KAVX

Catalina Airport

USER GUIDE DECEMBER 2016

Contents

Thank you!

Orbx would like to thank you for purchasing KAVX Catalina Airport!

This is the fourth experience package for Orbx by Tim Harris and Ken Hall. Previous packages include AYPY Jacksons INTL, NSTU Pago Pago INTL, and TAP Tapini for Orbx as well as many other airports both payware and freeware.

Catalina's Airport in the Sky

Catalina Airport (IATA: AVX, ICAO: KAVX, FAA LID: AVX) is a privately owned airport located six miles (10 km) northwest of the central business district of Avalon, California in the middle of Catalina Island. The airport is open to the public and allows general aviation aircraft to land there. The only requirement is that inbound pilots state their intention to land and that they pay a $25 landing fee. The airport is primarily used for general aviation. The airport is also used for airfreight from the mainland. Supplies for the island are delivered via Douglas DC-3 aircraft daily.

The airfield is also known as the Airport in the Sky due to the fact it lies near the island's highest point at an elevation of 1,602 ft (488 m) All roads to the airport from the island's population centres climb steeply upward.

The airport originally opened as Buffalo Springs Airport in the spring of 1941. It was built by the Wrigley family of Chicago, who owned most of the island under the Santa Catalina Island Company, by leveling off the top of a hill. Prior to this, only seaplanes landed at Hamilton Cove Seaplane Base, just north of Avalon. The Wrigley's kept a DC-3 in the large hangar there.

World War II

In the autumn of 1942 the United States Army Air Forces (USAAF) took control of the Buffalo Springs Airport for the duration of World War II, to support Army, Navy, Coast Guard, the Maritime Service, and the Office of Strategic Services (OSS) activities on the island.

It also was a USAAF Fourth Air Force Replacement Training Station. Administratively, the airfield operated as a sub-base of March Field located in Riverside County.

In the early 1950s, United Airlines served the airport with scheduled passenger service with non-stop flights to Long Beach Airport (LGB) and direct, one stop service to Los Angeles International Airport (LAX) operated with Douglas DC-3 aircraft. During the mid 1950s, Catalina Air Lines was operating de Havilland Dove twin prop aircraft on non-stop flights to Los Angeles International and Burbank Airport (BUR, now Bob Hope Airport). By the late 1950s, Pacific Air Lines was providing flights with Douglas DC-3 aircraft to Los Angeles International, Long Beach Airport, and Burbank Airport.

In the late 1960s, Catalina-Vegas Airlines was operating non-stop service to San Diego Lindbergh Field (SAN).

Golden West Airlines provided flights as well during the early 1970s with de Havilland Canada DHC-6 Twin Otter STOL capable twin turboprop aircraft with non-stop service to LAX and Orange County Airport (SNA, now John Wayne Airport). Golden West also acquired Catalina Air Lines which served the island with seaplane flights operated from Avalon and Two Harbours.

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 Libraries is also required for full functionality.

What will you miss out on if you don't have Orbx Libraries installed?

- Autogen vegetation and buildings
- Peopleflow models
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Quick Installation Guide

Installing Orbx FTX KAVX 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 KAVX 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 KAVX and then have FTX Central manage the installation for you once downloaded.

An internet connection is required for FTX Central to activate 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
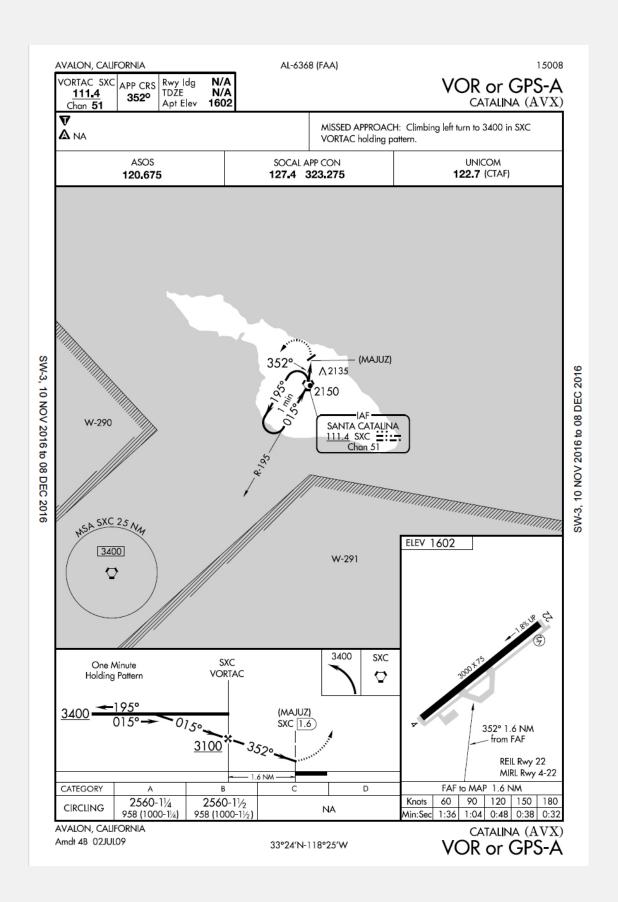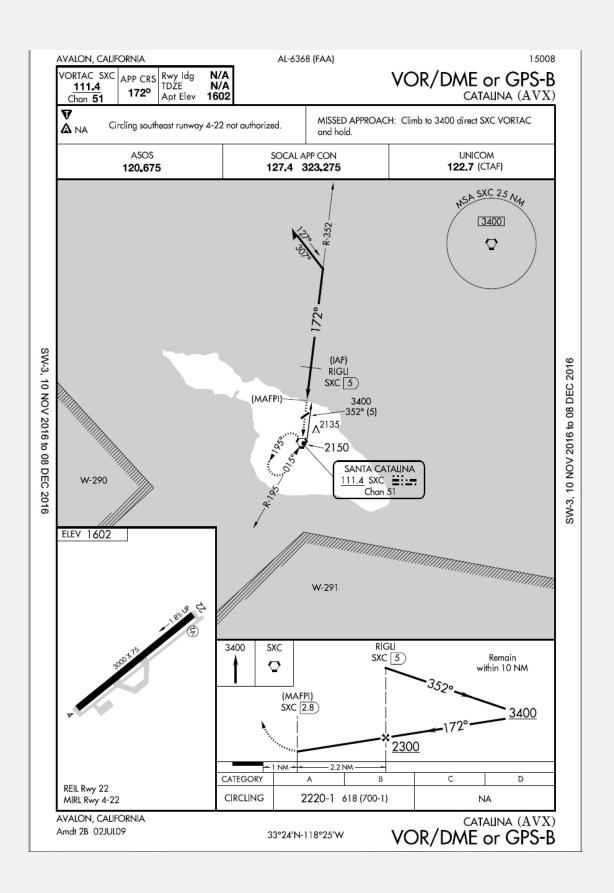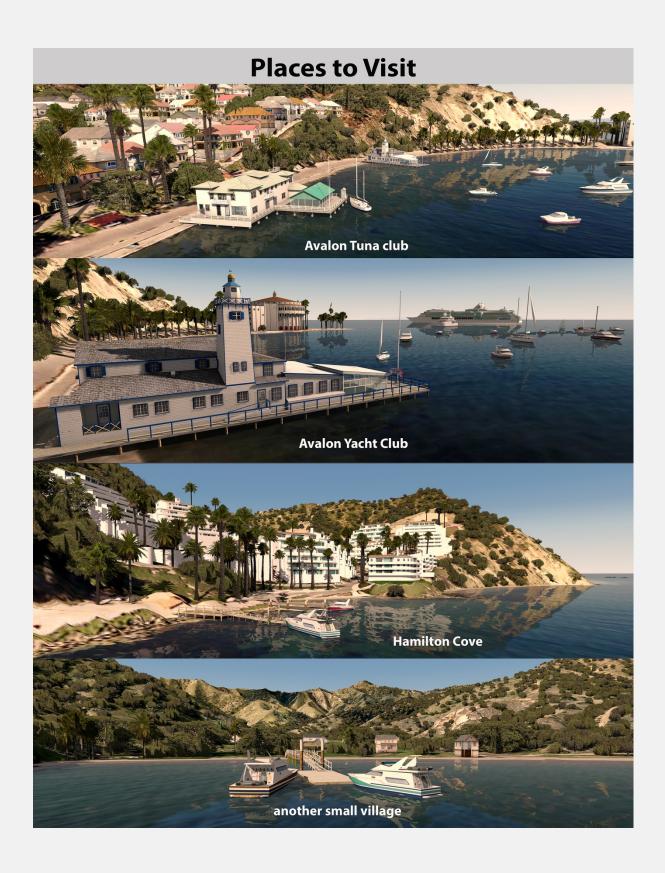

Photoreal Coverage for Catalina Island

Two Harbours

Wrigley Marine Centre Heliport

KAVX Airport 7cm photoreal

Catalina Island 30cm Photoreal

Avalon Harbour

Pebbly Beach Island Express Helicopter Base

Airport coverage at 7cm per pixel

Airport Information and Charts

AVALON, CALIFORNIA   AL-6368 (FAA)   15008

VORTAC SXC 111.4 Chan 51	APP CRS 352°	Rwy ldg TDZE Apt Elev	N/A N/A 1602

VOR or GPS-A
CATALINA (AVX)

▼ NA
⚠ NA

MISSED APPROACH: Climbing left turn to 3400 in SXC VORTAC holding pattern.

ASOS 120.675	SOCAL APP CON 127.4 323.275	UNICOM 122.7 (CTAF)

352°

(MAJUZ)

Λ 2135

2150

195° 1 min 015°

IAF
SANTA CATALINA
111.4 SXC
Chan 51

W-290

R-195

MSA SXC 25 NM
3400

W-291

ELEV 1602

3400   SXC

3000 X 75

1.8% UP

352° 1.6 NM
from FAF

REIL Rwy 22
MIRL Rwy 4-22

One Minute
Holding Pattern

SXC
VORTAC

3400 ——195°——
015°→ 015°→
3100 352°

(MAJUZ)
SXC 1.6

1.6 NM

CATEGORY	A	B	C	D
CIRCLING	2560-1¼ 958 (1000-1¼)	2560-1½ 958 (1000-1½)	NA	

FAF to MAP 1.6 NM					
Knots	60	90	120	150	180
Min:Sec	1:36	1:04	0:48	0:38	0:32

AVALON, CALIFORNIA
Amdt 4B 02JUL09

33°24'N-118°25'W

CATALINA (AVX)
VOR or GPS-A

AVALON, CALIFORNIA   AL-6368 (FAA)   15008

VORTAC SXC	APP CRS	Rwy ldg	N/A
111.4	**172°**	TDZE	**N/A**
Chan 51		Apt Elev	**1602**

VOR/DME or GPS-B
CATALINA (AVX)

▽
△ NA   Circling southeast runway 4-22 not authorized.   MISSED APPROACH: Climb to 3400 direct SXC VORTAC and hold.

| ASOS | SOCAL APP CON | UNICOM |
| **120.675** | **127.4 323.275** | **122.7** (CTAF) |

ELEV 1602

REIL Rwy 22
MIRL Rwy 4-22

CATEGORY	A	B	C	D
CIRCLING	2220-1 618 (700-1)		NA	

AVALON, CALIFORNIA
Amdt 2B 02JUL09   33°24'N-118°25'W

VOR/DME or GPS-B
CATALINA (AVX)

SW-3, 10 NOV 2016 to 08 DEC 2016

Places to Visit

Avalon Tuna club

Avalon Yacht Club

Hamilton Cove

another small village

Places to Visit

another small village

Wrigleys Marine

Two Harbours

Two Harbours

another small village

Antonios Pizza and Caberet

another small village
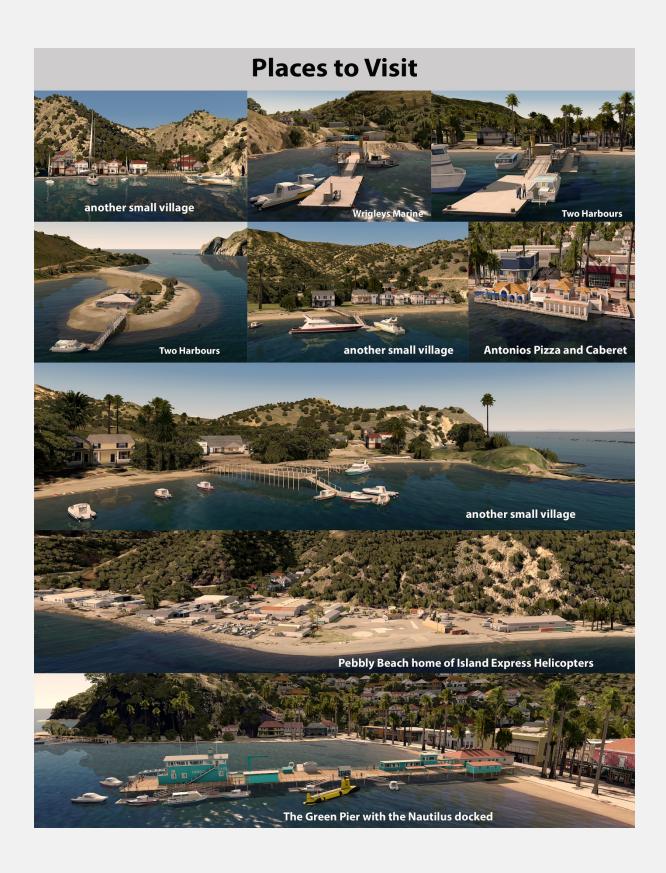

Pebbly Beach home of Island Express Helicopters

The Green Pier with the Nautilus docked

The KAVX Control Panel

The KAVX 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 KAVX 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.
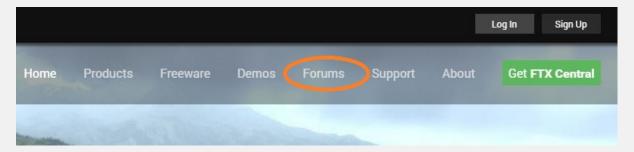
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

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

Lead Developers

- **Tim Harris**: , all autogen, catalina airport, build management, research and planning, custom poi models, terrain mesh, vector, object placement
- **Ken Hall**: all photoreal coloring, masking, blending and processing, pebbly beach heliport, wrigley heliport, custom poi models, object placement
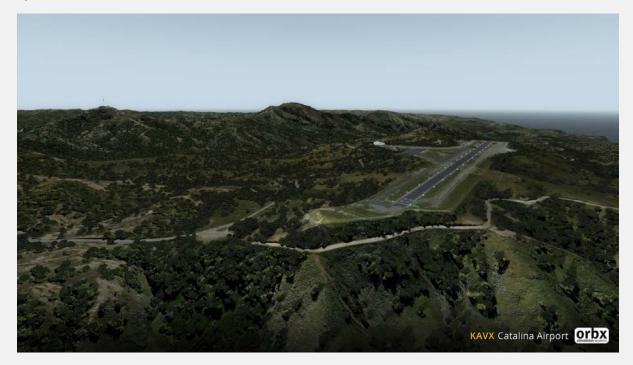
Additional Orbx Developers

- **Orbx Team**: Orbxlibs objects
- **Graham Eccleston**: APX coding
- A special thanks to **Jarrad Marshall** for the use of his fantastic desert autogen and beautiful aircraft models!!

Specialist Roles

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

Beta Testing Team

Jon Murchison, Phil Manhart, Voyager, Eberhard Haberkorn, Rob Abernathy, Wolter van der Spoel, Friedi Gulder and John Dow.

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

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