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simulation systems



# KORS

## Orcas Island Airport

USER GUIDE SEPTEMBER 2016



# Contents

Thank you!.....	3
Product requirements .....	5
What will you miss out on if you don't have Orbx FTX Pacific Northwest installed? .....	5
Quick Installation Guide .....	6
Scenery Coverage Area.....	7
The KORS Control Panel .....	8
Quick Reference Simulator Settings .....	8
Product Technical Support.....	9
Please do NOT email support requests.....	9
Use the forum search function.....	9
What to include in your support requests .....	9
FTX Community Forums .....	10
Thanks for reading! .....	10
The FTX KORS Team .....	11
Lead Developer.....	11
Additional Orbx Developers.....	11
Specialist Roles.....	11
Further Acknowledgements .....	11
Beta Testing Team .....	11
End User License Agreement (EULA) .....	12

# Thank you!

Orbx would like to thank you for purchasing FTX US KORS Orcas Island Airport (KORS).

KORS Orcas Island is the third airport for Orbx Pacific Northwest by well-established development team Andreas Hegi and Heiko Glatthorn, whose previous collaborations include the acclaimed YHBA Hervey Bay Airport in 2009 and 1S2 Darrington Muni and 3W5 Concrete Muni Airports in 2010. These two talented developers have gained a reputation for creating charming GA airports with real character, and they always strive to add those extra touches with every new project they deliver. KORS is no exception to that rule, offering a rich audio visual experience in a unique island setting.

## Orcas Island History

The name "Orcas" is a shortened form of Horcasitas, or Juan Vicente de Güemes Padilla Horcasitas y Aguayo, 2nd Count of Revillagigedo, the Viceroy of Mexico who sent an exploration expedition under Francisco de Eliza to the Pacific Northwest in 1791. During the voyage, Eliza explored part of the San Juan Islands. He did not apply the name Orcas specifically to Orcas Island, but rather to part of the archipelago. In 1847 Henry Kellett assigned the name Orcas to Orcas Island during his reorganization of the British Admiralty charts. It was this work of Kellett's that eliminated the patriotically American names that Charles Wilkes had given to many features of the San Juans during the Wilkes Expedition of 1838-1842. Wilkes had named Orcas Island "Hull Island", after Commodore Isaac Hull. Other features of Orcas Island named by Wilkes include "Ironsides Inlet" for East Sound, and "Guerrier Bay" for West Sound. One of the names Wilkes gave remains, that of Mount Constitution. Wilkes' names follow a pattern: Isaac Hull was the commander of "Old Ironsides" (the USS Constitution) and won fame after capturing the British warship Guerriere in the War of 1812.



## Geography

With a land area of 57.3 square miles (148.4 km<sup>2</sup>) and a population of 4,453 (2000 census), Orcas Island is slightly larger, but less populous, than neighboring San Juan Island. Orcas is shaped like a pair of saddlebags, separated by fjord-like East Sound, with Massacre Bay on the south side, and tiny Skull Island just off the coast. At the northern end of the island is the village of Eastsound, the largest town on Orcas and the second largest in San Juan County. In 1989 the Lummi Nation regained a village and burial site on Orcas Island's Madrona Point near Eastsound, and now operates it as Madrona Point Park, a private preserve characterized by hundreds of twisting madrona trees sprouting from the rocky shoreline.

Other, smaller towns - or hamlets - on the island include Orcas (where the inter-island/mainland ferry lands), West Sound (technically part of Eastsound), Deer Harbor, Rosario (technically part of Eastsound), Olga and Doe Bay.

Orcas Island is accessible by air via Eastsound Airport (KORS) or water landings by seaplane as well as by water via the Washington State Ferry system or private watercraft. During the summer season, there is an island shuttle that runs from the ferry landing to Eastsound and other points.

## Sights

The Orcas Island Historical Museum is located down town Eastsound and is the only object-based, interpretive heritage facility for the island, with a permanent collection containing approximately 6000 objects, paper documents and photographs. Orcas Island is also home to three historic camps: Camp Orkila, Four Winds Westward Ho and Camp Indralaya.

## KORS Facilities and Traffic

Orcas Island Airport covers an area of 64 acres (26 ha) which contains one asphalt paved runway (16/34) measuring 2,900 x 60 ft (884 x 18m).

For the 12-month period ending December 31, 2005, the airport had 61,600 aircraft operations, an average of 168 per day: 69% GA, 20% air taxi and 11% scheduled commercial. There are 75 aircraft based at this airport: 96% single engine and 4% multi-engine.

## Airlines      Destinations

Kenmore Air      Seattle/Boeing Field

San Juan Airlines      Anacortes, Bellingham, Friday Harbor

*History, Geography, Sight, Facilities text source: Wikipedia: [http://en.wikipedia.org/wiki/Orcas\\_Island](http://en.wikipedia.org/wiki/Orcas_Island)*

# 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 KORS 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 KORS 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.

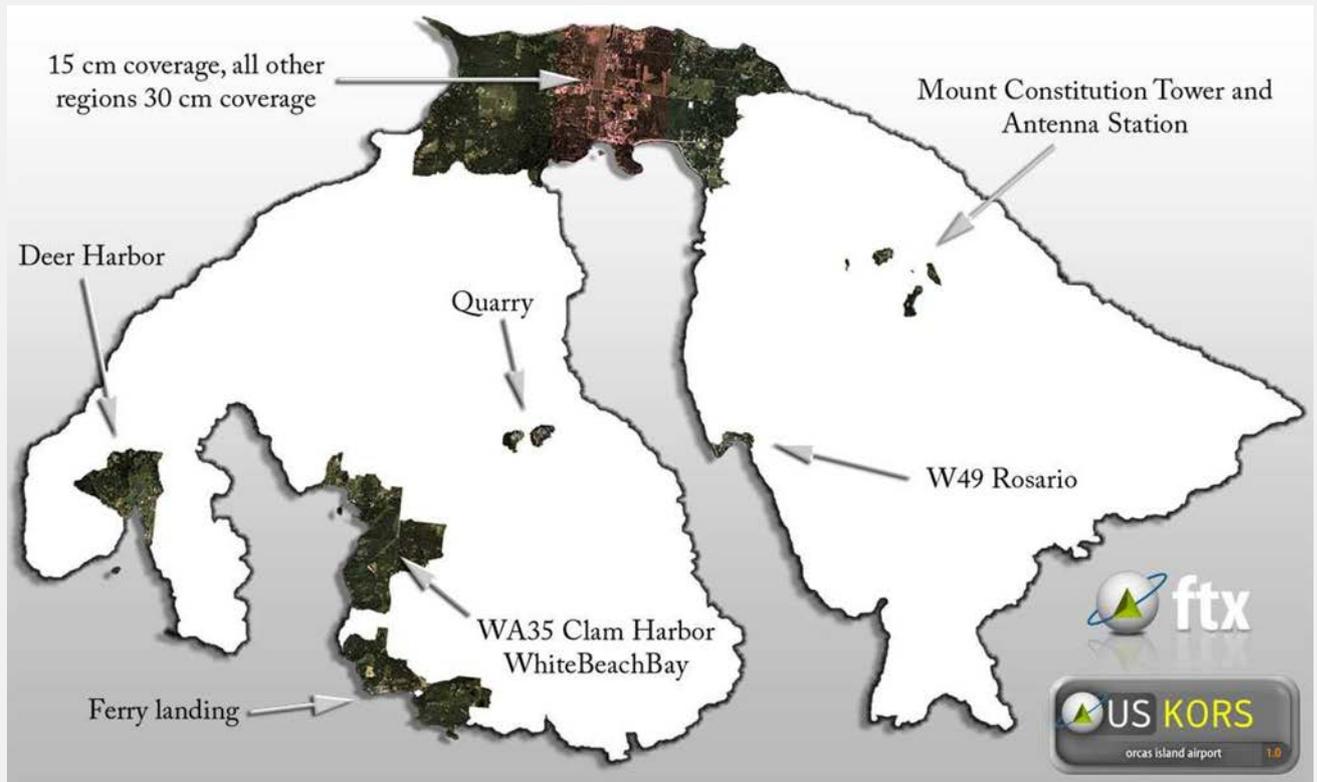
You may also manually download KORS and then have FTX Central manage the installation for you once downloaded.

**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



## WA35 Clam Harbor and W49 Rosario

As a bonus addition to further your enjoyment of the Orcas Island scenery, the development team have also included another grass airfield (WA35 Clam Harbor) and a seaplane base (W49 Rosario) with correct starting points available from the FSX menu. Note if you have the OZx WA35 Clam Harbor installed, the KORS installer will automatically remove it for you.

Here's two screenshots showing each location:



# The KORS Control Panel

The KORS 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

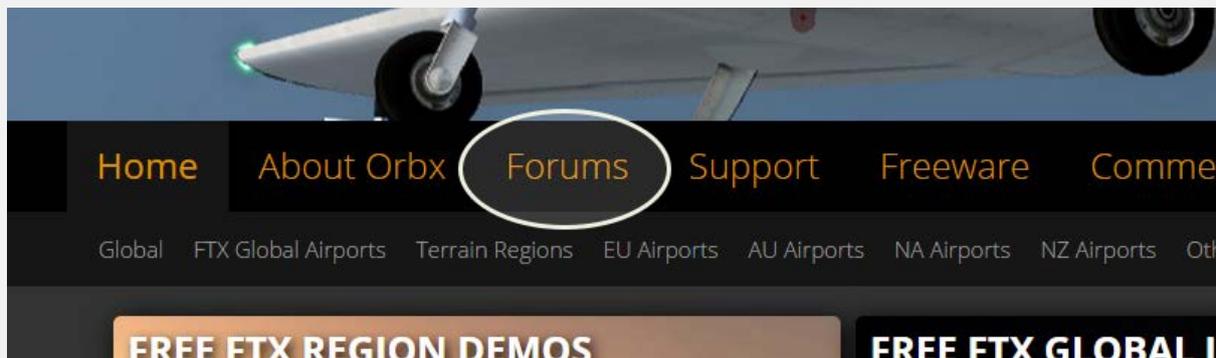
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KORS the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 KORS
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX KORS.
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 KORS or its use, please feel free to register on the forums at [orbxdirect.com](http://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](http://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 KORS. Provided you adhere to the forum terms of use and have a legitimate copy of KORS, 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 KORS 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](http://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 KORS Team

## Lead Developer

- **Andreas Hegi:** All 3D modeling, texturing, build management and object placement
- **Heiko “Mango” Glatthorn:** Ground terrain, seasonal coloring, autogen annotation, some modeling, object placement, flattens, APX, V1.1 PeopleFlow

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Neil Hill:** Base PNW adjustments for KORS
- **Graham Ecclestone:** APX, AI Traffic
- **Holger Sandmann:** Roads/traffic adjustments, flattens
- **Shaun Snyman:** PAPI/VASI/REIL coding

## Specialist Roles

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

## Further Acknowledgements

- **Neil Hill and Philip Wilson:** Location photography

## Beta Testing Team

Eberhard Haberkorn, Scott Armstrong, Neil Hill, Graham Eccleston, Philip Manhart, Dave Kester.



# End User License Agreement (EULA)

For the most recent version of the EULA, see [orbxdirect.com/eula](http://orbxdirect.com/eula).

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