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Thank you!

Orbx would like to thank you for purchasing FTX NA KTEX Telluride Regional Airport.

This is the latest airport by acclaimed developer Jarrad Marshall, whose many previous works include the highly popular Eagle-Vail, Palm Springs, Sedona, Monterey Regional, Broome Intl, Jackson Hole and Cairns Intl airports, amongst many others.

Designed to blend seamlessly with FTX Global Base, Telluride follows on from the recent Eagle-Vail Airport package, and provides the perfect location to explore dramatic scenery of the Rockies and southern Colorado. This product not only includes an highly-detailed rendition of Telluride Airport, but also an enormous 1250km2 coverage area, encompassing not only the airport vicinity, but also the townsites of Telluride, Ouray and Silverton, the world-famous Telluride ski fields at Mountain Village, and large sections of the San Juan Mountain Range, famous for its many 14,000ft peaks. Explore the many points of interest and dramatic scenery whilst handling the difficulties of high-altitude mountain flying at its most extreme.

KTEX itself is generally considered the Highest Commercial Airport in the United States, with an elevation of 9078ft above sea level. Whilst this title still retains common use, airline services to the airport have been inconsistent over recent years, with the most recent RPT flights operated by Great Lakes Airlines in 2014. Nevertheless, the airport is a highly popular destination with business jet and high-performance general aviation aircraft, particularly during peak ski season - with many affluent (and famous!) residents flying into the airport taking advantage of the local FBO facilities.

Aside from providing a jaw-dropping backdrop, the imposing terrain surrounding Telluride combines with volatile and unpredictable weather conditions, as well as strict noise abatement procedures, to ensure that the airport is one of the most challenging in the world. A considerable amount of development time was spent ensuring that the extended approaches into the airport were recreated in full detail, to ensure that your by-the-book arrivals and departures are as realistic as possible. Located a short flight away from Eagle-Vail and Denver Intl airports, Telluride is ideally situated for GA flights into the heart of the Rockies, short commuter flights to other well-known Colorado destinations, or short-medium regional flights to other well-known ORBX destinations such as Sedona, Monument Valley, Jackson Hole and Palm Springs.

It is highly recommended to read over the installation notes included in this guide before flying into Telluride; there are several peculiarities to this scenery due to its design features, and as such must be configured correctly for optimal visuals and performance on your machine.
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 Global Base** is also required for full functionality.

What will you miss out on if you don’t have Orbx FTX Global Base 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

Please visit https://orbxdirect.com/product/ftxglobal to purchase your copy of FTX Global Base if you haven’t already done so.
Quick Installation Guide

Installing Orbx FTX KTEX 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 KTEX 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 KTEX 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
Circling NA north of Rwy 9-27.
Procedure NA at night.

**MISSING APPROACH:** Immediate climbing right turn to 14000 via ETL VOR/DME R-095 to ETL VOR/DME and hold.

**AWOS-3**
118.325

**DENVER CENTER**
125.35 354.05

**UNICOM**
123.0 (CTAF)

No PT for arrival on ETL VOR/DME airway radials
235 CW 019.

**IF/IAF CONES**
110.2 ETL 095°

**IKHAF**
ETL 6.8

**MAPSY**
ETL 11.6

**ELEV 9070**

**TELLURIDE, COLORADO**

**Adm't 1 30JUN11**

**TELLURIDE, COLORADO**
37°57'N 107°55'W
Telluride Regional Airport User Guide

Night landing: Rw 27 NA. Circling NA north of Rw 9-27.

Missed Approach: Climb to 11,800 then climbing right turn to 13,500 on ETL VOR/DME R-104 to ETL VOR/DME and hold.

IAF CONES 110.2 ETL Chan 39

LOCALIZER 109.3 I-TEX Chan 30
LOC offset 3.00°

Source: aeronav.faa.gov
Telluride Custom Configurations Notes

Telluride is designed to work with FTX Base in FSX/FSX:SE/P3Dv1, P3Dv2 and P3Dv3. Combined with other configuration setups, we have found the need to provide various settings for you to best set up Telluride Airport to suit your needs. Please read the following notes carefully to ensure your scenery is configured correctly.

Vector Compatibility

It is important to set this correctly based on whether you have FTX Vector installed or not - this option controls a core airport flatten file that will cause major problems if configured incorrectly.

APX/AI Preference

There are several known core FSX AI/APX limitations that we run into at Telluride. This section offers you to set your preference, primarily based on whether you use AI or not;

All Runways Available: You can call up either Rwy09 & 27 from the ATC menu. AI aircraft run into problems using both runways, and are likely to collide with nearby terrain.

Runway 09 Only - You can only call up Rwy 09 from the ATC menu - AI prefer this option as they are most likely to not hit terrain.

Our included AI plans are made to ensure AI avoid terrain under majority of conditions - if you use custom AI, this cannot be guaranteed.

Statics and GSE

Static aircraft can be disabled/enabled based on your preference. Note that due to design choices, all aircraft and airside GSE (baggage trolleys, refuelling trucks etc) are controlled by the single option.

Static Aircraft without Shadows Option: This is designed for P3Dv2/v3 users who have full dynamic shadows enabled - this will disable the ground soft shadows only.
Telluride implements a unique 3D Terrain model for major sections of the airport vicinity in order to define the terrain to a higher fidelity than is possible using traditional vector/sloped flatten methods. This 3D model needs to be "hardened" in order to land/drive/walk over using a custom script in 3DS Max. This is the same method we use to "harden" building roof helipads, bridges etc. Complex hardens can have a severe performance impact with some users, choose the option best suited to your requirements. These options do not make any visual changes; they merely changes the platform coverage level of the 3D model.

The base Very Simple setting should be suitable for the absolute majority of users, and comes with no performance loss. Below is a map defining the coverage for each option:
Terrain colour blending (P3Dv2 and v3 only)

The terrain lighting in P3Dv2 and v3 is highly dynamic, and is affected not only by time of day but also (drastically) by a user's sky/environment textures. We run into problems when using ground polys; a limitation of the P3D engine is that this dynamic lighting does not have the same impact on the GP and 3D scenery models (rather, a more simplified shader is applied to these). As such, noticeable blending issues will present themselves between a GP and surrounding PR, even if both use the same orthimagery source.

Strong/harsh sky textures augment this issue, but time of day will (particularly late arvo/early morning) will also present problems. Due to the idiosyncrasies of the Telluride Ground Polygon and 3D terrain model, this issue can be particularly noticeable where the terrain and model/GP meet.

As such, I've devised a long-form solution for you to "define" your own blending options. The default setting is designed to blend with P3D during midday hours (approx 10:30-2pm) and default sky textures, whilst various options are given to brighten or darken the GP to match individual circumstances. I've attached a screenshot on the next page to demonstrate the issue and what to look for.
**Seamless blend**

**TERRAIN BLEND:** Default CP setting with default sky textures at noon

**Seam visible**

**TERRAIN MISMATCH:** Example where “20% Brightness” CP should be applied
Product Features

- Ultra-detailed rendition of KTEX Telluride Regional Airport
- Huge 1250km2 coverage area
- Unique High-detail Static Aircraft
- New, updated and unique GSE fleet unique to KTEX
- Advanced rendering, ambient occlusion and lighting techniques.
- Custom landclass, vector data, custom seasons
- Accurate 10m Elevation Mesh
- Telluride, Mountain Village, Ouray and Silverton townsites
- Highly detailed rendition of Mountain Village
- Animated Telluride Gondola modelled
- Unique airport Custom Terrain Model for higher fidelity
The KTEX Control Panel

The KTEX 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 KTEX 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.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Value</th>
<th>Why?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level of detail radius</td>
<td>Large</td>
<td>Reduces blurring of textures.</td>
</tr>
<tr>
<td>Global texture resolution</td>
<td>Max</td>
<td>Displays photoreal textures best.</td>
</tr>
<tr>
<td>Mesh complexity</td>
<td>100</td>
<td>Better terrain definition.</td>
</tr>
<tr>
<td>Mesh resolution</td>
<td>5m</td>
<td>5 m is required for KTEX</td>
</tr>
<tr>
<td>Texture resolution</td>
<td>7 cm</td>
<td>Sharpest roads and freeways.</td>
</tr>
<tr>
<td>Scenery complexity</td>
<td>Extremely Dense</td>
<td>How Orbx designed FTX KTEX.</td>
</tr>
<tr>
<td>Autogen density</td>
<td>Normal</td>
<td>Best FPS vs detail.</td>
</tr>
<tr>
<td>GA AI traffic</td>
<td>16-50%</td>
<td>Recommended for this scenery.</td>
</tr>
<tr>
<td>Road vehicle traffic</td>
<td>16%</td>
<td>No need to set higher for FTX.</td>
</tr>
</tbody>
</table>
Product Technical Support

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

Lead Developer
- Jarrad Marshall

Additional Orbx Developers
- **Orbx Team**: Orbxlibs objects
- **Edward Boyte**: APX
- **Holger Sandmann**: Orthoimagery acquisition
- **Rob Newman**: Technical Assistance

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

Beta Testing Team
End User License Agreement (EULA)

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

END-USER LICENSE AGREEMENT (EULA) for Orbx Simulation Systems Full Terrain Experience (FTX) Scenery Addon for Microsoft Flight Simulator X and Lockheed Martin Prepar3D.IMPORTANT

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