

NZWN^{HD}

Wellington International Airport



Welcome to Wellington International Airport



HISTORY

Wellington International Airport (formerly known as Rongotai Airport) (IATA: WLG, ICAO: NZWN) is an international airport located in the suburb of Rongotai in Wellington, the capital city of New Zealand. It lies 3 NM or 5.5 km south-east from the city centre. It is a hub for Air New Zealand and its subsidiaries. Wellington International Airport Limited, a joint venture between Infratil and the Wellington City Council, operates the airport.

Wellington is the third busiest airport in New Zealand (after Auckland and Christchurch) handling a total of 6,049,194 passengers in the year ending 31 March 2017. It is the second busiest airport in New Zealand for IFR movements (84,070 in 2013). Auckland is the busiest (105,403) with Christchurch third (68,764).

The airport, in addition to linking many New Zealand destinations with national and regional carriers, also has links to major cities in eastern Australia. It is the home of some smaller general aviation businesses, including the Wellington Aero Club which operates from the general aviation area on the western side of the runway.

The airport comprises a small 110-hectare (270-acre) site on the Rongotai isthmus, a stretch of low-lying land between Wellington proper and the Miramar Peninsula. It operates a single 2,081-metre (6,827 ft) runway with ILS in both directions. The airport handles turboprop, narrow-body and wide-body jet aircraft movements. The airport is bordered by residential and commercial areas to the east and west, and by Wellington Harbour and Cook Strait to the north and south respectively.

Wellington has a reputation for sometimes rough and turbulent landings, even in larger aircraft, due to the channelling effect of Cook Strait creating strong and gusty winds, especially in pre frontal north westerly conditions.



History Source: Wikipedia

GETTING AROUND NZWN

QUICK OVERVIEW



NZWN Scenery Area of Coverage



NZWN is fully compatible with
FTX Global / FTX NZNI and requires no additional
downloads for integration and blending



If you have FTX NZNI installed you **MUST** use the
Flightbeam Manager Troubleshooting tool to disable
a few key files in order to prevent conflicts.

QUICKSTART GUIDE

IMPORTANT!

We no longer use serial numbers, unless you have ordered from a third party vendor such as Simmarket, PCA, etc.

For a step-by-step install guide, visit (click): [Flightbeam Install Guide](#)

Flightbeam Manager

Once installed, be sure to visit the appropriate product tab in the Flightbeam Manager to customize the scenery to your liking.

This is helpful if you're looking for smoother performance, or if you want to turn on every graphical detail possible.

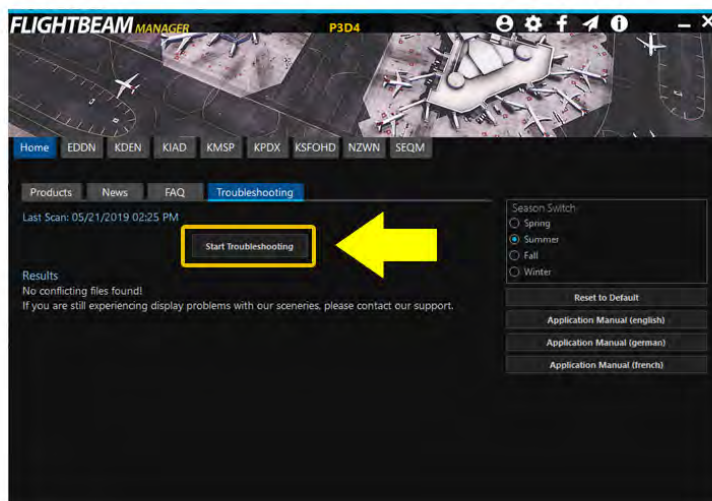
UNINSTALLATION

To uninstall a product, simply open the Flightbeam Manager, click on the product tab you wish to remove and click "Uninstall the Scenery"

Troubleshooting

Due to the nature of flight sims and addons, problems can be expected every once in a while. The vast majority of issues are caused by addons that are not fully compatible with each other.

Many instances of these issues can be fixed by running the Flightbeam Manager's Troubleshooter. Simply click "Start Troubleshooting" to find possible conflicting files and turn them off with one click.



IMPORTANT SET UP STEPS

SODE JETWAYS

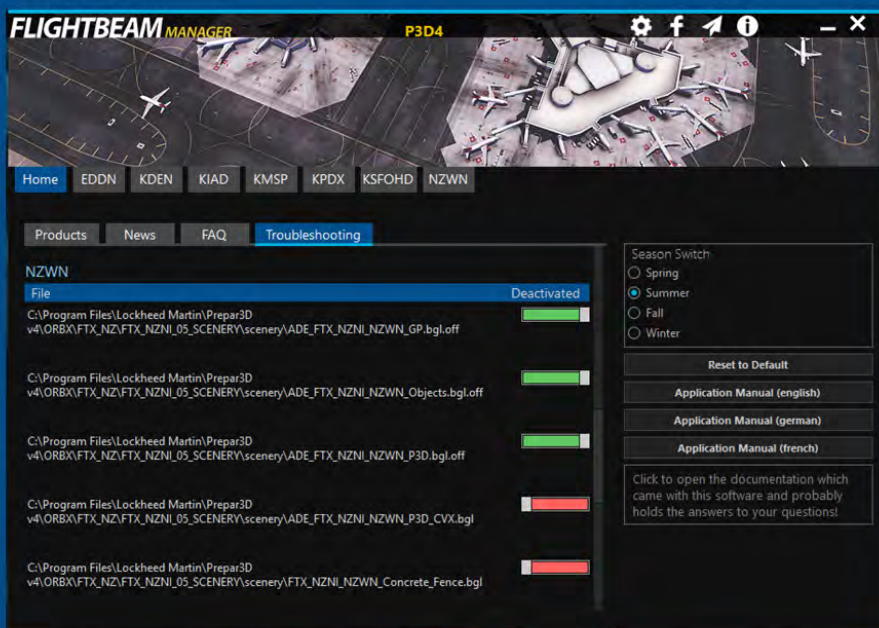
To utilize jetways at NZWN, you're required to install the SODE Addon.

SODE (Sim Object Display Engine) is a separate, lightweight addon that allows us to use very high precision jetways. Unlike native FSX/P3D jetways, SODE jetway wheels are more dynamic and do not sink or float above the ground. It also allows multiple jetways to attach to one aircraft.

To download SODE, visit: <http://sode.12bpilot.ch/>



SODE Jetways are highly optimized, and the scenery performs better with SODE jetways rather than static jetways.



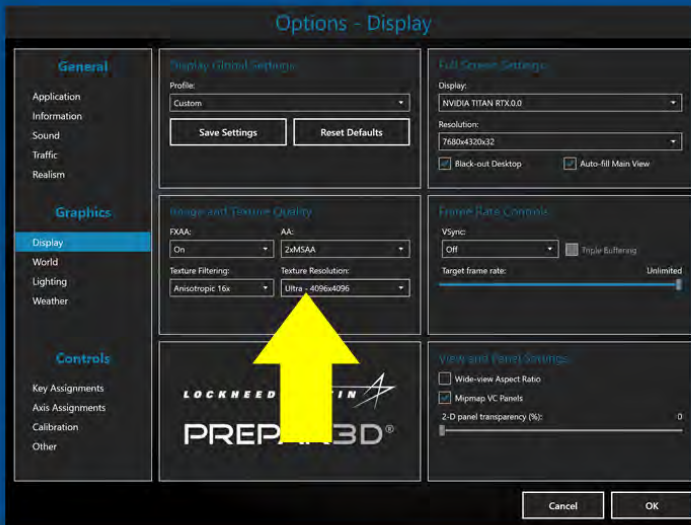
If you have **ORBX NZNI** (NZ North Island) you must take the following steps in order to avoid serious visual conflicts.

Open the Flightbeam Manager, click the "Troubleshooting" tab and click "Start Troubleshooting" to let the Manager scan your P3D directory.

It will find several conflicts for NZWN. Click each one to disable the conflict. The button will turn green when the conflict is resolved.

RECOMMENDED SETTINGS

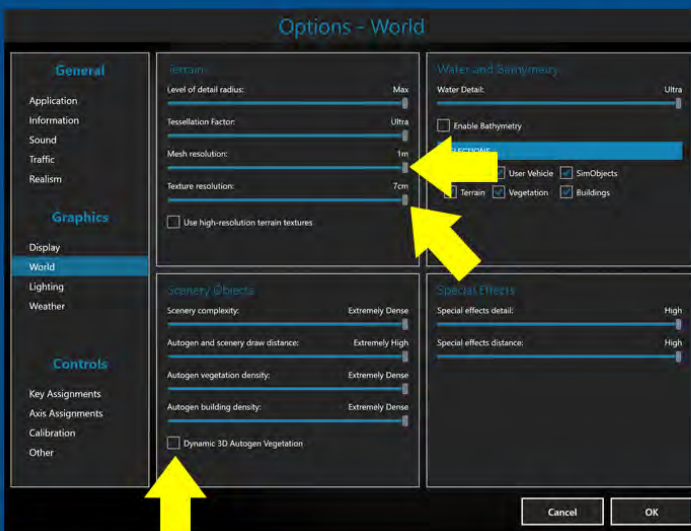
Be sure to set your texture resolution to Ultra. This doesn't have a performance impact and allows the sim to utilize our ultra high resolution terminal textures.



Set Mesh Resolution to max value. This allows our custom terrain to show properly, especially tunnels.

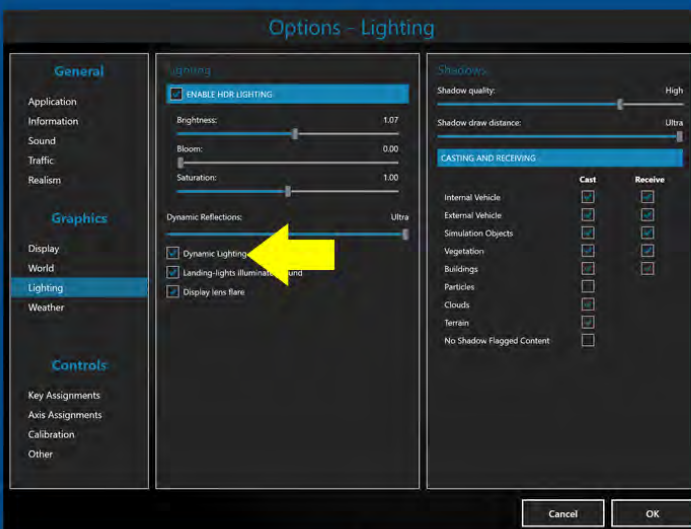
Set Texture Resolution to max value. This allows our Photo-real ground to show at highest quality.

Turn off Dynamic 3D Autogen Vegetation for better autogen visuals. All these settings have extremely low performance impact.



If you turned on **Dynamic Lights** in the Flightbeam Manager settings for NZWN, you must turn on **Dynamic Lights** in the P3D options as well.

If you prefer Dynamic Reflections on the puddles during rain, set Dynamic Reflections to the desired value. If set to OFF, the sim will use a generic cubemap for water reflections.



CREDITS

NZWN GENERAL DEVELOPMENT

3D, MODELS, ANIMATIONS, DESIGN, TEXTURES, PROGRAMMING, MARKETING, WEB DESIGN
AMIR SALEHI AKA "MIR"

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SPECIAL THANKS

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WHAT'S NEXT?

