

2WA1

Diamond Point Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX US 2WA1 Diamond Point Airport (2WA1).

2WA1 Diamond Point is the fourth airport for Orbx Pacific Northwest by well-established development team Andreas Hegi and Heiko Glatthorn, whose previous collaborations include the acclaimed YHBA Hervey Bay Airport in 2009, and 1S2 Darrington Muni, 3W5 Concrete Muni Airport, KORS Orcas Island in 2010. These two talented developers have gained a reputation for creating charming GA airports with real character, and they always strive to add those extra touches with every new project they deliver. 2WA1 is no exception to that rule, offering a rich audio visual experience in a peninsula setting.

Diamond Point is an airpark, with homes facing the shared runway, which gives it a special atmosphere. The nearby WA45 Olympic Field has a float pond which is a custom water runway.

Diamond Point Airport is a private facility. You must receive approval by a Diamond Point Airport Association (DPAA) member to land here. All persons receiving permission must read and abide by the Airport Procedures Briefing.

Runway 11/29 measures 2335' x 24' with asphalt in good condition. All patterns are flown over the water to the north of the field; left traffic for runway 11, and right traffic for 29. The airport is situated on a bluff, at 262' elevation, and the drop-offs at either end can generate severe up or downdrafts and turbulence. There is NO OVERRUN at either end. Runway 29 has a 200' displaced threshold and runway 11 a 100' one. The displaced thresholds are necessitated by a power line on the east end and trees on the west end. Winds can be both changeable and strong, especially in the afternoons. To land comfortably you should feel confident that you can land your plane in 1000-1200'.



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 2WA1 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 2WA1 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.

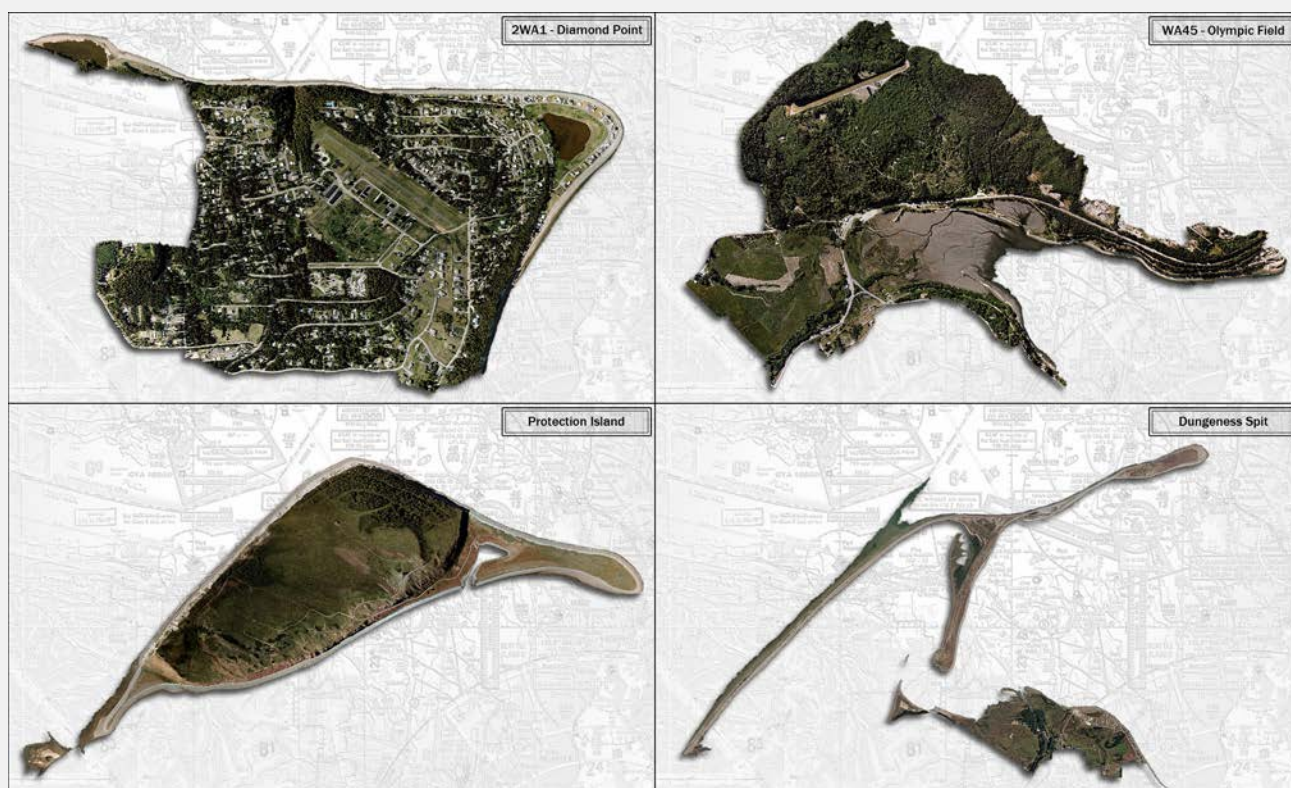
You may also manually download 2WA1 and then have FTX Central manage the installation for you once downloaded.

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



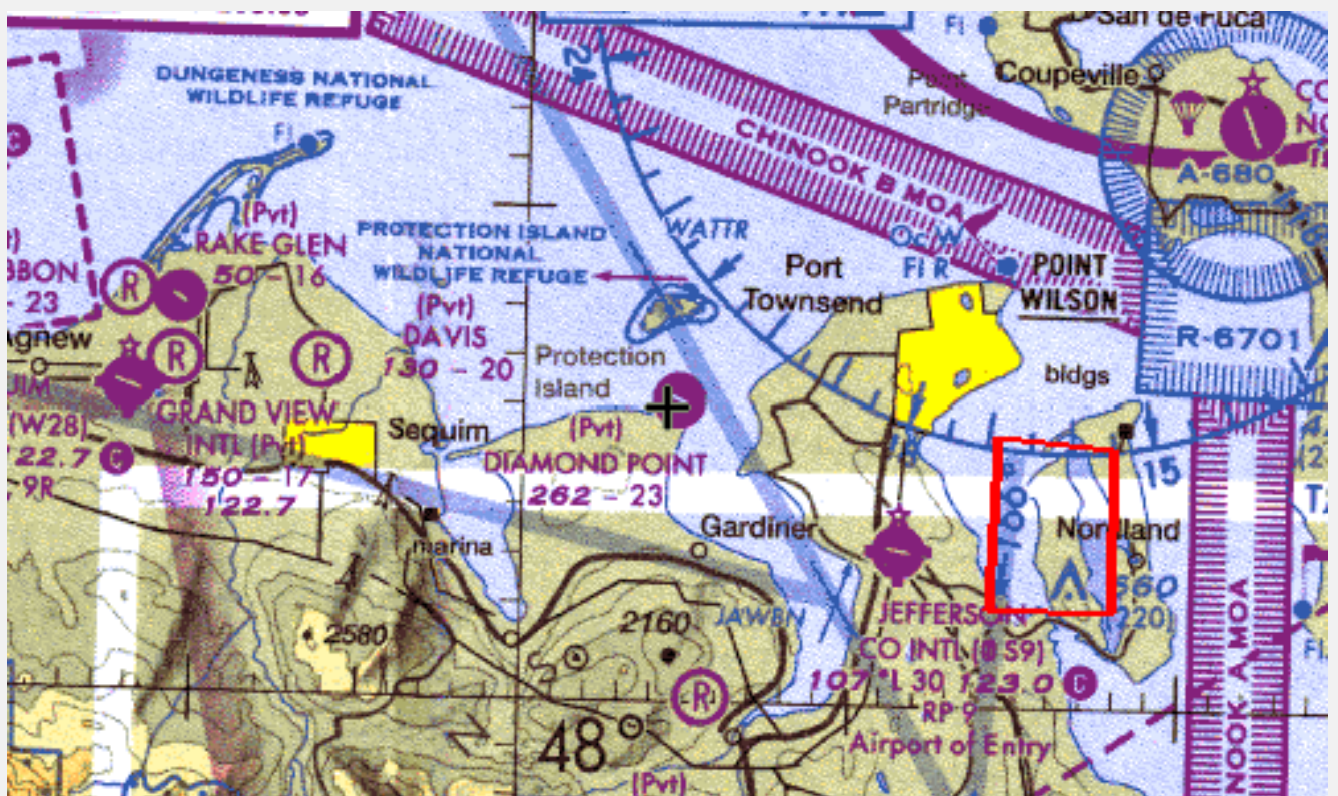
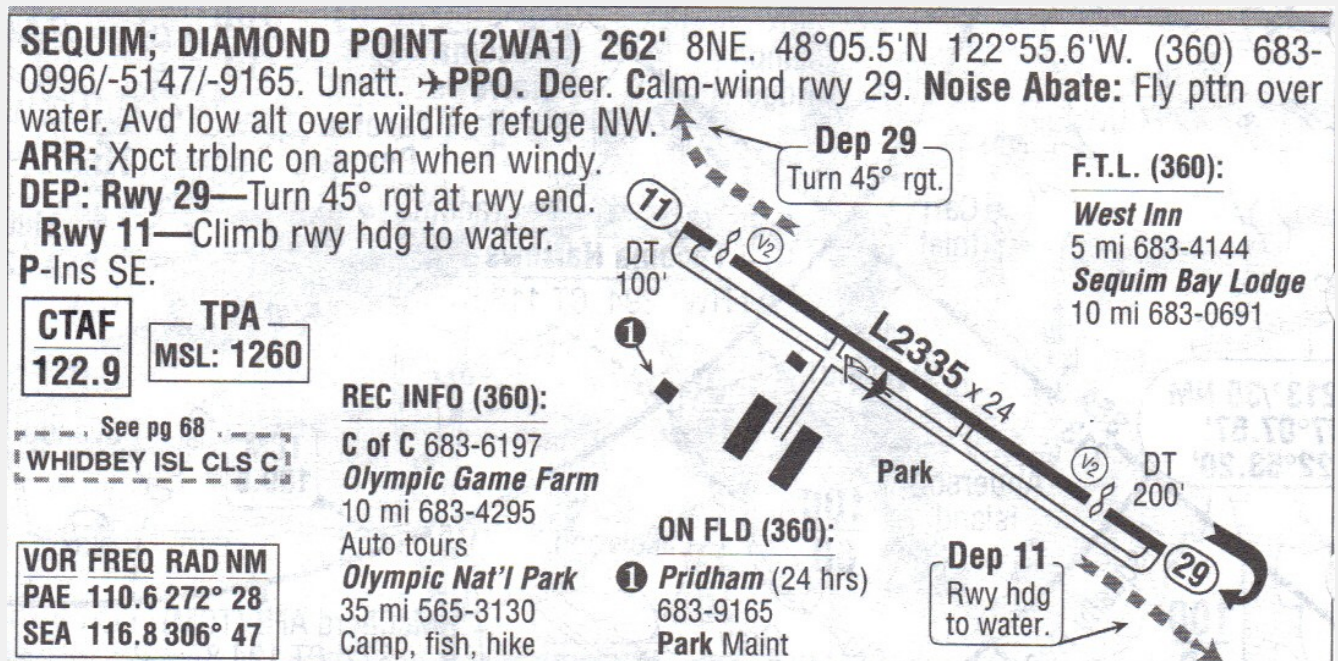
WA45 Olympic Field

As a bonus addition to further your enjoyment of the Diamond Point scenery, the development team have also included another airfield (WA45 Olympic Field) which includes both a runway and a floatplane channel for wheeled and seaplane operations. Additionally there are two further photo-real areas at Protection Island and the Dungeness Spit.

Here's two screenshots showing each location:



Airport Information and Charts



Source: Google Sites: <https://sites.google.com/site/dpaa2wa1/Home>

The 2WA1 Control Panel

The 2WA1 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

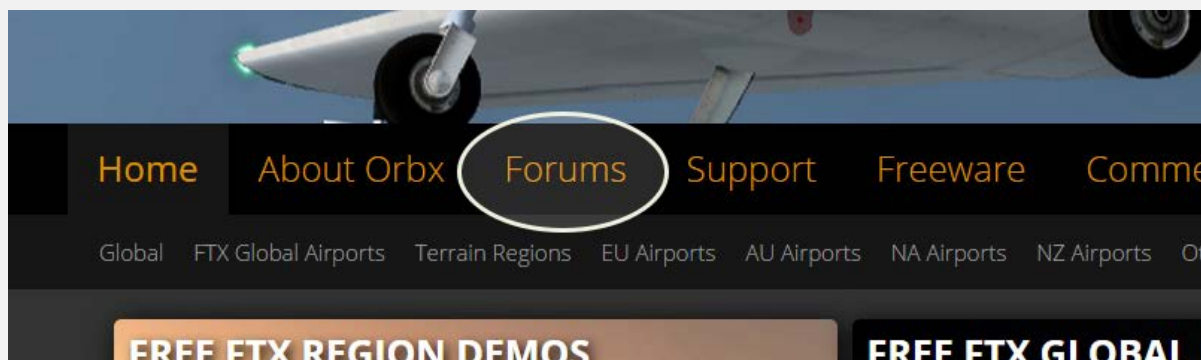
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy 2WA1 the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 2WA1
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX 2WA1.
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 2WA1 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 2WA1. Provided you adhere to the forum terms of use and have a legitimate copy of 2WA1, 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 2WA1 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 2WA1 Team

Lead Developer

- **Andreas Hegi:** All 3D modeling, texturing, build management
- **Heiko Glatthorn:** Ground terrain, seasonal coloring, autogen annotation object placement, flattens, APX, PeopleFlow, ObjectFlow,

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Alex Goff:** Prepar3D v2 porting and compatibility
- **Holger Sandmann:** Roads/traffic adjustments, flattens
- **Shaun Snyman:** PAPI/VASI/REIL coding

Specialist Roles

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

Beta Testing Team

Eberhard Haberkorn, Dontay Martin, John Dow, Patrick Scharnowski, Phil Javens, Philip Manhart, Edward Boyte.



End User License Agreement (EULA)

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

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