



CZST

Stewart Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX US CZST Stewart Airport (CZST).

This is the second airport in Russ White's PFJ series which also includes Ketchikan and Bella Coola. Like Russ's previous projects the immediate airport area has been constructed entirely as a 3DS Studio Max model which allows for some truly staggering texture resolution whilst still maintaining an acceptable level of performance.

Due to limited access to actual photos on the ground at the airport (short of actually flying there to take them), all of the ground and building textures have been meticulously crafted by hand whilst still trying to be faithful to the information shown in the scarce reference photos available. What this means is that you will really be taken by the 'rustic' and weathered feel of this location and you'll be able to explore the area on foot (using Orbx BOB) and see an aspect of the airport more akin to first person shooter graphics quality rather than a flight simulator. Russ even used a particle physics system to scatter randomly sized rocks and boulders around the airport aprons! We are sure you will be thrilled to explore this unique location.

Of course, we're not in the business of only creating insane levels of detail on the ground and the scenery includes a generous area of photoreal imagery for both approach vectors, including the surrounding steeply sloped mountain ranges, rivers and towns.

CZST Stewart is approximately 100 miles northeast of PAKT Ketchikan International airport so if you have that Orbx scenery you'll be able to enjoy some very scenic flights between those two locations, albeit limited to smaller aircraft though due to the 3900 x 75ft runway.

During hard winter you will see the Orbx Snowflow technology working, adding layers of snow to roofs and other scenery elements.



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 Fjords is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Pacific Fjords 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/pfj> to purchase your copy of FTX Pacific Fjords if you haven't already done so.



Quick Installation Guide

Installing Orbx FTX CZST 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 CZST 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 CZST 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

CZST is unique in that it features a ultra-high resolution airport built as a 3D model. So there is no photoreal ground imagery at the airport since it is constructed entirely with HD textures applied to the model.

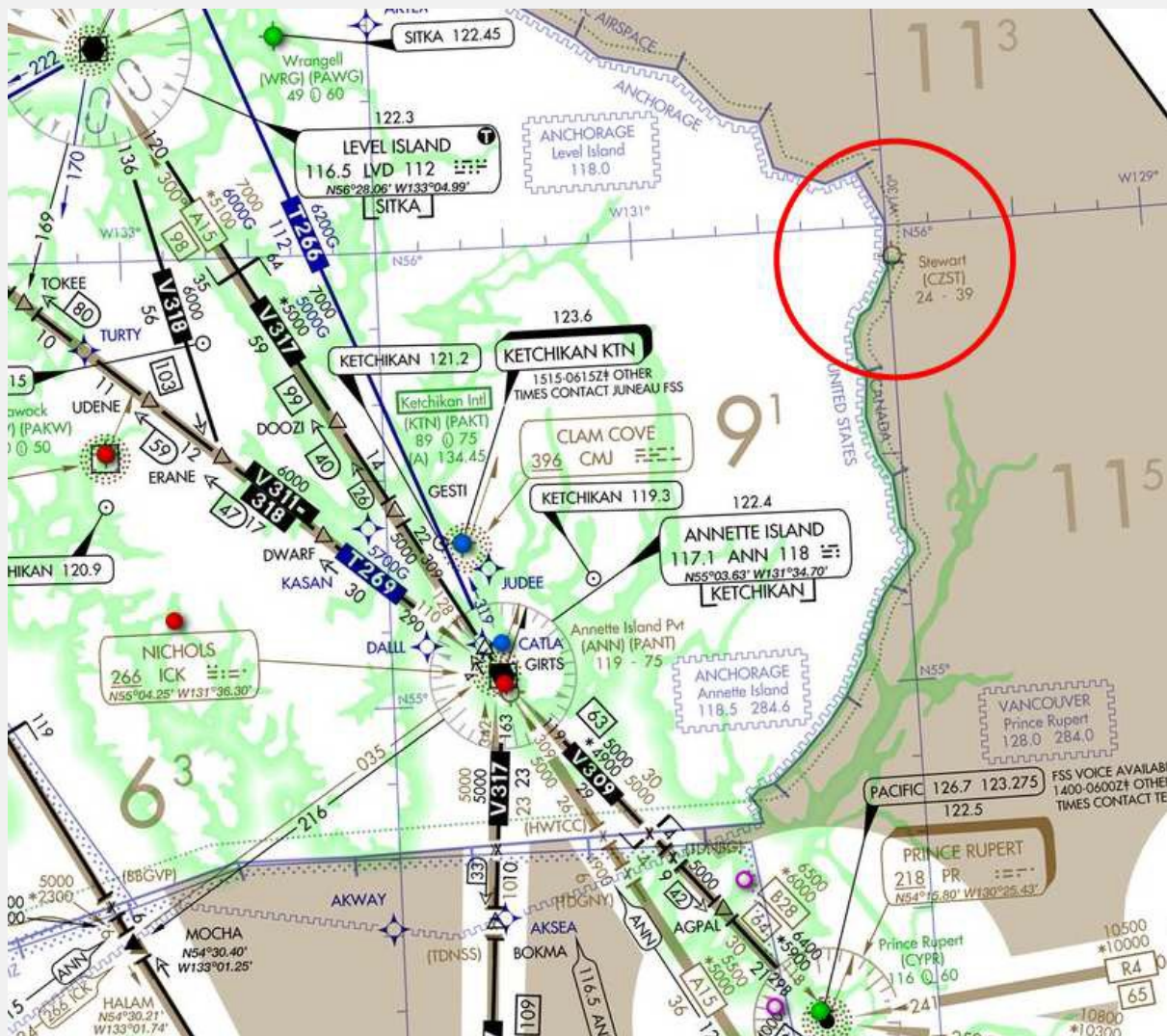
For the surrounding area though, there's a very large 60cm/pixel photoreal area covering the steep terrain, mudflats, riverscapes and towns to provide authentic terrain for the approach vectors.



Airport Information and Charts



Source: <http://skyvector.com/airport/CZST/Stewart-Airport>



The diagram below shows the starting locations for aircraft as programmed into the APX file.



Location Information for CZST

Coordinates: N55°56.00' / W129°59.00'
 Located 00 miles E of Stewart, . View all [Airports in .](#)
 Estimated Elevation is 24 feet MSL.




Operations Data

Airport Use: Open to the public A.R.T.C.C.: VANCOUVER
 Activation Date: March 2005 F.S.S.: LONDON FIC
 Status: Operational Sectional Chart:
 Control Tower: No Attendance:
 Seg-Circle: No
 Beacon: None

Airport Communications

ASOS at KTN (68.1 134.45 907-247-8801
 SW):
 AWOS-3 at MTM (72.5 135.55
 SW):
 ASOS at ANN (76.0 135.75 907-886-3246
 SW):

Nearby Navigation Aids

| ID | Name | Freq | Radial / Range | ID | Name | Freq | Bearing / Range |
|--|----------------|--------|----------------|--|-----------|------|-----------------|
|  ANN | ANNETTE ISLAND | 117.10 | 024° 75.6 |  CMJ | CLAM COVE | 396 | 216° 68.1 |
| | | | |  ICK | NICHOLS | 266 | 204° 75.8 |

Runway 18/36

Dimensions: 3900 x 75 feet
 Surface: Asphalt
 Runway 18 Runway 36

Ownership Information

Ownership: Publicly owned
 Owner:
 Manager:






Operational Statistics

Single Engine Aircraft Based on Field: none Statistics collected for 12 month period ending
 Multi-Engine Aircraft Based on Field: none Annual Commercial Operations: none
 Jet Aircraft Based on Field: none Annual Commuter Operations: none
 Helicopters Based on Field: none Annual Air Taxi Operations: none
 Military Aircraft Based on Field: none Annual Military Operations: none
 Gliders Based on Field: none Annual GA Local Operations: none
 Ultralights Based on Field: none Annual GA Itinerant Operations: none

Other Remarks

- WX CAMERA AVBL ON INTERNET AT [HTTP://AKWEATHERCAMS.FAA.GOV](http://AKWEATHERCAMS.FAA.GOV)

Nearby Airports with Instrument Procedures

| ID | Name | Heading / Distance |
|---|--|--------------------|
|  PAKT | Ketchikan International Airport | 217° 68.3 |
|  PAWG | Wrangell Airport | 270° 86.5 |
|  HYL | Hollis Clark Bay Seaplane Base | 231° 93.5 |
|  PAPG | Petersburg James A Johnson Airport | 276° 111.8 |
|  63A | Lloyd R. Roundtree Seaplane Facility Seaplane Base | 276° 112.5 |

Source: <http://skyvector.com/airport/CZST/Stewart-Airport>

The CZST Control Panel

The CZST 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

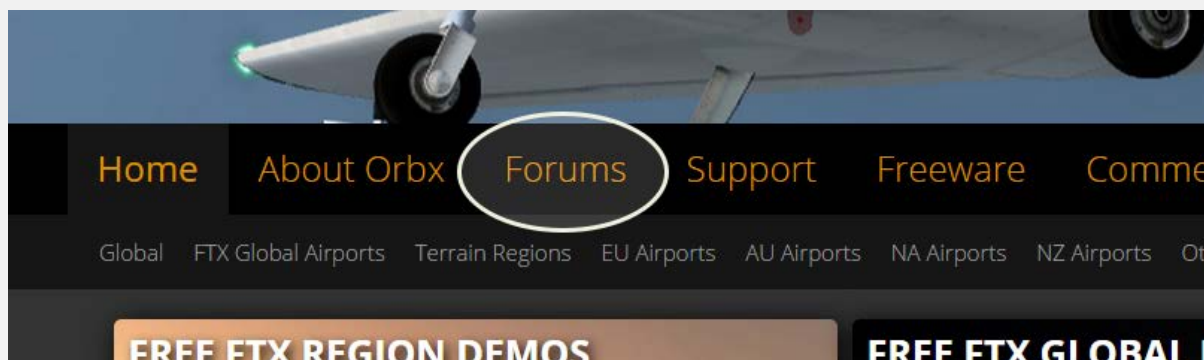
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy CZST the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Russell White:** 3D modeling, texturing, ground imagery, ground polys, autogen annotation, ObjectFlow, NatureFlow, TextureFlow.

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Tim Harris:** Build Management, FSX Installer, AGN adjustments, excludes
- **Graham Ecclestone:** APX, flattens

Specialist Roles

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

Beta Testing Team

Phil Manhart, Paul Webster, Rob Newman, Patrick Scharnowski, Magnus Almgren, Tom Brooks, Jeff Gilmour, Vlad Maly, Jim Robinson, Ken Hall, Alex Goff, Scott Armstrong, Iain Emms, Aaron Myers, Friedhelm Gulder, Wolter van der Spoel, Graham Eccleston, Craig Hanley, Eddy Boyte, Tim Harris, Ed Correia.



End User License Agreement (EULA)

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

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