

NZAA **HD**



Auckland International Airport

Welcome to Auckland International Airport



HISTORY

Auckland Airport (IATA: AKL, ICAO: NZAA) is the largest and busiest airport in New Zealand, with over 21 million passengers in the year ended March 2019. The airport is located near Mangere, a residential suburb, and Airport Oaks, a service hub suburb 21 kilometres (13 mi) south of the Auckland city centre. It is both a domestic and international hub for Air New Zealand, and the New Zealand hub of Jetstar Airways.

The airport is one of New Zealand's most important infrastructure assets, providing thousands of jobs for the region. It handled 71 per cent of New Zealand's international air passenger arrivals and departures in 2000. It is one of only two commercial airports in New Zealand (the other being Christchurch) capable of handling Boeing 747 and Airbus A380 aircraft.

It has a capacity of about 45 flight movements per hour, using a single runway that is fully Cat IIIb capable (at a reduced rate of movements). In November 2007 work began on a new northern runway, to be built in several stages and to be used mainly by smaller aircraft, freeing up capacity on the main runway. The project was put on hold for at least 12 months in October 2009, however, and deferred for a further few years in August 2010 following consultation with airlines and a review of capacity management options. The timing of the recommencement of construction of the second runway will be demand driven relative to the capacity of the existing runway. The expected completion date for the second runway is now 2025.



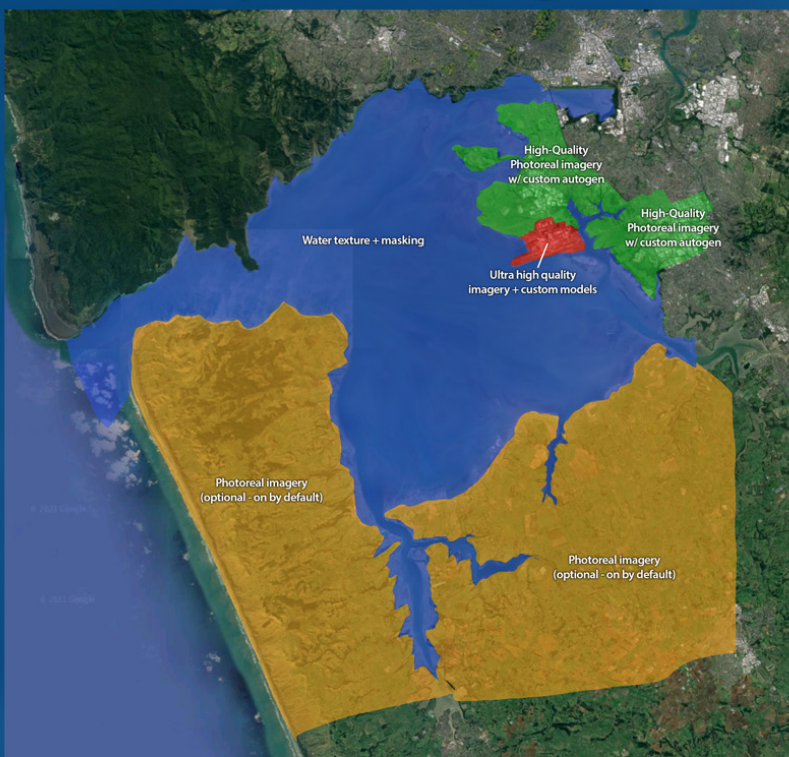
Source: Wikipedia

GETTING AROUND AKL INTL

QUICK OVERVIEW



NZAA Scenery Area of Coverage



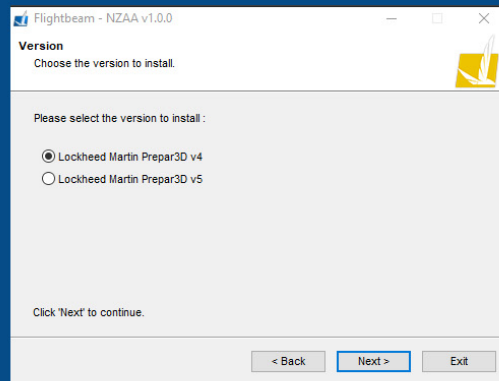
NZAA is compatible with Orbx NZNI and requires no additional downloads for integration and blending



If you have ORBX NZNI installed you **MUST** use the Flightbeam Manager Troubleshooting tool to disable a few key files in order to prevent conflicts.

QUICKSTART GUIDE

1 RUN THE INSTALLER

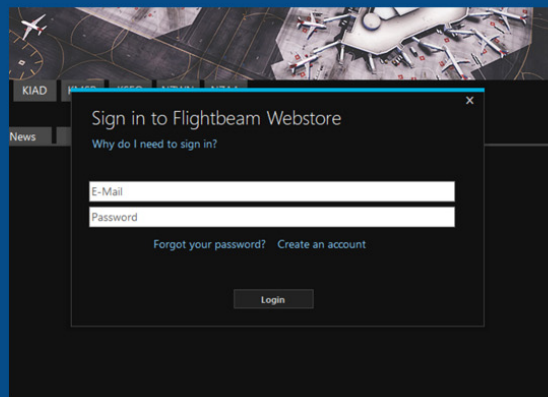


Install into the simulator of your choice. The installer will find your sim's path, however it's best to double-check the installation path.

Installing into multiple sims is allowed.

! NZAA is only compatible with P3D v4 and v5

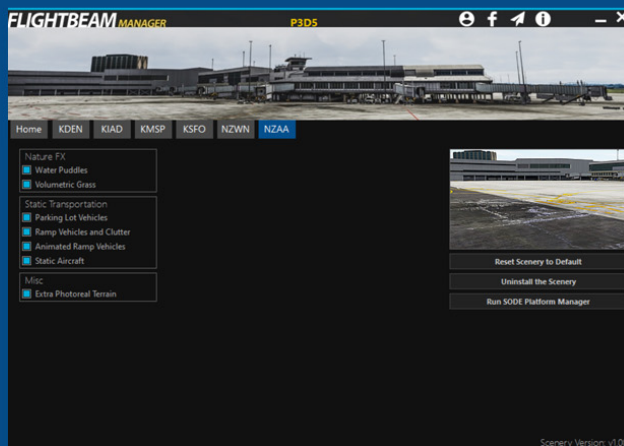
2 ACTIVATE



If you're not signed in the Flightbeam Manager, you may be asked to login. Simply use the same login as your store login (shop.flightbeam.net)

If you purchased from a third party vendor, you may be asked to enter a serial number at this stage.

3 CONFIGURE & FLY!



The Flightbeam Manager will open. Click on "Troubleshooting" to disable any conflicting files in your sim. Then click the "NZAA" tab to configure the scenery.

If you own Orbx NZNI, we recommend you turn off "Extra Photoreal Terrain"

IMPORTANT SET UP STEPS

SODE JETWAYS

To utilize jetways at NZAA, you're required to install the SODE Addon. SODE (Sim Object Display Engine) is a separate, lightweight addon that allows us to use very high precision jetways. Unlike native FSX/P3D jetways, SODE jetway wheels are more dynamic and do not sink or float above the ground. It also allows multiple jetways to attach to one aircraft.

To download SODE, visit: <http://sode.12bpilot.ch/>

SODE VDGS (Visual Docking Guidance System)

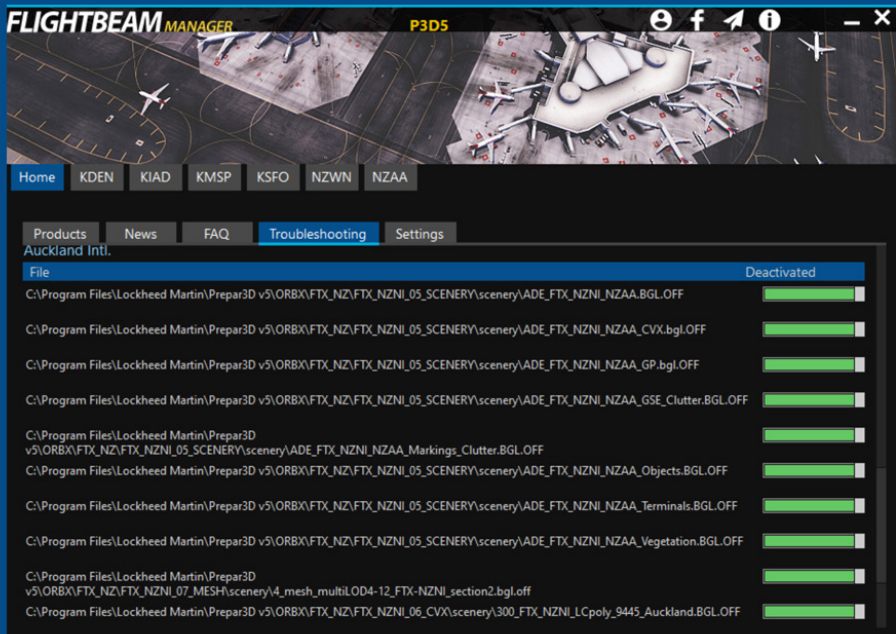
NZAA supports SODE VDGS Addon and provides realistic and precise docking guidance for almost all aircraft. This is optional.

If you wish to use SODE VDGS, simply purchase/install the VDGS addon and the guidance systems will automatically appear. We highly recommend this as it reflects the real airport.

SODE VDGS: <https://secure.simmarket.com/12bpilot-sode-vdgs-pack-fsx-p3d.phtml>



SODEVDGS in action with a Boeing 747



If you have **ORBX NZNI** (NZ North Island) you must take the following steps in order to avoid serious visual conflicts.

Open the Flightbeam Manager, click the "Troubleshooting" tab and click "Start Troubleshooting" to let the Manager scan your P3D directory.

It will find several conflicts for NZAA. Click each one to disable the conflict. The button will turn green when the conflict is resolved.

DYNAMIC LIGHTING

We highly recommend increasing the number of Dynamic Lights P3D can render. The default value is too low for a common install with various addons.

Instructions:

- Find and open your Prepar3D.cfg file, typically found here:
C:\Users\YOURUSERNAME\AppData\Roaming\Lockheed Martin\Prepar3D v5
You may need to enable hidden folders to view the "AppData" folder.

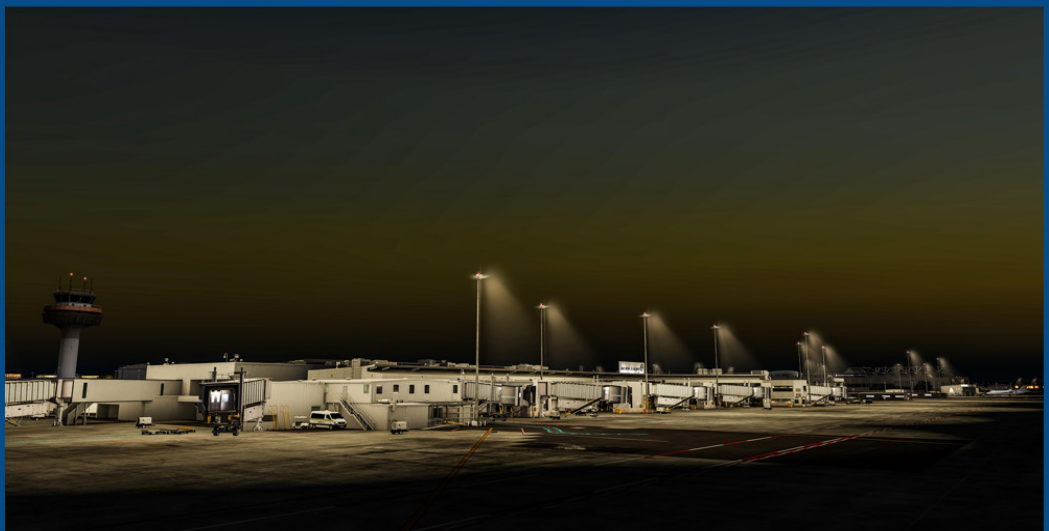
- Find these lines:

```
MAX_POINT_LIGHTS=  
MAX_SPOT_LIGHTS=
```

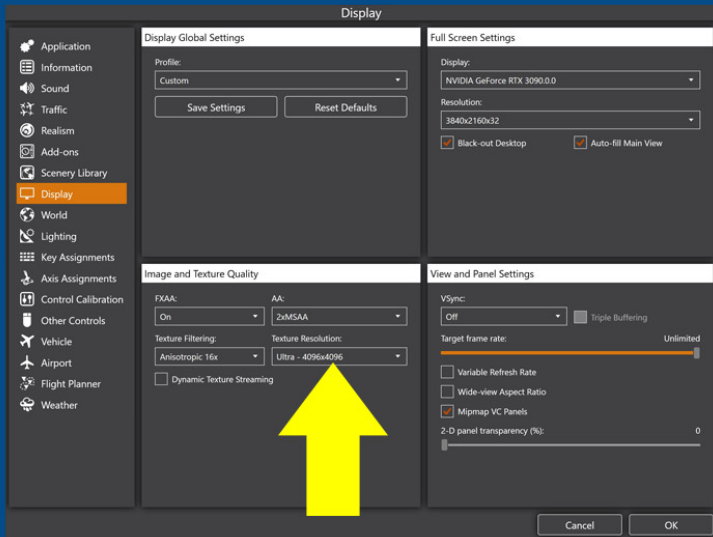
- Increase both values to at least 500 and save the file.

```
8 VIDEO_CAPTURE_IS_THREADED=True  
9 VIDEO_CAPTURE_INFO_SEND_RATE=20  
10 VIDEO_CAPTURE_MAX_FRAME_SIZE=500000  
11 VIDEO_CAPTURE_TTL=255  
12 GPUCrashReporting=0  
13 MAX_POINT_LIGHTS=500  
14 MAX_SPOT_LIGHTS=500  
15 RS_MIN_OBJECT_PIXEL_RADIUS=2.000000  
16 SIM_OBJECT_FORCE_DRAW_DISTANCE_METERS=100000.000000  
17 SIM_OBJECT_FORCE_DRAW_MAX_SCALE=100.000000  
18 SIM_OBJECT_FORCE_DRAW_MIN_PIXEL_RADIUS=0.000000  
19 MAX_TEXTURE_REQUEST_DISTANCE=1000.000000
```

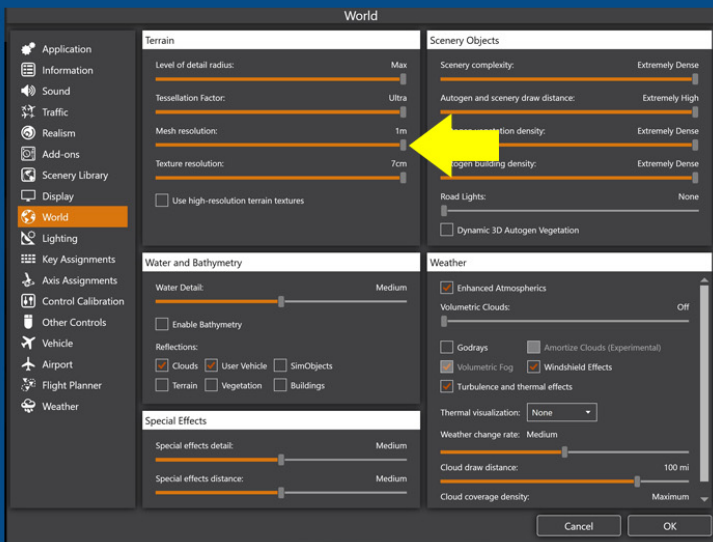
This step ensures all dynamic lights will be displayed, from your aircraft, airport and surrounding scenery. Otherwise, you may experience lights that turn on and off as you change your view.



RECOMMENDED SETTINGS



Be sure to set your texture resolution to Ultra. This doesn't have a performance impact and allows the sim to utilize our ultra high resolution terminal textures.

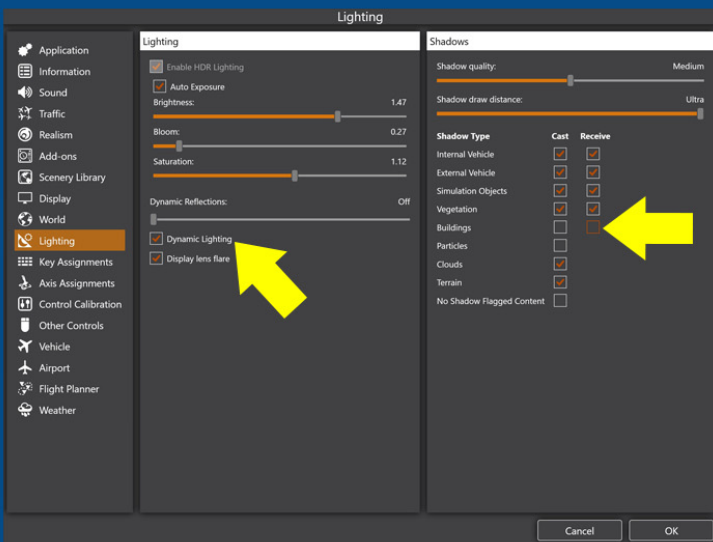


Set Mesh Resolution to max value. This allows our custom terrain to show properly, especially tunnels.

Set Texture Resolution to max value. This allows our Photo-real ground to show at highest quality.

Turn off Dynamic 3D Autogen Vegetation for better autogen visuals.

All these settings have extremely low performance impact.



Dynamic Lights are required for NZAA. Be sure it's checked to "on".

Building shadows look very nice, but is a very expensive option. We recommend to either turn off shadows altogether, or turn them off for buildings... unless you're taking some nice screenshots.



Flightbeam NZAA is optimized for Prepar3D v5. While the airport is perfectly compatible and works well with Prepar3D v4, we recommend v5 for best performance and visuals.



CREDITS

NZAA GENERAL DEVELOPMENT

3D, MODELS, ANIMATIONS, DESIGN, TEXTURES, PROGRAMMING, MARKETING, WEB DESIGN, SURVEY
AMIR SALEHI AKA "MIR"

SUPPORTING BUILDINGS, AUTOGEN AND STATIC AIRCRAFT

3D REACH (DOMESTIC AND MAINTENANCE BUILDINGS)

DAVID AQUINO
CODEY WYNNE
ALWIN CLEMENT

AFCAD

DANIEL SCHERER

FLIGHTBEAM MANAGER - PROGRAMMING, DESIGN, INTEGRATION

LARS PINKENBURG - 29 PALMS



JETWAY SODE COMPATIBILITY

IRFAN KALEEM

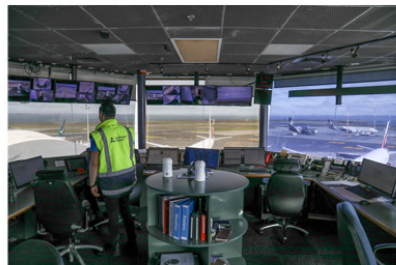
BETA TEAM

SAMMY HOLMES
DAMIEN CORBETT
JACK CHENG
KENDALL MANN
GREG MORIN
RANDALL SMITH
HUNTER ROBACHEFSKI
JAMES LAWRENCE
RONAN SAIN
BLAKE TIBBITTS
ERNEST LEUNG
TOM KILPATRICK

ABLAI MCKERROW
JAMES EDEN
THOMAS WITHAM
DON ASALAGE
GIORGIO LA PIRA

SPECIAL THANKS

AUCKLAND AIRPORT OPS
AUCKLAND AIRPORT GROUND CONTROL CREW
ALL THE LOVELY KIWIS THAT PROVIDED AMAZING HOSPITALITY
NZ 777-300ER AND CREW WHO GOT ME THERE ALIVE FROM SFO AND MADE AMAZING COFFEE



The "Nest" - Intl Ground Control Tower



The Survey van, with cameras on each side attached



The massive A380 parked at gate 10



Brand new terminals being captured