



YWOL

Wollongong

USER GUIDE SEPTEMBER 2016



Contents

Thank you!.....	3
Product requirements	4
What will you miss out on if you don't have Orbx FTX Australia installed?	4
Quick Installation Guide	5
Scenery Coverage Area.....	6
Airport Information and Charts.....	8
The YWOL Control Panel	13
Quick Reference Simulator Settings	13
Product Technical Support.....	14
Please do NOT email support requests.....	14
Use the forum search function.....	14
What to include in your support requests	14
FTX Community Forums	15
Thanks for reading!	15
The FTX YWOL Team	16
Lead Developer	16
Additional Orbx Developers.....	16
Specialist Roles.....	16
Beta Testing Team	16
Further Acknowledgements.....	16
End User License Agreement (EULA)	17

Thank you!

The Orbx team would firstly like to thank you for purchasing FTX AU YWOL Wollongong

YWOL is the debut solo project for ORBX by developer Ed Correia. Ed has previously spent the last couple of years developing sceneries for OZx. It's taken Ed just over a year to complete this scenery and he hopes to have done it justice. Ed, a Melbourne resident, was fortunate to spend some time up at Wollongong and was able to source airside photos and get a feel for the airport and its surroundings and in particular, the H.A.R.S. museum. Also included is a large area of photoreal coverage for the approach vectors which features extensive autogen annotation, custom modeling and lighting.

Incidentally, as the locals were quick to point out, Wollongong Airport is better known as the Illawarra Regional Airport.

Airport Operations

Illawarra Regional Airport is the gateway to the Illawarra region. Originally built as RAAF airbase Albion Park in 1941, it is now owned and operated by the Shellharbour City Council. Located less than an hour's drive south from Sydney, it is home to the famous Historical Aircraft Restoration Society (H.A.R.S.) and many other aviation businesses including flight training, charters, skydiving and helicopter joyflights.

Also located at the airport are various emergency services. The NSW Rural Fire Service Regional Control Centre was recently established with the NSW Fire Brigade training facility and the NSW Ambulance helicopter rescue service. The Australian Aerial Patrol also operate from the airport and they conduct search and rescue operations as well as summer shark patrols. With these various agencies, they are capable of responding to emergencies in the Illawarra region effectively and efficiently.

Since QantasLink no longer service YWOL, there are currently no RPT flights into the airport. With its proximity to Sydney and the fact that it is not encumbered by restrictive airspace controls, the airport is a cost effective alternative to other aerodromes in the Sydney area.



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 YWOL 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 YWOL 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 YWOL 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.



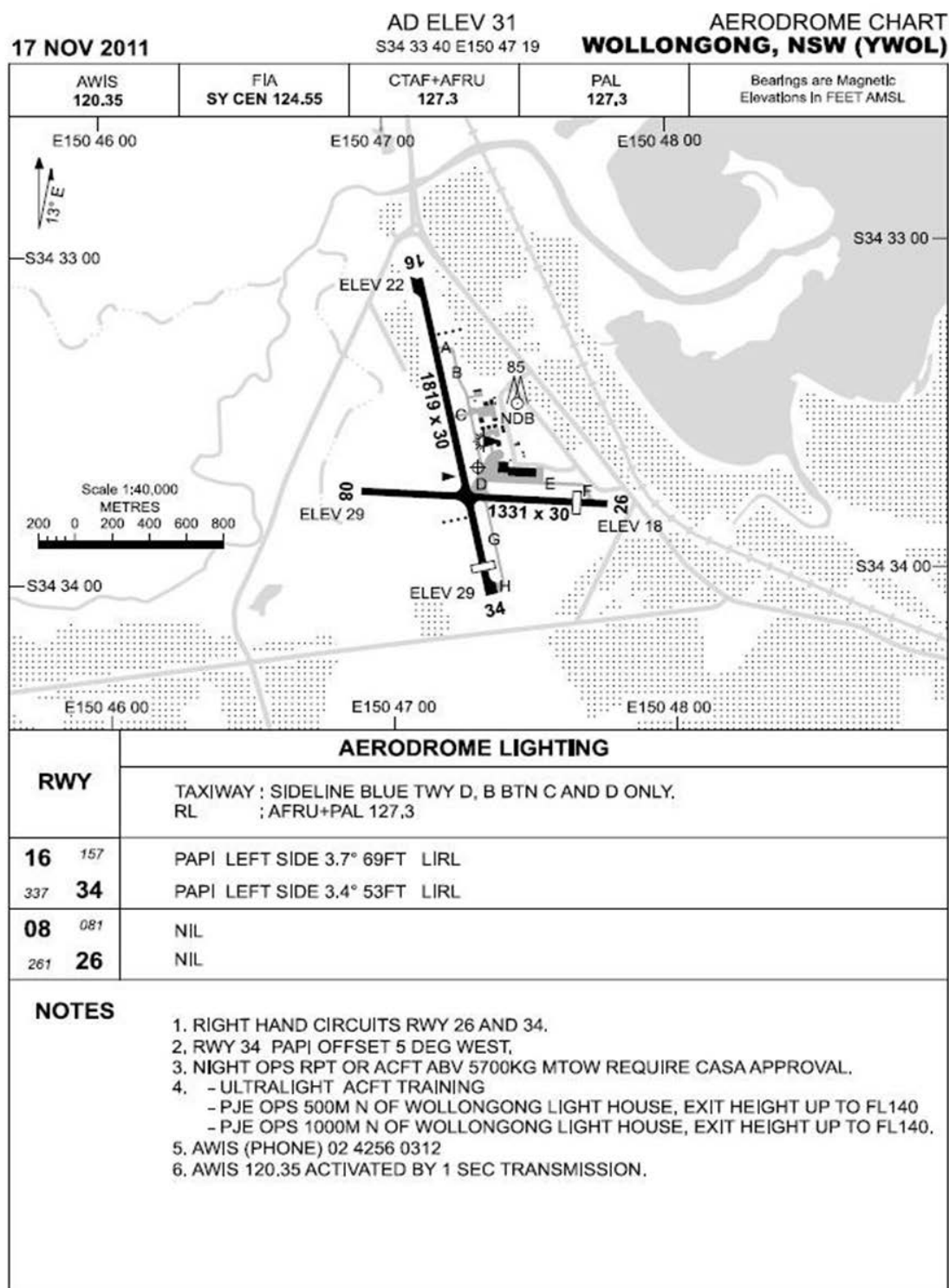
Scenery Coverage Area

The image below shows the extent of the YWOL region scenery coverage area.





Airport Information and Charts



Changes: NOTE 6, NOTE 7, PTBL REMOVED, AWIS (PHONE), LOGO, Editorial.

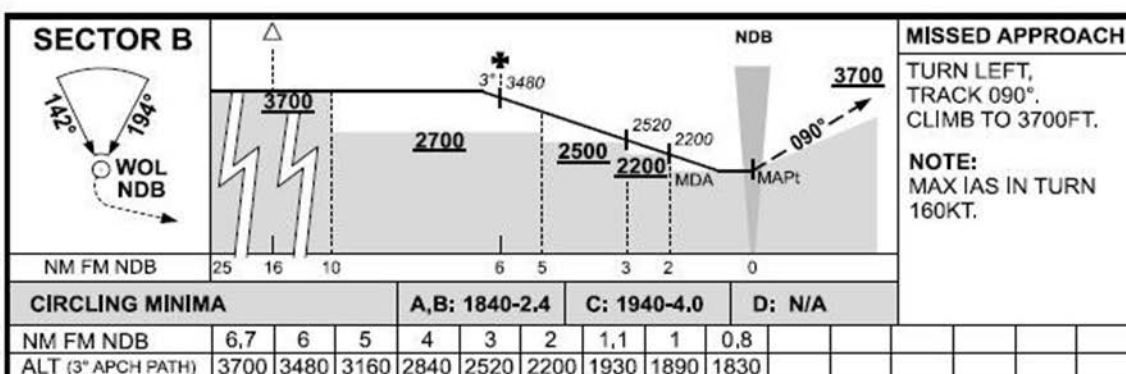
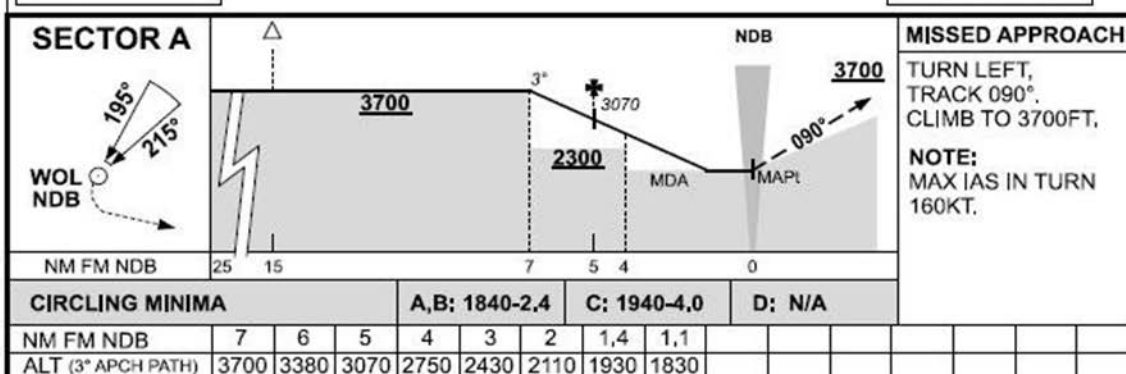
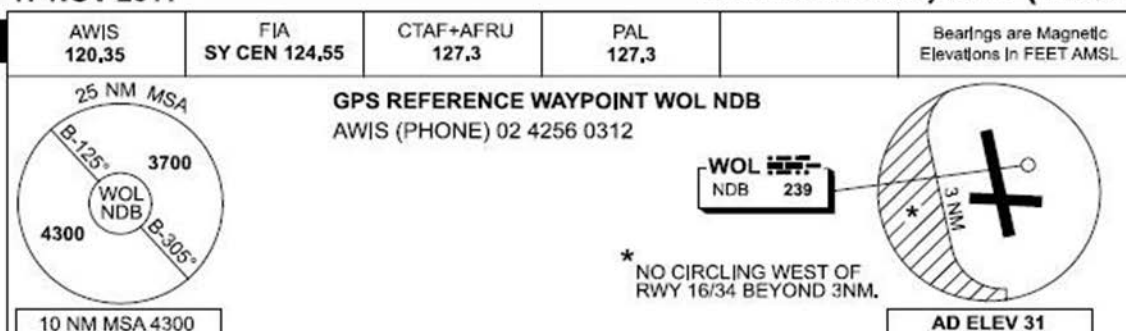
WOLAD01-129

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17 NOV 2011

GPS ARRIVAL PROCEDURES WOLLONGONG, NSW (YWOL)

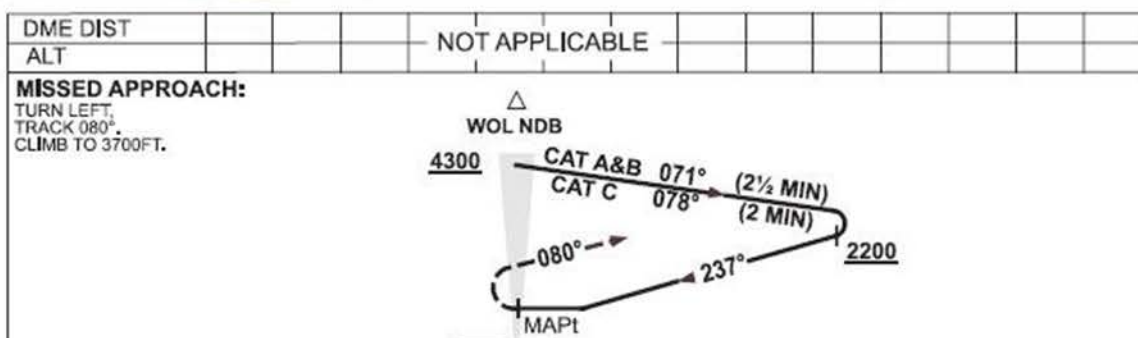
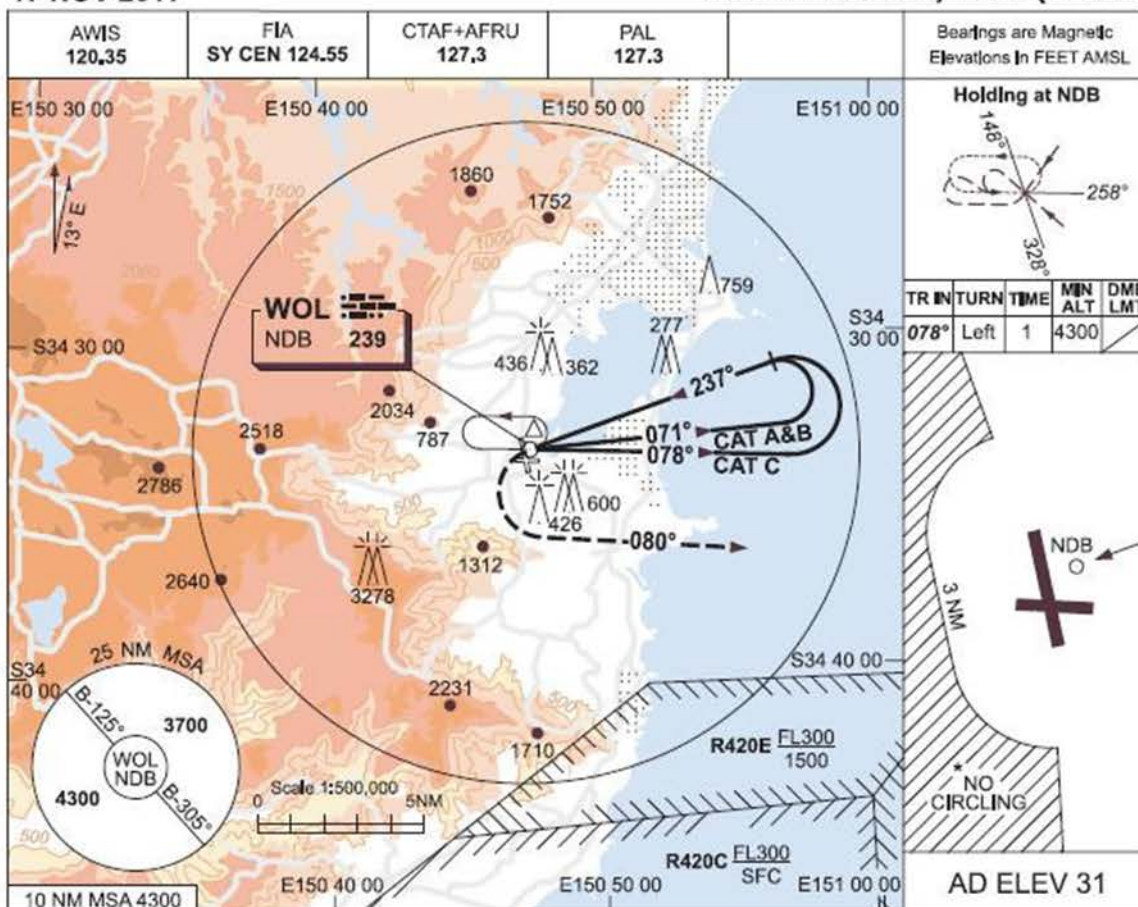


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17 NOV 2011 USE QNH NDB-A
WOLLONGONG, NSW (YWOL)



NOTES

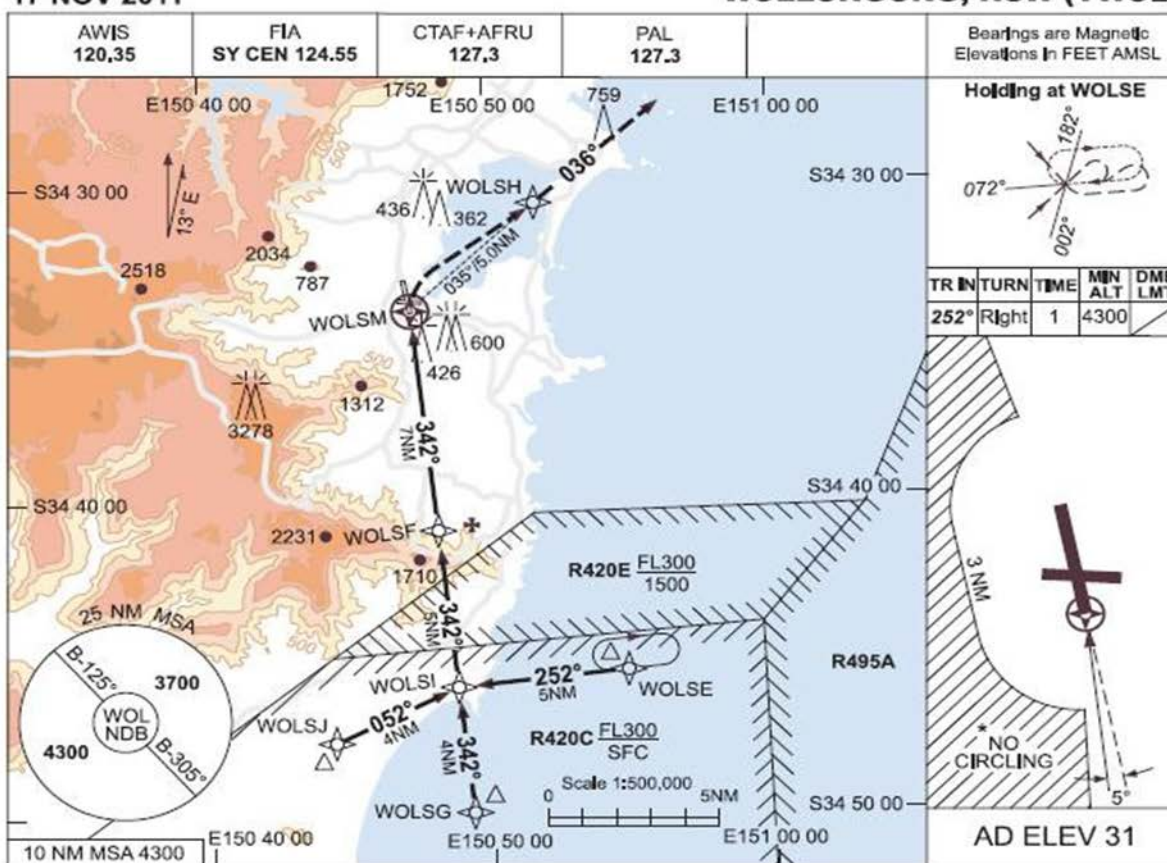
1. MAX IAS :
 HOLDING : 180KT.
 INITIAL :
 CAT A&B : 140KT.
 CAT C : 180KT.
 MAP TURN : 180KT.
- * 2. NO CIRCLING WEST
 OF RWY 16/34
 BEYOND 3NM.
3. AWIS (PHONE)
 02 4256 0312
4. COLOUR: SEE
 SPEC NOTICES.

CATEGORY	A	B	C	D
CIRCLING*	1840 (1809-2.4)		1940 (1909-4.0)	NOT APPLICABLE
ALTERNATE	(2309-4.4)		(2409-6.0)	

Changes: AWIS (PHONE), LOGO, Editorial.

WOLNB01-129

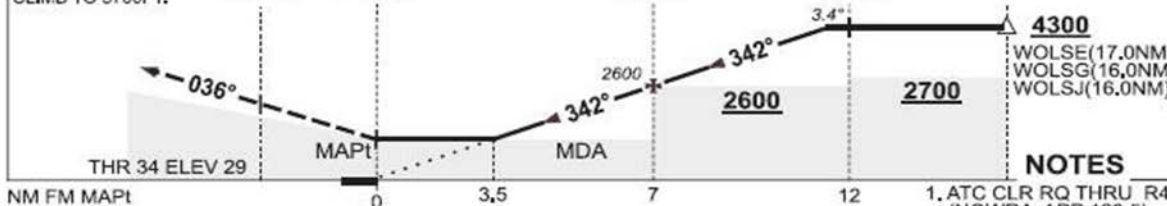
17 NOV 2011 **USE QNH** RNAV (GNSS) RWY 34
WOLLONGONG, NSW (YWOL)



NM TO NEXT WPT	WOLSM	3.5	4	5	6	WOLSF	1	2	3	4	4.7	
ALT (3.4° APCH PATH)		1340	1520	1880	2240	2600	2960	3320	3680	4040	4300	

MISSED APPROACH:

TURN RIGHT,
TRACK DCT TO WOLSH, MAHF
THEN TRACK 036°.
CLIMB TO 3700FT.



NM FM MAP1

CATEGORY	A	B	C	D
GNSS	1340 (1309-5.0)			NOT APPLICABLE
CIRCLING *	1840 (1809-2.4)		1940 (1909-4.0)	
ALTERNATE	(2309-4.4)		(2409-6.0)	

Changes: AWIS (PHONE), LOGO, Editorial.

WOLGN02-129

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Source website, and further YWOL charts can be found at

<http://www.airservicesaustralia.com/publications/current/dap/AeroProcChartsTOC.htm#E>

The YWOL Control Panel

The YWOL 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

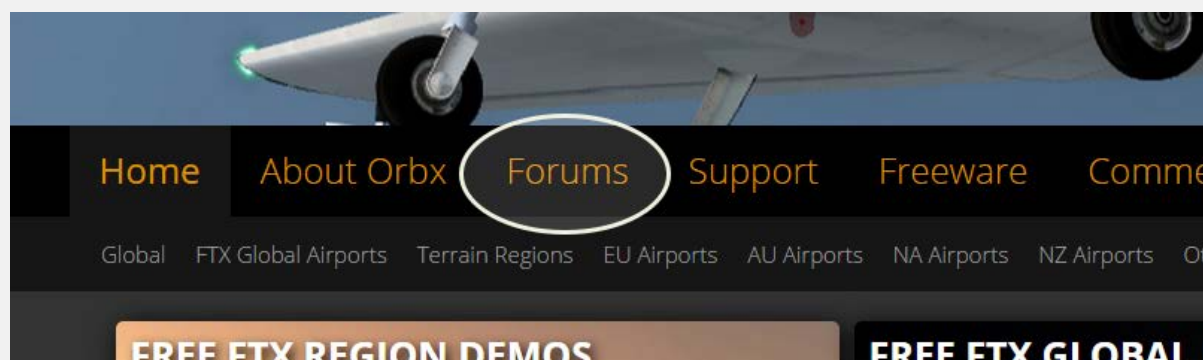
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YWOL the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

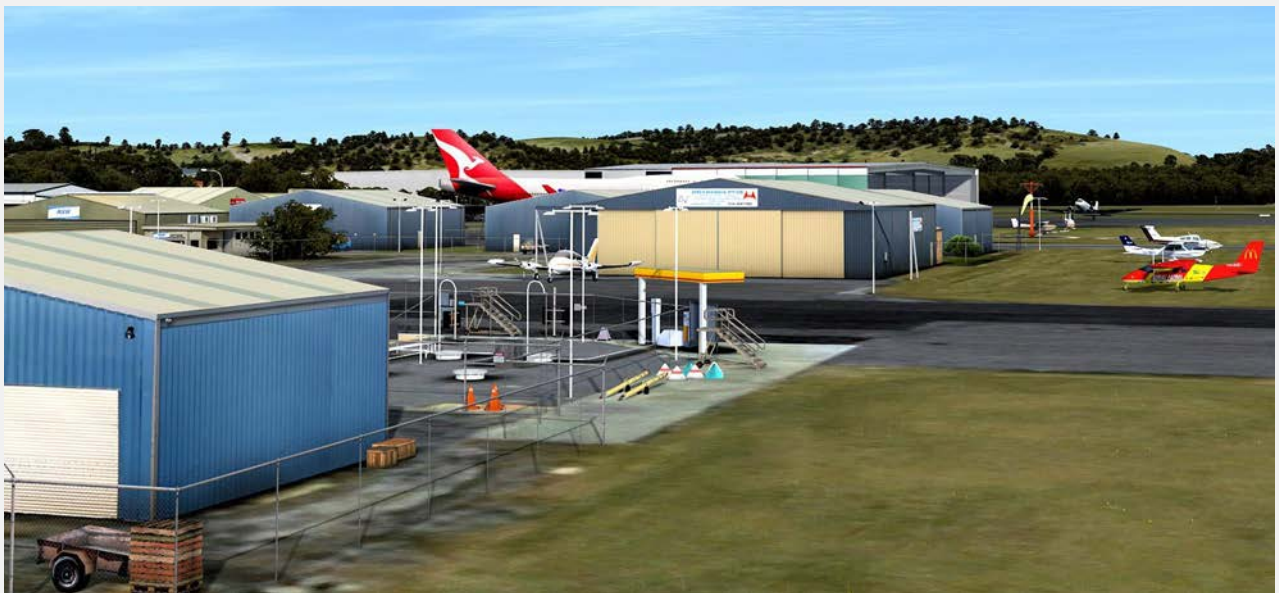
FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the “Forums” menu item.

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 YWOL Team

Lead Developer

- **Ed Correia:** 3D modeling, texturing, object placement, flattens, ground imagery seasonal colouring, night lighting, on-site photography

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** AI Traffic, APX enhancements and P3D 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

Edward Boyte, John Dow, Gary Garrison, Friedi Gulder, Eberhard Haberkorn, Rob Abernathy, Ken Hall, Craig Hanley, Zach Hansen, Phil Manhart, Mike Mathiau, Patrick Scharnowski, Wolter van der Spoel and John Venema.

Further Acknowledgements

- **Butch Menchaca:** On-site photography

Thank you to the Beta testing team and all my fellow developers for their assistance and guidance. Thanks to Manfred Knorr for his original workings and Andrew Schofield.

And a special thanks to my wife and family for their patience and encouragement.



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

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