



KSUN

Friedman Memorial Airport

USER GUIDE JANUARY 2019



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Thank you!

Orbx would like to thank you for purchasing **KSUN Friedman Memorial Airport**.

Friedman Memorial Airport is a city-owned public-use airport in the northwest United States, located on nautical mile (2 km) southeast of the central business district of Hailey, the county seat of Blaine County, Idaho. It serves the resort communities of Sun Valley and Ketchum, and the surrounding areas in the Wood River Valley.

Built for P3D v4, Friedman Memorial Airport includes a large coverage area packed with unique, high quality content.

Friedman Memorial Airport includes 715km² of 60cm per pixel photoreal for the airport and valley. This mountainous area also includes 1ID5 Lukes Wood River Medical Center Heliport for those wanting to explore low and slow.

But the jewel in crown is the airport itself! High quality, HD buildings and hand modelled terrain and ground poly make this airport a treat to fly in to. The ground is seasonal, which means that at vary times of the year you'll find a dry, wet or icy runway and taxiway for maximum immersion.

Around the airport you'll find a wealth of custom POIs, houses, shops, churches and farm buildings. Every model has been custom made and hand-placed. Of course, the airport is also covered in our custom HD vegetation models.

Source Wikipedia: The Free Encyclopaedia



Product requirements

This scenery addon is designed to work exclusively with **Lockheed Martin Prepar3D v4**.

Orbx Central Rockies is also required for full functionality.

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

- Blending of the Friedman Memorial Airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced Global 3D lighting system with improved FPS in urban/township streets around the Idaho Falls Regional Airport

Please visit <https://orbxdirect.com/product/crm> to purchase your copy of Central Rockies if you haven't already done so.

Quick Installation Guide

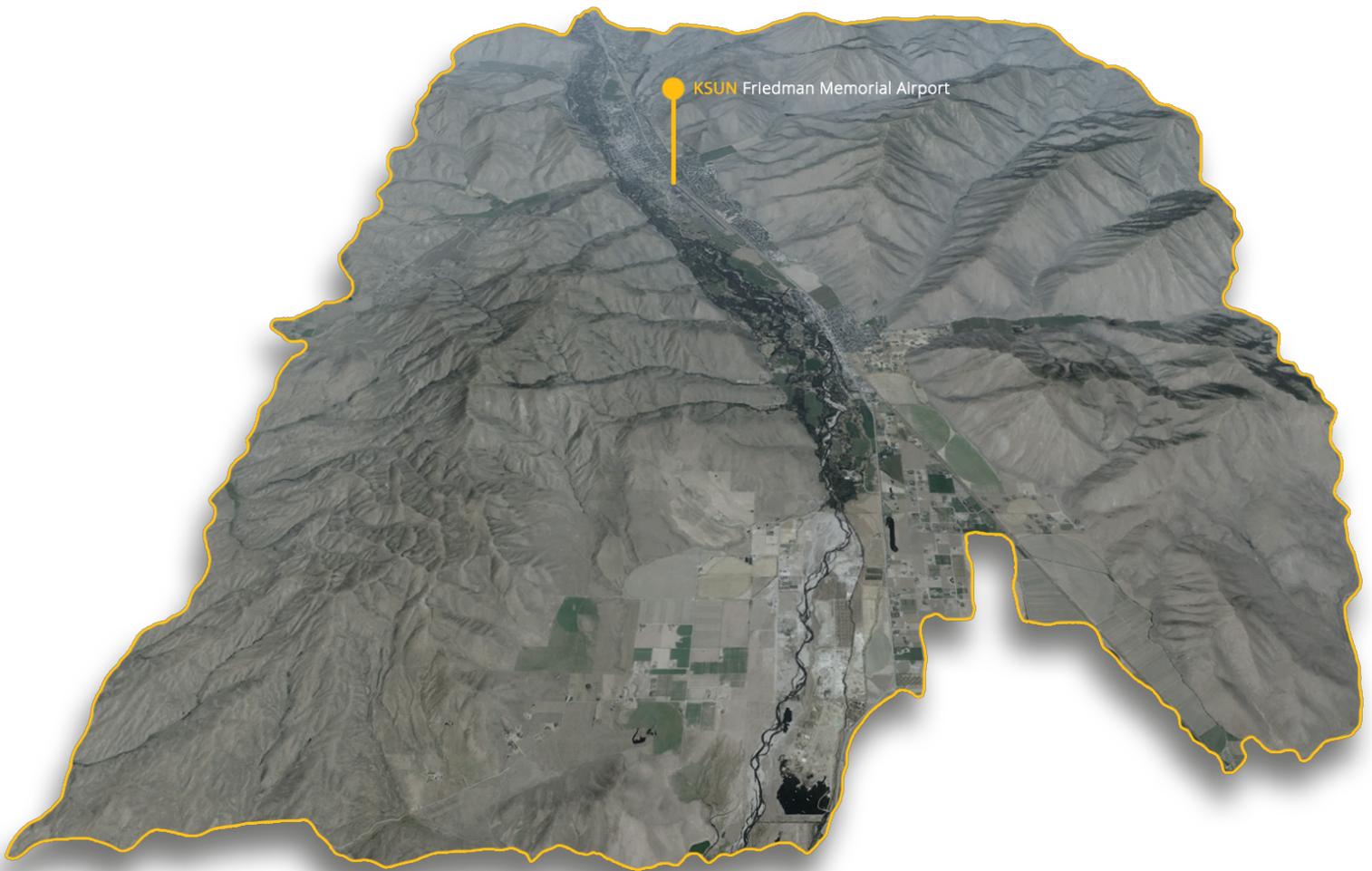
Installing Orbx KSUN is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have added KSUN 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. When prompted by Prepar3D, please enable the KSUN addon.

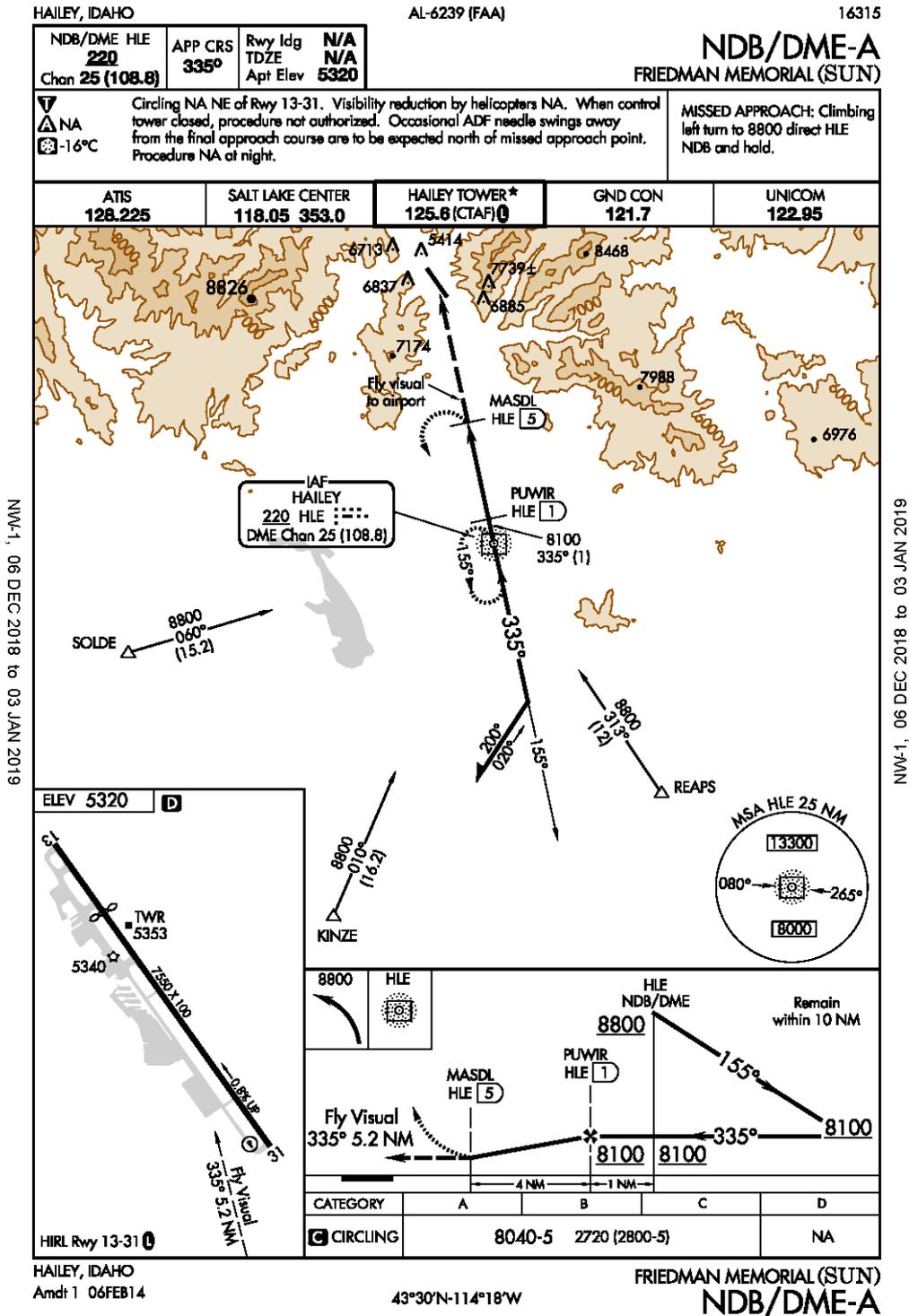
You may also manually download KSUN and then have Orbx Central manage the installation for you once downloaded.

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

Scenery Coverage Area



KSUN Information and Charts



Source: <https://www.airnav.com/airport/KSUN>

HAILEY, IDAHO

AL-6239 (FAA)

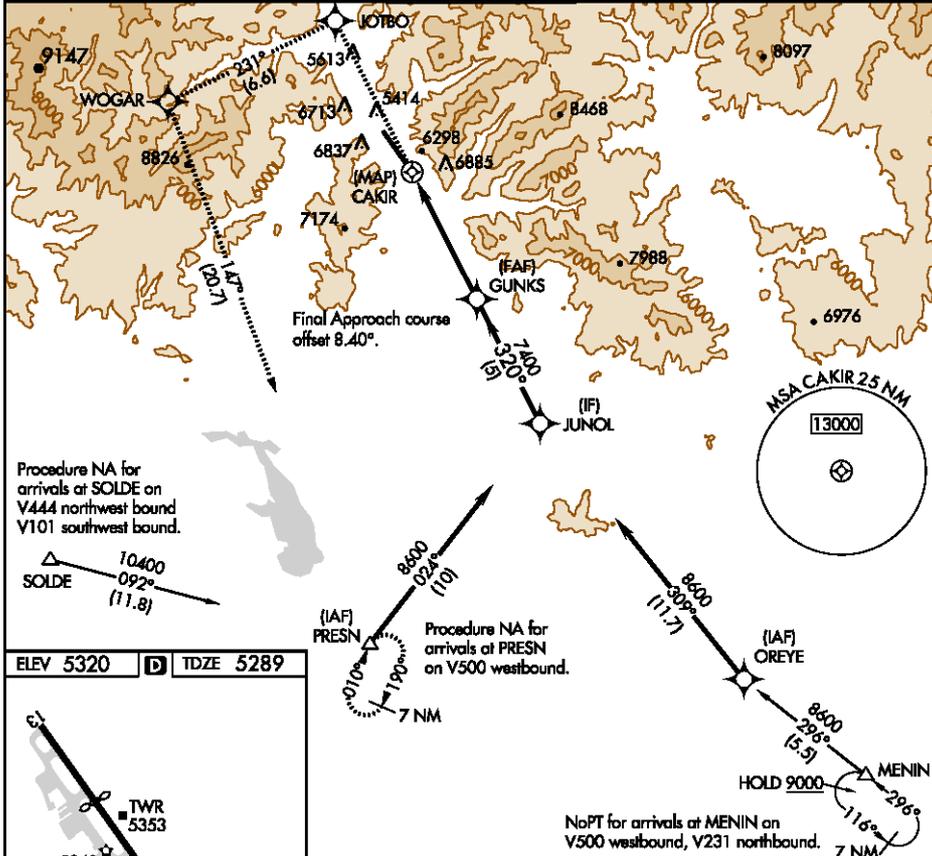
16315

| | | | |
|--------------------------|-----------------|------------------|--------------|
| WAAS CH 77639 W31A | APP CRS 320° | Rwy Idg 6831 | TDZE 5289 |
| | | Apt Elev 5320 | |

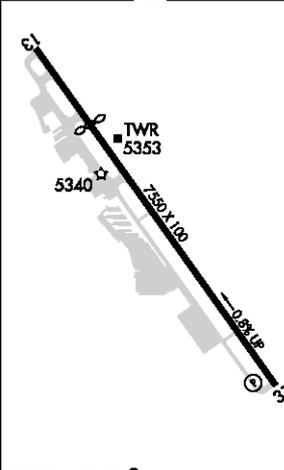
RNAV (GPS) X RWY 31 FRIEDMAN MEMORIAL (SUN)

MISSED APPROACH: (Do not exceed 185 KIAS until WOGAR) Climb to 10500 direct JOTBO and on track 231° to WOGAR and on track 147° to PRESN and hold. *Missed approach requires minimum climb of 420 feet per NM to 9500; if unable to meet climb gradient, see RNAV (GPS) Y RWY 31.

| | | | | |
|-----------------|----------------------------------|---------------------------------|------------------|------------------|
| ATIS 128.225 | SALT LAKE CENTER 118.05 363.0 | HAILEY TOWER* 125.6 (CTAF) 0 | GND CON 121.7 | UNICOM 122.95 |
|-----------------|----------------------------------|---------------------------------|------------------|------------------|



| | |
|-----------|-----------|
| ELEV 5320 | TDZE 5289 |
|-----------|-----------|



| | | | | |
|-----------|---------------------------|---------------------------|---------|---------------|
| 10500 | JOTBO | WOGAR | PRESN | JUNOL |
| ↑ | ✧ | ✧ | △ | ✧ |
| | tr 231° | tr 147° | | |
| | | GUNKS | | |
| | | CAKIR | | |
| | | 7400 | | 8600 |
| | | 320° | | |
| | | 3.50° | | |
| | | TCH 55 | | |
| | | 0.5 NM | 5.1 NM | 5 NM |
| CATEGORY | A | B | C | D |
| IP MDA* | 6180-1¼ | 891 (900-1¼) | 6180-2½ | 891 (900-2½) |
| LNAV MDA* | 6920-1¼ 1631 (1600-1¼) | 6920-1½ 1631 (1600-1½) | 6920-3 | 1631 (1600-3) |

HAILEY, IDAHO
Orig 21JUL16

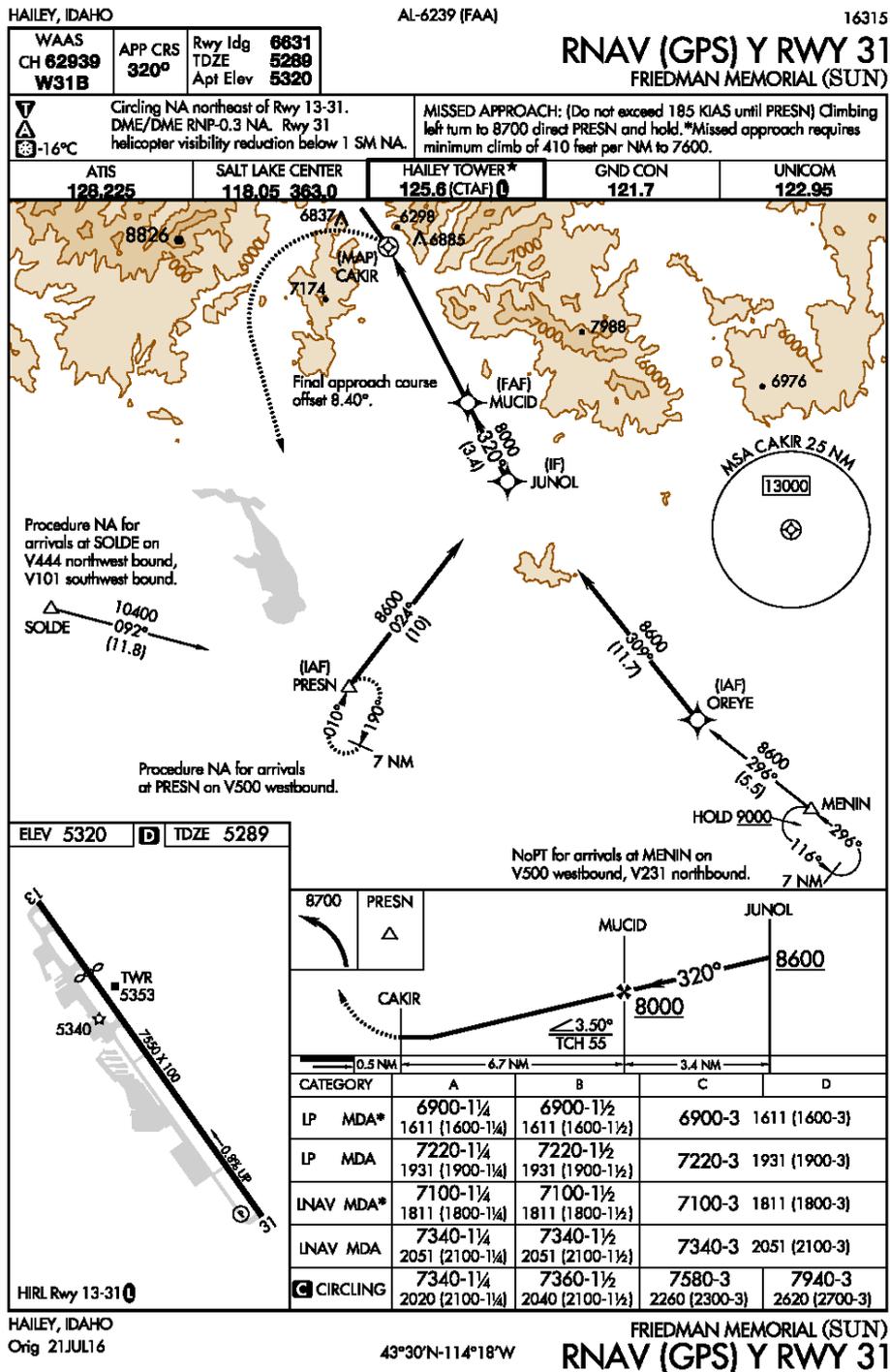
43°30'N-114°18'W

FRIEDMAN MEMORIAL (SUN) RNAV (GPS) X RWY 31

NW-1, 06 DEC 2018 to 03 JAN 2019

NW-1, 06 DEC 2018 to 03 JAN 2019

Source: <https://www.airnav.com/airport/KSUN>



Source: <https://www.airnav.com/airport/KSUN>

More information can be found here:

<https://www.airnav.com/airport/KSUN>

The KSUN Control Panel

The KSUN Control Panel can be accessed from the main Orbx Central interface by clicking the Configure button.

The Control Panel will enable you to disable or enable certain scenery features of the Friedman Memorial 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

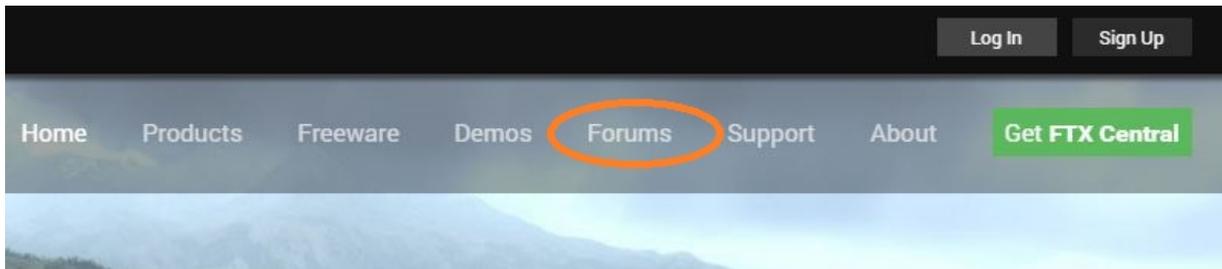
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy KSUN the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 KSUN |
| Texture resolution | 7 cm | Sharpest roads and freeways. |
| Scenery complexity | Extremely Dense | How Orbx designed KSUN. |
| 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. |

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about KSUN or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the 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 KSUN. Provided you adhere to the forum terms of use and have a legitimate copy of KSUN, 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 support forums for each issue (don’t tag new issue reports onto existing threads).
- Include your TRANSACTION ID from your KSUN 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.

Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 84,000 members as of January 2019. 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 KSUN Team

Developed by Turbulent Designs

- **Greg Jones:** Aerial imagery acquisition, terrain, seasons, APX and autogen implementation
- **Russ Linn:** Airport custom model, airport modelling, ground poly, clutter, lighting
- **Russ White:** Airport modelling, GSE, Static aircraft, clutter and surrounding object models

Additional Orbx Developers

- **Orbx Team:** Orbx People Flow

Specialist Roles

- **John Venema:** Business management
- **Aimee Sanjari:** Marketing
- **Ed Correia:** Production Management
- **Ben McClintock:** Orbx Central and website

Beta Testing Team

Matt McGee, Phil Manhart, John Dow, Scott Harmes, Rob Abernathy, Friedi Gulder, Nick Cooper. Daniel Fürnkäb, Jon Murchison, James Eden



End User License Agreement (EULA)

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

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