

nxgn SIMULATIONS

NADI X

USER MANUAL

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Product Installation for Flight Simulator® X & PREPAR3D® (Automatic)

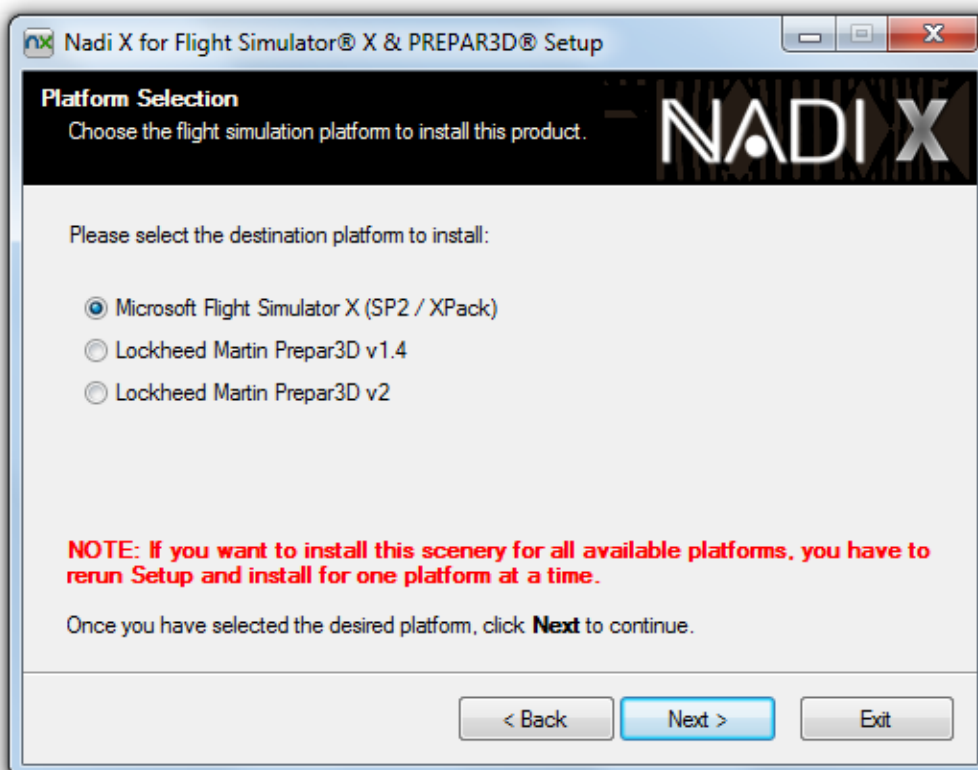
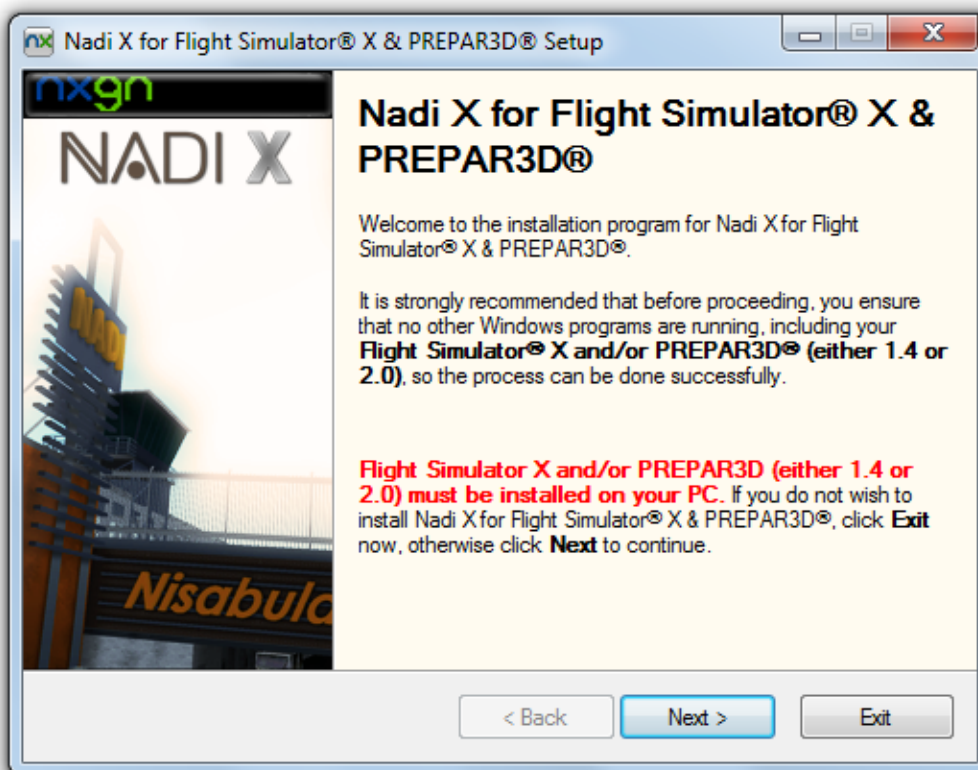
1. Before you proceed with the installation of Nadi X, verify that your copy of Microsoft® Flight Simulator® X is correctly installed and working. Then check that you have installed Service Pack 2 or Acceleration Pack, by clicking 'Help > About Microsoft Flight Simulator...' in simulation. If not, download Service Pack 2 from here: <http://www.microsoft.com/products/games/fsinsider/downloads/pages/flightsimulatorxservicepack2.aspx>, or if you want the expansion pack, buy a copy of that pack from any authorized Microsoft Games reseller.

If you are using Lockheed Martin® Prepar3D®, verify that your copy of PREPAR3D® 1.4 and/or PREPAR3D® 2.0 are (both) correctly installed and working. Then check that you have installed version 1.4 (at least if using v1.x) or version 2.0 or higher (if using new Prepar3D v2), by clicking 'Help > About Prepar3D' in simulation. If not, download the latest version from Prepar3D website.

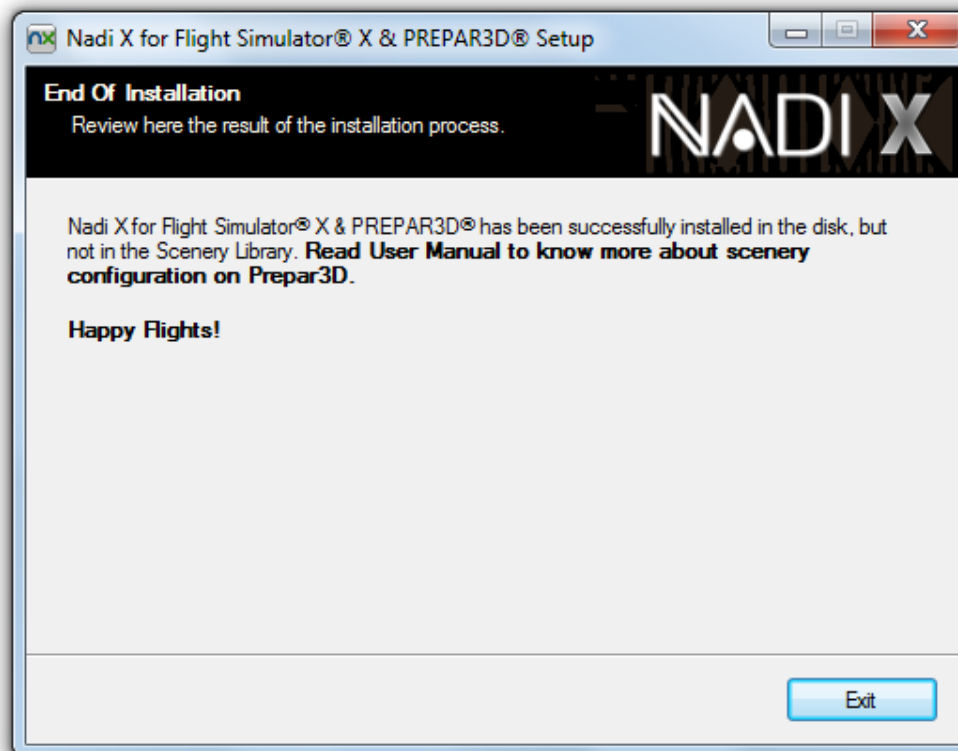
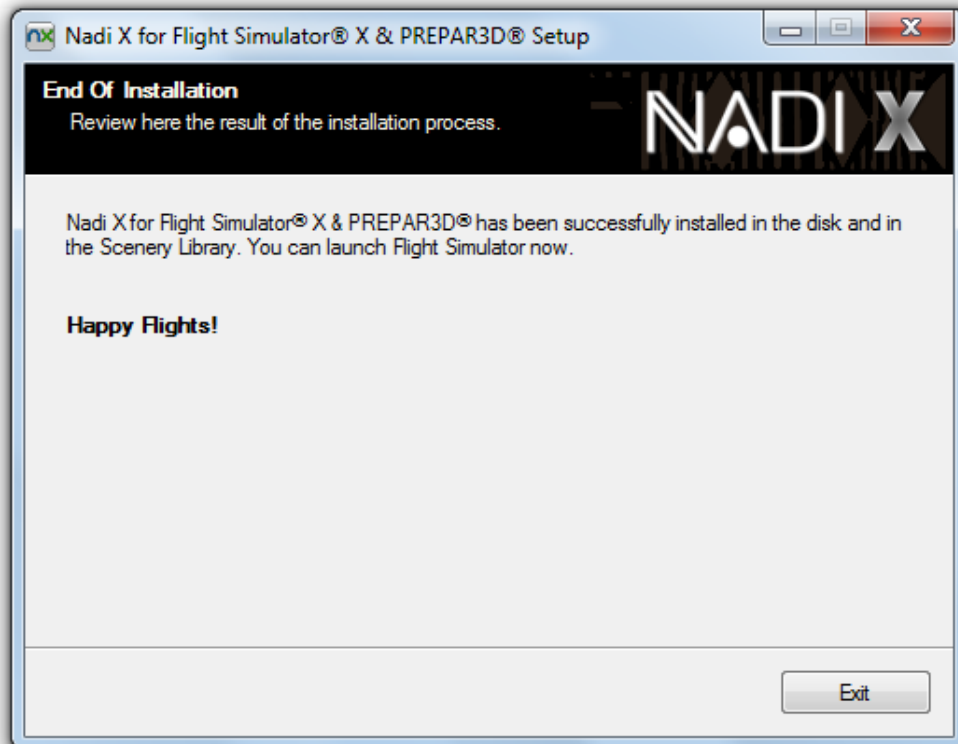
Version numbers required for FSX: 10.0.61472.0 (SP2) or 10.0.61637.0 (Acceleration Pack)



- After that, run the file **NfnX_Fsx_p3d.exe**. If you are installing under Windows Vista, Windows 7, Windows 8 or Windows 8.1, be sure to run **as administrator**. Remember that this installer can install only for one platform at the time Setup is running, so if you plan to install for all platforms, rerun Setup for each platform.



3. Follow the instructions on the screen until you complete the installation. Then wait until all files are copied and finally, your scenery will be automatically exposed into Scenery Library (FSX only) so you can start enjoying your scenery out of the box.



4. Once installer finished all steps, exit Setup and run Flight Simulator X. After launch, start your flight like this: First click on Change Selected Location on FREE FLIGHT screen, or 'World > Go to Airport...' menu in simulation.
- If you are using Prepar3D, launch that platform and wait until the default flight is loaded. Once done, go to 'World > Go to Airport...' menu in simulation.



Then type NFFN on airport ID, and finally select your desired start position.

SELECT AIRPORT

Search airports

By airport name:

By airport ID:

By city:

Search results: (24490 airports found)

Name	ID	City	State / Province	Country / Region
Summerdale NOLF	NFD	Summerdale	Alabama	United States
Nadi Intl	NFFN	Nadi		Fiji Islands
Namalata	NFKD	Kadavu, Fiji Is		Fiji Islands
Nausori Intl	NFNA	Nausori		Fiji Islands
Labasa	NFNL	Labasa		Fiji Islands
Matei	NFNM	Matei		Fiji Islands
Rotuma	NFNR	Rotuma		Fiji Islands
Fua'amotu Intl	NFTF	Nuku'alofa		Tonga

Filters

By country/region: ▼

By state/province: ▼

By city: ▼

Choose runway/starting position: ▼

Search default scenery
 Search add-on scenery

Select a gate, parking area, or runway as the starting point for your flight.

Finally, you will have something like this...

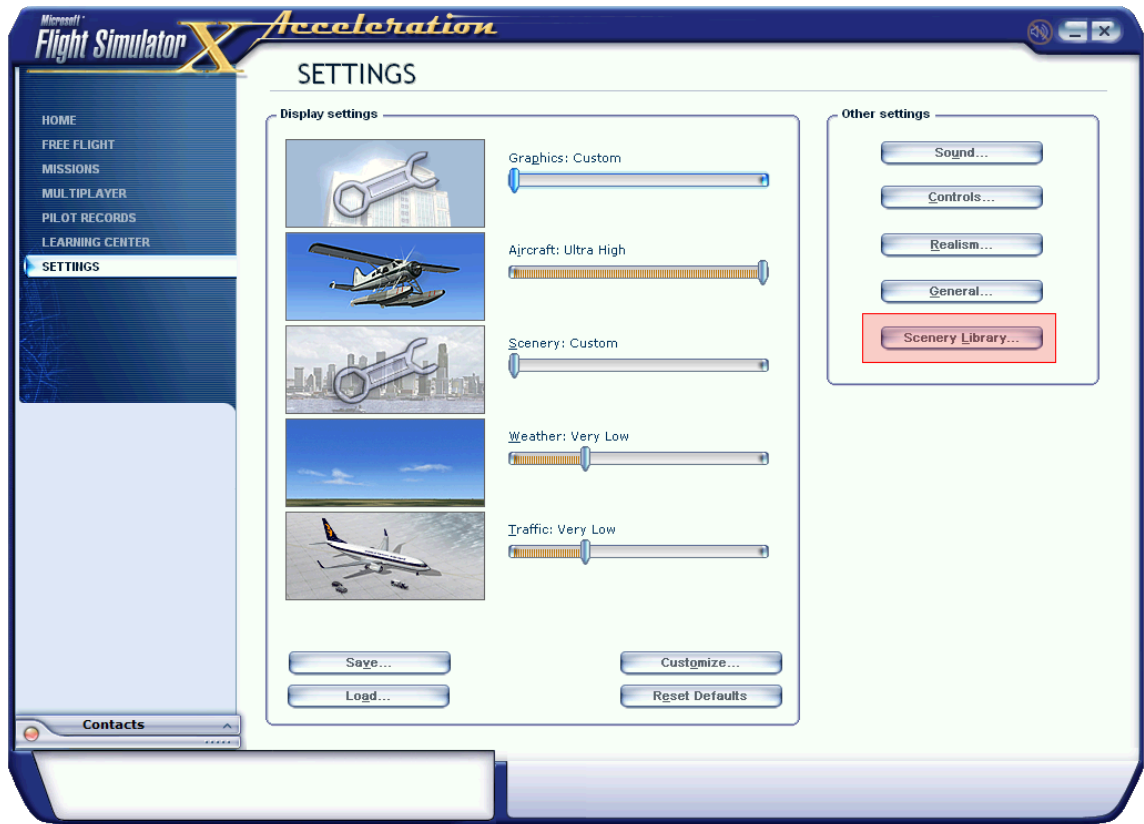


Product Installation for Flight Simulator® X (Manual)

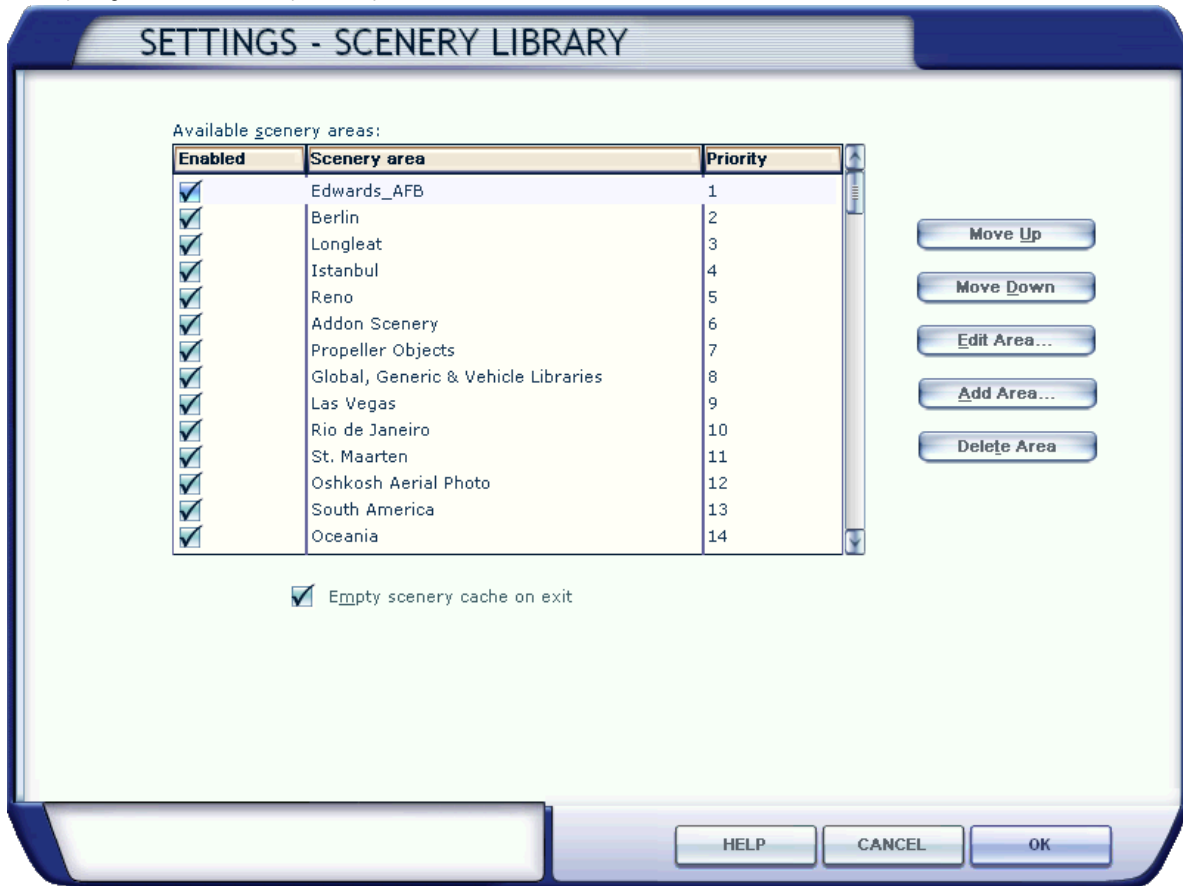
If the installation was successfully done but the scenery is not exposed on Scenery Library after installation (that can happen), follow carefully these steps:

1. After installation, launch Flight Simulator. Then click **SETTINGS**. Finally click **OTHER SETTINGS > SCENERY LIBRARY**.

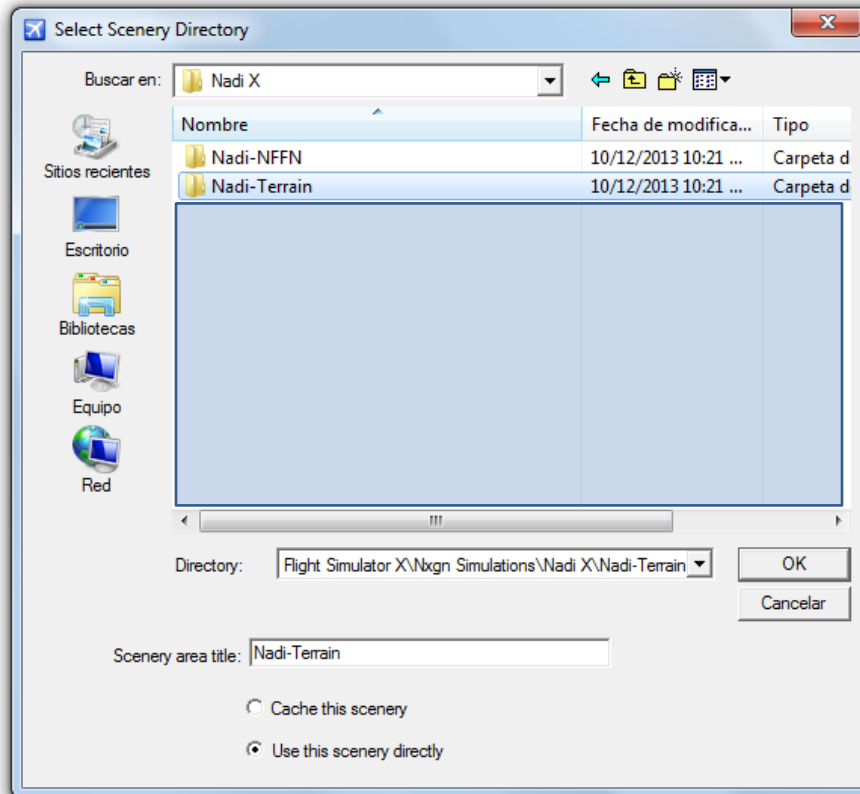




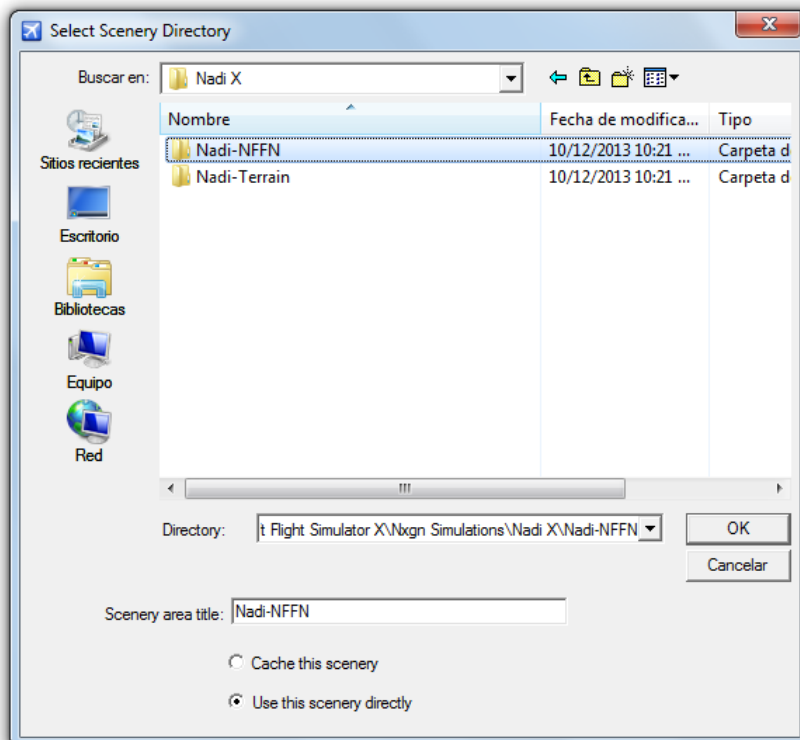
- Once you get inside Scenery Library screen, click **ADD AREA**.



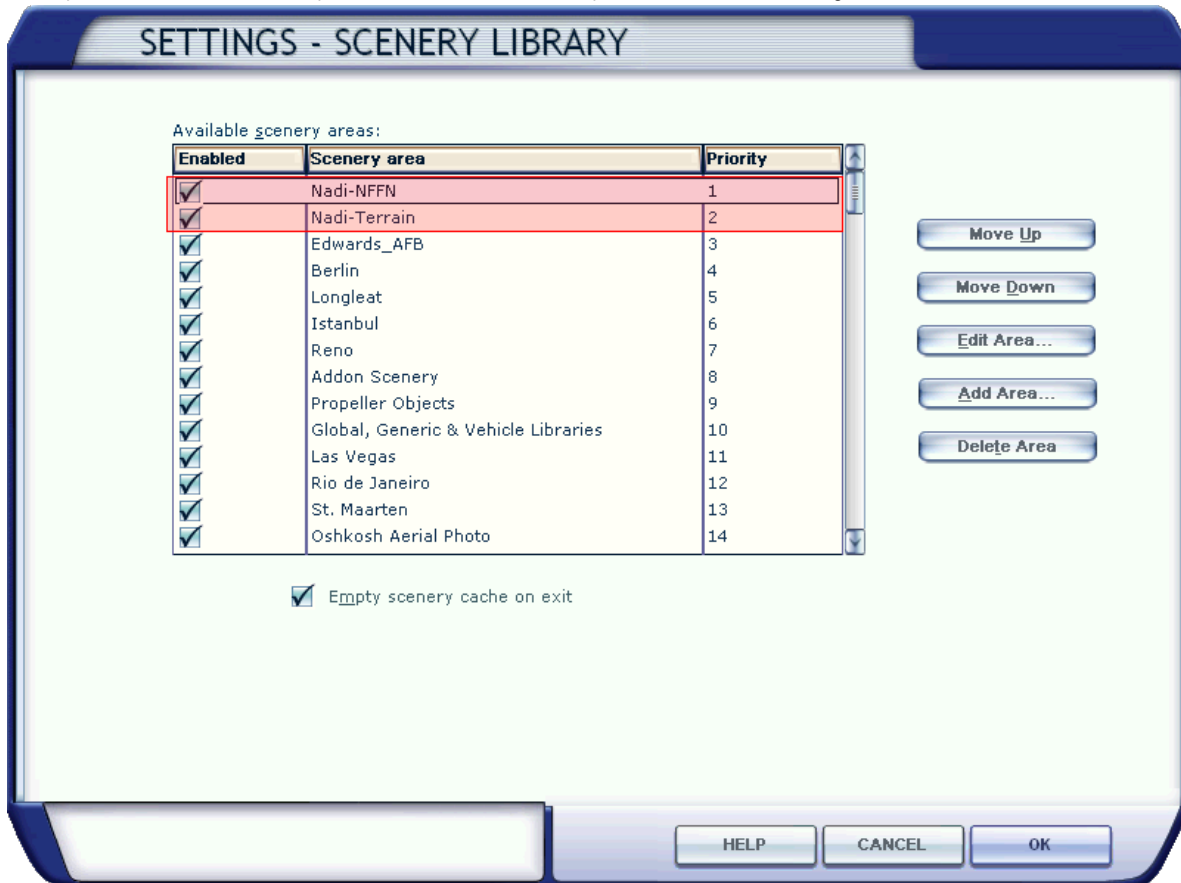
- Locate the installation folder <FSX Path>\Nxgn Simulations\Nadi X



4. So, you see two folders: the first one is the base scenery and the other one is the mesh terrain. First add the mesh terrain layer: click **Nadi-Terrain**, then click OK. *If FSX is running in Windows 7, Windows 8 or Windows 8.1, click the white area after clicking OK, as shown in the figure above.* Finally add the base scenery layer...



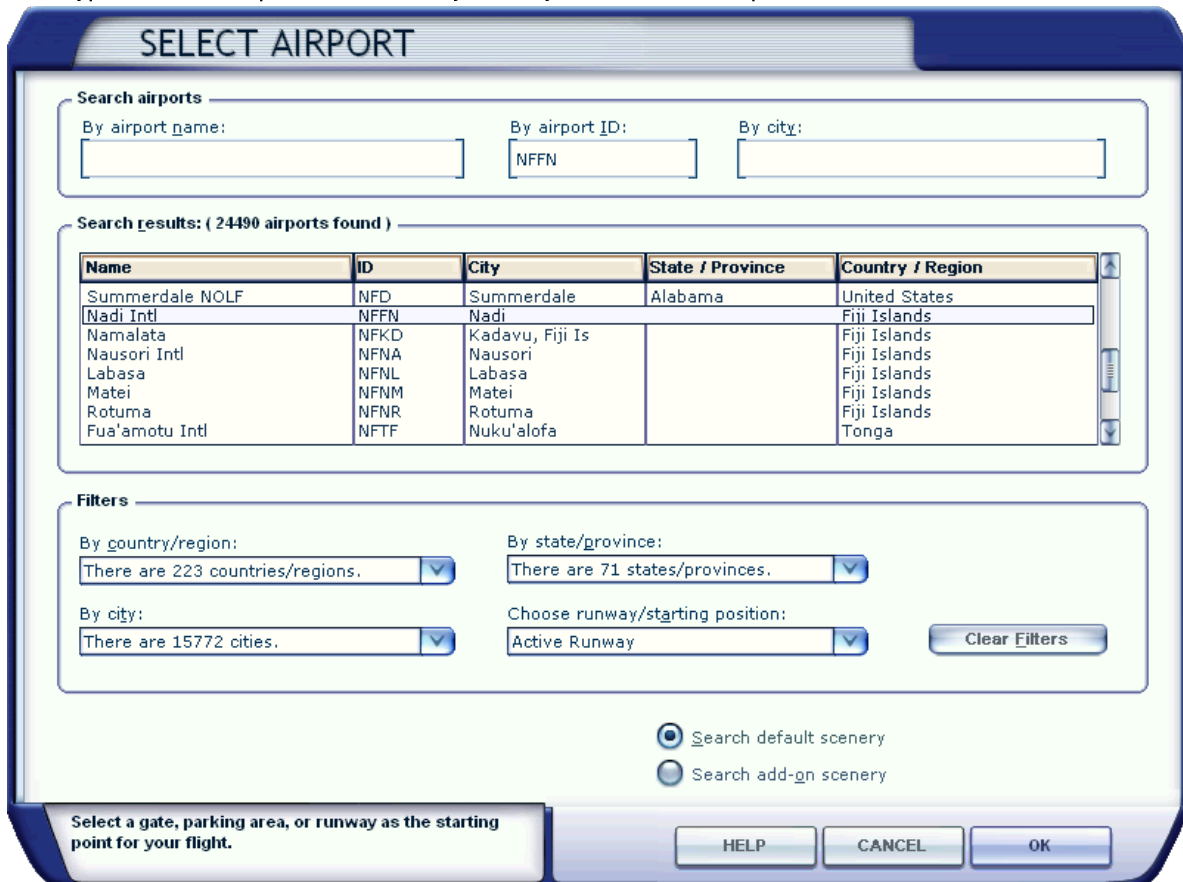
5. Once you have added these layers on the correct order, you will have something like this...



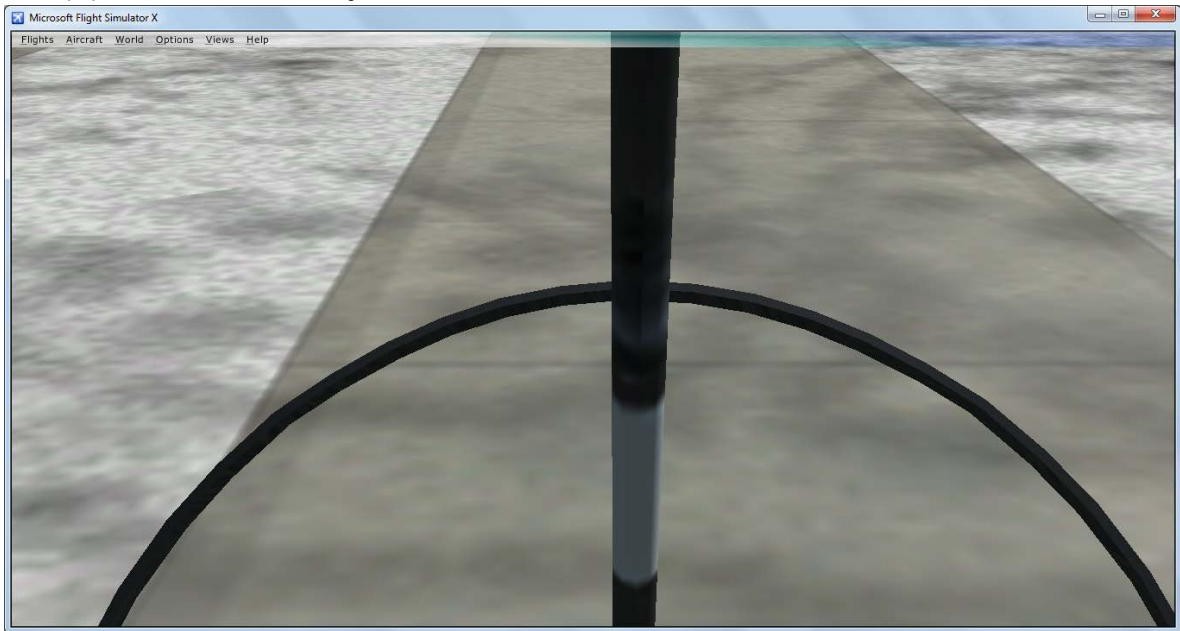
6. Click **OK** and wait until FSX rebuilds scenery database. After that, it is recommended that you restart Flight Simulator so the changes made take effect. Once done all these steps, click **FREE FLIGHT** tab and click **Change Selected Location** on the **FREE FLIGHT** screen.



- Then type NFFN on airport ID, and finally select your desired start position.



8. Finally, you will have something like this...



Product Installation for Lockheed Martin® PREPAR3D® (Manual)

NOTE: There are no screenshots for the following explanation because we are not using this platform at this moment, but screenshots for this explanation will be taken for upcoming products.

If the installation was successfully done, but the scenery was not correctly registered in the Prepar3D Scenery Library (that may happen), these are the following steps:

1. After installation, launch Prepar3D (either version 1.4 or 2.0) **as administrator** and wait until the default flight is loaded. Running as administrator allows Prepar3D to rebuild scenery indexes, if not, this process will fail.
2. Once you are in simulation, click **World > Scenery Library** menu.
3. In the **Scenery Library** dialog, click **Add Area** button.
4. **Be careful because there are two folders inside <P3D Path>\Nxgn Simulations\Nadi X.** The first folder (layer) is the mesh terrain and the other one is the base scenery. So follow carefully the next step.
5. In the **Select scenery directory** dialog, select first the mesh terrain folder (<P3D Path>\Nxgn Simulations\Nadi X\Nadi-Terrain) and type **Nadi-Terrain** in the **Scenery area name** textbox.
6. Select **Use this scenery directly** checkbox and click **OK**.
7. Repeat steps 5 and 6 with the base scenery folder (<P3D Path>\Nxgn Simulations\Nadi X\Nadi-NFFN).
8. Finally close **Scenery Library** dialog by clicking **OK**. Wait until Prepar3D rebuilds scenery database and now you can start using this scenery.

Technical Support & Update Notifications

In order to get technical support for this and other products, you can send an email to flightsim.airports@gmail.com, or post a comment on the latest post inside Facebook Fan Page. facebook.com/nxgnsim. A Twitter fan page will be opened soon.

Information About The Real Airport

For more information about Nadi International Airport, please refer to the following websites: http://www.airportsfiji.com/nadi_aiport.php or http://en.wikipedia.org/wiki/Nadi_International_Airport

Frequent Answers & Questions

The following information is known of common issues that may occur and the known solution:

Q: I installed the product but there are no buildings/default buildings.

A: You may have disabled the scenery layers or the automatic installation failed. If so, check your Scenery Library and enable the scenery layers or follow the Manual Installation Guide (returning to the first part of this document).

If you did that steps and the problem persists, another possible cause may be due to the scenery complexity level. Please verify that scenery complexity is equal or greater than NORMAL. For that, go to SETTINGS > DISPLAY, and move the Scenery Complexity slider to NORMAL or above.

This will only display the details of the floor but not the terminal. If everything else was checked but the problem persists, verify that the installation was successful (this can be checked if Setup throws an error and the message is given). Please fix the corresponding errors based on the error message.

If you have a 64-bit operating system or you are not the system administrator, it is possible that some files had not been installed properly. Run Setup as administrator to avoid any installation issue.

Q: I installed the product but the old (default) buildings still appear over the scenery.

A: You may have disabled the scenery layers or the automatic installation failed. If so, check your Scenery Library and enable the scenery layers or follow the Manual Installation Guide (returning to the first part of this document).

If you did that steps and the problem persists, another possible cause may be due to the scenery complexity level. Please verify that scenery complexity is equal or greater than NORMAL. For that, go to SETTINGS > DISPLAY, and move the Scenery Complexity slider to NORMAL or above.

But if the problem is the mix between the old buildings and the new buildings, please do the following: First remove or rename the following file <FSX/P3D Path>\Scenery\1104\scenery\APX95380.BGL, finally reinstall this product.

Q: I cannot register the product in the Scenery Library because FS does not let me add the scenery layers.

*A: If the operating system you are using is Windows Vista, Windows 7, Windows 8 or Windows 8.1, you may not have the appropriate permissions to do the operation, probably because your FS installation path is inside **Program Files** folder or **Program Files (x86)** folder.*

*If so, please do the following: Open Windows Explorer and locate your FS root folder, then right-click the folder and click **Properties** in the contextual menu. Then go to **Security** tab and click **Edit...** If UAC popup dialog is shown, click **Continue** or type Administrator password. Finally, check **Allow / Full Control** for each user or group and click **OK**. Repeat the first part steps.*

Credits

This product including all files contained within this package is copyright © of Nxgn Simulations. The information provided within this document and the Nadi X scenery package is not intended for real world navigation. All trademarks and/or logos mentioned and/or displayed within this scenery package are property of their respective holders and are being used solely with the purpose of representing reality. Installer developed with Clickteam's Install Creator.