KBUR

Hollywood Burbank Airport

USER GUIDE JUNE 2020

Contents

Thank you!

Welcome to Hollywood.

Seasoned developer Matteo Veneziani has spent the past twelve months creating one of our most expansive airport products to date. Beyond the immediate airport vicinity, the scenery includes a large section of the northern Los Angeles metro area, encompassing the entire San Fernando valley and surrounding mountains. As one of our most requested destinations, an incredible amount of attention has been spent finessing all the details of the airport, including complete PBR textures, unique GSE, vehicles and static aircraft.

Burbank airport is one of the primary airports of the Los Angeles area, with mainline carriers flying to destinations across the US. As the closest airport to downtown LA and the major film studios, it is also highly popular with corporate traffic, as well as being a major cargo hub for FedEx and UPS. Matteo has modeled the airport with incredible attention to detail to both airside and landside aspects. Aside from trans-continental flights to locations such as Atlanta, Chicago, Las Vegas and Denver, Burbank is located a short distance from favorite Orbx destinations such as Palm Springs, San Diego, Santa Barbara and Monterey.

Beyond the airport boundary, explore the enormous 1400km2 coverage area. Encompassing the entire San Fernando Valley and surrounding mountain ranges, the extended cityscene component includes dozens of custom landmarks, custom autogen vegetation, high resolution DEM and hand-edited orthoimagery. Special attention has been paid to the film studios, commercial areas and Universal Studios theme park to the south of the airport. Cross over the Hollywood Hills to explore the Griffith Observatory and iconic Hollywood sign. All non-residential buildings have been created using new modelling techniques, ensuring a balance between high detail, unique content (no repeated roof textures) and accuracy. As well as the main airport, the scenery also includes several rooftop helipads, and most importantly, lite renditions of both Van Nuys and Whiteman general aviation airports.

HOLLYWOOD
Burbank!

KBUR Hollywood Burbank Airport
for Prepar3D v4+ orbx

Product requirements

This scenery airport addon is designed to work in **Lockheed Martin Prepar3D v4.5.13.32097** and **Lockheed Martin Prepar3D v5.0.24.34874**

Orbx Southern California *and/or* **Orbx Global** are also required.

Compatibility

This scenery is compatible with **Orbx Southern California** and/or **Orbx Global Base**

This product has been also tested with and is completely compatible with **Orbx OpenLC North America** and **Orbx Vector**.
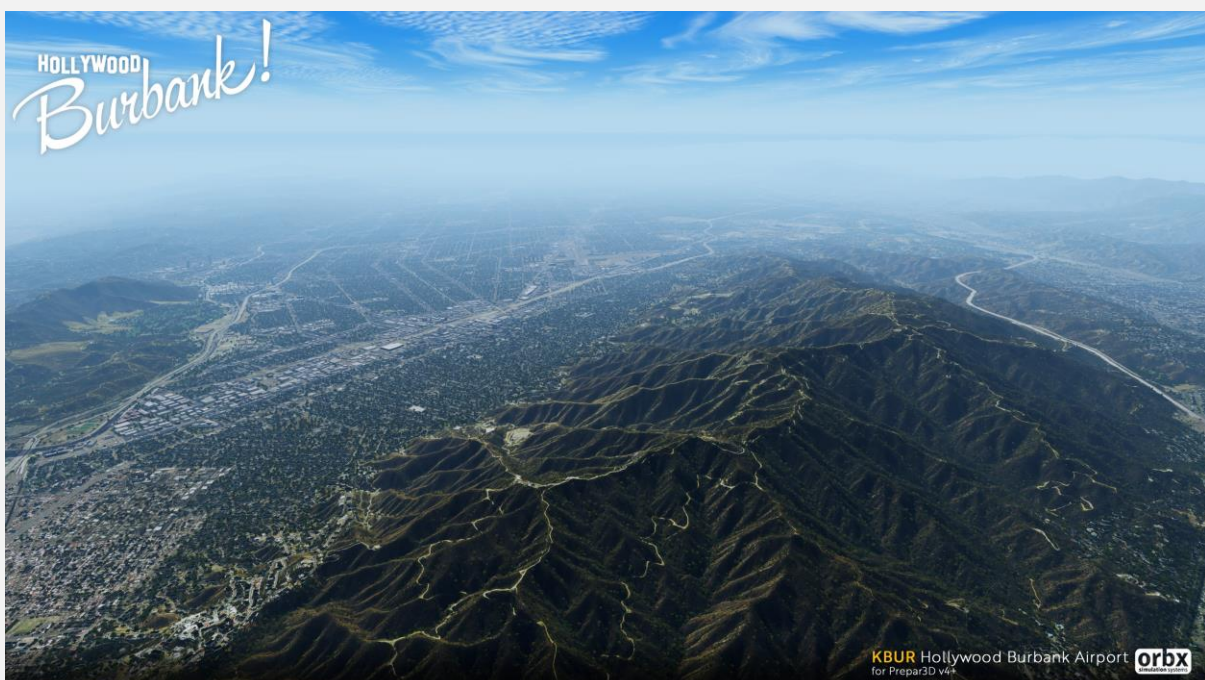
Quick Installation Guide

Installing Orbx KBUR is all managed by our Orbx 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 KBUR it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.
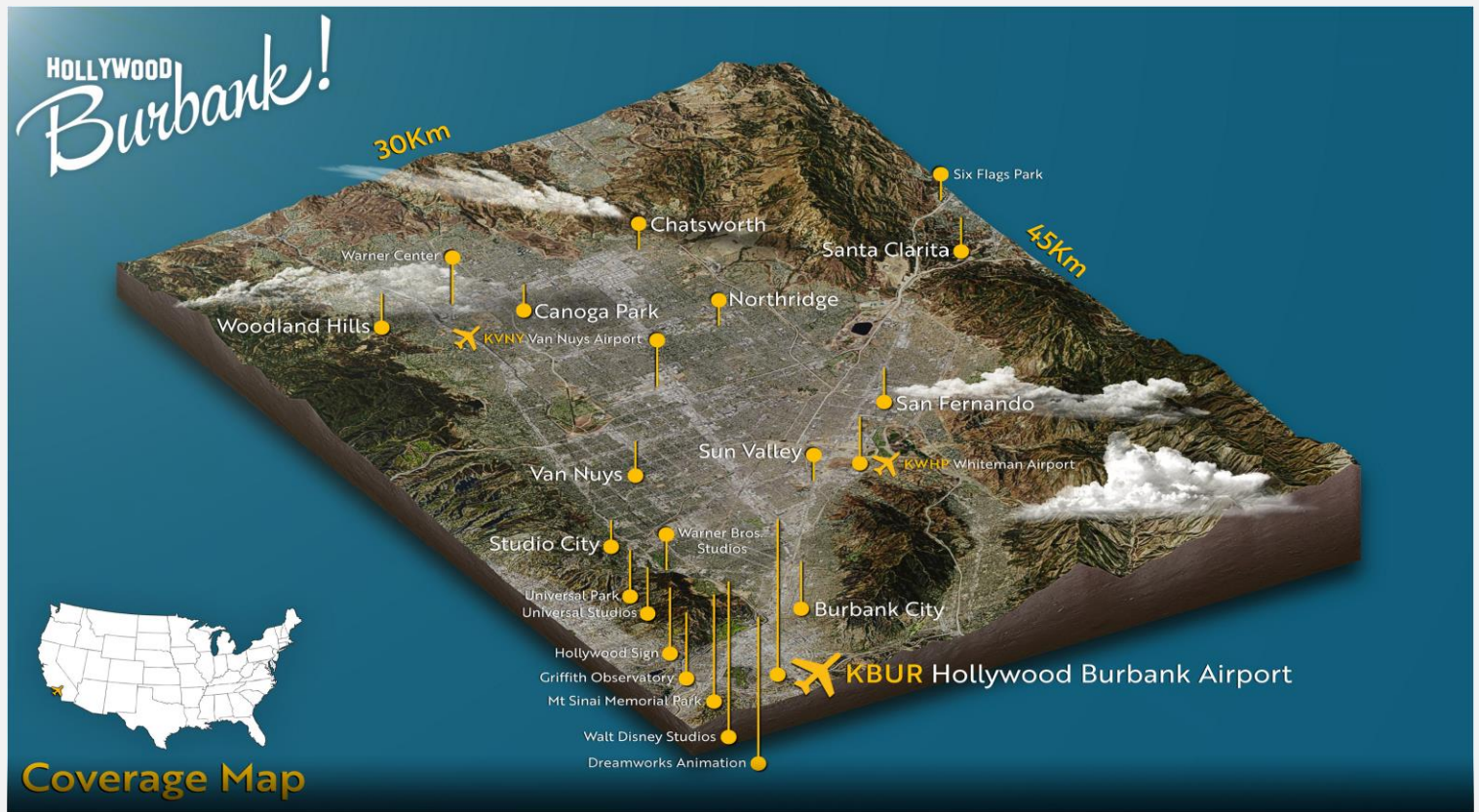You may also manually download KBUR and then have Orbx Central manage the installation for you once downloaded.

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

Scenery Coverage Area

HOLLYWOOD *Burbank!*

30Km

45Km

Six Flags Park

Chatsworth

Santa Clarita

Warner Center

Northridge

Woodland Hills

Canoga Park

KVNY Van Nuys Airport

San Fernando

Sun Valley

KWHP Whiteman Airport

Van Nuys

Studio City

Warner Bros. Studios

Universal Park
Universal Studios

Burbank City

Hollywood Sign

Griffith Observatory

KBUR Hollywood Burbank Airport

Mt Sinai Memorial Park

Walt Disney Studios

Dreamworks Animation

Coverage Map

HOLLYWOOD *Burbank!*

747 Crash Site

Universal CityWalk

The Simpsons Ride

Waterworld

The Wizarding World of Harry Potter

Universal Plaza

Revenge of the Mummy

Super Silly Fun Land

Jurassic Park: The Ride

Transformers: The Ride 3D

KBUR Hollywood Burbank Airport
for Prepar3D v4+

Airport Information Charts

Source & more charts: *https://it.flightaware.com/resources/airport/BUR/APD/AIRPORT+DIAGRAM/pdf*
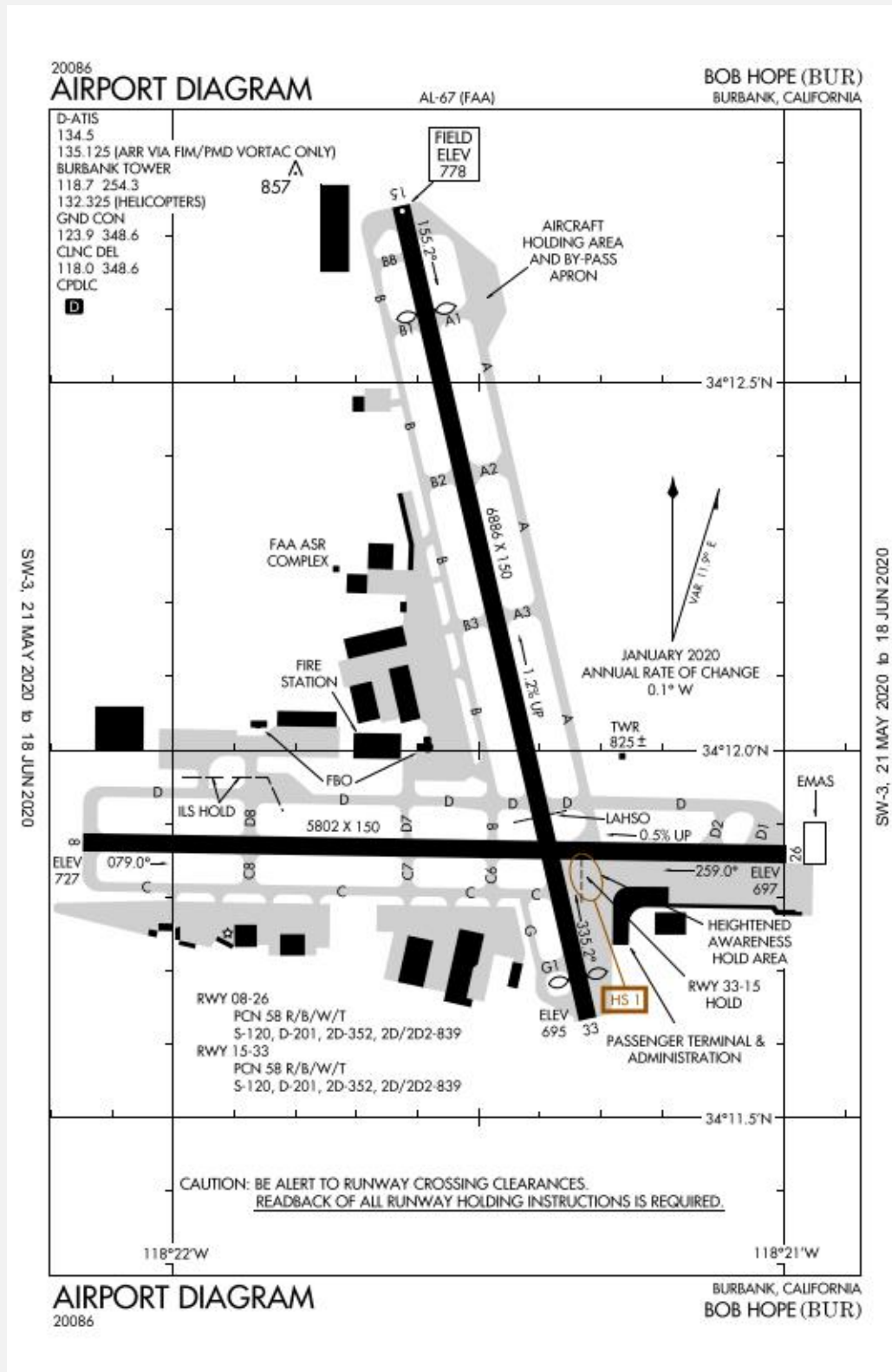
Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KBUR 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 61B
Ground texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed 61B.
Autogen density	Dense	Best FPS vs detail.
AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for Orbx.
Texture Resolution	2048 or 4096	Displays airport objects at high resolution

PBR Settings

The scenery has been designed with full PBR, and has also been heavily optimized to ensure good performance in a traditionally performance-heavy area (the LA basin). As of the date of publication (June 2020), the current version of P3Dv5 uses excessive levels of VRAM in many scenarios and areas of the world. If you are experiencing these issues, and particularly if your graphics cards has less than 8GB of RAM, we have included a non-PBR option in the control panel, which has been noted to reduce the airport's VRAM footprint. This option is also available in P3Dv4 for those that may wish to utilize it.

Helipads, Lite Airports and Landmarks

The scenery comes with several rooftop helipads, two lite airports and hundreds of points of interest. Most of these are situated along the southern border of the scenery, and include Universal Park, Universal Studios, Warner Bros Studios, Walt Disney Studios and Burbank City, as well as the famous Hollywood sign. **Van Nuys (KVNY)** and **Whiteman (KWHP)** fall within the coverage area, and low-detail versions have been included within this package.

List of the Rooftop helipads:

- **NBCU Tower**
- **Hilton Tower**
- **Union Bank Tower**
- **Warner Bros Tower**
- **Abc Tower**
- **Holiday Inn**

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KBUR or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Payware Support Forum section. Orbx 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.
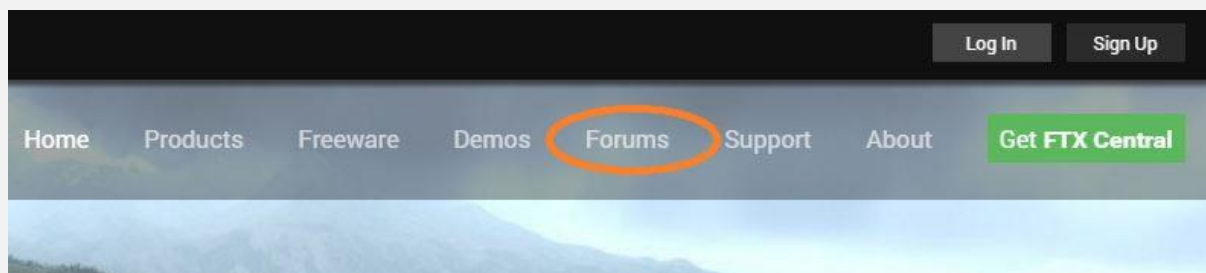
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

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 KBUR. Provided you adhere to the forum terms of use and have a legitimate copy of KBUR, 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 Orbx support forums for each issue (don't tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your KBUR 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.

Orbx Community Forums

Orbx has a thriving and active user community on the forums, with over 92,000 members as of March 2020. 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 have 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 Orbx Burbank Team

Lead Developer

- **Matteo Veneziani**

Project Management

- **Jarrad Marshall**: Head of Independent Developers
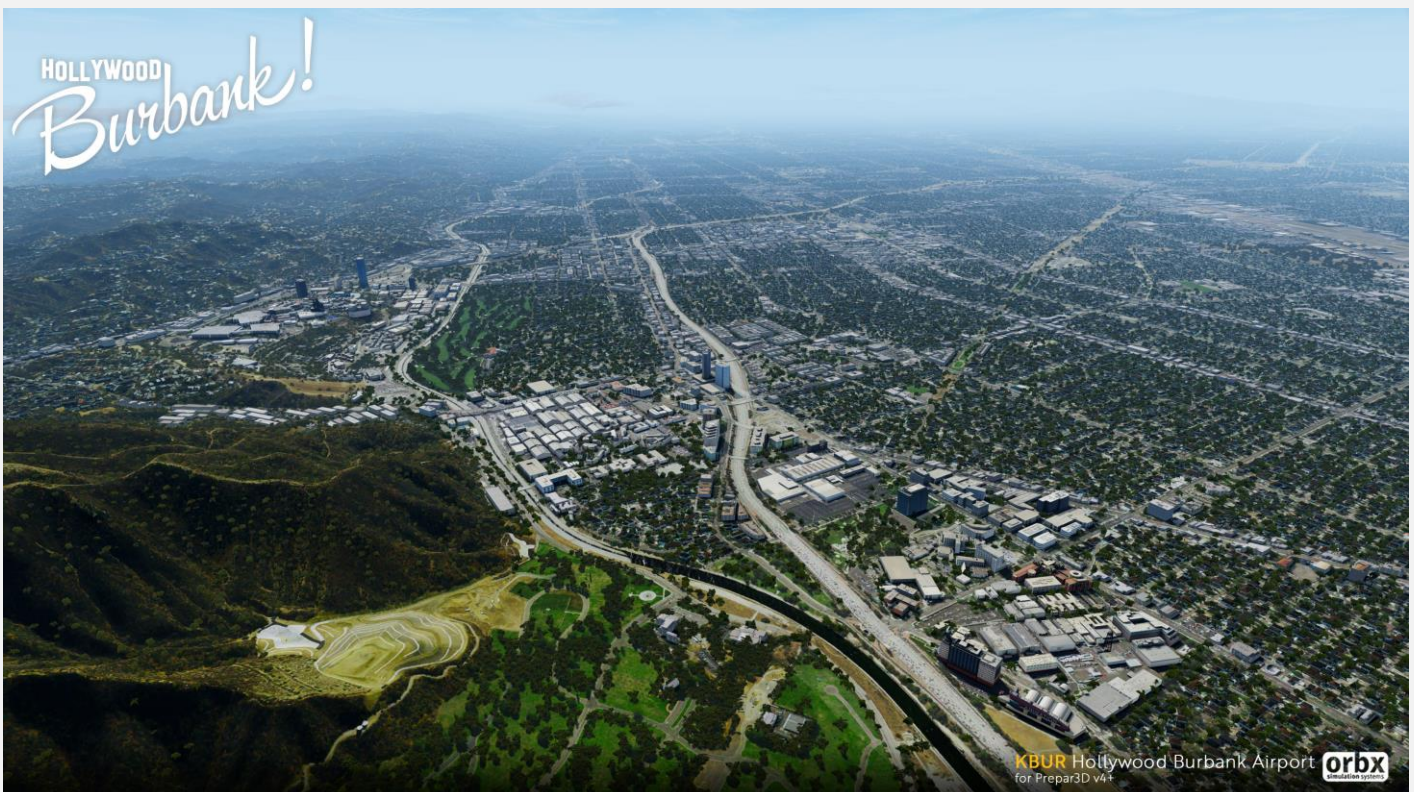
Additional Orbx Developers

- **Holger Sandmann:** Orthoimagery and Technical Consultant
- **Jarrad Marshall:** Technical Consultant

Specialist Roles

- **Ed Correia**: Head of Productions & Operations

Beta Testing Team

Rob Abernathy, Darryl Wightman, John Dow, Phil Manhart, Steve Ruiz, Daniel Furnkab, Giorgio La Pira

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