



ENHF

Hammerfest Airport

USER GUIDE DECEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX ENHF Hammerfest Airport!

Hammerfest is the second airport for ORBX by developer Finni Hansen

Hammerfest is located at 71* North, and is considered the northernmost city in the world. The summers are green and lush, with daylight and low sun throughout the night, while the winters are cold and dark with the entire island covered in heavy snow.

It features a challenging approach onto a short, curved runway sitting on a plateau above the city. The fire from the nearby LNG facility can be seen from miles away, and the port is visited by both LNG carriers and the 'Hurtigruta' cruise ship that sails along the entire Norwegian coast.



Product requirements

This scenery airport addon is designed to work in the following simulators: **Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2 and Lockheed Martin Prepar3D v3.**

Orbx FTX Norway is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Norway installed?

- Blending of the airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit <https://orbxdirect.com/product/nor> to purchase your copy of FTX Norway if you haven't already done so.

Quick Installation Guide

Installing Orbx FTX ENHF is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have added ENHF it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

You may also manually download ENHF and then have FTX Central manage the installation for you once downloaded.

An internet connection is required for FTX Central to validate your license.

Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.

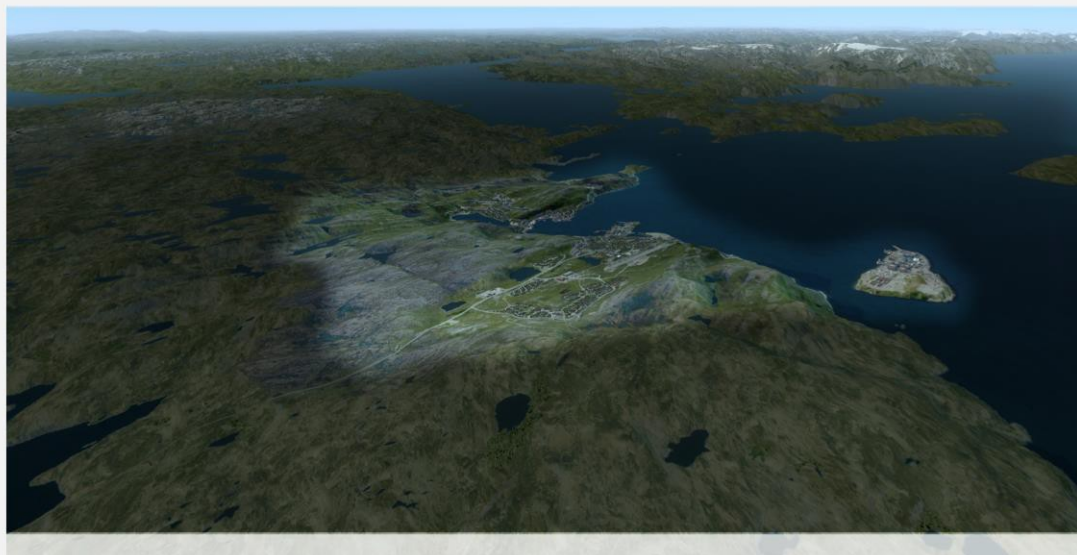
Scenery Coverage Area

Hammerfest Coverage Area



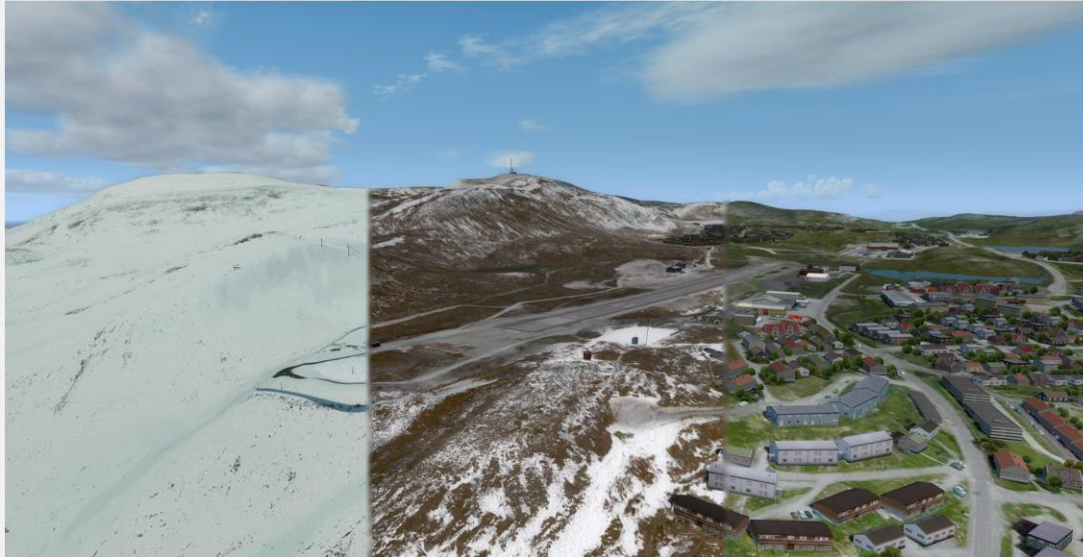
35 sq/km

50 & 10cm/px



Hammerfest Features

3 Seasons



Hard Winter

Spring / Fall

Summer

Curved Runway



Custom POI's



Helipad & Animated Windsock



Cityscape

Custom Effects



Fire and Smoke



Lighthouses

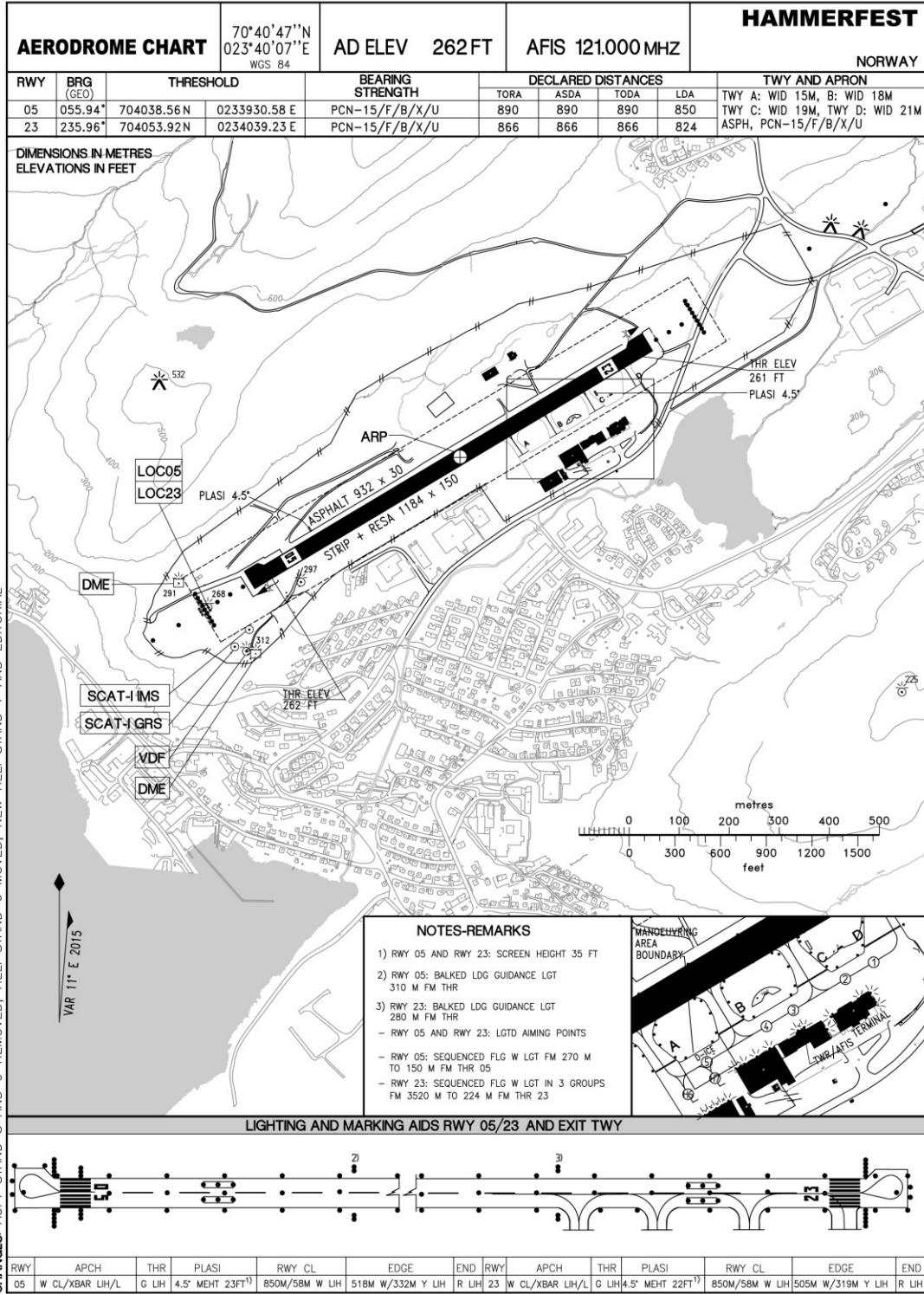


Circle to land & Running Rabbit

Airport Information and Charts

AIP NORGE/NORWAY

AD 2 ENHF 2 - 1

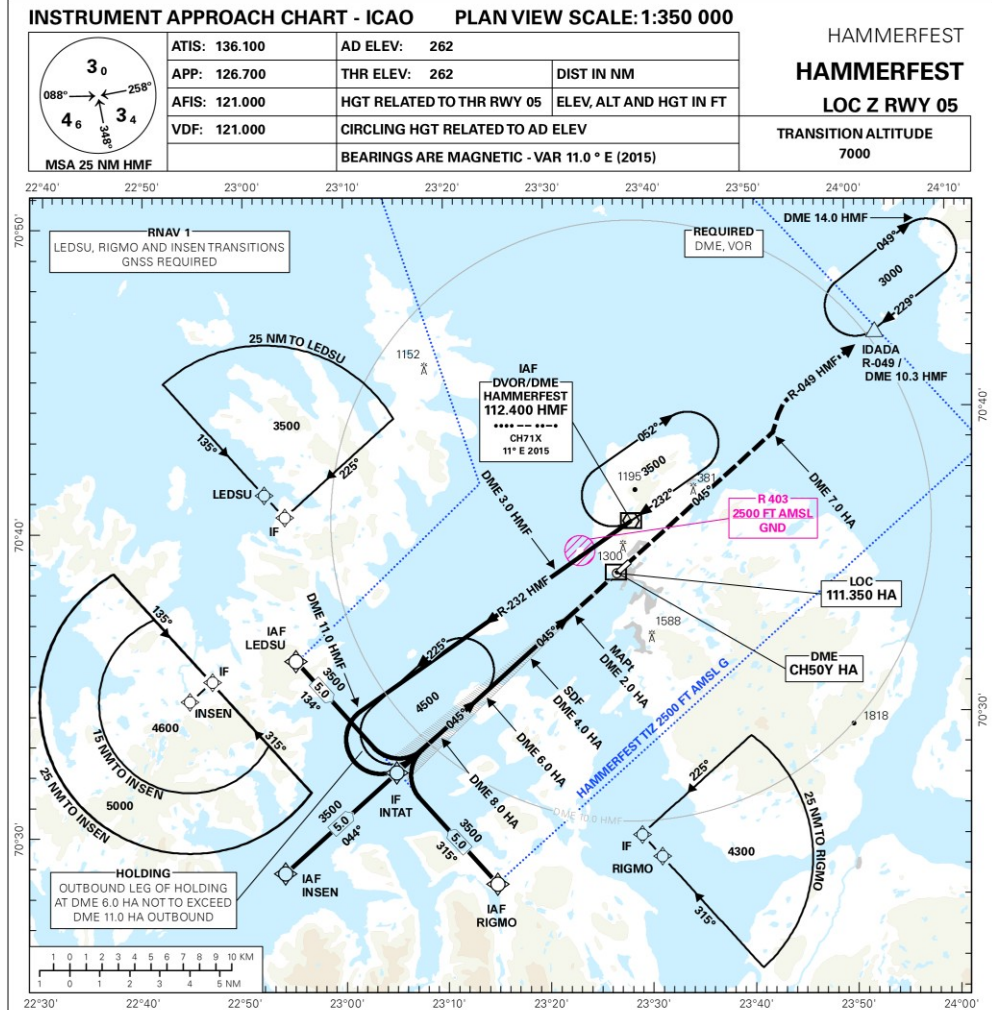


Avinor

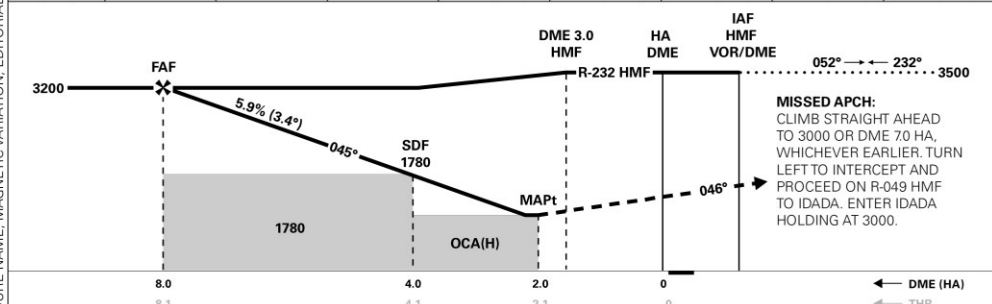
23 JUN 2016

AIP NORGE/NORWAY

AD 2 ENHF 5 - 5



DIST TO HA	10	9	8	7	6	5	4	3
ALT (HGT)	-	-	-	2850 (2588)	2490 (2288)	2130 (1868)	1780 (1518)	1420 (1158)



CAT OF ACFT	A	B	C	D	FINAL APCH	DIST FAF - MAPt: 6.0					
	1160 (898)	1170 (908)	-	-		SPEED	KT	70	90	100	120
STRAIGHT - IN	1040 (778)	1060 (798)	-	-	TIME	MIN:SEC	05:09	04:00	03:36	03:00	02:47
	-	-	-	-	ROD	FT/MIN	415	535	595	715	780
CIRCLING	1170 (908)	1880 (1618)	-	-							

NOTE: CIRCLING SE OF AD ONLY. * MNM MISSED APCH CLIMB GRADIENT.

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CHANGES: PROCEDURE NAME, MAGNETIC VARIATION, EDITORIALS.

AIS AIRSPACE CLASSIFICATION: REF ENR 1.4

AIP NORGE/NORWAY

AD 2 ENHF 5 - 13

INSTRUMENT APPROACH CHART - ICAO PLAN VIEW SCALE:1:350 000

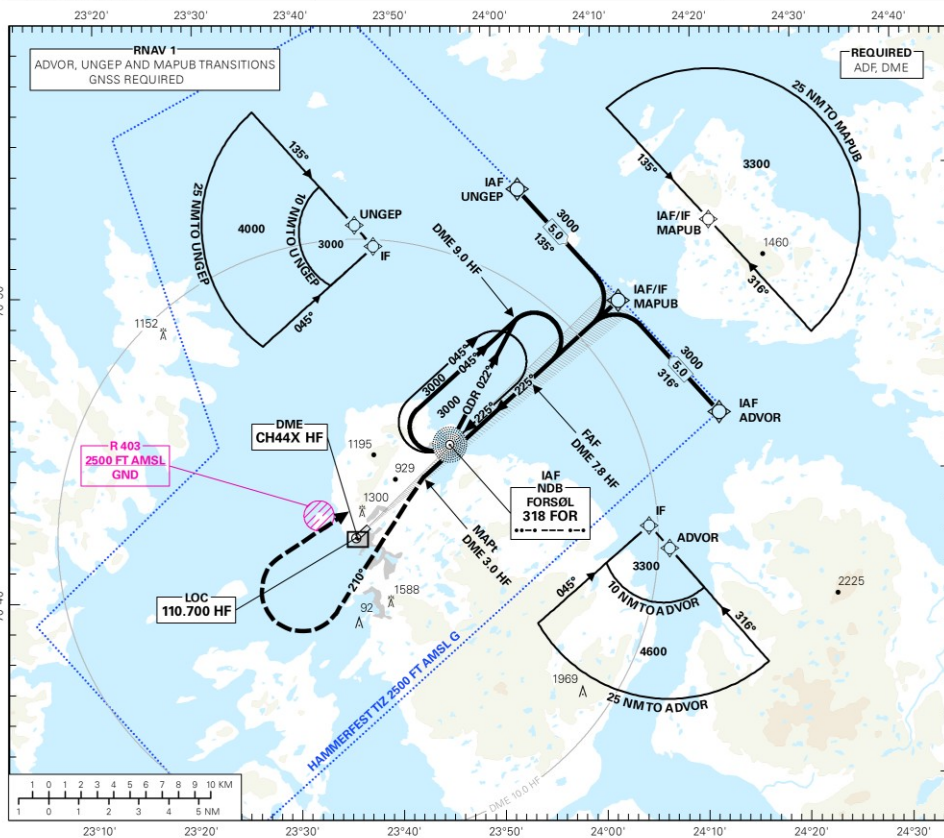
HAMMERFEST

HAMMERFEST

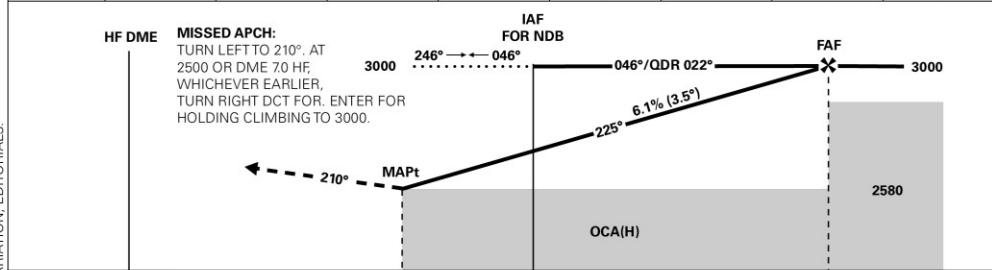
LOC Z RWY 23

TRANSITION ALTITUDE
7000

ATIS: 136.100	AD ELEV: 262	DIST IN NM
APP: 126.700	THR ELEV: 261	
AFIS: 121.100	HGT RELATED TO THR RWY 23	ELEV, ALT AND HGT IN FT
VDF: 121.100	CIRCLING HGT RELATED TO AD ELEV	
BEARINGS ARE MAGNETIC - VAR 11.0 ° E (2015)		



DIST TO HF	11	10	9	8	7	6	5	4
ALT (HGT)	-	-	-	-	2730 (2469)	2350 (2089)	1980 (1719)	1610 (1349)



DME (HF)	0	3.0	4.4	7.8								
THR	0	2.5	3.9	7.2								
CAT OF ACFT	A	B	C	D	FINAL APCH	DIST FAF - MAPt: 4.8						
OCA(H)	2.5%*	1240 (979)	1260 (999)	-	-	SPEED	KT	70	90	100	120	130
STRAIGHT - IN	3.5%*	1170 (909)	1190 (929)	-	-	TIME	MIN:SEC	04:05	03:10	02:51	02:23	02:12
CIRCLING	-	1240 (978)	1880 (1618)	-	-	ROD	FT/MIN	435	560	620	745	805

NOTE: CIRCLING SE OF AD ONLY. * MNM MISSED APCH CLIMB GRADIENT

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23 JUN 2016

CHANGES: MAGNETIC VARIATION, EDITORIALS.

AIS AIRSPACE CLASSIFICATION: REF ENR 1.4

The ENHF Control Panel

The ENHF Control Panel can be accessed from the main FTX Central interface by clicking the Configure button.

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

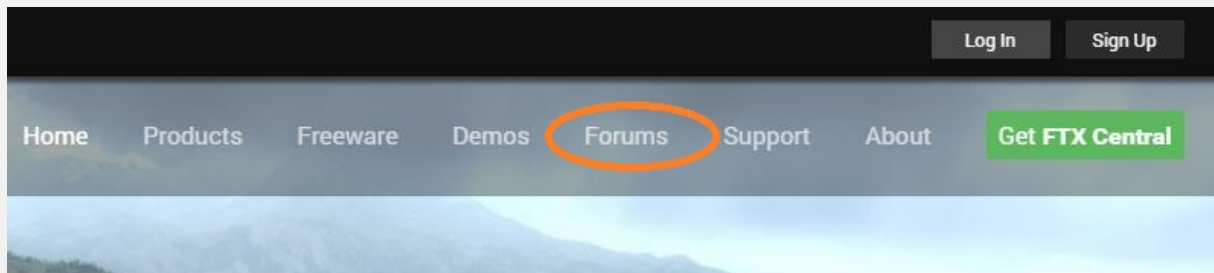
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy ENHF the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 ENHF
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX ENHF.
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.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about ENHF or its use, please feel free to register on the forums at orbxdirect.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 orbxdirect.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 ENHF. Provided you adhere to the forum terms of use and have a legitimate copy of ENHF, 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 TRANSACTION ID from your ENHF 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 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.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 ENHF Team

Lead Developers

- **Finn Kristoffer Hansen (Finni)**

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects

Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production Management
- **Ben McClintock:** FTX Central and website

Beta Testing Team

John Dow, Ross Casey, Eberhard Haberkorn, John Venema, Matteo Veneziani, Phil Manhart, Friedi Gulder, Voyager and Rob Anernathy



End User License Agreement (EULA)

For the most recent version of the EULA, see orbxdirect.com/eula.

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