



Proline – NZTG – Tauranga 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 NZTG – Tauranga Airport and Region – North Island, New Zealand

Tauranga Airport (NZTG) is located 3km from the city of Tauranga in the Bay of Plenty region.

In the region we also have included Tauranga Hospital Heliport, Waihi beach Aerodrome and Motiti Island.

Take a tour of the regions stunning beaches as you fly past Mount Maunganui to Motiti Island or Waihi Beach over the picturesque landscape.



NZTG Features and Key Points

Tauranga Region

- NZA Simulations Proline™ Addon
- 3 Airports and 1 Heliport included
 - NZTG – Tauranga Airport
 - NZWV – Waihi Beach Aerodrome
 - NZOI – Motiti Island (no longer NZOI but is in the current sim nav data)
 - NZJA – Tauranga Hospital Heliport
- Full 3D custom modelled airport including all the surrounding buildings
- Other feature points include Tauranga Port with custom models, Mt Maunganui surroundings
- Motiti Island reworked to a high quality with custom buildings, cliffs and avocado orchard assets.
- NZA's full PBR true-to-life runways and aprons
- High resolution custom CGL ground aerial imagery included for Waihi Beach Aerodrome and Motiti Island
- Custom Approach, Runway & Apron lighting to match real world.
- GSX Profile Included
- Requires MSFS World Update New Zealand installed and photogrammetry enabled for the best experience.

3D Interiors

- Tauranga Airport Terminal, including Koru Lounge upstairs.
- Tauranga Aero Club
- ATC Tower
- NZJA – Tauranga Hospital Hangar
- Surf Shack Eatery at Waihi Beach Aerodrome

Animations

- Animated 3D AI people walking about the terminal, and other areas
- Animated Hangar Door at Tauranga Hospital that opens when you land.
- Custom Animated Flags
- Animated screens in the Tauranga terminal
- Custom Windsocks
- Moving ships in the harbour and at sea



NZTG Region Overview Map



NZWV Waihi Beach Airstrip

NZOI Avocado Orchard Airstrip

NZOI Motiti Airstrip

NZTG Tauranga Airport

NZJA Tauranga Hospital Heliport



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/>

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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>)

GSX Profiles

We include a GSX profile for some of our main airports.

GSX profiles .ini files are used for the GSX Pro addon mod by FSDT to define GSX ground services used within the airport.

To install the GSX profile:

1. Download the GSX .zip file provided with our product you will find a file named in the format of "ICAO'-RandomID'.ini".
2. Copy this file to the installation folder of GSX and place in the GSX/MSFS folder.
This is commonly found in "C:\Users\YOURUSERNAME\AppData\Roaming\Virtuali\GSX\MSFS"
3. Your simulator should recognise this automatically and you should be good to use the GSX profile, however if it appears that the profile isn't recognised and is using the default airport GSX

profile, go to the FSDT installer, search for the airport ICAO and remove Jetways / Services by moving it to the disabled panel and apply.





SIMULATIONS

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

