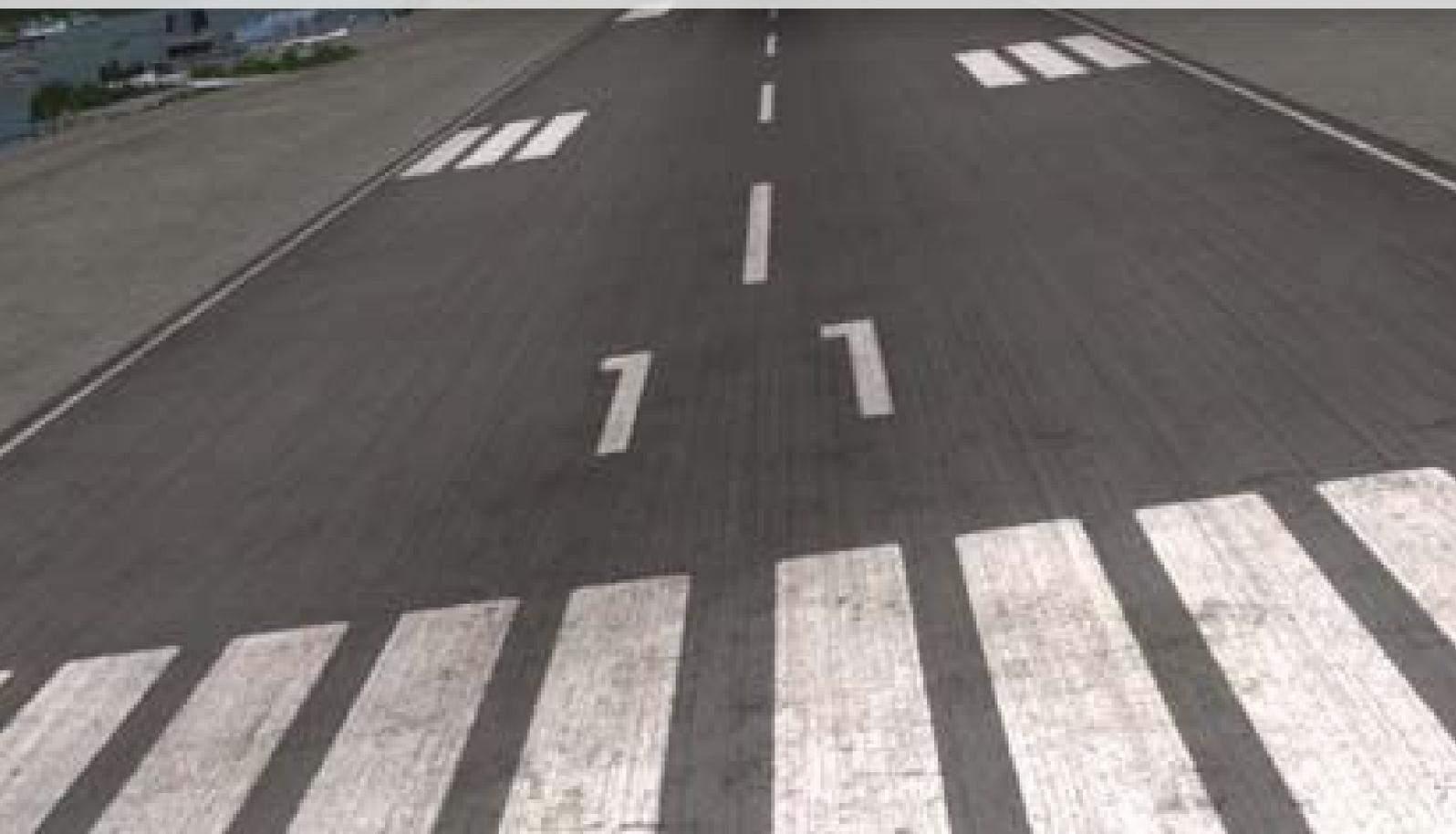




PAKT

# Ketchikan Airport

USER GUIDE SEPTEMBER 2016



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# Thank you!

Orbx would like to thank you for purchasing FTX US PAKT Ketchikan International Airport (PAKT).

A challenging landing awaits the adventurous pilot of both commercial airliners and bush planes, with infamous crosswinds up to 90 knots which have been known to blow approaching planes out across Tongass Narrows in certain conditions. PAKT is another beautifully crafted airport by Russ White, with a unique multi-level runway and taxiways sloping down to the aprons. The entire airport precinct is built using a single 3DS Max model and of course Russ has included unique tech such as animated ground staff, seaplanes and lots of incidental details in the surrounds.

Ketchikan International Airport is a state-owned public-use airport located one nautical mile (2 km) west of the central business district of Ketchikan, a city in Ketchikan Gateway Borough in the U.S. state of Alaska. The airport is located on Gravina Island, just west of Ketchikan on the other side of the Tongass Narrows. Passengers must take a seven-minute ferry ride across the water to get to the airport from the town.

Around the World War II era, air service to Ketchikan was possible using an old military airfield on Annette Island. Aircraft used in that era included the Grumman Goose and Catalina PBY. The current airport was opened on August 4, 1973 and dedicated the following day. The airport opening was the culmination of an effort by local residents, a 1965 study by the Alaska State Division of Aviation, another study in 1967 choosing the current site on Gravina Island, and land clearing in 1969.

## **Facilities and aircraft**

Ketchikan International Airport covers an area of 2,600 acres (1,100 ha) at an elevation of 88 feet (27 m) above mean sea level. It has one runway designated 11/29 with 7,500 x 150 ft (2,286 x 46 m) asphalt pavement. It also has a seaplane landing area designated NWW/SEW which measures 9,500 x 1,500 ft (2,896 x 457 m).

For the 12-month period ending January 1, 2006, the airport had 16,208 aircraft operations, an average of 44 per day: 60% air taxi, 33% scheduled commercial, 6% general aviation and 1% military. At that time there were 13 aircraft based at this airport: 77% single-engine, 8% multi-engine and 15% helicopter.

In 2004, a new taxiway "Bravo" was added to facilitate taxiing to the end of the frequently used runway 11 (the runway is located about 30 feet (9.1 m) higher than the apron further up the hillside, requiring long, gently sloped taxiways to either end). Before that taxiway, some smaller planes were allowed to use taxiway "Alpha" to take off and land because it was not worthwhile to backtaxi on the actual runway. In addition this allows the airport's system of taxiways to be used by more than one plane at once. More recently the airport is applying to construct another runway on a different heading which is better suited to handle the crosswinds.

## Proposed road access

There is no road access between Ketchikan and the airport. A bridge, sometimes referred to as the "bridge to nowhere", was proposed costing an estimated \$398 million. After protracted attention to the high cost of the bridge, the U.S. federal government changed its original decision to fund the bridge in 2007. The money was transferred to the state of Alaska to determine the use of the funds.

*Source: From Wikipedia, the free encyclopedia*



# 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 Fjords** is also required for full functionality.

## What will you miss out on if you don't have Orbx FTX Pacific Fjords 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/pfj> to purchase your copy of FTX Pacific Fjords if you haven't already done so.



# Quick Installation Guide

Installing Orbx FTX PAKT 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 PAKT 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 PAKT 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.*



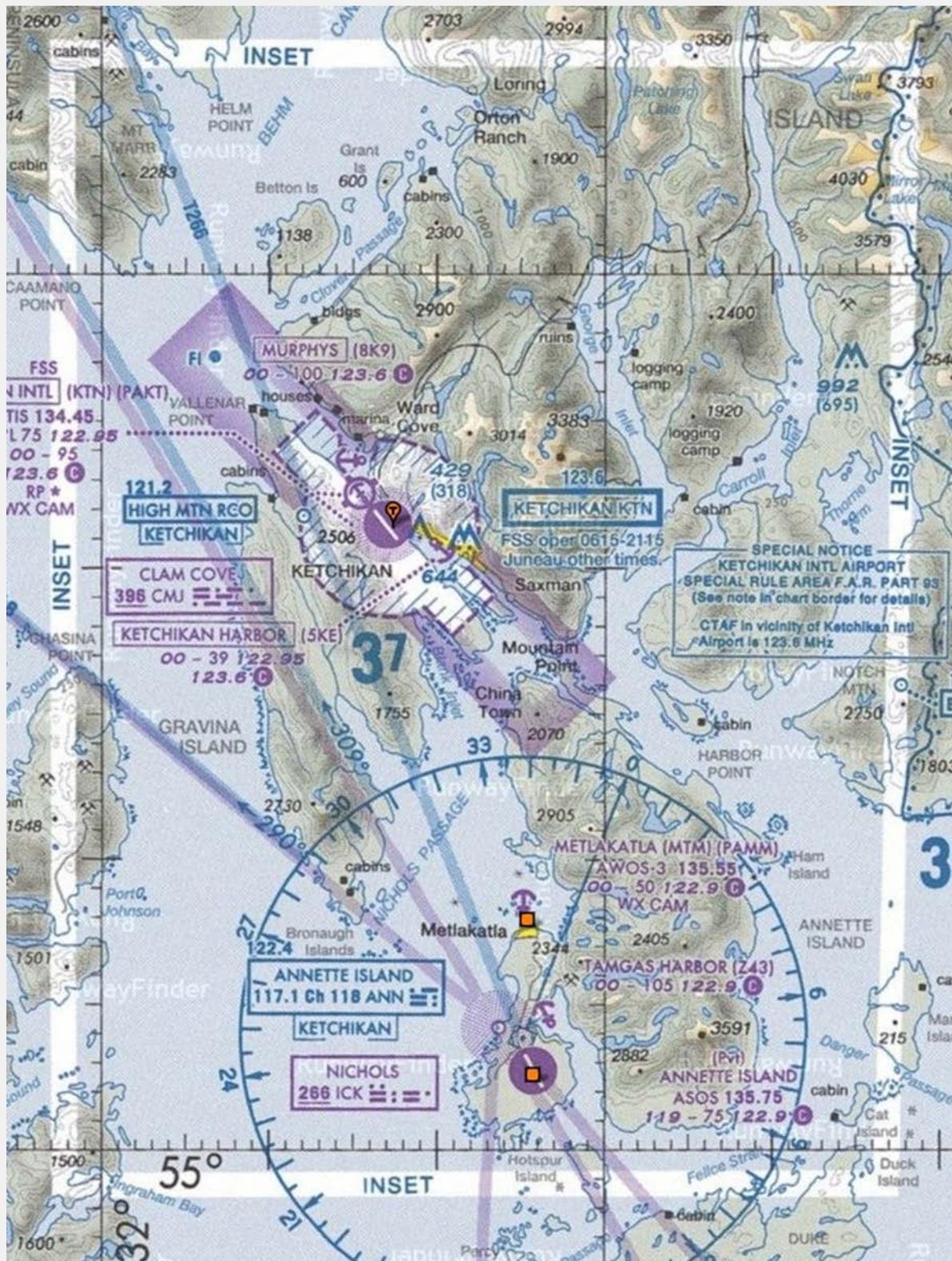
# Scenery Coverage Area

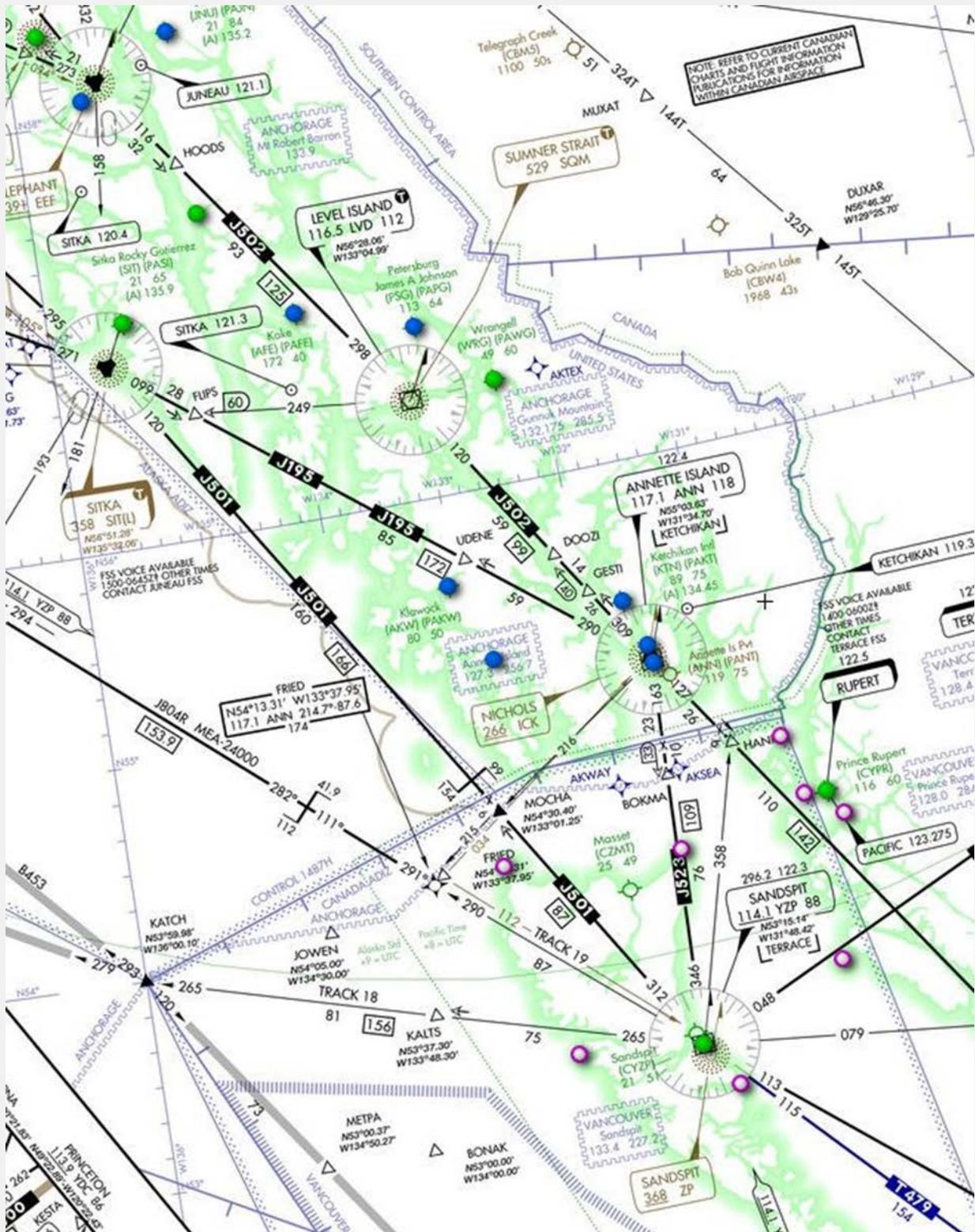
PAKT is unique in that it features a multi-elevation airport built as a 3D model. So there is no photoreal ground imagery at the airport since it is constructed entirely with HD textures applied to the model.

For the surrounding area though, there's a very large 60cm/pixel photoreal area covering both sides of Tongass Narrows to provide authentic terrain for the approach vectors.

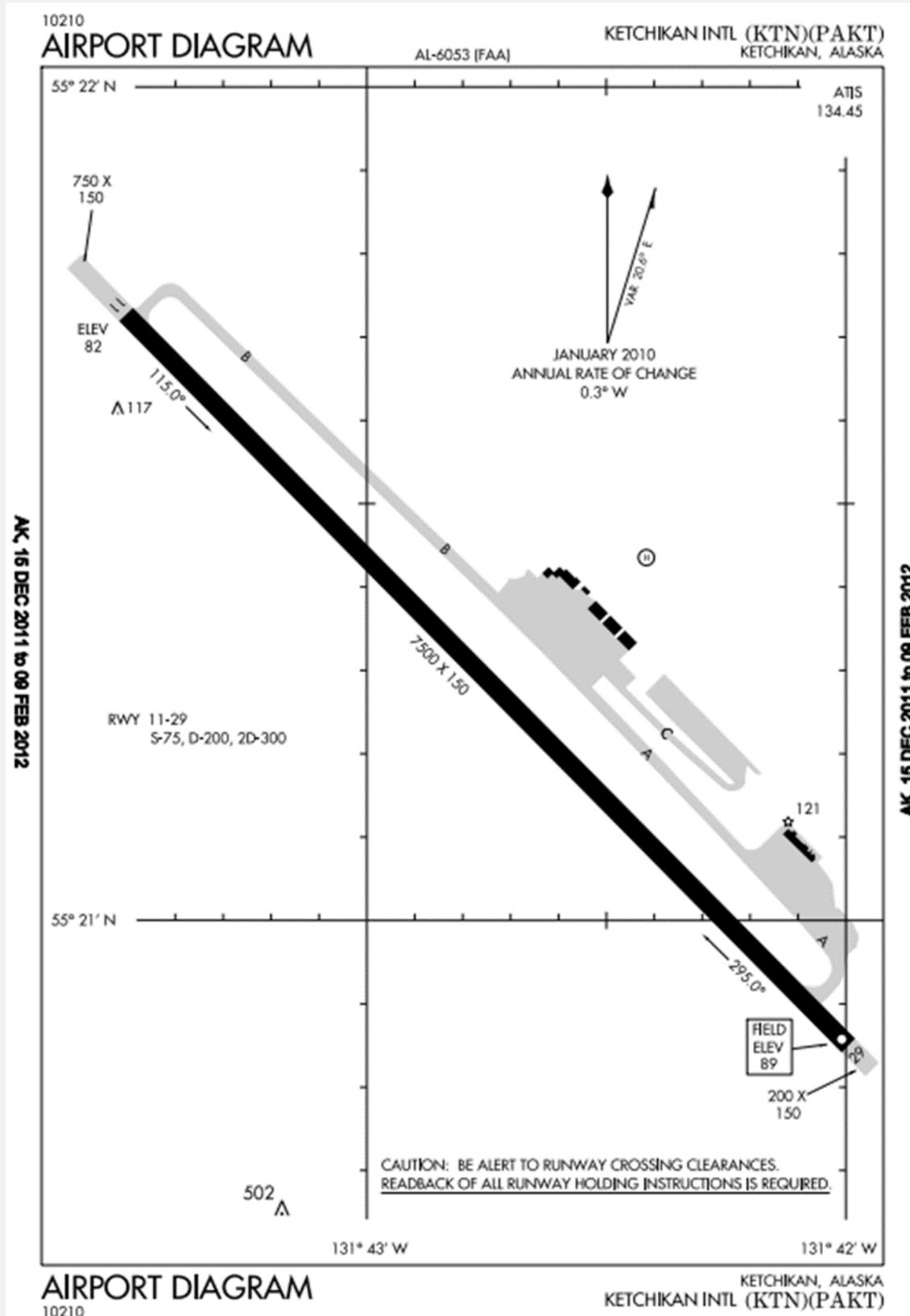


# Airport Information and Charts





Source: <http://skyvector.com/airport/KTN/Ketchikan-International-Airport>



Source: <http://skyvector.com/airport/KTN/Ketchikan-International-Airport>

# The PAKT Control Panel

The PAKT 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

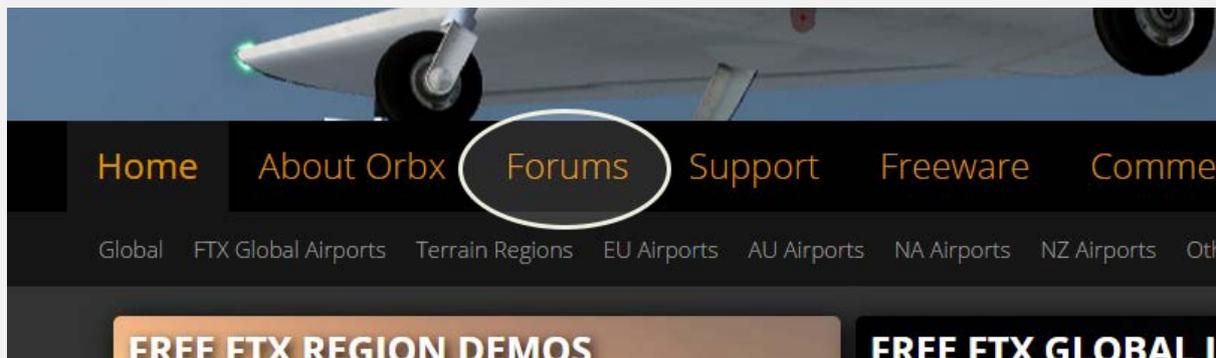
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy PAKT the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

## Lead Developer

- **Russell White:** 3D modeling, texturing, ground imagery, ground polys, autogen annotation

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Ecclestone:** APX
- **Holger Sandmann:** Roads/traffic adjustments, flattens, Ketchikan area adjustments

## Specialist Roles

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

## Beta Testing Team

Phil Manhart, Rob Newman, Edward Boyte, Patrick Scharnowski, Friedhelm Gulder, Wolter van der Spoel, Eberhard Haberkorn, Ed Correia, Gary Garrison, Tim Harris



# 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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