PROLINE NZA

Proline – NZWF – Wanaka Region MSFS2020 Add-on

REQUIRES NZA MODEL LIB v7.0+

(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 NZWF – Wanaka Airport and Region – South Island, New Zealand

Wanaka Airport (NZWF) serves the Wanaka township located in the Otago region and has commercial scheduled flights operated by Sounds Air.

The airport also hosts the Wings Over Wanaka air show biannually.

Wanaka airport is dedicated to be the home base for Otago high country exploration, with helicopters and light airplanes.

In the region we have included multiple POIs, huts, and other exciting locations for your adventure around the Lake Wanaka/Lake Hawea area and beyond to Mt Aspiring.

For those with our NZA Simulations Milford Sound Region it is only a small hop to the west to explore even further.

NZWF Features and Key Points

Wanaka Region

- NZA Simulations Proline™ Addon
- 9 Airports and 4 Heliports included
    - NZWF – Wanaka Airport
    - NZMW/NZOG – Makarora Airstrip & Heliport
    - NZHC – Wanaka Lakes Health Centre Heliport
    - Aspiring Helicopters
    - Hawea Flat Strip

- o Dingle Burn Farm and Airstrip
  - o Minaret Station Lodge with Helipads
  - o Branches Station Airstrip
  - o And more.. (See the full map below)

- Covering over 5000km² area of enhancements with 100km from the northern most hut to the southern, there is plenty for flying to be done

- 20+ mountain huts including Whare Kea Chalet with full interior, French Ridge Hut, Liverpool Hut, Colin Hut, Aspiring Hut and Brewster Hut

- National Toy & Transport Museum at Wanaka Airport with many key points of interest such as custom static aircraft and vehicles

- More key points of interest in the Wanaka Airport area include The Red Bridge and Crossfire Wanaka.

- Of course we have the 'Wanaka Tree' included on Lake Wanaka.

- NZA's full PBR true-to-life runways and aprons

- High resolution custom CGL ground aerial imagery included for Wanaka Area

- High Resolution updated Mt Aspiring ground imagery.

- Requires MSFS World Update New Zealand installed for the best experience.

3D Interiors

- Wanaka Airport Terminal & Centre of Operations
- Skydive Wanaka Hangar & Customer Area
- Whare Kea Chalet Hut
- Aspiring Helicopters
- Makarora Hangars

Animations

- Animated Hangar Door at NZOG - Makarora Heliport that opens when you land.
- Custom Windsocks

NZWF Region Overview Map

NZA Simulations
NZWF | WANAKA REGION
PROLINE

Brewster Hut
Willis Hut
Makaroa Hut
Cameron Hut
Siberia Airstrip   Siberia Hut
NZMW Makarora Airstrip
Top Folks Hut
Big Hopwood Burn Hut
Colin Todd Hut
Albert Burn Hut
Liverpool Hut   French Ridge Hut   Whare Kea Chalet
Minaret Airstrip   Cotters Hut Airstrip   Cotters Hut
Aspiring Hut   Minaret Station Helipads   The Neck Airstrip
Dingle Burn Airstrip
Aspiring Helicopters Hangar
Lake Hawea Hotel & Dam
Hawea Flat Airstrip
Ruby Island Dock
Branches Station Airstrip   NZHC Wanaka Lakes Medical Center   The Wanaka Tree
Red Bridge
Fern Burn Hut   NZWF Wanaka Airport
Highland Creek Hut
Bullendale Hut   Roses Hut

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

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.

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