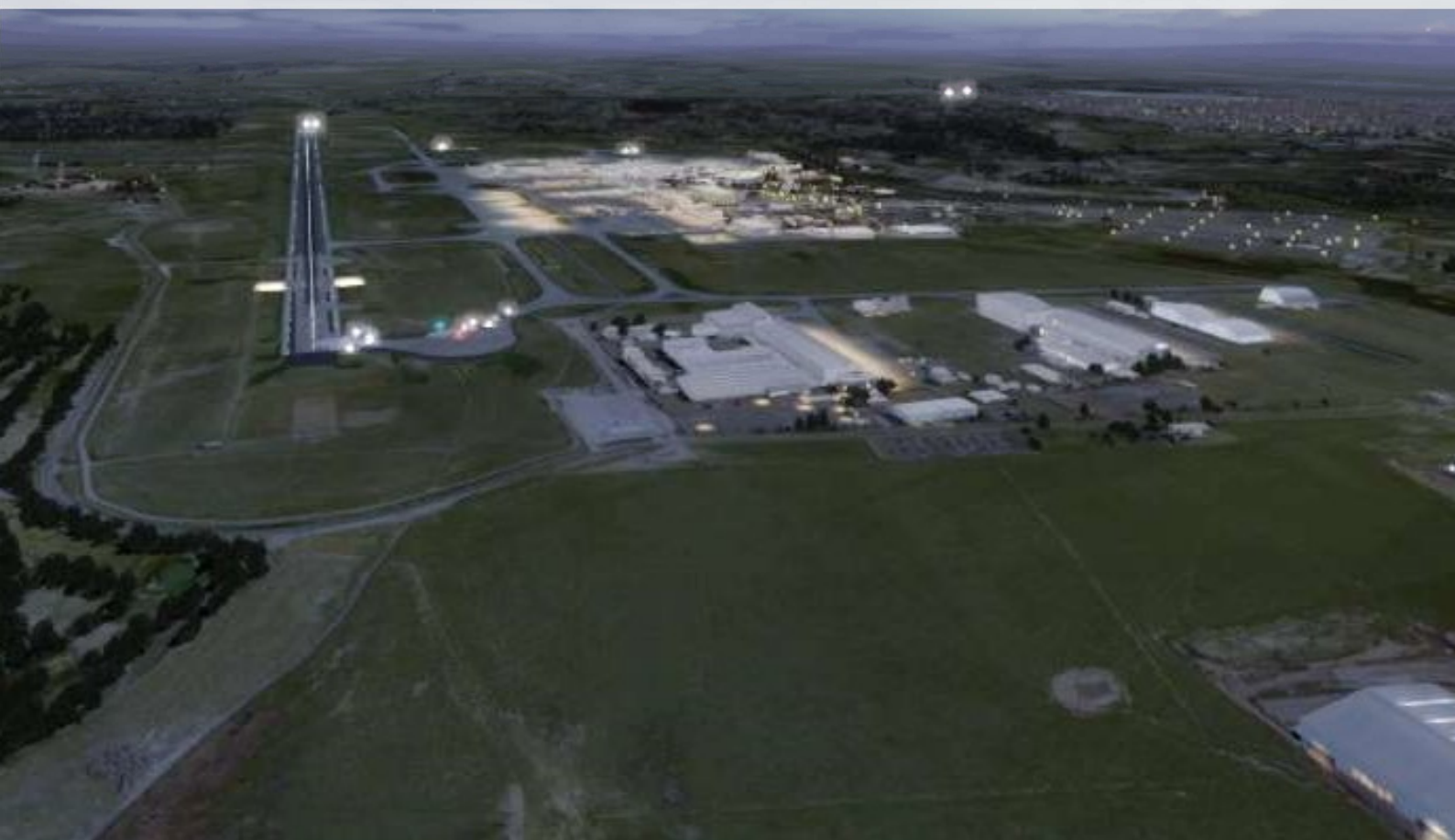


YMML

# Melbourne International Airport v3.0

USER GUIDE JULY 2016



## Table of Contents

1. Thank you! .....	3
2. Product requirements.....	4
3. Scenery Coverage Area .....	5
4. Airport Information and Charts .....	6
5. The YMML Control Panel .....	9
6. Quick Reference Simulator Settings.....	10
7. Recommended Simulator Slider Settings.....	11
8. The Autogen Density Slider .....	14
9. Product Technical Support .....	15
Please do NOT email support requests.....	15
Use the forum search function.....	15
What to include in your support requests .....	15
10. FTX Community Forums .....	16
11. Thanks for reading! .....	16
12. The FTX YMML Team .....	17
Lead Developers .....	17
Additional Orbx Developers.....	17
Specialist Roles.....	17
Beta Testing Team .....	17
13. End User License Agreement (EULA).....	18

# Thank you!

Orbx would like to thank you for purchasing **FTX YMML Melbourne International Airport**.

This is the seventh airport for Orbx by Turbulent Designs.

The Orbx team would firstly like to thank you for purchasing **FTX AU YMML Melbourne International Airport Version 3.0**. YMML version 1.0 was Orbx's first ever commercial payware airport product for Microsoft Flight Simulator X, initially released in August 2008, updated four times and now re-released in this brand new version 3.0. The original AU YMML was over 18 months in the making and introduced some very new concepts to airports for Flight Simulator X.

YMML Version 3.0 is a complete update of version 2.0 to further improve performance while at the same time adding a high definition groundpoly up to date with all markings, taxiways and aprons as per the most recently published chart (March 2016; see below)

Additionally, this new version adds in the most recent infrastructure changes at Melbourne including the Terminal 4 building and Pier G; transport hub and approach road; and the control tower. We've also modified some of the surrounding buildings to suit the modified layout

We've gone to great lengths to ensure YMML v3.0 runs as efficiently as possible by tweaking model geometry, optimising object placement and consolidating building models to reduce drawcalls.

*Source Wikipedia: The Free Encyclopaedia*



# Product requirements

This scenery airport addon is designed to work with **Microsoft Flight Simulator X: Steam Edition**

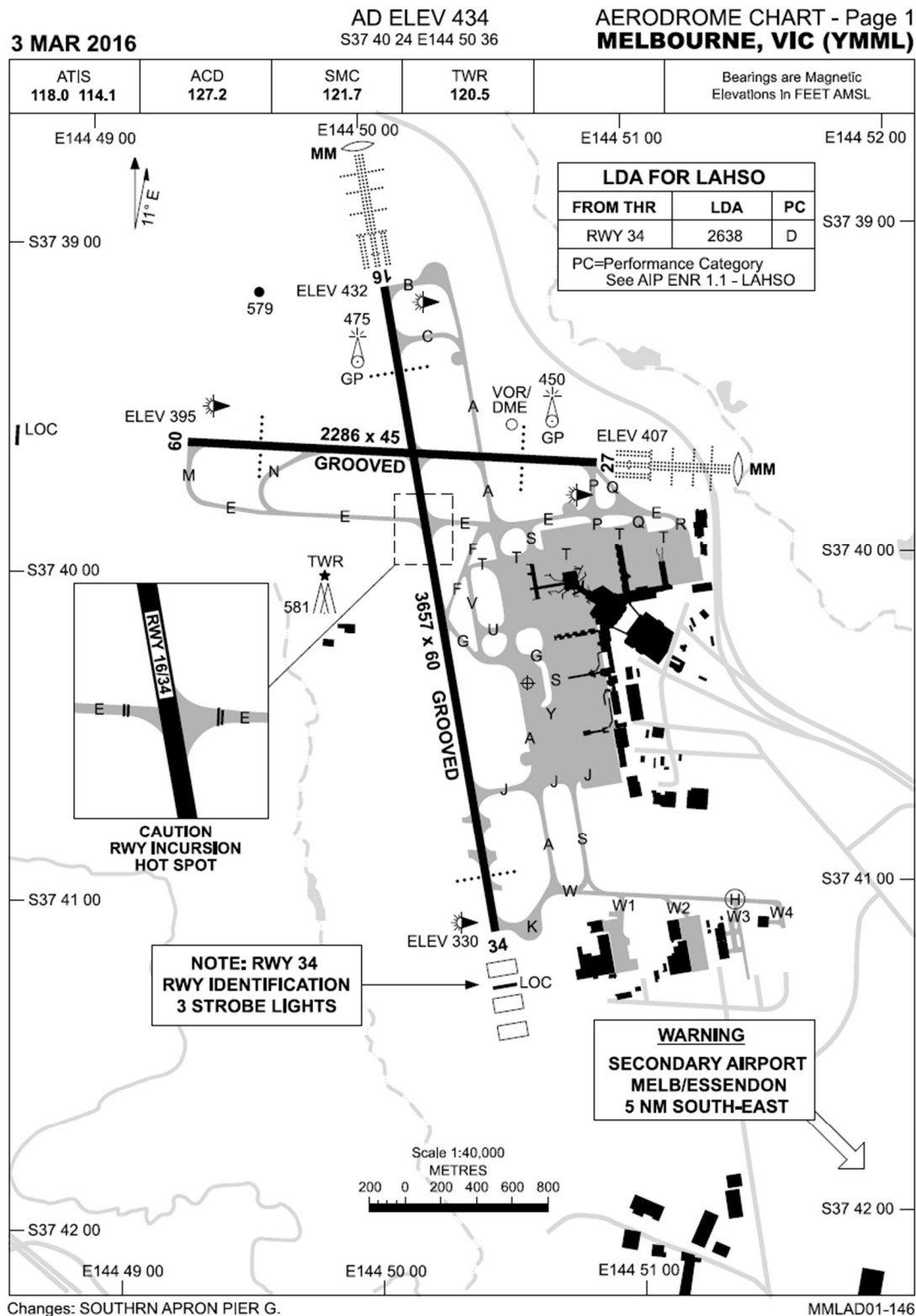




# Scenery Coverage Area

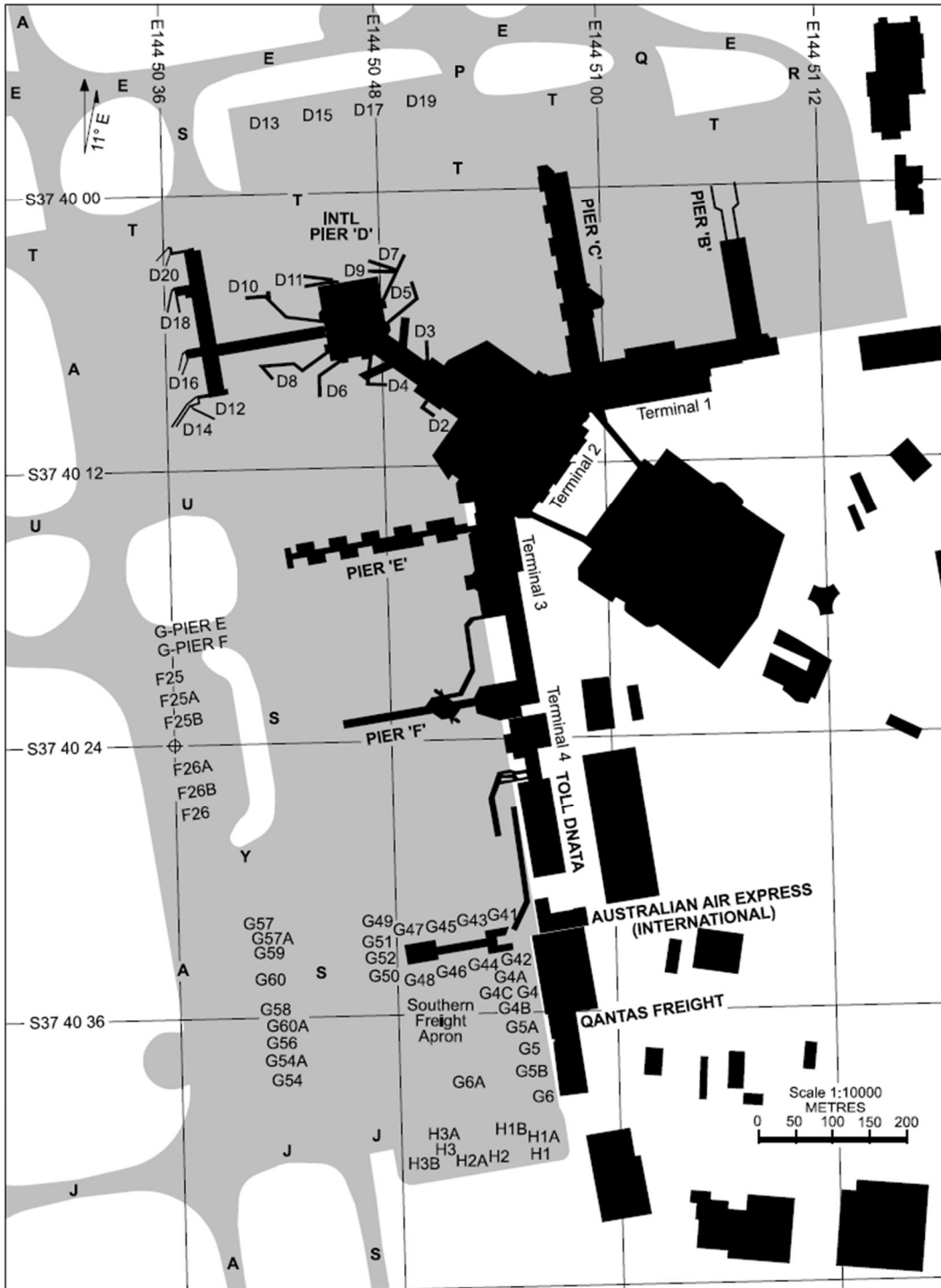


# Airport Information and Charts



APRON CHART - Page 1  
**MELBOURNE, VIC (YMML)**

3 MAR 2016



Changes: G41-52.

MMLAP01-146

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21 AUG 2014

AD ELEV 434  
S37 40 24 E144 50 36

AERODROME CHART - Page 2  
**MELBOURNE, VIC (YMML)**

ATIS 118.0 114.1		ACD 127.2	SMC 121.7	TWR 120.5	Bearings are Magnetic Elevations in FEET AMSL	
RWY	AERODROME LIGHTING					
	ABN : ALTN W/G TAXIWAY : GREEN CL , STOP BAR RL : MAN , SDBY					
16 160	PAPI 3.0° 74FT HIRL HIAL-CAT II-III RTZL RCLL RCGL RVR					
340 34	PAPI 3.0° 74FT HIRL SFL HSL RCLL RCGL RVR					
09 083	PAPI 3.0° 74FT MIRL RVR					
263 27	PAPI 3.0° 74FT HIRL HIAL-CAT II-III RTZL RCLL RVR					
NOTES						
1. <b>WARNING:</b> RWY LIGHTS MAY BE PARTIALLY OBSCURED WHEN ON DOWNWIND LEG FOR RWY 09.						
2. TWY F NOT AVBL FOR ACFT ABOVE 5700KG LDG RWY 16.						
3. TWY G NOT AVBL FOR ACFT ABOVE 5700KG LDG RWY 34.						
4. CAT III b TAXIWAY DESCRIPTION						
THE FOLLOWING TAXIWAYS ARE SUITABLE FOR USE IN RVR CONDITIONS OF LESS THAN A VALUE OF 350M.						
<ul style="list-style-type: none"><li>• Twy ALPHA : full length</li><li>• Twy BRAVO : full length</li><li>• Twy ECHO : full length</li><li>• Twy TANGO : between Twy VICTOR and Twy PAPA</li><li>• Twy UNIFORM : full length</li><li>• Twy GOLF : full length</li><li>• Twy YANKEE : full length</li><li>• Twy JULIET full length</li><li>• Twy KILO : full length</li><li>• Twy MIKE : full length</li><li>• Twy VICTOR : full length</li><li>• Twy SIERRA between Twy ECHO and Twy TANGO (NOT AVBL A380 ACFT)</li><li>• Twy SIERRA between Twy UNIFORM and Twy YANKEE (NOT AVBL A380 ACFT)</li><li>• Twy QUEBEC : full length</li><li>• Twy ROMEO : full length</li><li>• Twy PAPA : full length</li></ul>						
5. BAY ACCESS TO D12 IS VIA INTERSECTION OF TWY S AND TWY U						
6. BAY ACCESS TO D14 IS VIA INTERSECTION OF TWY A AND TWY U						

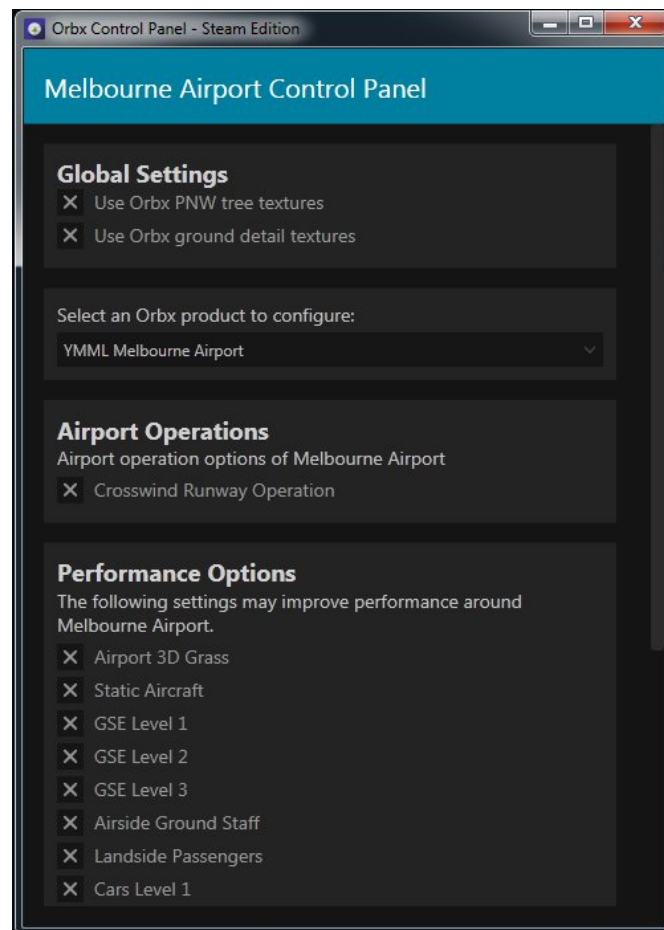
Changes: ATIS.

MMLAD02-140



# The YMML Control Panel

The Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC hardware you have. By default, all scenery options are enabled by the installer. If you have a high end PC, enable all the CP options. For low to mid-range PCs it is recommended to try disabling some settings.



# Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YMML the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for YMML.
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX YMML.
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for FTX.

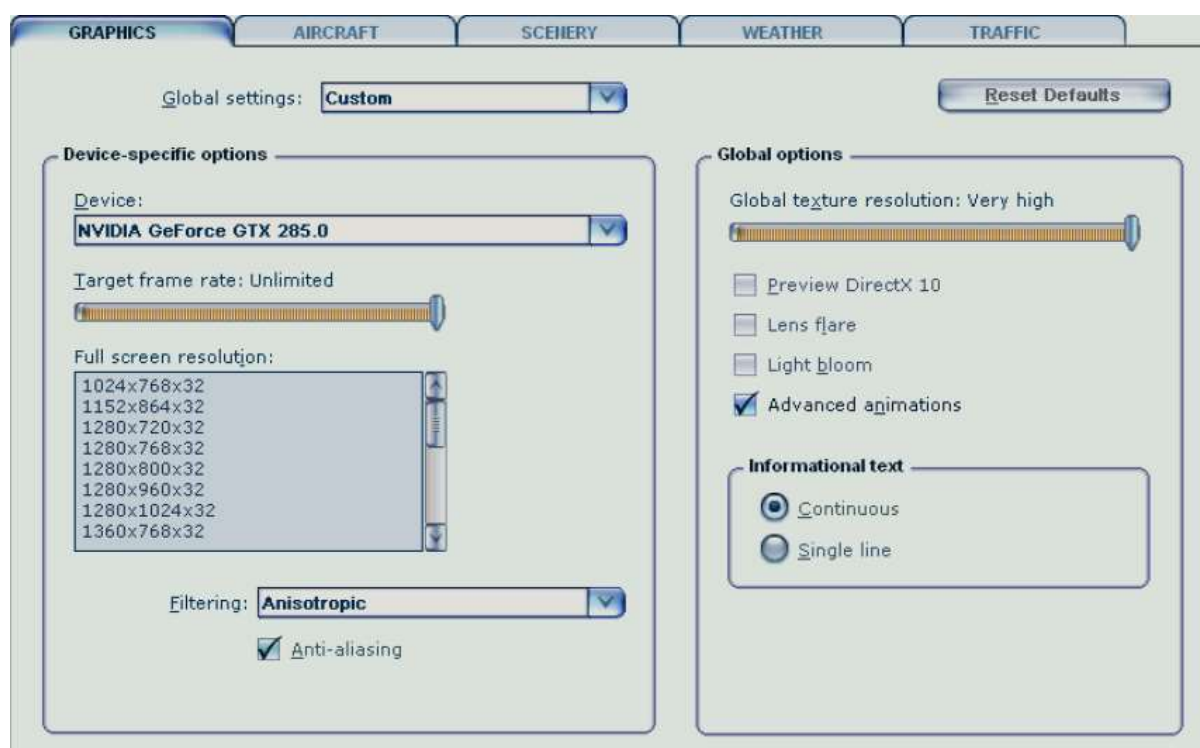


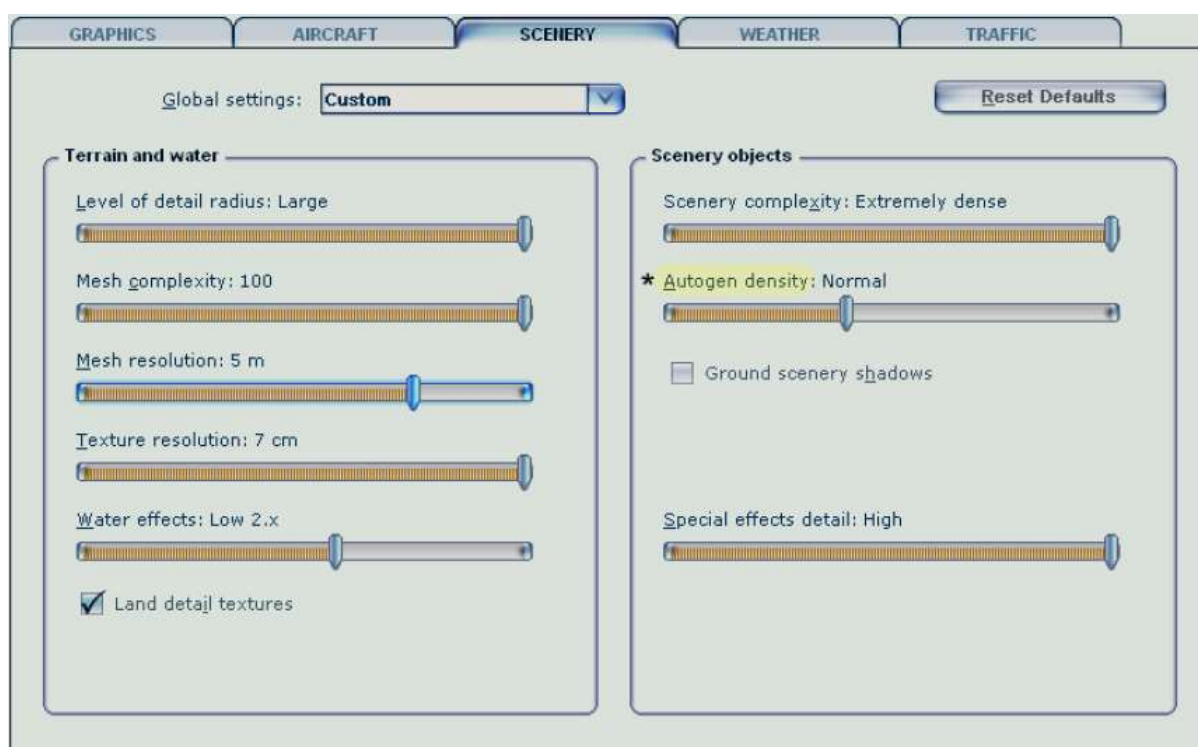
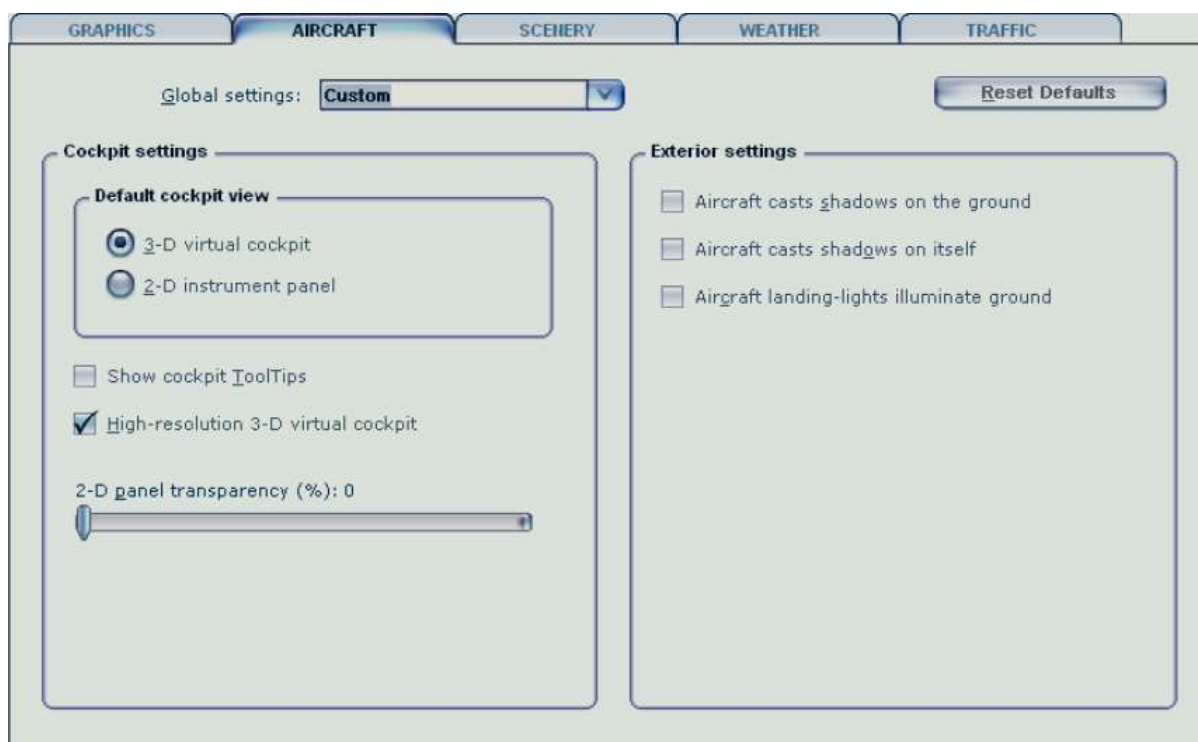
# Recommended Simulator Slider Settings

Firstly, like the default sim, dragging all your sliders to the right even with today's modern hardware, will for most people result in very poor visuals and performance. We suggest that you begin your exploration of YMML using the slider settings shown below, and then if you find performance to be acceptable, you can move certain sliders to the right, although we recommend you only move one slider at a time to gauge the effect.

The most critical slider is the **Autogen Density** slider. With the way YMML has been designed, it has the single most critical performance effect in the simulator. We'll discuss the best setting for this slider later.

So before you begin your first flight, please change your simulator sliders to what is shown on the following pages. You may think the settings are too low at first, but we'll be calling these the base settings which is the recommended settings for medium spec PCs.





\* Please refer to the **Autogen Density Table** further in this user guide for specific information about this slider.



GRAPHICS
AIRCRAFT
SCENERY
**WEATHER**
TRAFFIC

Global settings: **Medium Low**
Reset Defaults

**Visual settings**

Cloud draw distance: 60mi / 96km

Thermal visualization:
**None**

**Cloud detail**

☐ Simple clouds
☒ Detailed clouds

Cloud coverage density: Low

**Simulation settings**

☐ Download winds aloft data with real-world weather
☐ Disable turbulence and thermal effects on aircraft

Rate at which weather changes over time: No change

GRAPHICS
AIRCRAFT
SCENERY
**WEATHER**
**TRAFFIC**

Global settings: **Custom**
Reset Defaults

**Aviation traffic**

Airline traffic density (%): 16

General aviation traffic density (%): 16

Airport vehicle density: None

**Aircraft labels**

☐ Show aircraft labels
☐ User aircraft
☒ Manufacturer
☒ Model

Label color:
**Red**

☐ Tail number
☒ Distance
☒ Altitude

Cycle rate:
**1** seconds

**Land and sea traffic**

Road vehicles (%): 16

Ships and ferries (%): 0

Leisure boats (%): 0

# The Autogen Density Slider

Because FTX uses much denser, more accurately placed autogen objects in its annotation, having it set to Extremely Dense in large cities like Seattle or San Francisco will bring even the most powerful PC to its knees. We won't mince our words – FTX is not designed to give you a 60 FPS experience with all sliders maxed.

The key thing to remember is that YMML is designed to be used both today and in the future, meaning that we did not cripple the product on release to cater for a broad range of PCs, but rather created a standard which will be enjoyed by most people as hardware catches up.

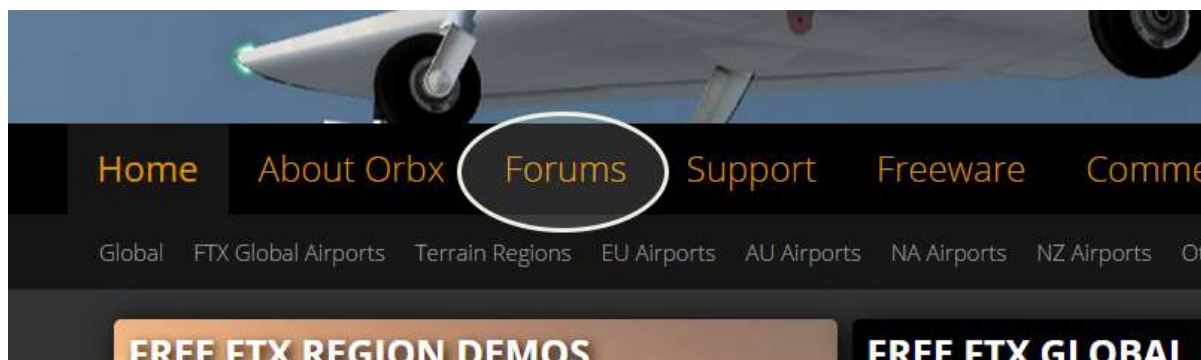
Here's a simple table which should be used as a guide for the Autogen Density slider. This has been indexed to PCs as at September 2013, which means this table will become dated rather quickly. We expect the 'Extreme' spec PC to be the entry level by mid-2014, so of course as the simulator gets older, your PCs are likely to get faster.

That said, if you adhere to these slider settings in YMML you will get a good balance between visuals and performance.

PC Specifications (circa Sep 2013)	YMML Urban Areas	YMML Rural Areas
<b>Entry Level</b> Quad Core >= 2.8Ghz   512MB+ GPU	Normal	Dense
<b>Mid Range</b> Intel i5   i7 < 4Ghz (not OC)   1GB GPU	Normal	Very Dense
<b>High End</b> Intel i7 9xx >= 4 Ghz (OC) 1-2 GB GPU	Dense	Very Dense
<b>Extreme</b> Intel i7 2xxx @ 4-6 GHz 1-2 GB GPU	Dense	Extremely Dense

# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about YMML or its use, please feel free to register on the forums at [fullterrain.com](http://fullterrain.com) and then log a support question in the FTX Payware Support Forum section. Orbx FTX experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of [fullterrain.com](http://fullterrain.com).

## Please do NOT email support requests

Orbx provides world-class support on our forums, and it's the only way in which you can receive support for YMML. Provided you adhere to the forum terms of use and have a legitimate copy of YMML, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

## Use the forum search function

Before you post a question, please try searching for the answer first, using the forum's built in search function located on the forum menu bar.

## What to include in your support requests

If at all possible, this is what we'd like to see provided for each request you log:

- A separate post on the FTX support forums for each issue (don't tag new issue reports onto existing threads).
- Include your ORDER NUMBER from your YMML purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

# FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 33,000 members as of March 2015. To visit the forums, just point your web browser to [fullterrain.com](http://fullterrain.com) and from the front page click the "Forums" menu item.

You don't need a user account to view other people's posts and information posted by Orbx staff, but if you'd like to join in on the discussion there, simply create an account. It's instant and no validation email is required. We like to keep things simple☺.

We hope to see you there soon!

## Thanks for reading!

You've stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!





# The FTX YMML Team

## Lead Developers

- **Russell Linn:** HD Ground polygon, 3D lighting.
- **Greg Jones:** Aerial imagery acquisition, terminal modelling and optimisation, terrain and traffic
- **James Crowther:** Control Tower modelling.

## Additional Orbx Developers

- **John Venema, Martin Henare:** YMML v1 and v2 lead developers.
- **Eddy Boyte:** APX implementation
- **Graham Eccleston:** Additional APX support
- **Holger Sandmann:** Terrain and traffic implementation assistance
- **Orbx Team:** Orbxlibs objects
- **Ben McClintock:** FTX control panel coding

## Specialist Roles

- **Adrian Lehmann:** downloadable wrapper; and CDN infrastructure.

## Beta Testing Team

- John Dow, Friedi Gulder, Jon Murchison, Graham Eccleston, Rob Abernathy, Voyager, Ross Casey



# End User License Agreement (EULA)

For the most recent version of the EULA, see [fullterrain.com/eula](http://fullterrain.com/eula).

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