simulation Systems Pty. Ltd.