



ENNK

# Narvik Arirport, Framnes

USER GUIDE SEPTEMBER 2016



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# Thank you!

Orbx would like to thank you for purchasing FTX EU ENNK Narvik Airport, Framnes. This is the first airport for Orbx by Tore Stranden.

Welcome to Narvik, a spectacular location in Northern Norway. Narvik Airport, Framnes is a regional airport located at Framnes in Narvik. It is operated by the state-owned Avinor and served by Widerøe. The airport is regularly used by Lufttransport, which operates air ambulance helicopters and planes (Beechcraft King Air).

The approach and landing at ENNK can be a thrilling experience, with only 900m runway (800m landing distance) and sea on both sides of the runway. Add some bad weather conditions, and you've got yourself a nice challenge!



# 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
- Orbx's modified houses and trees which match European houses and trees

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 ENNK 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.

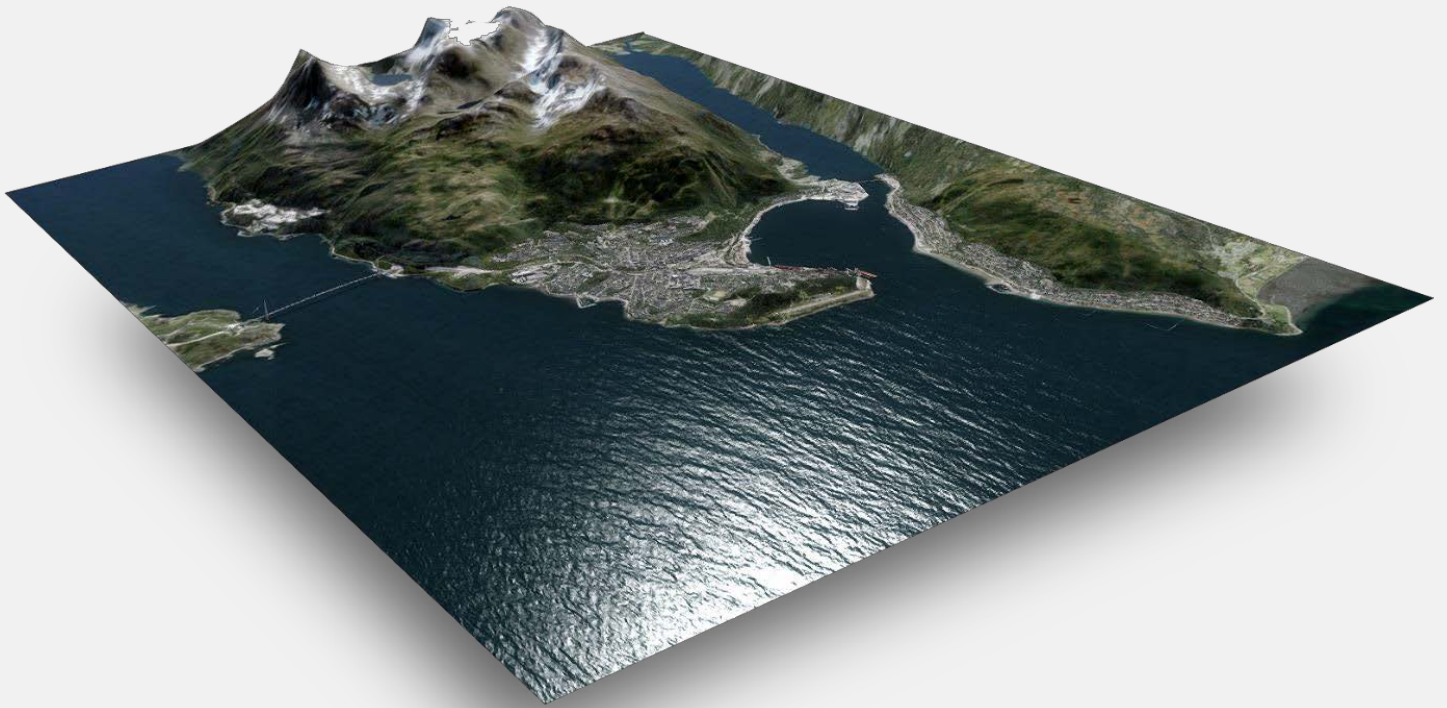
Once you have purchased ENNK it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.

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

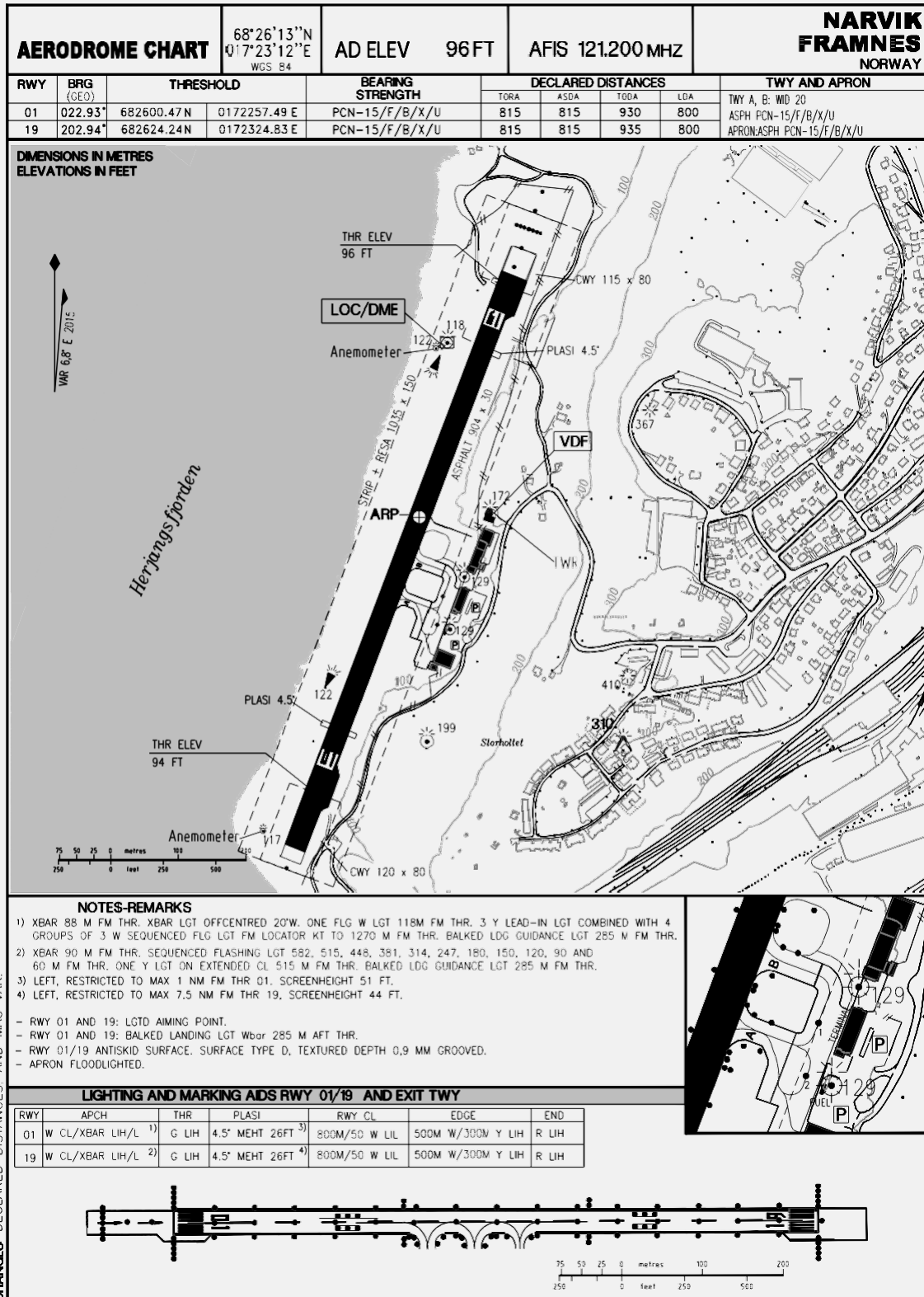
### **An internet connection is required for FTX Central to validate your license.**

*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

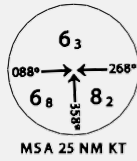


# Airport Information and Charts



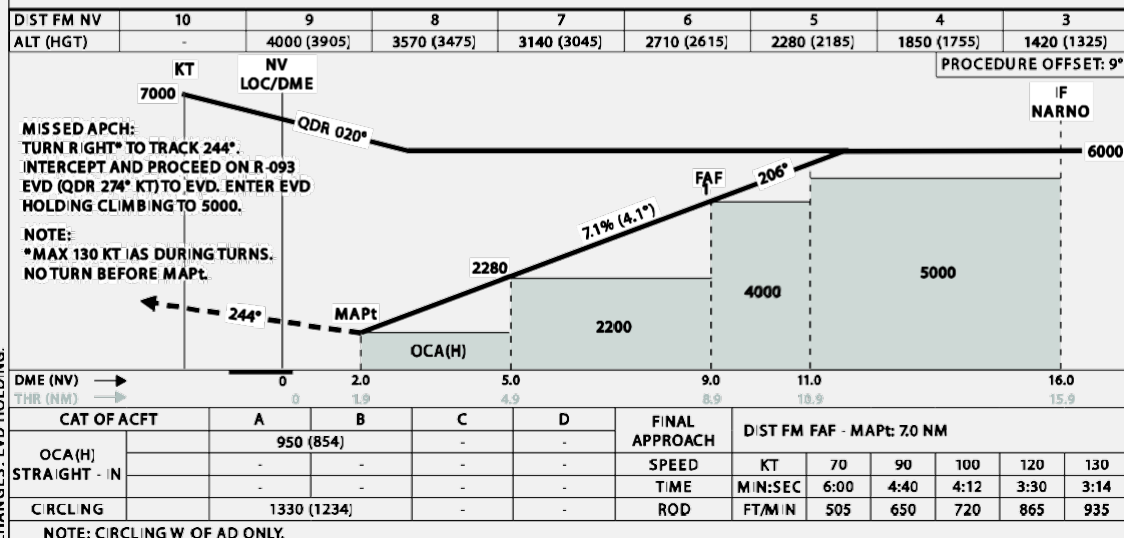
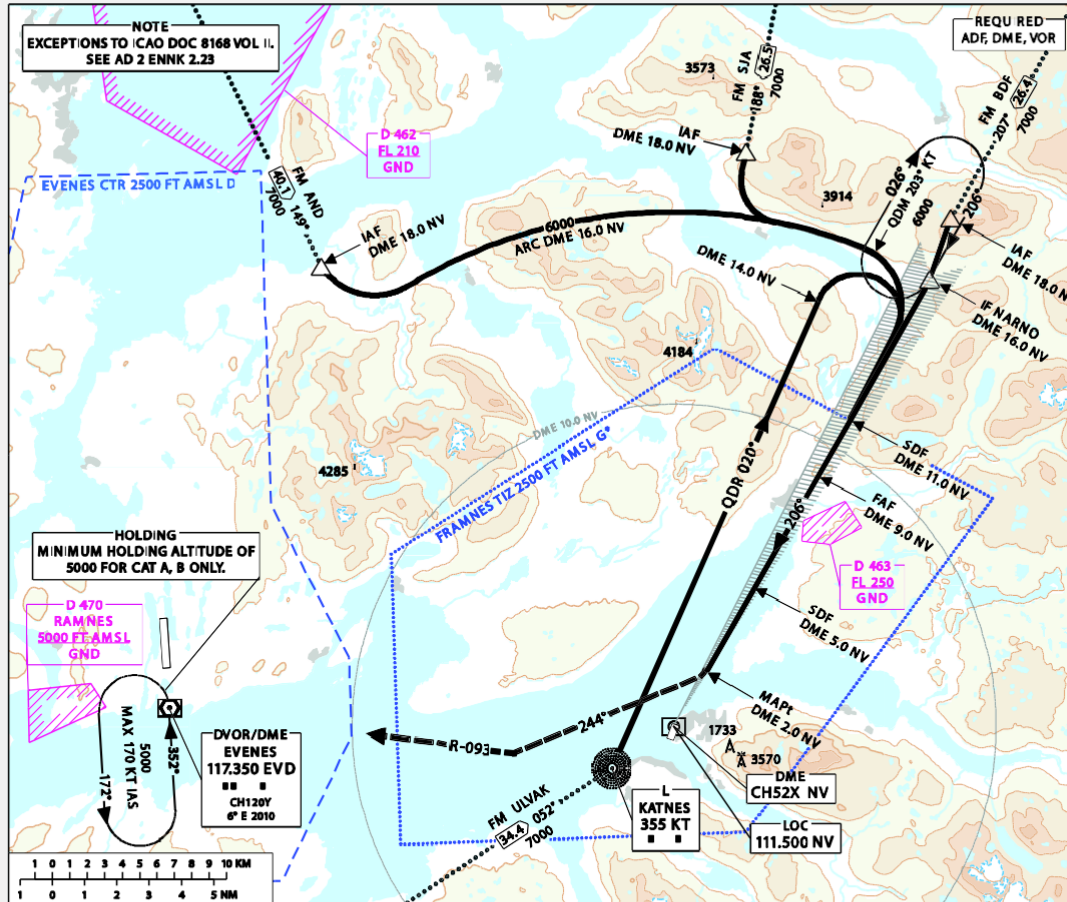
**INSTRUMENT APPROACH CHART - ICAO PLANVIEW SCALE: 1:370 000**

**NARVI  
FRAMNES  
LOC RWY 19**  
TRANSITION ALTITUDE  
7000



AFIS: 121.200 AERODROME ELEVATION: 96 FT  
 VDF: 121.200 THR ELEVATION: 96 FT DIST IN NM  
 HGT RELATED TO THR RWY 19 ELEV, ALT AND HGT IN FT  
 CIRCLING HGT RELATED TO AD ELEV  
 BEARINGS ARE MAGNETIC - VAR 6.0 ° E (2010)

ATS AIRSPACE CLASSIFICATION: REF ENR 1.4



CHANGES: EVD HOLDING.

Avinor

29 MAY 2014

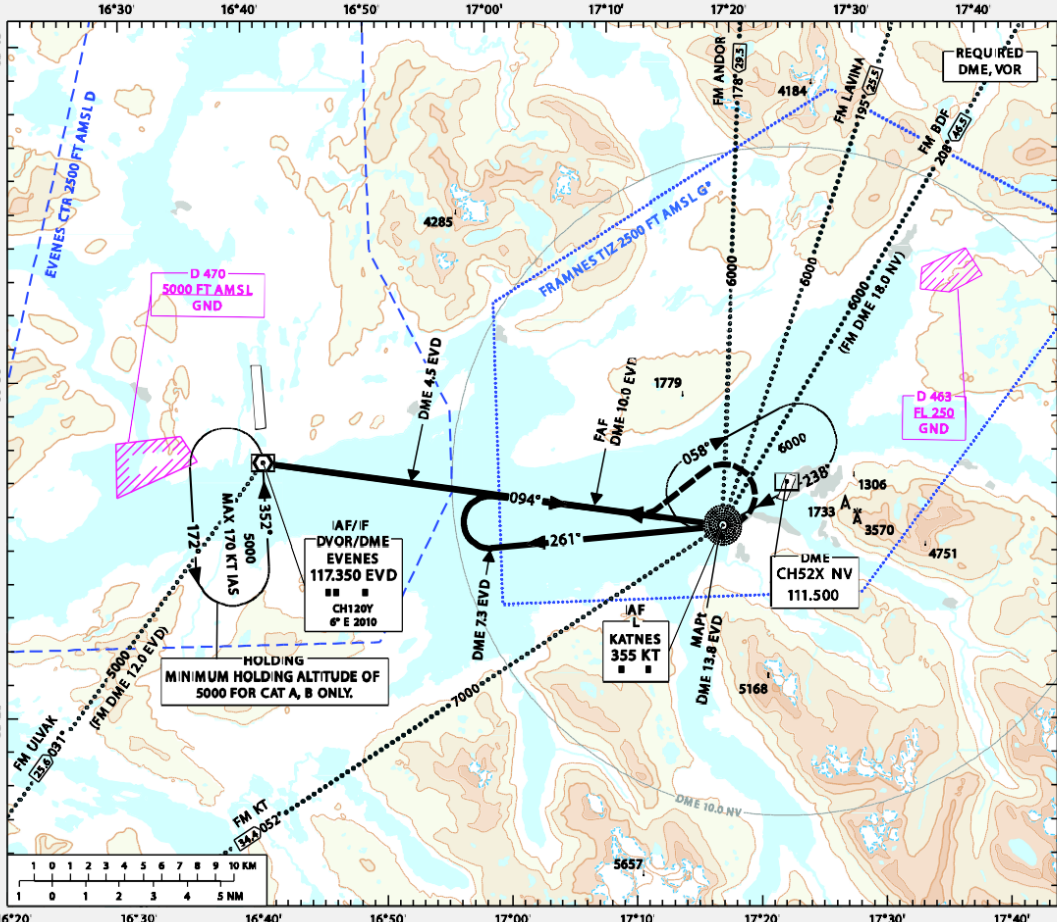
AIP NORGE/NORWAY

AD 2 ENNK 5 - 2

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

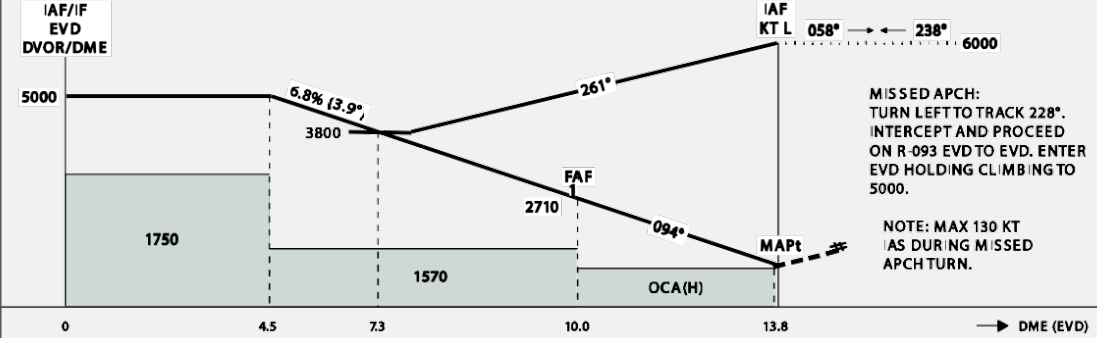
NARVI  
FRAMNES  
NDB-B

AFIS: 121.200 AERODROME ELEVATION: 96 FT  
 VDF: 121.200 THR ELEVATION: 94 FT DIST IN NM  
 HGT RELATED TO THR RWY 01: ELEV, ALT AND HGT IN FT  
 CIRCLING HGT RELATED TO AD ELEV  
 BEARINGS ARE MAGNETIC - VAR 6.0° E (2010)  
 TRANSITION ALTITUDE 7000



CHANGES: EVD HOLDING, BASE TURN, INTERMEDIATE SEGMENT, FINAL SEGMENT.

DIST FM EVD	6	7	8	9	10	11	12	13
ALT (HGT)	4360 (4266)	3950 (3856)	3530 (3436)	3120 (3026)	2710 (2616)	2290 (2196)	1880 (1786)	1460 (1366)



CAT OF ACFT		A	B	C	D	FINAL APPROACH	DIST FM FAF - MAPt: 3.8 NM					
STRAIGHT-IN	OCA(H)	-	-	-	-	SPEED	KT	70	90	100	120	130
	CIRCLING	1130 (1034)	1570 (1474)	-	-	TIME	MIN:SEC	03:15	02:32	02:17	01:54	01:45
						ROD	FT/M IN	485	625	690	830	905

NOTE: CIRCLING N OF SHORELINES AND W OF AD ONLY.

Avinor

29 MAY 2014



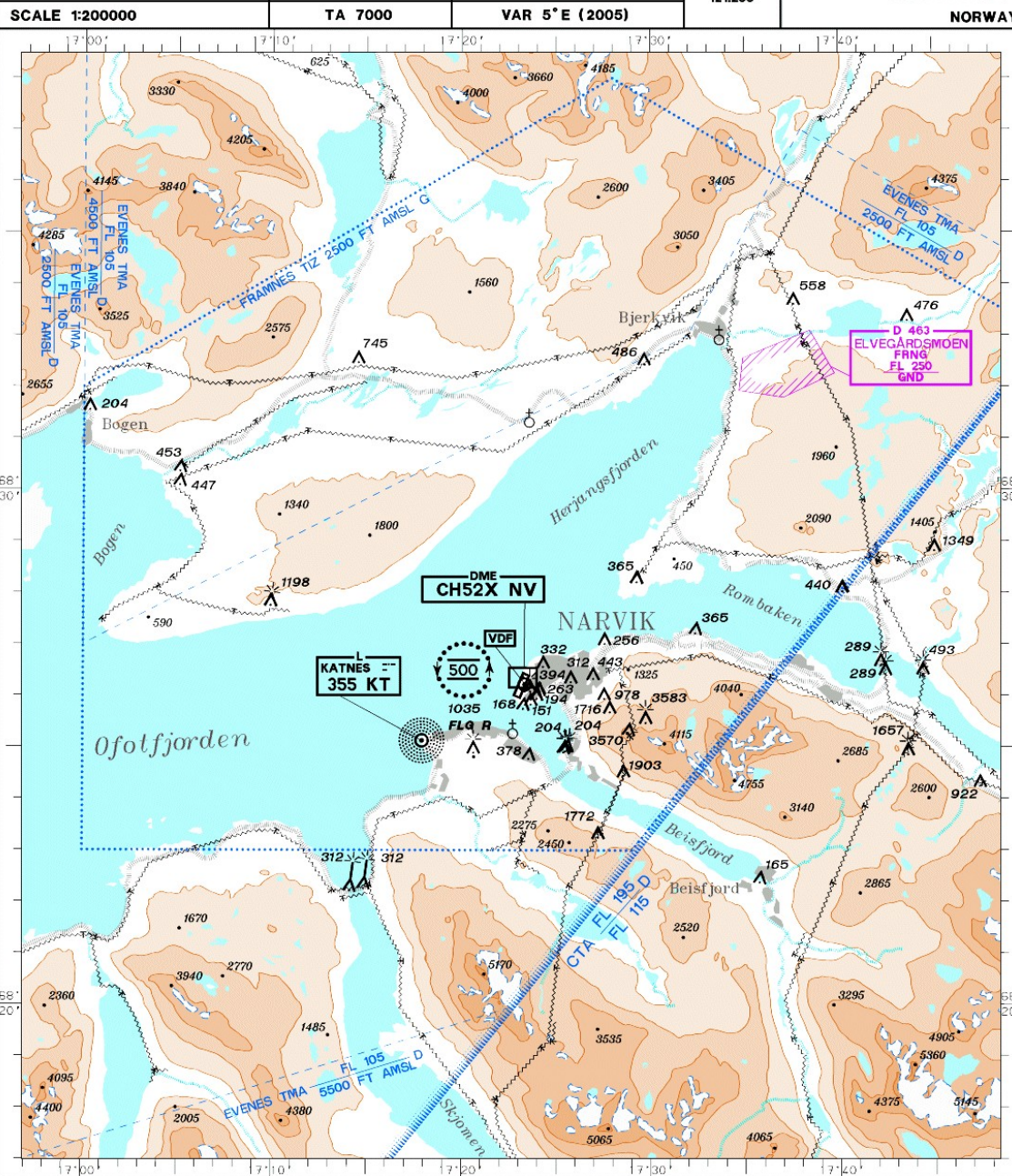
**VISUAL APPROACH CHART - ICAO**

**ELEV AND ALT IN FEET**

**OBST LESS THAN 100 FT GND NORMALLY NOT SHOWN**

**AFIS 121.200  
VDF 121.200**

**NARVIK  
FRAMNES  
NORWAY**



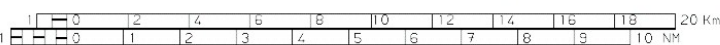
Permittion LEZ - 2346 Norwegian Mapping Authority

CHANGES: OBST.

NOTE: INFORMATION PERTAINING TO VFR FLIGHT INCLUDED

AD ELEV 95 FT.

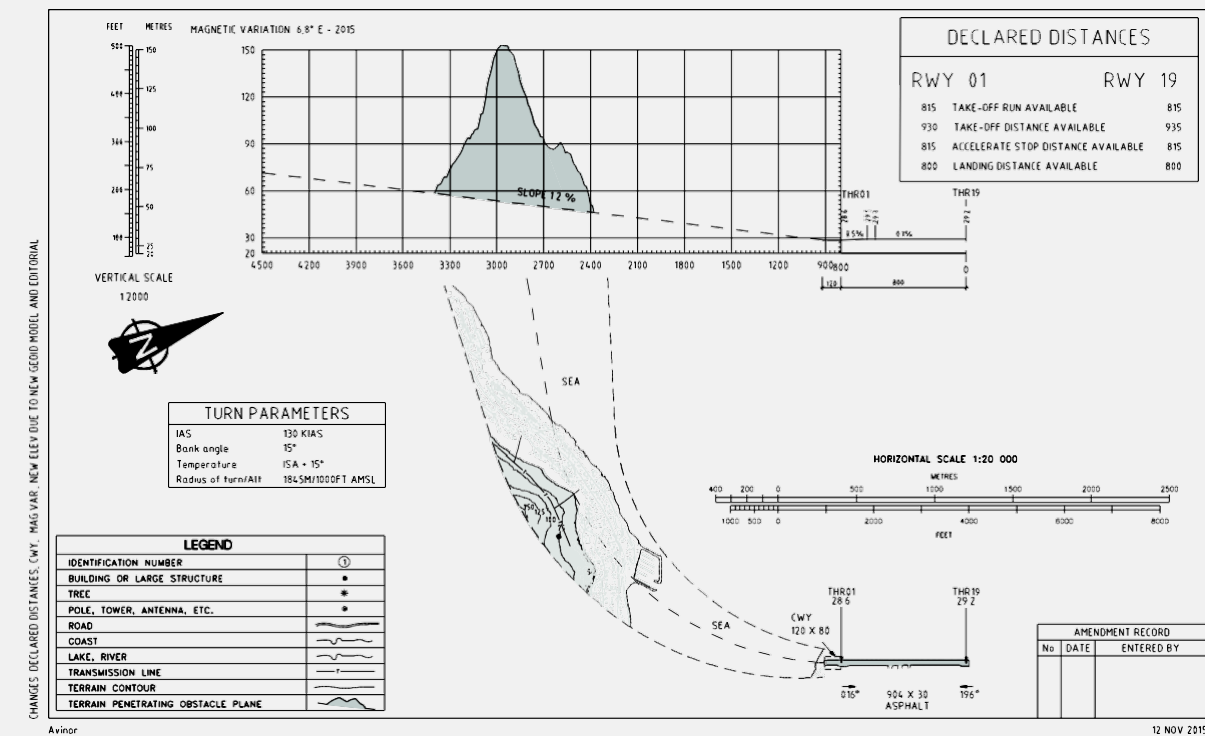
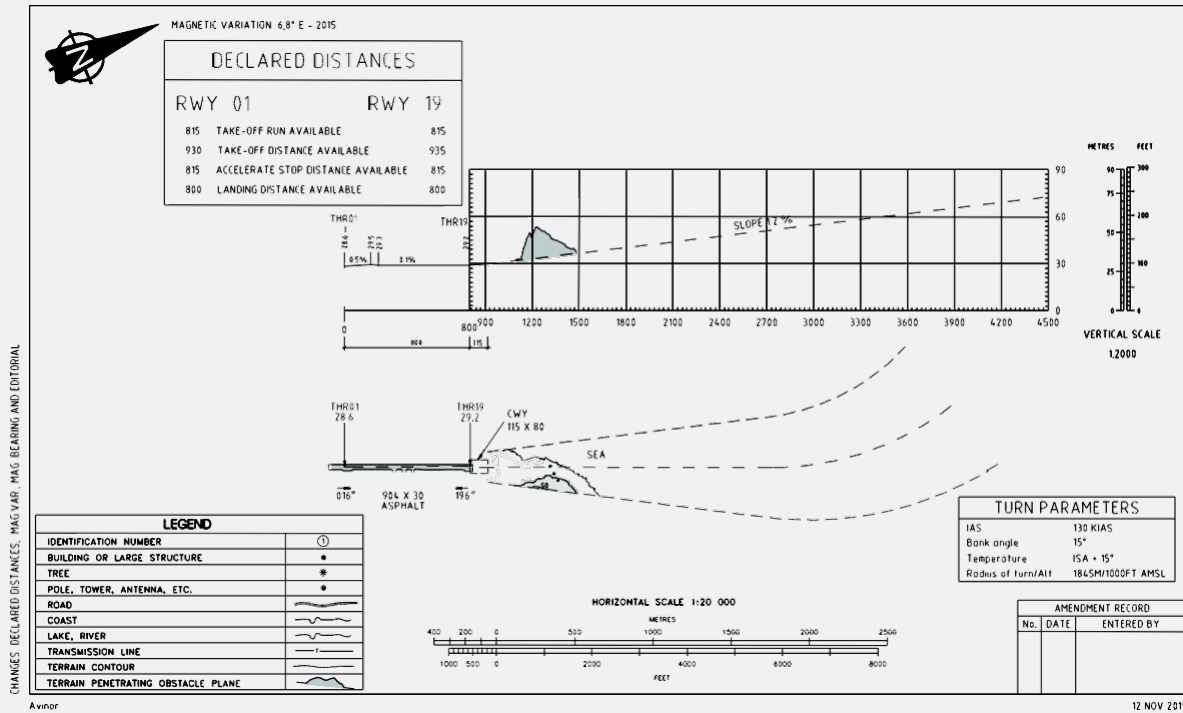
PLASI RWY 01: LEFT 4.5°. MEHT 26 FT. LIMITED TO MAX 1 NM FM THR 01  
PLASI RWY 19: LEFT 4.5°. MEHT 24 FT. LIMITED TO MAX 7.5 NM FM THR 19



**VFR RCF PROC:**

1. SQUAWK 7600
2. HOLD 0.5 NM W OF AD AT 500 FT
3. FLASH LDG LGT AND WATCH TWR FOR VISUAL SIGNALS

ATS AIRSPACE CLASSIFICATION  
TMA: CLASS D  
TMZ: CLASS G  
UNCONTROLLED AIRSPACE, CLASS G  
SEE ALSO ENR 1.4  
LEGENDS: REF GEN 2.3



Source: [https://www.ippc.no/norway\\_aip/current/aip/ad/ennk/ennk\\_en.html](https://www.ippc.no/norway_aip/current/aip/ad/ennk/ennk_en.html)

# The ENNK Control Panel

The ENNK 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.

## Airport Terrain Harden-Platform

If you don't intend to use Avatar Guy and take a walk around the airport, it is strongly recommended to use Very Simple Terrain Platform.

## Road Traffic

If you enable Road traffic, please note that you must enable traffic under settings in the simulator as well!



### Detailed Terrain Platform

If you want to walk around with the Avatar Guy, you select this platform. Please note that this platform can give bad performance during flight.



### Simple Terrain Platform

This platform is a combination of the other two platforms.



### Very Simple Terrain Platform

This platform provides the **best performance** in the simulator.

Automatic season change with Orbx ObjectFlow at the following months:



Spring: April



Summer: May, June, July, August, September



Fall: October, November and December



Winter: January, February and March.

# Narvik City 3D Terrain and Buildings

In order to achieve as realistic environments as possible with good performance, the entire city is made as a 3D model, containing terrain and hundreds of buildings.

Note: You cannot land on the 3D terrain. Aircraft will "fall through". This could have been solved with a complex harden platform, but such a platform would have an extreme performance impact.



## Custom trees

There is an extremely large amount of custom trees in the ENNK scenery. To change the density, you must use the **ENNK Control Panel**. These custom trees are not affected by the autogen slider in the simulator.



# Quick Reference Simulator Settings

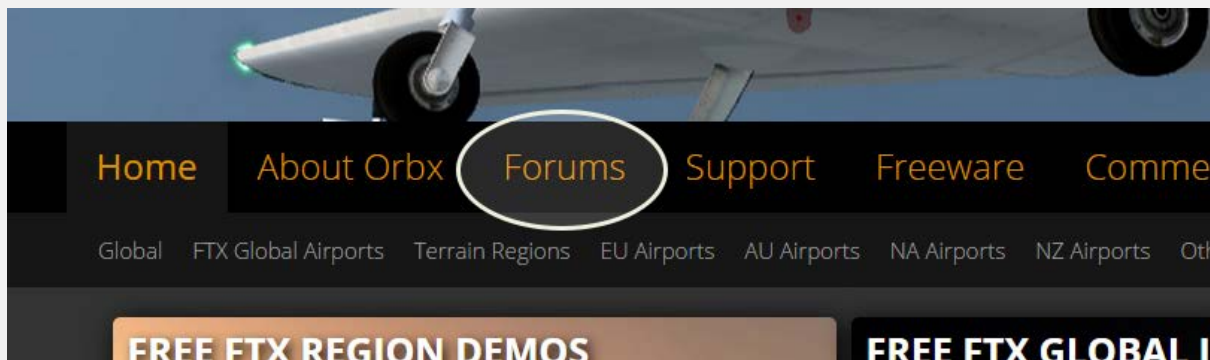
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy ENNK the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 ENNK
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX ENNK.
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 ENNK or its use, please feel free to register on the forums at [orbxdirect.com](http://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](http://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 ENNK. Provided you adhere to the forum terms of use and have a legitimate copy of ENNK, 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 ENNK 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](http://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 ENNK Team

## Lead Developers

- **Tore Stranden:** 3D modelling, texturing, ground imagery, ground poly, autogen annotation, flattens, POIs, scenery object modelling and user guide.

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Holger Sandmann:** Mesh acquisition
- **Finni Hansen:** Animated windsock, static B200 and PA18.

## Specialist Roles

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

## Beta Testing Team

Richard Bui, Rob Abernathy, Ross Casey, Friedi Gulder, Voyager, Eberhard Haberkorn, Edward Boyte, Frank Schnibben, John Lovell, Jon Murchison, Iain Emms, Magnus Farnes, Finni Hansen, Phil Manhart, Wolter van der Spoel, Daniel Fürnkäß, Nick Cooper, Vlad Maly, Craig Hanley and Keith Talbot.

## Further Acknowledgements

- **Tim Harris, Jarrad Marshall, Russell Linn, Misha Cajic, and Lars Pinkenburg:** Thanks for support and help.

# End User License Agreement (EULA)

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

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