2W3

Swanson

USER GUIDE SEPTEMBER 2016

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Thank you!

Orbx would like to thank you for purchasing FTX US 2W3 Swanson (2W3).

2W3 Swanson is the latest North American airport from developers Tim Harris and Alex Goff, whose previous projects include KHQM Bowerman, WA79 Walter Suttons, WA56 Israel's Farm and W52 Goheen. The scenery covers a large area including the entire town of Eatonville, Lake Ohop, and the surrounding valley area.

Swanson (IATA: 2W3, ICAO: 2W3, FAA LID: 2W3) is a public airport located one mile (1.5 km) northeast of the centre of Eatonville and twenty-five miles west of Mount Rainier, in Pierce County, Washington, United States. The airport is owned by the town of Eatonville. It is situated amid housing developments near the site of the town's former logging mill.

Facilities and aircraft

Swanson covers an area of 14 acres (5.6 ha) which contains one asphalt paved runway with non-standard medium intensity lights: 16/34 measuring: 2,990 x 36 ft (911 x 11 m).

For the 12-month period ending May 31, 2011, the airport had 5,980 aircraft operations, an average of 16 per day: 99% general aviation and <1% military. At that time there were 12 aircraft based at this airport, all single engine.

A private air taxi service was operated from Swanson Field from 1969 – 1975. Currently Swanson Field does not host commercial service.

Source: Airnav and the Washington State Dep. of Transportatio

Eatonville / **Swanson Field** / 2W3

Communications

CTAF 122.9
PCL ..... 122.8 (For MIRL)

Navigation

Elevation ..... 843′ MSL
TPA ..... 1643′ MSL (800′ AGL)
Runway ..... 16/34; 2990′x36′; ASPH
Lights ..... Dusk-dawn, MIRL
Latitude ..... N 46° 52.30′
Longitude ..... W 122° 15.43′

Services

Fuel ..... None

Notes	**Right hand traffic on runway 16.** Watch for deer on airport.

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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 Pacific Northwest is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Pacific Northwest 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 North American houses and trees

Please visit https://orbxdirect.com/product/pnw to purchase your copy of FTX Pacific Northwest if you haven't already done so.

Quick Installation Guide

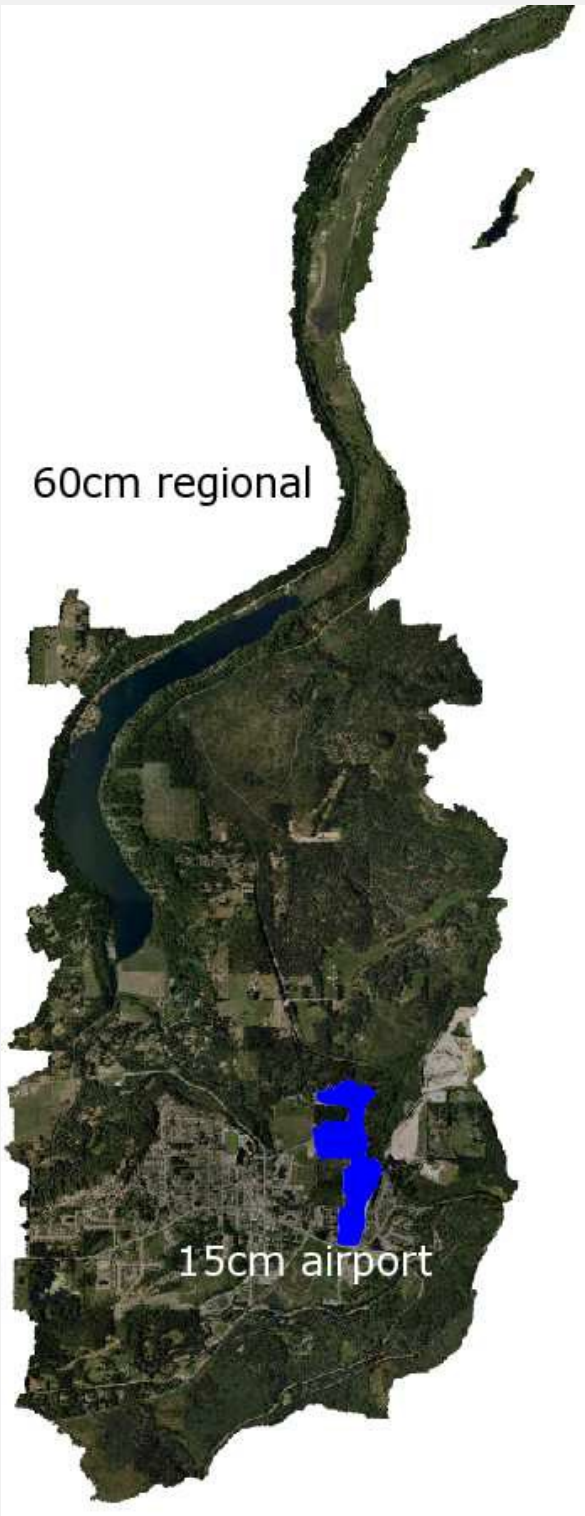
Installing Orbx FTX 2W3 is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased 2W3 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 2W3 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



The 2W3 Control Panel

The 2W3 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

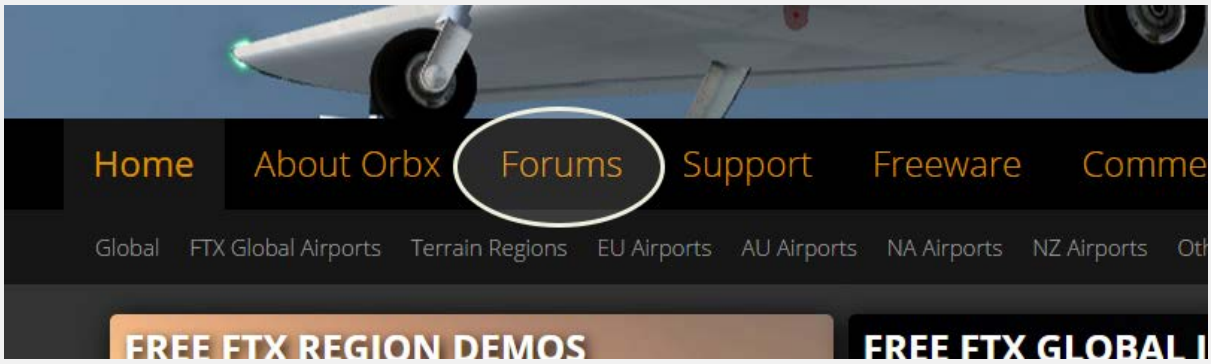
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy 2W3 the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 2W3
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX 2W3.
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 2W3 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 2W3. Provided you adhere to the forum terms of use and have a legitimate copy of 2W3, 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 2W3 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 2W3 Team

Lead Developer

- **Alex Goff**: Photoreal ground textures, 3D modelling, object placement
- **Tim Harris:** 3D modelling, autogen, object placement

Additional Orbx Developers

- **Orbx Team**: Orbxlibs objects
- **Graham Ecclestone:** AI Traffic
- **Holger Sandmann:** Roads/traffic adjustments, flattens

Specialist Roles

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

Specialist Roles

Location Photography: Phil Manhart, Scott Swanberg, Mike Nowak

Beta Testing Team

Ed Correia, Friedhelm Gulder, Jeff Gilmour, Craig Hanley, Wolter Van Der Spoel, Aaron Myers, Jorge Amengol, Iain Emms, John Venema, Edward Boyte, Heiko Glatthorn, Phil Manhart, Ken Hall, Holger Sandmann, Eberhard Haberkorn, Patrick Scharnowski, Ryan Mason

End User License Agreement (EULA)

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

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