CAX6

Ganges Water Aerodrome

USER GUIDE JUNE 2017
## Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contents</td>
<td>2</td>
</tr>
<tr>
<td>Thank you!</td>
<td>3</td>
</tr>
<tr>
<td>Product requirements</td>
<td>4</td>
</tr>
<tr>
<td>What will you miss out on if you don’t have Orbx FTX PACIFIC NORTHWEST installed?</td>
<td>4</td>
</tr>
<tr>
<td>Additional Scenery Features</td>
<td>5</td>
</tr>
<tr>
<td>Optional</td>
<td>5</td>
</tr>
<tr>
<td>Extras</td>
<td>5</td>
</tr>
<tr>
<td>Quick Installation Guide</td>
<td>6</td>
</tr>
<tr>
<td>Scenery Coverage Area</td>
<td>7</td>
</tr>
<tr>
<td>Airport Information and Charts</td>
<td>8</td>
</tr>
<tr>
<td>Canadian Marine Charts from Navionics web app</td>
<td>11</td>
</tr>
<tr>
<td>Canadian Topographic Map</td>
<td>13</td>
</tr>
<tr>
<td>The CAX6 Control Panel</td>
<td>14</td>
</tr>
<tr>
<td>3D Lighting Options</td>
<td>14</td>
</tr>
<tr>
<td>The FTX Global Lights Configurator</td>
<td>14</td>
</tr>
<tr>
<td>Quick Reference Simulator Settings</td>
<td>15</td>
</tr>
<tr>
<td>Troubleshooting / Additional Info</td>
<td>16</td>
</tr>
<tr>
<td>Product Technical Support</td>
<td>18</td>
</tr>
<tr>
<td>Please do NOT email support requests</td>
<td>19</td>
</tr>
<tr>
<td>Use the forum search function</td>
<td>19</td>
</tr>
<tr>
<td>What to include in your support requests</td>
<td>19</td>
</tr>
<tr>
<td>FTX Community Forums</td>
<td>20</td>
</tr>
<tr>
<td>Thanks for reading!</td>
<td>21</td>
</tr>
<tr>
<td>The FTX CAX6 Team</td>
<td>22</td>
</tr>
<tr>
<td>Lead Developer</td>
<td>22</td>
</tr>
<tr>
<td>Additional Orbx Developers</td>
<td>22</td>
</tr>
<tr>
<td>Specialist Roles</td>
<td>22</td>
</tr>
<tr>
<td>Beta Testing Team</td>
<td>22</td>
</tr>
<tr>
<td>Further Acknowledgements</td>
<td>22</td>
</tr>
<tr>
<td>FREEWARE TERMS OF USE</td>
<td>23</td>
</tr>
</tbody>
</table>
Thank you!

Orbx would like to thank you for installing **FTX AA CAX6 Ganges Water Aerodrome**. (Ganges Water Aerodrome IATA: **YGG**, ICAO: **CAX6** is also known as Ganges Seaplane Base.)

The town of Ganges is the largest community on **Salt Spring Island BC** and has a unique character. Because of a number of marinas located there, a safe harbour with good anchorage, the artistic feel of the place, and access to the town by ferry and seaplane as well as boat, it has long been popular with boaters. The town has grown substantially and is now a destination in its own right. Ganges is the home of **Salt Spring Air** and is also served by **Harbour Air**, and **Seair Seaplanes**. Salt Spring Air recently became part of the Harbour Air group. As a seaplane base, Ganges has some interesting features. Because of the geography, wind from the south funnels up the channel into Ganges Harbour and although it may be relatively calm at the south end of Salt Spring Island, wind velocities can reach 20 knots or more at the seaplane dock. According to Salt Spring Air, when the waves begin to wash over the dock, flight operations are cancelled. As is common with many of the seaplane bases in the Pacific Northwest, pilots are expected to know where the seaplane docks are; there are no signs pointing the way. The charts included in this User Guide should give you a good idea of where the dock is located.
Product requirements

This seaplane base addon is designed to work in the following simulators: Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2, Lockheed Martin Prepar3D v3 and Lockheed Martin Prepar3D v4

Orbx FTX PACIFIC NORTHEAST IS REQUIRED.

What will you miss out on if you don’t have Orbx FTX PACIFIC NORTHEAST installed?

- Without FTX PNW installed, CAX6 WILL NOT WORK. It will be surrounded by land.
- 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

Please visit https://orbxdirect.com/product/ to purchase your copy of FTX PACIFIC NORTHEAST if you haven’t already done so.
Additional Scenery Features

Over 70 custom buildings and building complexes, the majority using real life textures.

Many custom marine related objects.

A high resolution AI model of the Canadian Coast Guard Cape Class vessel, CCGS Cape Naden. This vessel is stationed at Ganges (Spring 2016).

An AI foot ferry, the Gulf Islands Water Taxi Mistaya which follows a route from Ganges to Port Washington. The dock at which it lands includes a heli pad. (Port Washington on North Pender Island can be selected as a starting point.)

Custom, wake, wave, sound and navigation light effects.

A static model of a Salt Spring Air DHC2 Beaver.

A special Easter egg, hidden in plain sight.

**Note:** there may be a performance price to pay for this level of detail. It is there to honor the memory of Jon Patch. If your frame rates are not adequate, disable features with the Control Panel one by one.

Optional

This scenery is also intended to work with the PNW AI ferry system available here: https://larobinson22.wordpress.com/

A discussion of this project is here: http://www.orbxsystems.com/forum/topic/85273-na-ai-ferries-and-terminals-for-southern-bc-and-puget-sound/

The PNW ferry system will add the ferry terminal in nearby Long Harbour and you will see a number of different BC ferries en route to Swartz Bay as you approach Ganges from the south.

Please note that the ferry system is not an Orbx project and is not supported by Orbx Simulation Systems. There is no installer and installation is complex for less experienced users.

Extras

A Salt Spring Air repaint for the default FSX DHC2 Beaver is also included in the Extras folder located in your \ORBX\FTX_NA\FTX_AA_CAX6 folder. Instructions for use are in the folder.
The Extras folder also contains an optional replacement mist and spray effect for the DHC2.

Quick Installation Guide

Installing Orbx FTX CAX6 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 added CAX6 to your account, 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 CAX6 and then have FTX Central manage the installation for you once downloaded. In either case, be sure your Orbx Libraries are up to date.

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

Once CAX6 is installed, chose CAX6 – Starting location "E" as your starting point at the floatplane dock. You are now ready to fly! Hint: set the time in the sim to 14:20 local time and as you are getting ready for your flight, the AI CGGS Cape Naden will cross in front of your aircraft, blue light flashing.

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

Excerpt from the Canada Water Aerodrome Supplement from Nav Canada: Note: Nav Canada is responsible for the civil air navigation system in Canada.

---

B60 AERODROME/FACILITY DIRECTORY

GANGES BC (Cont’d) CAX6

PF C-1,2,3,4,5,6

FLT PLN NOTAM FILE CYCD
FIC Kamloops 866-WXBRIEF (Toll free within Canada) or 866-541-4101 (Toll free within Canada & USA)

SERVICES S 4 (PPR)


COMM ATF tfc 123.2 2NM 1200 ASL

NAV VICTORIA YYJ 113.7 Ch 84 N48 43 37 W123 29 04 (1968)

PRO GENERAL
1. For acrt type and operating requirements, ctc opr 250-537-5711. PN
2. Acct opr should refrain fr taking off and ldg prior to 0700.
3. When wind & water cond permit, pilots should use the following pro.
4. For noise abatement, the preferred arr direction is westbound, and eastbound for dep. Avoid overflights of the built up areas of Saitspring Island whenever possible to reduce the noise impact on the hospital, school & residents.

ARRIVALS
WESTBOUND: Land westbound and be off the step by Grace Light.
EASTBOUND: When possible, use a steep/high apch profile with reduced power to reduce noise over the hospital. Touchdown abeam or beyond Grace Light. Land short in the low speed taxi area only when rough water cond preclude ldg abeam Grace Light.

DEPARTURES
EASTBOUND: Taxi to abeam or beyond Grace Light prior to commencing tkof. After tkof, reduce power as soon as practicable & climb in an easterly direction to 500’ ASL or above before commencing any turns.
WESTBOUND: Westbound tkof are not recommended as severe downdraughts may be encountered in strong westerly winds over the head of the Harbour & town.

NOTE: For acrt planning fits to the W after departure, make initial climb to the E to 500’ ASL or above before commencing any turns. Plan fits so as to avoid overflight of noise sensitive areas below 2000’ ASL.

CAUTION
1. NORDO acrt may opfr the nearby Booth Bay & Fernwood land A/Vs.
2. Heavy vessel tfc & recreational water activities in the Harbour particularly dur the sum. Crab pots freq in harbour.
3. Marked p-line near the hospital at the head of the Harbour.

GATINEAU QC — See OTTAWA / GATINEAU

---
Source: https://skyvector.com/airport/CAX6/Ganges-Seaplane-Base
Canadian Marine Charts from Navionics web app

Source: Navionics
Source: Navionics
Canadian Topographic Map

Source: National Topographic System (NTS) © Department of Natural Resources Canada.
The CAX6 Control Panel

The CAX6 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.

3D Lighting Options

You can toggle two different styles of lighting with the Control Panel.

The preference has been for the default setting so experiment only if you don’t like the lights as installed.

In general, the default ‘Orbx style’ method looks better, but like Orbx global lighting, when a transparent texture is behind the light (like a cloud or a tree) at times the light will disappear. In addition there may be an odd halo like effect.

If this is bothersome, try the ‘CAX6 style’ of lighting. These lights will not disappear when a transparent texture is behind the light. However depending on your video card and the settings you use, these lights can look like Chinese lanterns. In P3D v.3.x, try these settings: MSAA= 4 or 8 SSAA=0 VSYNC=0 FXAA=0 If the MSAA setting causes an excessive frame rate hit, use the Orbx style lights.

If the CAX6 style 3D nightlights look like this in P3D, use the Orbx style or try these graphics settings:
MSAA=8 SSAA=0 VSYNC=0 FXAA=0

There may be other combinations of settings that will work too.

If you don’t want to see the lights, you may turn them off with the Control Panel option.

The FTX Global Lights Configurator

The FTX Global Lights Configurator will allow you to adjust the night lighting in the area surrounding Ganges. Install it with FTXC3. You can set the lighting from FTXC3 too. The low settings for all the lights should give a better match to CAX6 but use your own judgement.
Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy CAX6 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.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Value</th>
<th>Why?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level of detail radius</td>
<td>Large</td>
<td>Reduces blurring of textures.</td>
</tr>
<tr>
<td>Global texture resolution</td>
<td>Max</td>
<td>Displays photoreal textures best.</td>
</tr>
<tr>
<td>Mesh complexity</td>
<td>100</td>
<td>Better terrain definition.</td>
</tr>
<tr>
<td>Mesh resolution</td>
<td>5m</td>
<td>5 m is required for CAX6.</td>
</tr>
<tr>
<td>Texture resolution</td>
<td>7 cm</td>
<td>Sharpest roads and freeways.</td>
</tr>
<tr>
<td>Scenery complexity</td>
<td>Extremely Dense</td>
<td>How Orbx designed FTX CAX6.</td>
</tr>
<tr>
<td>Autogen density</td>
<td>Normal</td>
<td>Best FPS vs detail.</td>
</tr>
<tr>
<td>GA AI traffic</td>
<td>16-50%</td>
<td>Optional</td>
</tr>
<tr>
<td>Road vehicle traffic</td>
<td>16% or lower</td>
<td>No need to set higher for FTX.</td>
</tr>
<tr>
<td>Leisure Boats</td>
<td>1-16%</td>
<td>Keep leisure boats below 16% to avoid excessive numbers of leisure boats.</td>
</tr>
<tr>
<td>Ships and Ferries</td>
<td>26% or above</td>
<td>In order to see the AI foot ferry and the AI Coast Guard Cutter, set to greater than 25%</td>
</tr>
</tbody>
</table>

Note: if the mesh slider is not set at the Orbx standard of 5 meters the 3D model of Ganges will not properly fit the terrain.
Troubleshooting / Additional Info

What's new in v1.05

Version 1.05 is a minor update which corrects a number of texture errors, and other minor modelling errors. It also removes an extra file that ‘early adopters’ may have that causes boats in CAC8 and CAG8 to appear black.

Naming convention

For consistency, the name Ganges Water Aerodrome is used for this scenery. It is the name given by Nav Canada in the definitive guide “Canada Water Aerodrome Supplement”. You may see other names used elsewhere.

Compatibility with Victoria Plus for Orbx PNW

If you have Victoria Plus for Orbx PNW installed, you may see Vic Plus buildings overlapping this scenery.

Solution 1: (better) Disable the files as shown below.

<table>
<thead>
<tr>
<th>Name</th>
<th>Date modified</th>
<th>Type</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>AFX_CAX6 Ganges SPB.bgl</td>
<td>7/25/2014 9:54 AM</td>
<td>OFF File</td>
<td>5 KB</td>
</tr>
<tr>
<td>AFX_CAX6 Ganges SPB_CVX.bgl</td>
<td>4/3/2014 10:06 AM</td>
<td>OFF File</td>
<td>1 KB</td>
</tr>
<tr>
<td>CVX_CAX6.bgl</td>
<td>7/14/2014 9:10 AM</td>
<td>OFF File</td>
<td>8 KB</td>
</tr>
<tr>
<td>facility_CAX6.BGL</td>
<td>10/24/2007 11:26 AM</td>
<td>OFF File</td>
<td>22 KB</td>
</tr>
<tr>
<td>facility_CAX6_F59.BGL</td>
<td>8/25/2007 9:21 AM</td>
<td>OFF File</td>
<td>60 KB</td>
</tr>
<tr>
<td>objects_CAX6_J5.BGL</td>
<td>7/26/2014 8:54 AM</td>
<td>OFF File</td>
<td>1 KB</td>
</tr>
</tbody>
</table>

Solution 2: Manually place Vic Plus below CAX6 in your scenery library and above FTXPNW. However you cannot do this by setting an insertion point in FTCX3 because all FTX entries are sorted as a group. Every time you run FTCX3 your manual ordering will be undone.

I don't see anything – ObjectFlow and insertion points

A large part of CAX6 is based on one large model. There are two variants, one with snow on the ground and one without. The models are swapped out at the right times using Orbx ObjectFlow technology, which is installed with the Orbx Libraries. Use FTCX Central 3 or above to make sure you have the latest version. If your ObjectFlow is not working, the models will not appear.

Improper placement of the Insertion Point for Orbx scenery will also result in the scenery not being visible. Be sure to use FTCX Central to check your insertion point. See the Forum for further information about setting the insertion point correctly.

The 3D lights look like Christmas tree ornaments in P3D or they disappear

See the 3D lighting section in this guide.

CAX6 looks funny in P3D with 'clouds cast shadows on ground' enabled
In P3D, if you choose to have clouds cast shadows on the ground, you have to enable 'receive shadows' for buildings because the ground surface of Ganges is part of the large 3D model.

**The AI Coast Guard vessel and the foot ferry are not working**

Make sure your ships and ferries slider is set to greater than 25%. Please see this [document](#) if that does not solve the issue.

**I don't see any animated people**

Make sure 'advanced animations' are enabled in the sim. (FSX)

**My frame rates are terrible**

Try disabling features via the Control Panel. There is a lot of custom detail packed into a small place. CAX6 is intended to continue to look good as systems and scenery evolves.

**In P3D, sometimes the cars near the Coast Guard station disappear**

This is likely due to the density of the scenery and other factors. I have no good solution at this time.

**What I see in FSX or FSX - SE does not look as good as the screenshots**

FSX simply does not do as good a job with the high resolution textures used in CAX6 as does P3D. You might consider migrating to P3D v3.x or above.

**The cars and trucks entering town disappear then reappear**

This happens when vehicles cross certain gridlines used by the sim. It's the way the sim works. There is no easy solution other than to turn the traffic off or otherwise eliminate all the traffic in the area. This can be done with an 'exclude' file but in that many would like to see at least some traffic, a traffic exclusion was not included.

**In FSX, sometimes things disappear when behind railings or other transparencies**

In FSX DX9 mode, some transparencies may disappear, or what's behind them will disappear as in this illustration:

![Image](https://example.com/image.png)

Using FSX in DX10 preview mode with Steve's DX10 Fixer (required) should largely solve this problem. Under 'Legacy' in the DX10 Fixer, tick 'V2 Transparency Logic'

FSX does not deal with transparent textures behind other transparent textures as well as P3D. If a better solution is found, it will be included in a service pack.
Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about CAX6 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 CAX6. Provided you adhere to the forum terms of use 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).
- 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 CAX6 Team

Lead Developer

- **Larry Robinson**: 3D modelling, including AI boats and custom effects, texturing, ground imagery, ground poly, POI scenery objects modelling, and user guide.

Additional Orbx Developers

- **Orbx Team**: Orbxlibs objects
- **Holger Sandmann**: shorelines

Specialist Roles

- **John Venema**: Business management
- **Ed Correia**: Production Management
- **Ben McClintock**: FTX Central and OrbxDirect website
- **Photography**: Larry Robinson, Gabrielle Reece, Philip Reece

Beta Testing Team

Rob Abernathy, John Dow, Friedi Gulder, Eberhard Haberkorn, Adam Howarth, Phil Manhart, Voyager

Further Acknowledgements

- **Jon Patch**: This project is dedicated to my late friend Jon Patch, developer of Vancouver Plus, Victoria Plus, etc. Jon and I were working on what Jon was calling ‘Salt Spring Plus’ which included the Ganges SPB at the time of his death. This is my way of remembering Jon. I am honoured to have known him, if even for a short while. I hope you like it, and I hope Jon would have approved. RIP Jon.

- **Philip Reece, Director of Business Development, Salt Spring Air** A special thanks to Philip Reece and the rest of the Salt Spring Air staff for making the visit to Ganges enjoyable and productive. And further thanks to Philip and his daughter Gabrielle for taking the additional photos I needed.

- **Réal Déraps** for kindly sending me close up photos of a Canadian Coast Guard Cape Class vessel and for his careful review of my model and for the authentic engine sounds from a Cape Class vessel. Réal serves aboard such a vessel.
FREEWARE TERMS OF USE

This addon is provided as FREEWARE and for PRIVATE use only.

You may install and use this addon freely for private non-commercial use only. You may install this addon on as many private-use PCs as you wish.

It is absolutely forbidden to repurpose any or part of these files or libraries for any other project or product without the express permission of the original authors.

It is expressly forbidden to use these files for any commercial or for-profit purpose including commercial flight training, flight schools, tourism or any other purpose other than for recreational and/or entertainment use by a private individual.

It is expressly forbidden to digitally alter, manipulate, host on websites / FTP servers or any internet hosted domain, serve, bundle, burn to CD-ROM or DVD-ROM, charge for, levy fees for and in any way generate revenues or profits arising from the use of these files.

No support, warranty or indemnity is provided from the use of this installer or addon. You install and use it at your own risk. The original authors may at their own discretion provide support or assistance for the addons they have created.

LIMITATION OF LIABILITY. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL ORBX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF ORBX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Microsoft Flight Simulator X is a © copyrighted trademark of Microsoft Corporation.

Prepar3D© is a Copyrighted trademark of Lockheed Martin Corporation

FTX and Full Terrain Experience are brands of Orbx Simulation Systems Pty. Ltd.