



KCMW

Cushman Meadows

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing **FTX US KCMW Cushman Meadows** (KCMW). KCMW is the second Orbx scenery by renowned developer Bill Womack, who took his work in a slightly different direction this time around. If the Flight Simulator motto is “as real as it gets”, then think of this as “as real as you’d like it to be” Anyway, here’s Bill’s intro:

Cushman Meadows

Imagine your ideal airport. We’ve all done it, sat around shooting the bull about what we’d do if we won the lottery—well, this is the airport version of that game.

Fresh off some hyper-real scenery products, I decided to let my imagination take wing, and to design the airport of my dreams. As a Pacific Northwesterner, I knew right where it had to be – smack dab in the middle of the most beautiful country the region has to offer, Washington’s Olympic Peninsula. This is about as wild a location as you’ll find in the lower 48, studded with towering snow-capped mountains, wide swaths of rain

forest, and crystal clear lakes. It’s a sightseers dream, and there’s no better way to see it than from the air.



I found the ideal site on the shores of Lake Cushman. The airport was cut out of a stand of forest adjacent to a finger-shaped inlet. For the land runway, a modest but serviceable asphalt runway was paved, and an eclectic collection of hangars, covered parking, a clubhouse, cafe, and a small flight school sprang up beside it. Some locals with more enthusiasm than funds even hauled in some shipping containers and built their own “control tower”.

The inlet provided a great protected spot for a water runway, and next thing you know a floatplane repair facility and refueling dock appeared. Figuring that pilots would be coming in from far and wide, an enterprising hotelier even bought a parcel of lakeside land nearby and began renting cabins and RV hookups.

This, I thought, was the airport I’d love to be based at for my PNW adventures. I liked it so much that I found myself wanting to clear off a spot of land just for myself—close enough to drop in on KCMW whenever I wanted, but a little more off the grid. That little slice of heaven turned out to be a few acres at the northwestern end of the lake, a few acres of filbert orchard with a barn for a couple of horses, a cozy house with great views, and a deck for partying during the warm months. There was even a makeshift structure that ended up being ideal for parking my bird. Seriously, what more could a plane nut ask for? I call it Bear Gulch, and if it sounds like a good spot to you, head on up the lake and check it out.

Most of all, just enjoy the scenery. These airports were custom-made just for a specific kind of GA pilot. If you’re reading this, you’re probably one of us.

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 KCMW 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 KCMW 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 KCMW and then have FTX Central manage the installation for you once downloaded.

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

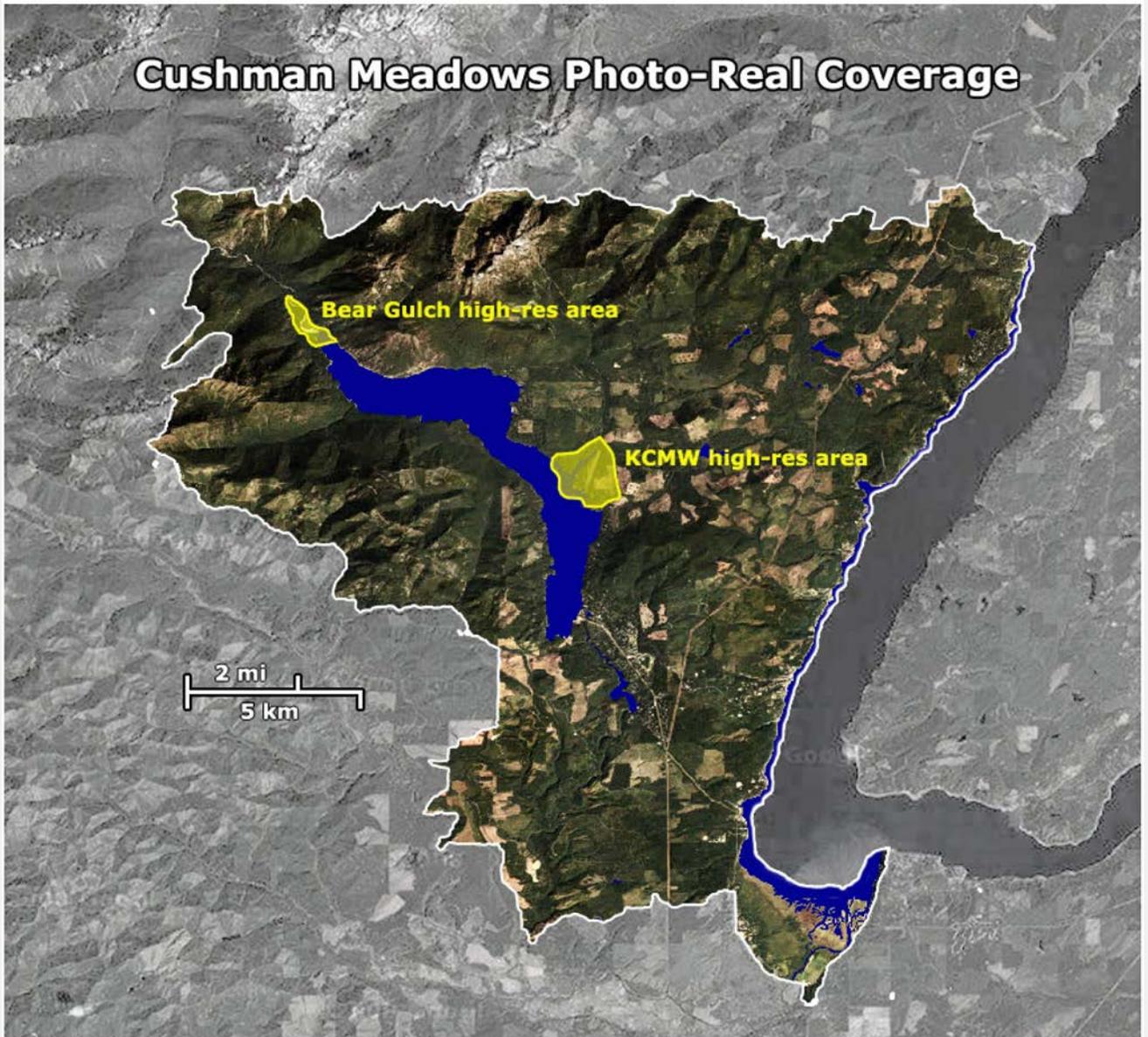
Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.



Scenery Coverage Area

The images below shows the location and extent of the KCMW region scenery coverage area.





Airport Information and Charts

Cushman Meadows (KCMW)

Runways: 36/18 (3000' – asphalt) CTAF/UNICOM: 122.90

AWOS: 128.325

Lake Cushman Floatport (WA40)

Runways: N/S (2950' – water) CTAF/UNICOM: 122.90

AWOS: 128.325

Bear Gulch (WA38)

Runways: 14/32 (1300' – gravel)

Nearby radio navigation aids

VOR radial/distance VOR name Freq Var OLM r336/32.5 OLYMPIA VOR/DME 113.40 19E SEA
r273/36.8 SEATAC VOR/DME 116.80 19E PAE r235/46.6 PAINE VOR/DME 110.60 20E

NDB name	Hdg/Dist	Freq	Var	ID
CAN	262/15.7	274	20E	CAN

MNC	319/14.1	348	19E	MNC
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PWT	245/18.7	206	20E	PWT
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The KCMW Control Panel

The KCMW 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

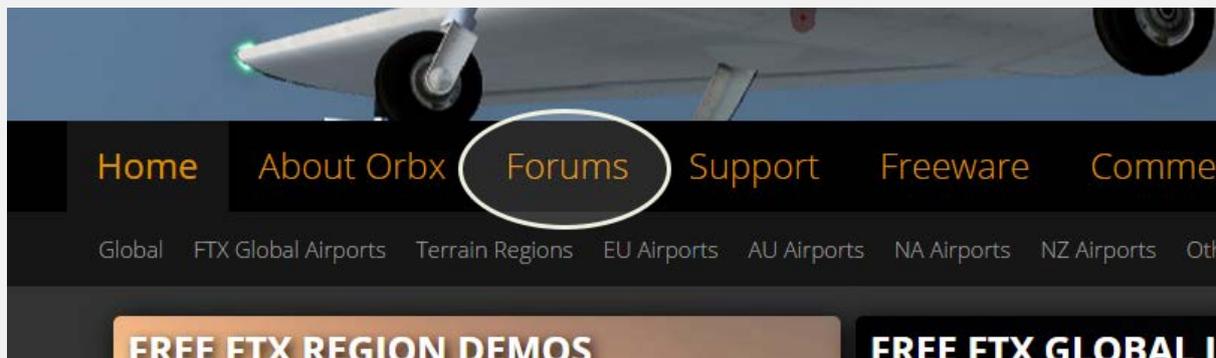
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KCMW the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Bill Womack:** 3D modeling, texturing, ground imagery, ground polys, autogen annotation.

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Tim Harris:** Autogen annotation
- **Alex Goff:** Prepar3D porting and compatibility
- **Holger Sandmann:** Roads/traffic adjustments, flattens, aerial imagery acquisition and processing

Specialist Roles

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

Beta Testing Team

Wolter van der Spoel, Phil Manhart, Eberhard Haberkorn, Mike Johnson, Dontay Martin, John Giddens, Dave Kester, Patrick Scharnowski, John Dow, and John Venema.



End User License Agreement (EULA)

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

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