



Proline Plus – NZCH - Christchurch International Airport MSFS2020 Add-on

REQUIRES NZA MODEL LIB v4.0+

(Please delete previous NZA Model Libraries)

Welcome to NZA Simulation's Proline Plus™

NZA started with freeware for the community, and it is very much on our road map to develop and release our quality freeware sceneries.

Our payware add-ons are Proline™ branded which is our high-quality paid add-ons.

NZA Simulation's Proline Plus™ branding represents the next level of the NZA Standard.

With Proline Plus™ Add-ons you can be sure that you are getting the most from your simulator.

With this tier of quality from NZA Simulations you will get the most in depth and extensive add-ons with all the extra features and detail level.

About NZCH – Christchurch International Airport

Christchurch Airport - (NZCH) is in Canterbury on the east coast of New Zealand's South Island, it is New Zealand's second busiest airport, after Auckland

It has two sealed runways (02/20 - 3822m & 11/29 - 1741m) and one parallel grass runway (02/20) Christchurch Airport opened in May 1940 and was New Zealand's first International Airport in 1950.

You can do almost any type of flying to and from NZCH, with its Domestic and International flights, B737 & Metroliner Cargo, Helicopter and fixed wing operations, Rescue operations and charter flights, NZ Flying Doctors Service, International Antarctic Program with US Air Force flights and General Aviation from the Canterbury Aero Club.

NZCH sees daily traffic from:

- Air NZ regional ATR72s & Dash 8 Q300s turboprops
- Sounds Air regional Cessna 208s & Pilatus PC12s
- Air Charters – ATR, Saab and Metroliners.
- Air NZ & Jetstar Domestic flights – A320 / B787
- International flights from Air NZ, Jetstar, Qantas, Singapore, Fiji, Emirates, China Southern and more. – B777s, B747s, A320s, A380s etc.
- Helicopters, GA and Private Jets



NZCH Features and Key Points

Christchurch International Airport - NZCH

- NZA Simulations Proline Plus™ Airport
- Full 3D custom modelled airport including all the surrounding business parks – 300+ buildings
- NZA's full PBR true-to-life runways and aprons
- All the lines, YES even the roads and car parks in the area are done.
- All the fences, including detailed fence weeds
- High resolution custom CGL ground aerial imagery
- Custom Approach, Runway & Apron lighting to match real world.
- Terraformed runway
- Parking positions setup with correct Airline codes for compatibility with Air Traffic mods such as AIG, FSLTL etc.

3D Interiors

- Interiors for the main terminal, all boarding areas and more:
 - Regional, Domestic and International Departures areas
 - ANZ Domestic Koru Lounge
 - Public shops and check-in areas
- Novotel Hotel – with top and ground floor fully 3D and high-res parallax room textures
- ATC Tower
- GCH Aviation Private Jet Terminal and Helicopters at the south end of the airport

Animations

- Animated Jetways – Custom for each gate to match the real ones
- Animated 3D AI people walking about the terminal, ATC, and other areas
- Aerosoft Nose In Guidance (VDGS) support – See below.
- Animated Custom AI vehicles roaming the airport
- Custom Ground Service vehicles – Pushback & Catering Truck
- Sudima Hotel Clock working to Sim Time
- Rotating Primary Airport Surveillance Radar

Sounds

- Custom Jetway Sounds
- Terminal Interior Sounds – Chatter, announcements etc.
- Terminal Piano

Nose-In Guidance System (VDGS)

- Support for Aerosoft's VDGS
1. Download and install the 3x VDGS Modules from Aerosoft One (<https://one.aerosoft.com/>) or other supported platforms.
 2. To switch on display, or pick gate while near the airport, use Left Shift+V to start the UI. This can be changed in the settings.
 3. You can setup your block times and destination airports in the UI too.

Full manual available here: https://freeware.aerosoft.com/forum/downloads/VDGS_manual.pdf



NZCH Airport Data and Helpful Info

Up-to-date airport charts available from <https://www.aip.net.nz/>

- Airport Coordinates: S43°29.37' / E172°32.07'
- Elevation is 123.0 feet MSL

Callsign (VATSIM)

NZCH-K_CTR
NZCH_APP
NZCH_TWR
NZCH_GND
NZCH_DEL
NZCH_ATIS

Radio Name

Christchurch Control
Christchurch Approach
Christchurch Tower
Christchurch Ground
Christchurch Delivery
Christchurch ATIS

Frequency

129.400
126.100
118.400
121.900
128.200
127.200

Runway 02 LOC/ILS

ICH

109.9

Runway 20 LOC/ILS

IHW

110.3

Runway 02 / 20

Dimensions: 10787 x 148 feet / 3288 x 45 meters
Surface: Sealed
Elevation: 123 93
RW Heading: 016° 196°

Runway 11 / 29

Dimensions: 5712 x 148 feet / 1741 x 45 meters
Surface: Sealed
Elevation: 115 95
RW Heading: 106° 286°

Runway 02(L) / 20(R)

Dimensions: 1690 x 230 feet / 515 x 70 meters
Surface: Grass

Nearby Airports with Instrument Procedures & Nearby Nav aids

ID

- ✈ NZAS
- ✈ NZTU
- ✈ NZKI
- ✈ NZHK
- ✈ NZGM
- ✈ NZGT
- ✈ NZOU
- ✈ NZWS
- ✈ NZWB

Name

Ashburton Airport
Timaru Airport
Kaikoura Airport
Hokitika Airport
Greymouth Airport
Glentanner Airport
Oamaru Airport
Westport Airport
Woodbourne Airport

Heading / Distance

232° / 40.6
228° / 74.9
036° / 79.4
303° / 82.5
315° / 85.5
255° / 107.7
214° / 108.7
337° / 113.2
027° / 132.3

ID

- 📍 CH
- 📍 TU
- 📍 HK
- 📍 RY

Name

Christchurch
Timaru
Hokitika
Mount Mary

Frequency

115.30
115.90
117.50
112.50

Radial / Range

020° / 1.2
026° / 75.1
100° / 83.0
045° / 105.3

Bearing / Range

- 📍 TU
- 📍 KI
- 📍 HK
- 📍 WS

Timaru
Kaikoura
Hokitika
Westport

366
350
310
278

228° / 75.1
038° / 82.0
302° / 83.0
337° / 113.0



NZCH Exploration

Some suggested areas to start your exploration of the detailed airport area with your Drone Camera or just drive around the fully detailed streets if you wish.

The detail is not limited to these areas, but a helpful start for people who are unfamiliar with the airport.

- Terminal and carpark
- GCH Aviation at the south end of the airport
- Canterbury Aero Club and Christchurch Helicopters on the western side of the airport – G2 & MD500 helicopters and Piper Arrows.
- Spitfire Square Shopping Centre – with 3D Modelled: Supermarine Spitfire LF Mk.XVIE TE288 Replica
- International Antarctic Centre with Hagglund Test Track
- US Antarctic Program – LC130-Hercules US Antarctic ski planes & Boeing C-17 Globemaster III
- Air New Zealand Maintenance & Christchurch Engine Centre
- Memorial Bridge – State Highway 1
- Christchurch Airport Fire Station with Custom Rosenbauer Panther Fire Truck and service vehicles.
- Fire Training Complex
- Agriculture Business Hub – Yes there's even a basketball on the court.
- Dakota Park – Cargo Apron and Cargo companies
- Mustang Park – Rental car businesses on the north end of the airport
- Harvard Park – Bunnings/BP

See below for overview guide map.

NZCH Airport Overview Map



NZA Simulations
NZCH | CHRISTCHURCH AIRPORT OVERVIEW
PROLINE



MSFS2020 Performance Guide

This performance guide is relevant to all aspects of Microsoft Flight Simulator 2020, not just NZA Simulation's products.

NZA's products use the latest in 2D and 3D technologies to ensure an airport that will look beautiful now and into the future. Because of this some low end systems will notice a small performance hit when using our scenery.

Because of this we optimise it for "High End" pre-set for majority of users with Mid to high end PCs as per the MSFS SDK documentation using various LODs and optimisations.

If you are trying to run high fidelity aircraft, scenery, photogrammetry and the base game itself all at the same time you may find you are running out of Video Memory, especially with 8GB or less of VRAM. The simulator does a good job at handling this if the developers have optimised their add-on, but you may need to lower some settings in some areas of the world.

The following Settings in the simulator you may find useful:

- **Object Level of Detail Slider** - Adjusts the range objects will load in high resolution textures and high detail models. Our development process is optimised around an object LOD ranger setting of 100.
- **Texture Resolution** – Will help with VRAM considerably. Ultra is full texture resolution, High is 0.5x Normal and ORM Textures, Medium & Low 0.5x the Base Colour textures also.
- **Photogrammetry** can use 2GB+ of Memory, if it's not something you wish to use, it can be switched off in the Settings/Data Tab.
- If you have a Modern GPU (NVidia RTX) you can enable DLSS2.0/3.0 to get increased performance.

FAQs:

For help with your NZA Product, visit our help section on our website for our up-to-date FAQs.

<https://nzasimulations.com/help/>

You can Contact Us from the links at the bottom or on our Contact Us page.

Discord Ticket or FB Message us. You can send us an Email; however, we may take longer to respond.

<https://nzasimulations.com/contact-us/>

nzasimulations@gmail.com

Why is my Download Slow?

Our Downloads are hosted on a CDN at a data centre, you should be getting your normal download speeds.

However, a few people have connected to a bad server and receive a slow download (around 100kbps)

To resolve this,

- Open Command Prompt from your start menu on your PC.
- Type: ipconfig /flushdns
- Press Enter

Then try to download again.

Also sometimes a Restart of the PC may be required.

Where does my Downloaded Add-on go?

You must install your purchase to the Microsoft Flight Simulator Community Folder.

Unzip your ZIP File and place the root folder into the community folder.

Where can I find my Community Folder?

The Community folder of your Microsoft Flight Simulator 2020 installation is the place where scenery add-ons and liveries are installed by dropping the downloaded folders in there.

Microsoft Store version:

```
C:\Users\%USERNAME%\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages\Community
```

Steam version:

```
C:\Users\%USERNAME%\AppData\Roaming\Microsoft Flight Simulator\Packages\Community\
```


If AppData folder is not showing up in your Windows Explorer, type %AppData% or %LocalAppData% in Windows search bar and press enter to open your AppData folder.

I can't unzip my file, or "Path Too Long Error"

We try to keep our naming short, however some of our older scenery's have some longer file names

You can get around this by:

Unzipping your Folder to a higher-level directory then moving it into your Community Folder
eg. Make a folder called "temp," directly on your HDD. "C:\temp"
Then unzip it to there and copy it to the community folder.

You can also try using WinRAR or 7-Zip to unzip your folder.

What is the NZA Model Library and what do I do with it?

The unzipped Model Library goes into the Community folder as a separate package, the same way as the normal scenery packages does.

This library contains our common assets and is used by our freeware and payware airports. The model library supplies key assets which will not render correctly if the latest version of the library is not installed.

This way we can optimise space on your computer, and it also makes it easier to keep our models working correctly without conflicts or having to update everything.

Important: This Model library is not to be used for anything other than NZA Simulations products. For further information see our [Terms and Conditions](#).

I can't see my new scenery in the simulator or its not showing up on the world map as a STAR airport?

Some people have had issues with folder names, possibly from attempts of installing part packages.

You can change the root folder name inside the community folder to just the Airport name eg. "Airport" or "ICAO" and it should load in ok.

eg: nzasimulations-ymhb to nza-hobart

By doing this it will force update the Contents.xml for your community folder.

Why can't I see some scenery objects like Static Planes, Cars, Trees, etc?

You will need to install our [NZA Model Library](#) separately into your community folder.

This library contains our common assets and is used by several of our freeware and payware airports. The model library supplies key assets which will not render if the latest version of the library is not installed. (<https://nzasimulations.com/product/nza-modellib>)



SIMULATIONS

T&Cs: <https://nzasimulations.com/legal>

