



**Proline – NZMF – Milford Sound Region MSFS2020 Add-on**

**REQUIRES NZA MODEL LIB v6.0+**

**(Please delete previous NZA Model Libraries)**

## **Welcome to NZA Simulation's Proline™**

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.

### **About NZMF – Milford Sound Airport and Region – South Island, New Zealand**

Milford Sound is a gateway to the picturesque Fiordland region on New Zealand's South Island. Milford Sound Airport (NZMF) is a small but very busy airport used mainly by tourist operators.

#### **Features:**

NZA Simulations Milford Sound Region is set up to create hours and hours of flying and roll play adventure, for all types of GA aircraft. Covering approximately 100 kilometres from north to south this add-on immerses you in the stunning Fiordland region.



# NZMF Features and Key Points

## Milford Sound Region

- NZA Simulations Proline™ Addon
- 8 airstrips are included in this Milford Sound Region Add-on with attention to detail in every location
  - NZMF Milford Sound
  - NZMJ Martins Bay Aerodrome
  - NZQU Big Bay Beach Strip
  - NZ31 Cascade Lagoon Airstrip
  - NZ32 Hope River Airstrip
  - NZ34 Hollyford Track Airstrip
  - NZ35 Cascade Station Airstrip
  - T004 Quintin Lodge Airstrip
  - Multiple Helipads at various huts
  - Hidden adventure locations
- Fully 3D modeled interior of the Ferry Terminal building and Underwater Observatory.
- Fully 3D modeled interior of Airport buildings and hangars.
- Many hut locations throughout the scenery. (See Map)
- Many Points of interest.
- 76 Animated custom watercraft.
- Animated animal and bird life throughout.
- Airport area biome enhancements to recreate the environment to match the look and feel of real life.
- Custom water masking.
- Retouched mountain textures.
- Custom fjord sea cliffs and beach heads.
- Animated rivers and waterfalls through the fjord and beyond.



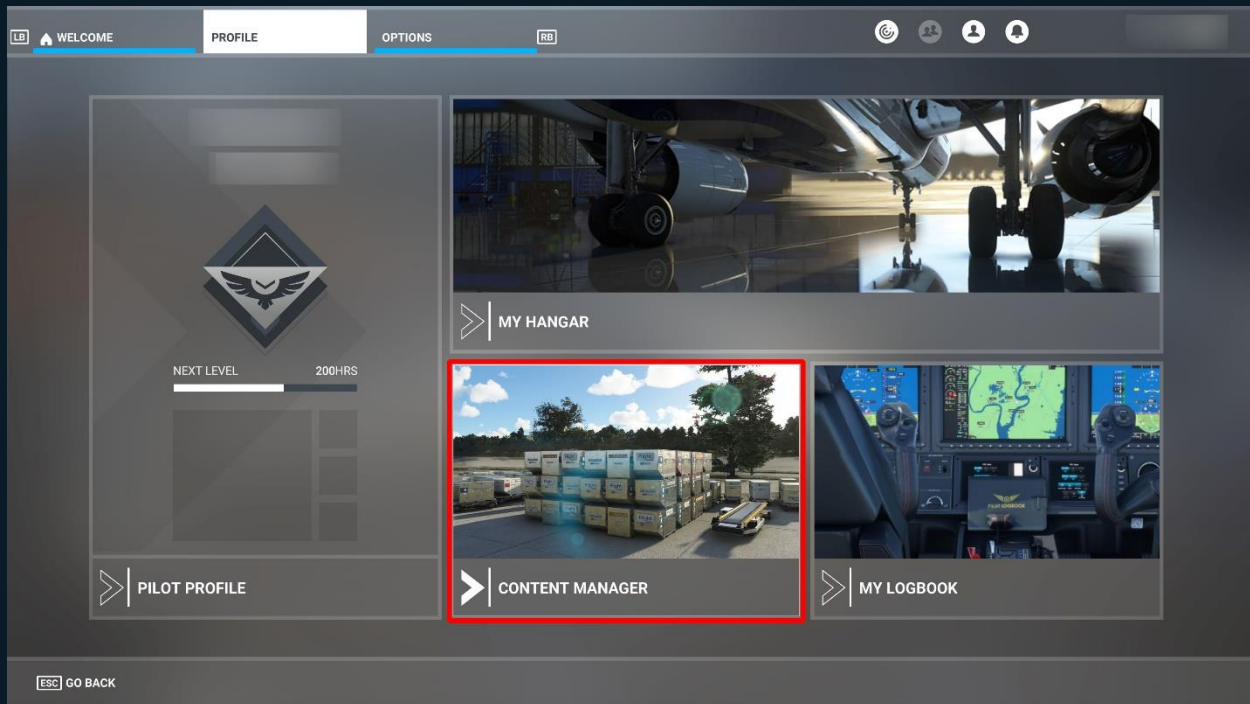
# NZ World Update Conflict Guide

Firstly, you need the MSFS World Update 12 – New Zealand installed for all NZA Products for them to function correctly.

You can get this from the in-sim marketplace for free.

But for Milford Sound Region some of the World Update content conflicts. You must uninstall the conflicting airports individually so that you still have the rest of the WU content.

## 1. First, go to the Content Manager in the Simulator



2. Find the "World Update XII: New Zealand" and click the dots at the end to expand it.

The screenshot shows the Microsoft Flight Simulator Content Manager interface. The search bar contains 'new zeal' and is highlighted with a red box. Below the search bar, there are filters for 'INSTALLED (543)', 'NOT INSTALLED (59)', and 'UPDATE AVAILABLE (0)'. The main list shows several items, with 'WORLD UPDATE XII: NEW ZEALAND' by MICROSOFT highlighted. To the right of this item, a menu icon (three dots) is highlighted with a red box. Other items include 'A320 AIR NEWZEALAND AIRBUS', 'AIR NEW ZEALAND BLACK BOEING', 'AIR NEW ZEALAND WHITE BOEING', and 'ATR 72-600 ATR'. At the bottom, there is a 'GO BACK' button and 'SPACE USED: 167.50 GB'.

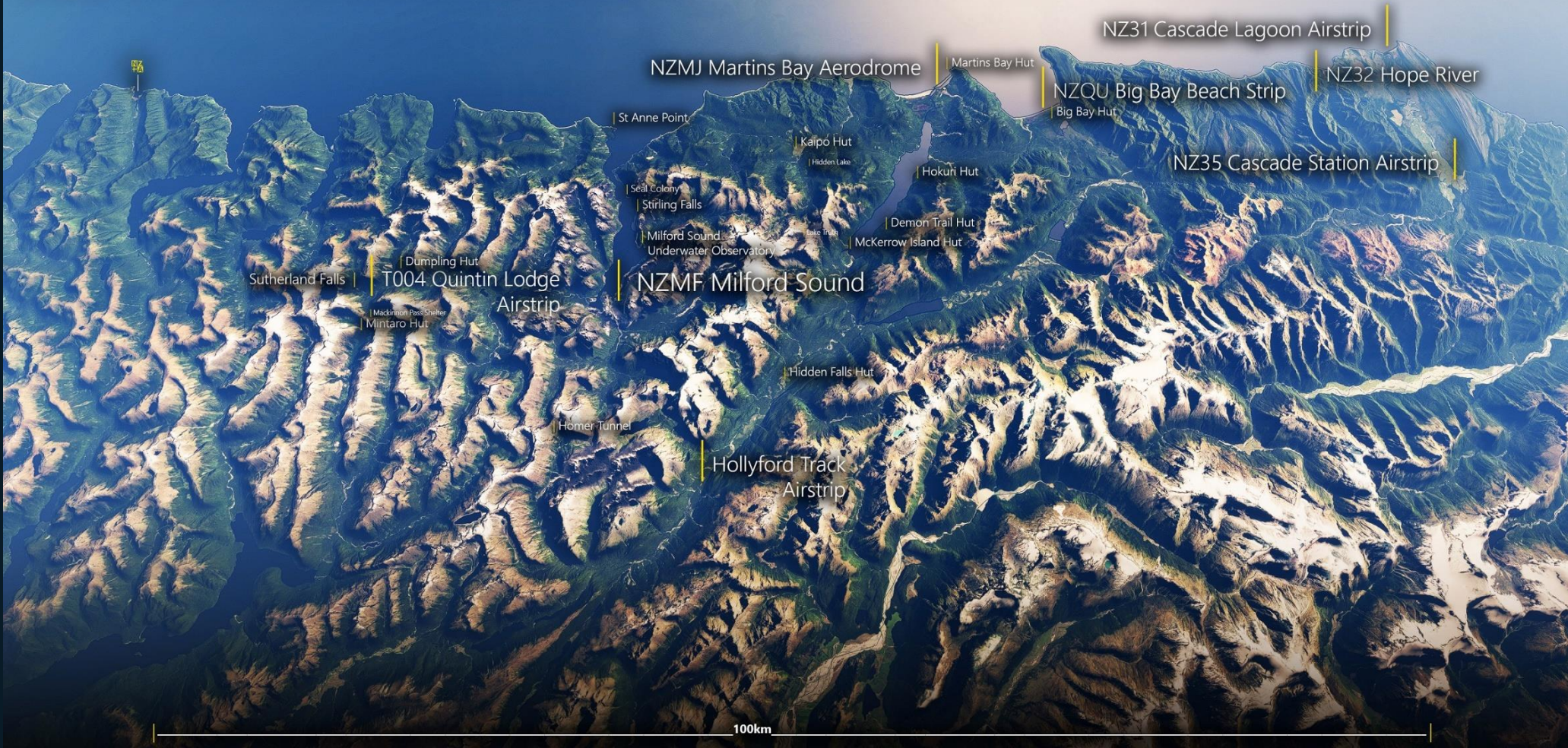
3. Select the airports that are in the region that have been updated with the NZA Simulations NZMF Region addon and click delete.

The screenshot shows the Microsoft Flight Simulator Content Manager interface with search results for 'World Update XII: New Zealand'. The search bar contains 'World Update XII: New Zealand' and is highlighted with a red box. Below the search bar, there are filters for 'INSTALLED (638)', 'NOT INSTALLED (204)', and 'UPDATE AVAILABLE (0)'. The main list shows several items, with three items selected (indicated by checkmarks) and highlighted with red boxes: 'NZMF MILFORD SOUND AIRPORT', 'NZMJ MARTINS BAY AIRPORT', and 'T004 QUINTIN LODGE AIRPORT'. At the bottom right, a 'DELETE (1.92 GB)' button is highlighted with a red box. Other items include 'NZWR WHANGAREI AIRPORT' and 'ROTORUA AIRPORT'. At the bottom, there is a 'GO BACK' button and 'SPACE USED: 169.42 GB'.

# NZMF Region Overview Map



NZA Simulations  
NZMF | MILFORD SOUND REGION 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](mailto: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>

