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YMAV

Avalon Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX AU YMAV AVALON AIRPORT. This is the second collaboration between developers John Ross and John Venema, with work having been started back in early 2008. This updated version has been further developed by John Ross, Graham Eccleston and John Venema and includes:

- New APX
- Brand new airport control panel to allow scenery features to be enabled or disabled
- Much better frame rates when some scenery features are disabled (see below)
- Fuel trigger added.
- Approach data added
- Old style grass removed and new 3D grass tufts added.
- Older motor vehicle models removed and replaced with those from 2009 library.
- New ground clutter added to Jetstar apron and around Maintenance hangars.
- The decommissioned QF B747 now provided as a static model
- The airport can be populated with AI aircraft movements via the FTX AU AI Traffic

This scenery includes not only the airport fence perimeter itself, but a large photoreal area and most of the key VFR navigation waypoints contained in over 50 square kilometres of photoreal terrain using 60cm aerial photography.



Avalon Airport background and brief history

YMAV Avalon Airport is the second busiest of the four airports serving Melbourne and is located in Avalon, Victoria, Australia.

The airport is designed to cater for jet aircraft, and comprises a single runway. It is used for scheduled passenger services by Jetstar Airways and Sharp Airlines and as a heavy maintenance facility by Jetstar's parent company, Qantas. It is also the site of the biennial Australian International Airshow. Previously, air traffic control was only provided on request, but on 16 May 2008 it was announced that regular air traffic control facilities would be provided at Avalon.

The land on which Avalon Airport lies is part of the Lara Lea escarpment which is bounded by the You Yangs, Corio Bay and Melbourne Water sewage treatment agistment paddocks. Avalon Airport was opened in 1953, to cater for the production of military aircraft. The airport continues to fall under the jurisdiction of the Australian Department of Defence.

Previously the Government Aircraft Factory located at Fishermans Bend, Melbourne had used a runway beside their factory. However, newer jet aircraft required a longer runway length for safe operations, and the Fishermans Bend runway was being encroached upon by development. Land near Lara was purchased by the Commonwealth Government for a new facility. The site of the airport was originally part of the Avalon homestead and sheep station.

A 10,000 feet (3,000 m) runway was built by Country Roads Board, with the first plane landing on 3 April 1953 was a 4 engined Avro Lincoln bomber flown from Fishermans Bend. The Canberra jet bomber was under construction at the same time at the new airport. There still remains a static Canberra bomber display on a pedestal at the airport's entrance, which is modeled in this scenery.

In 1985 the Government Aircraft Factory changed its name to Aerospace Technologies of Australia (ASTA). Aircraft produced during this time had included the Sabre jet fighter, Jindavik remotely-piloted aircraft, and Nomad civil aircraft. Under the ASTA banner engines for the Dassault Mirage III jet fighters were produced, as well as assembly of the F/A-18 fighter jets for the RAAF.

October 1988 saw ASTA Aircraft Services division take delivery of the first Boeing 747 to Avalon for servicing and maintenance. By December 1993 fifty 747 aircraft had been through the Avalon facility, and 820 people were employed at the site.

On 27 June 1995 Aerospace Technologies of Australia was privatised by the Commonwealth Government, selling the aircraft divisions to Rockwell Australia Limited, and the airport operations to Avalon Airport Geelong Pty Ltd. The ASTA airliner overhauling facility was closed in 1997.

In 1959, Qantas established a training base at the site, and the runway was extended to cater for jet aircraft, becoming for some years, the longest in the Southern Hemisphere.

Training of pilots from Japan's All Nippon Airways commenced at Avalon on 8 September 1993

Hazelton Airlines commenced flights between Avalon Airport and Sydney in February 1995. 36 seat SAAB 340 aircraft were used for the service. The service was discontinued after a short time due to a lack of patronage.

In 1997 the Australian government decided Avalon was no longer needed and it was leased to Linfox, a company owned by transport tycoon Lindsay Fox.

Scheduled passenger flights

Jetstar Airways, a low cost subsidiary of Qantas, is the current major user of Avalon Airport. Although its main base is Melbourne-Tullamarine, Jetstar service Brisbane and Sydney from Avalon. Adelaide and Perth were previously serviced, but these have since been moved to Tullamarine. Nearly all other Melbourne services use Tullamarine Airport so as to compete with rivals Tiger Airways and Virgin Blue.

Jetstar announced that they would use Avalon as the origin of flights to Sydney and Brisbane in 2004. Avalon was chosen in preference to Melbourne Airport due to its relatively lower operating costs. A new terminal, consisting of three check-in counters and a departure lounge, was constructed to cater for the airline. Since that time, Avalon Airport has expanded its facilities and is now recognised as a major hub for travel to Melbourne and Geelong. The domestic terminal was recently expanded at a cost of AU\$4 million. A new departure gate, additional lounge seating, new retail outlets and an enlarged arrivals hall is now part of the enlarged terminal facility, all modeled in the Orbx version.

Currently, the only other airline operating passenger services is Sharp Airlines, operating regional flights to Portland Airport.

Qantas maintenance facility

Avalon is the site of one of Qantas' heavy maintenance and engineering facilities. The facility opened in the late 1990s, and currently employs 1000 people. A Qantas 747-338 (VH-EBU Nalanji Dreaming), which was painted in a colourful Aboriginal livery, is currently in long term open-air storage at Avalon Airport. The scenery includes that aircraft as it appears today.



Future Plans

Avalon Airport was one of three sites being considered as the new site for the Wholesale Fruit and Vegetable Markets which are to be moved from West Melbourne to allow development of the Port of Melbourne. A site in Epping was ultimately chosen as the preferred site.

Linfox hopes Avalon will capture 10% of the Melbourne domestic passenger market by 2010, increasing to 20% by 2017. This represents up to 3.4 million passengers each year in the next decade. Further expansion plans involve international passenger and freight flights to the Asia-Pacific rim and Europe, although government resistance to the airport's expansion has put those plans in doubt.

Australian International Airshow

The Australian International Airshow is a large airshow held every two years at Avalon Airport. It has been said by air show organisers to be the largest airshow in the southern hemisphere. It regularly features planes from the United States Navy and the United States Air Force.

The first air display at Avalon was in 1957 when the head of the Port Melbourne Government Aircraft Factory G.J.Churcher OAM decided to put on a display for the employees. As the employees at the factory only ever saw the individual parts of the aircraft it was decided that there would be a display for the workers at Avalon to see the finished version of their work.



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 YMAV 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.

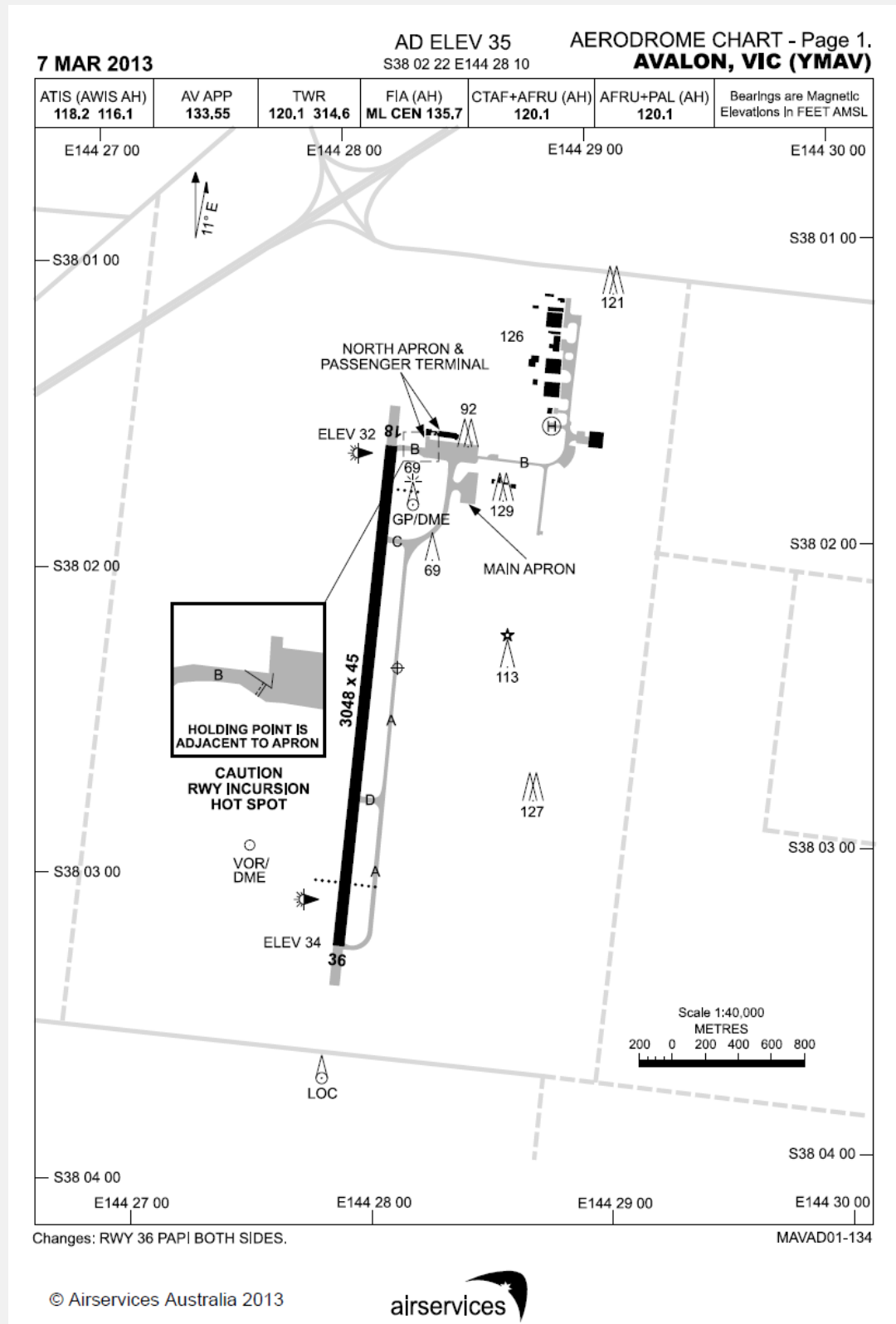
Once you have purchased YMAV it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download YMAV 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.

Airport Information and Charts



7 MAR 2013

AD ELEV 35
S38 02 22 E144 28 10

AERODROME CHART - Page 2.
AVALON, VIC (YMAV)

ATIS (AWIS AH) 118.2 116.1	AV APP 133.55	TWR 120.1 314.6	FIA (AH) ML CEN 135.7	CTAF+AFRU (AH) 120.1	AFRU+PAL (AH) 120.1	Bearings are Magnetic Elevations In FEET AMSL
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AERODROME LIGHTING						
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RWY	ABN : FLG W 4 SEC TAXIWAY : GREEN CENTRELINE RL : MAN , AFRU+PAL (AH) 120.1 , SDBY					
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18 ¹⁷⁶	PAPI LEFT SIDE 3.0° 69FT MIRL					
³⁵⁶ 36	PAPI BOTH SIDES 3.0° 65FT MIRL					

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NOTES

1. PARKING AVBL ON MAIN APRON FOR 2 x B747 ACFT. ACCESS VIA TWY A.
2. GA PARKING NOT AVBL.
3. HELO PARKING ON HELIPAD ADJACENT TO TWY B AND HANGER COMPLEX. PRIOR PERMISSION REQUIRED.

Changes: RWY 36 PAPI BOTH SIDES.

MAVAD02-134

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The YMAV Control Panel

The YMAV 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

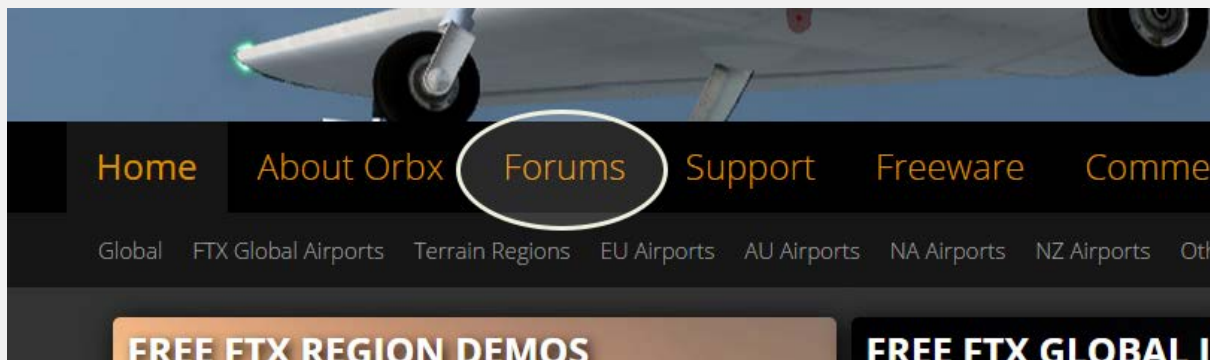
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YMAV the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **John Ross:** All modeling, base APX, model texturing, object placement
- **John Venema:** Ground photoreal, autogen, model texturing, object placement

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** APX, custom ground markings/textures and P3D updates
- **Holger Sandmann:** Vector roads and traffic
- **Rob Neiuwenhoven:** Static Canberra bomber

Specialist Roles

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

Beta Testing Team

Friedi Gulder, Phil Manhart, Rob Abernathy, Brian Horsey, Heiko Glatthorn, Tim Harris, Andrew Schofield, Jarrad Marshall, Matt Tomkins, Holger Sandmann and Anthony Lynch



End User License Agreement (EULA)

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

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