



74S

Anacortes Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX US 74S Anacortes Airport (74S).

74S Anacortes Regional is Jarrad Marshall's first foray into North American airport design, after his highly popular YBCS Cairns International and YPJT Jandakot airport packages. The scenery covers a large area in and around Fidalgo Island, including Anacortes, Skyline, Deception Pass, Cornet Bay, Anacortes Refinery, Fidalgo Bay, Allan and Burrows Islands.

Anacortes Airport (IATA: OTS, ICAO: 74S) is a public airport located two nautical miles (3.7 km) west of the central business district of Anacortes, a city in Skagit County, Washington, United States. The airport is owned by the Port of Anacortes. The airport facility is recognized by the FAA as one of the finest airports in the Pacific Northwest and with 5,000 commercial passengers each year makes it the 12th busiest commercial airport in terms of passenger traffic in the state.

Facilities and aircraft

Anacortes Airport covers an area of 120 acres (49 ha) at an elevation of 241 feet (73m) above sea level. It has one asphalt runway designated 18/36.

For the 12-month period ending May 30, 2009, the airport had 14,500 aircraft operations, an average of 39 per day: 79% general aviation and 21% air taxi. At that time there were 43 aircraft based at this airport: 95% single-engine and 5% multi-engine.

San Juan Airlines operates from Anacortes Airport, with flights to Eastsound, Friday Harbor, Lopez and Roche Harbor.

Source: Wikipedia, the free encyclopedia



Anacortes / Anacortes / 74S



Communications

CTAF 128.25
PCL CTAF (For MIRL & REILs)

Navigation

Elevation 241' MSL
TPA 1241' MSL (1000' AGL)
Runway 18/36; 3015'x60'; ASPH
Lights Dusk-dawn, MIRL
Latitude N 48° 49.94'
Longitude W122° 39.74'



Services

Fuel 100LL, Jet A (24-hour credit card fuel services for 100LL)

Notes

Right hand traffic runway 18. No touch and go landings. Noise abatement procedure in effect, contact airport manager. Runway 36 preferred.

Anacortes / **Anacortes** / 74S

Source: http://www.wsdot.wa.gov/aviation/AllStateAirports/Anacortes_Anacortes.htm

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 74S 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 74S 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.

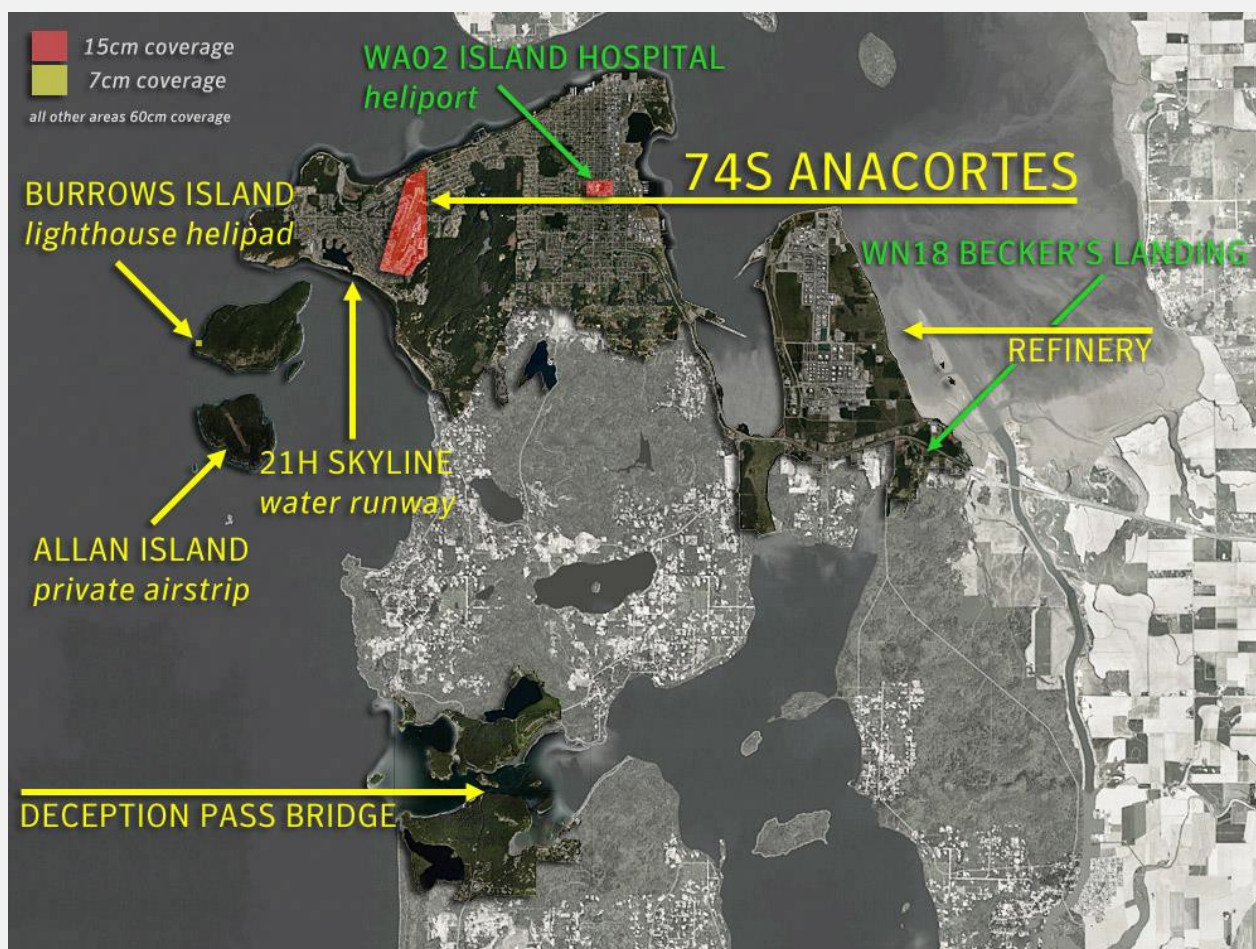
You may also manually download 74S and then have FTX Central manage the installation for you once downloaded.

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



Of course, the scenery coverage does not stop at the airport fence. In addition to 74S and other landing areas (see next page), the scenery encompasses large swathes of beautiful Fidalgo Island. The coverage area is jam packed with small details and points of interest, including (but not limited to):



Downtown Anacortes



Refinery & Fidalgo Bay

Additional Airports and Landing Areas

As a bonus addition to aid your exploration of the Anacortes area, Jarrad Marshall has also included five other landing areas for your simming pleasure. Allan Island is a privately owned property only minutes flying time from Anacortes, 21H Skyline is a water operations runway located adjacent to 74S, and Becker's Landing is a small airstrip with a difficult northern approach located at the eastern edge of the coverage area. Two helicopter landing areas are also included and well worth exploring; WA02 Island Hospital Heliport located in downtown Anacortes, and the lighthouse helipad located on the western tip of Burrows Island.



74S Anacortes Airport



Allan Island Private Airstrip



21H Skyline Water Runway



WN18 Becker's Landing Airstrip



WA02 Island Hospital Heliport



Burrows Island Lighthouse Helipad

The 74S Control Panel

The 74S 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

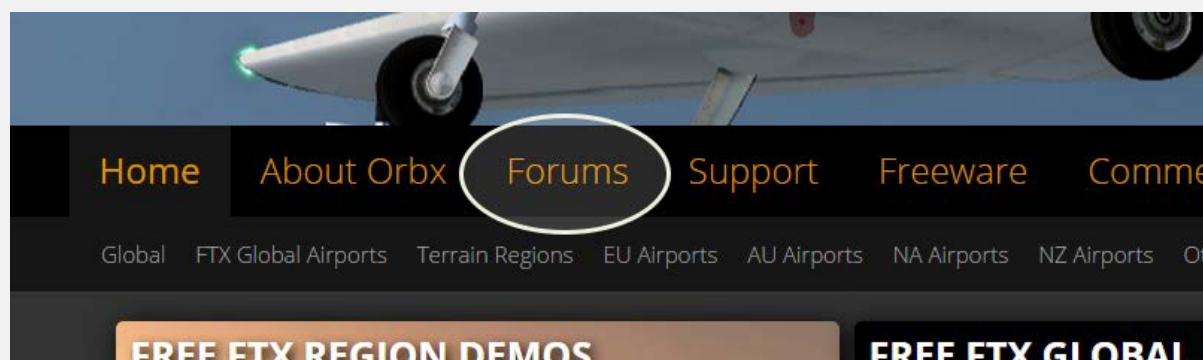
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy 74S the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 74S
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX 74S.
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 74S 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 74S. Provided you adhere to the forum terms of use and have a legitimate copy of 74S, 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 74S 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 74S Team

Lead Developer

- **Jarrad Marshall:** All 3D modeling, texturing, ground imagery, ground polys, autogen annotation, AI Traffic, APX, build management, installer & User Guide

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Ecclestone:** APX guru: tweaks and assistance
- **Holger Sandmann:** Roads/traffic adjustments, flattens

Specialist Roles

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

Location Photographers

- **Philip Wilson, Josh Walden**

Beta Testing Team

Wolter van der Spoel, John Dow, Edward Boyte, Iain Emms, Zach Hansen, Gary Garrison, Mike Mathiau, John Venema, Dontay Martin, Phil Manhart, Patrick Scharnowski, Eberhard Haberkorn, Tom Brooks, Josh Walden



End User License Agreement (EULA)

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

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