



KSNC

# Chester Airport

USER GUIDE DECEMBER 2017



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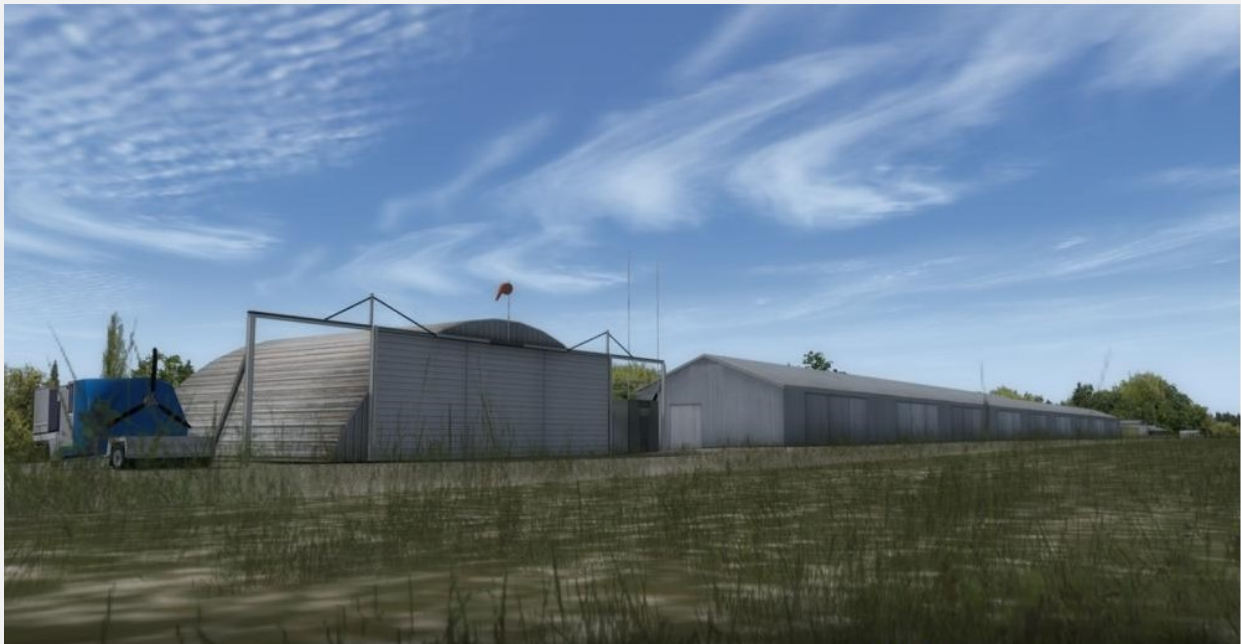
# Thank you!

Orbx would like to thank you for purchasing FTX KSNC Chester Airport!

This is the second release for Orbx by Matteo Veneziani following on from his debut release of KSAN San Diego International.

Located 5km southwest of Chester, Connecticut, KSNC is a public use airport and is privately owned by Whelen Aviation. The airport covers an area of 146 acres and has an asphalt paved runway 2566ft in length. The airport is a General Aviation facility with 80% of flights being GA and the remainder as air taxi.

The runway has a moderate slope which has been modelled as well as the apron which sits about 3 metres below the runway. Access from the apron to runway makes use of sloped taxiways which has also been modelled by Matteo.



# 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, Lockheed Martin Prepar3D v3 and Lockheed Martin Prepar3D v4.**

**Orbx FTX Global or openLC North America** is also required for full functionality.

## What will you miss out on if you don't have Orbx FTX Global installed?

- Blending of the airport photoreal into the surrounding terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport

Please visit <https://orbxdirect.com/> to purchase your copy of FTX Global or openLC NA if you haven't already done so.

# Quick Installation Guide

Installing Orbx FTX KSNC 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 KSNC 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.

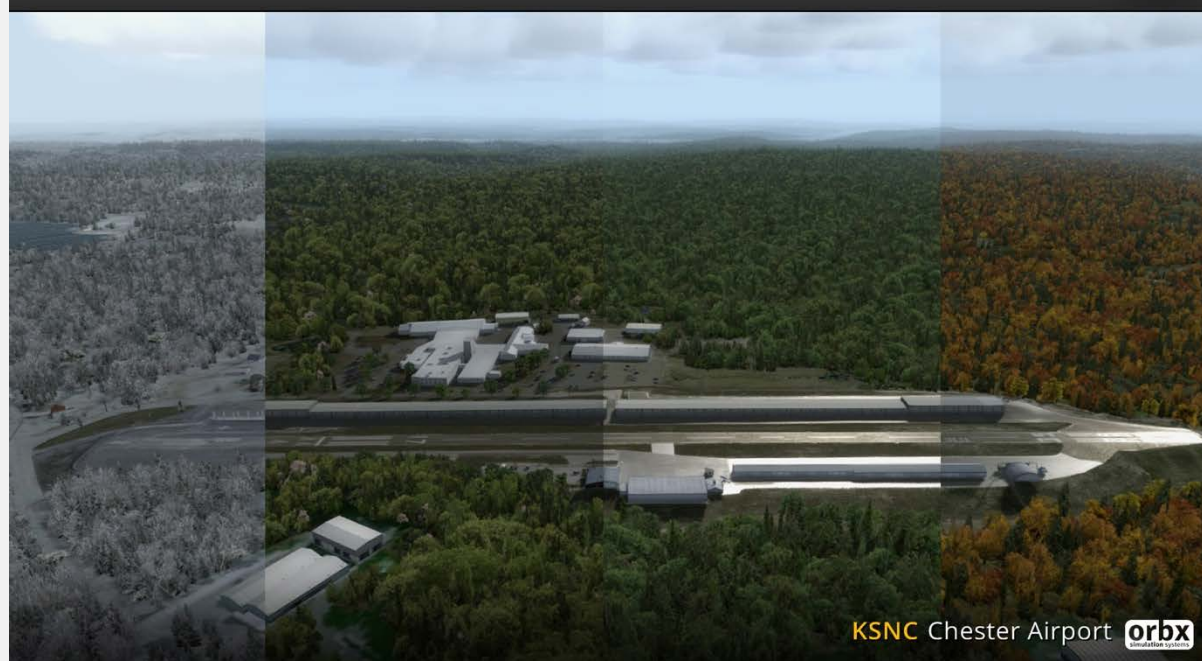
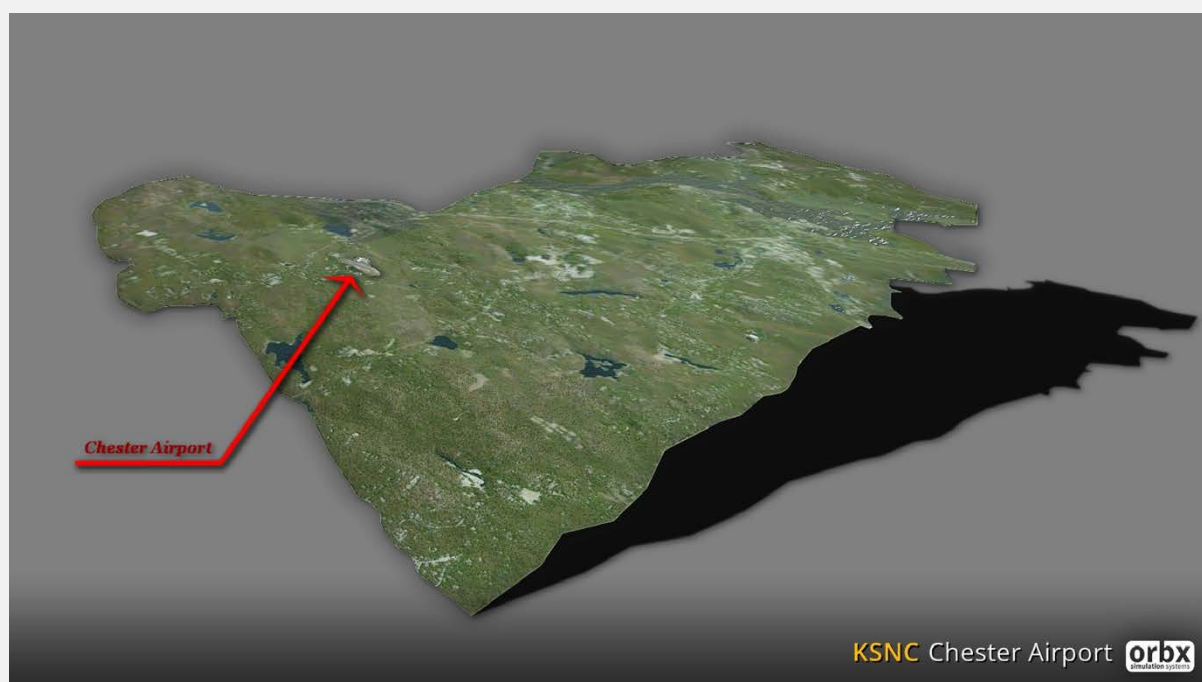
You may also manually download KSNC and then have FTX Central manage the installation for you once downloaded.

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

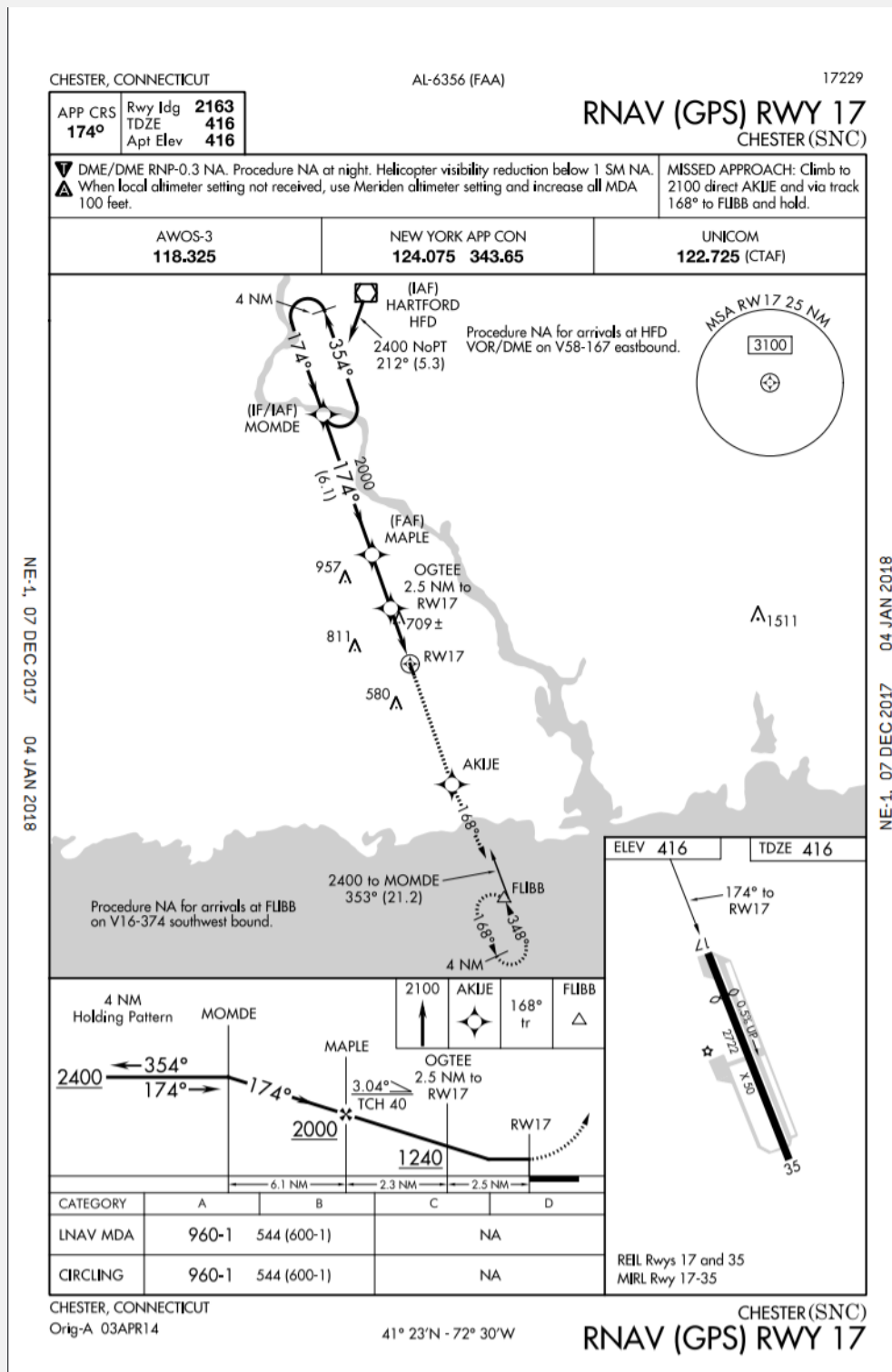
*Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.*



# Scenery Coverage Area



# Airport Information and Charts

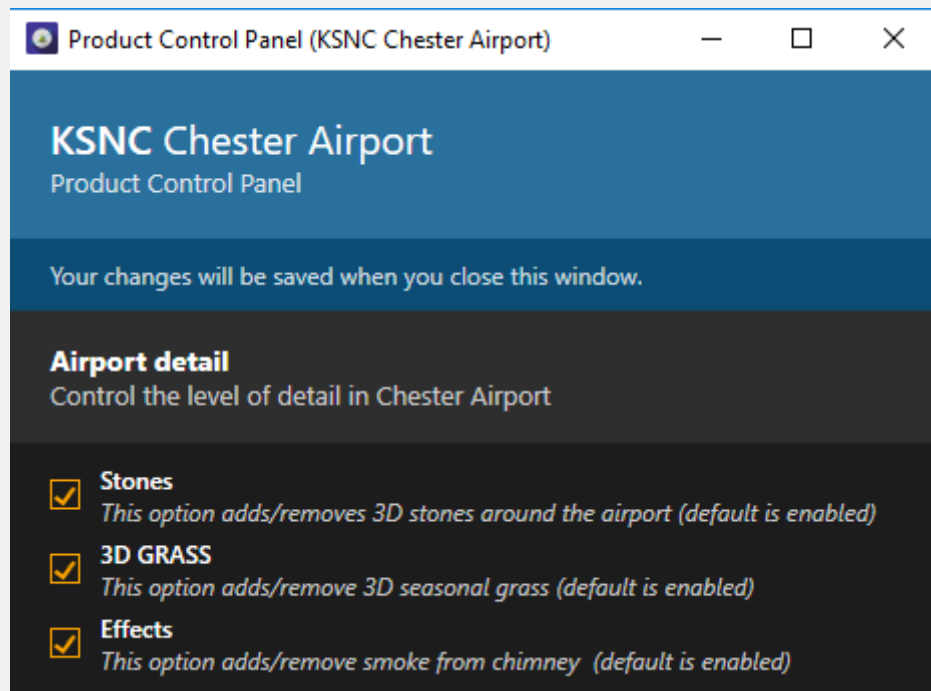




# The KSNC Control Panel

The KSNC 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 KSNC 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	Ultra	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for KSNC
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX KSNC.
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.

## Important information on setting texture resolution

KSNC makes use of 4096 textures which will require you to set your sim to display this higher texture resolution.

In P3D this is simply handled in the Display Options menu by setting **Texture Resolution** to **Ultra – 4096x4096**

For FSX, you will be required to make an edit to the **fsx.cfg** file which is located in the *Users\Your Windows User Name\AppData\Roaming\Microsoft\FSX* folder. This file can be edited by using Windows Notepad and we recommend making a backup copy before editing this file.

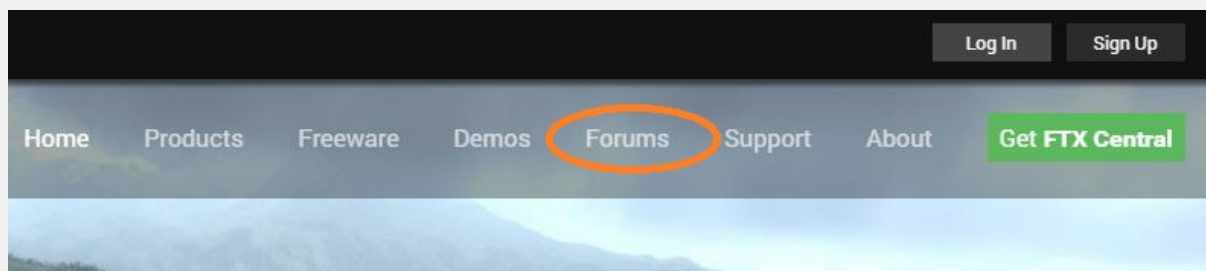
Locate the **TEXTURE\_MAX\_LOAD** entry and change the number to 4096 so it reads like

**TEXTURE\_MAX\_LOAD=4096**

Once edited, save the file and FSX will now make use of the higher resolution textures used with KSNC. Note that by making changes in the settings in FSX will reset this value to the default value of 1024.

# Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KSNC 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 KSNC. Provided you adhere to the forum terms of use and have a legitimate copy of KSNC, 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 KSNC 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 74,000 members as of November 2017. 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 KSNC Team

## Lead Developers

- **Matteo Veneziani**

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects

## Specialist Roles

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

## Beta Testing Team

John Dow, Phil Manhart, Rob Abernathy, Ross Casey & Friedi Gulder



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

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