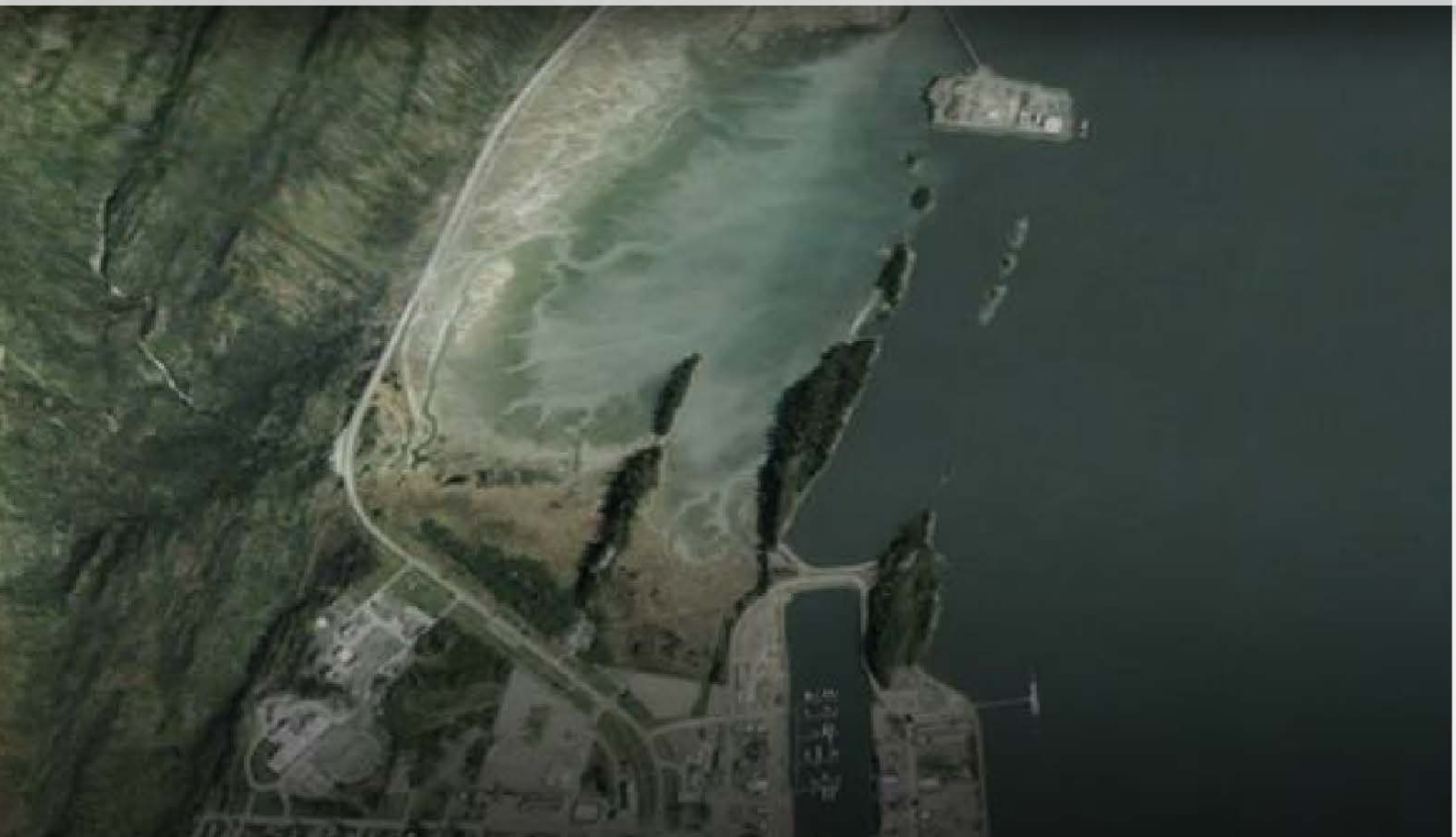


An aerial photograph of a mountain valley. The mountains are rugged and covered in green vegetation, with patches of snow or light-colored rock. A river or stream flows through the valley floor. In the lower right, there is a small cluster of buildings and a road.

PAVD

# Valdez Pioneer Field

USER GUIDE SEPTEMBER 2016



# Contents

Thank you!.....	3
Product requirements .....	4
What will you miss out on if you don't have Orbx FTX Southern Alaska installed? .....	4
Quick Installation Guide .....	5
Scenery Coverage Area.....	5
Airport Information and Charts.....	6
The PAVD Control Panel .....	9
Additional recommendations .....	9
Quick Reference Simulator Settings .....	10
Product Technical Support.....	11
Please do NOT email support requests.....	11
Use the forum search function.....	11
What to include in your support requests .....	11
FTX Community Forums .....	12
Thanks for reading! .....	12
The FTX PAVD Team .....	13
Lead Developers .....	13
Additional Orbx Developers.....	13
Specialist Roles.....	13
Beta Testing Team .....	13
Further Acknowledgements .....	13
End User License Agreement (EULA) .....	14

# Thank you!

Orbx would like to thank you for purchasing FTX NA PAVD Valdez Pioneer Field.

This is the second airport for Orbx by Marcus Nyberg & Philip Schall, after the success with FTX ESSA Stockholm-Arlanda Airport.

Valdez is a small fishing town in southern Alaska. It is also one of the most important ports of Alaska since it is the end station for the Trans-Alaska pipeline. It is a popular tourist location, famous for its marine life and glaciers, and it also offers heli skiing tours.

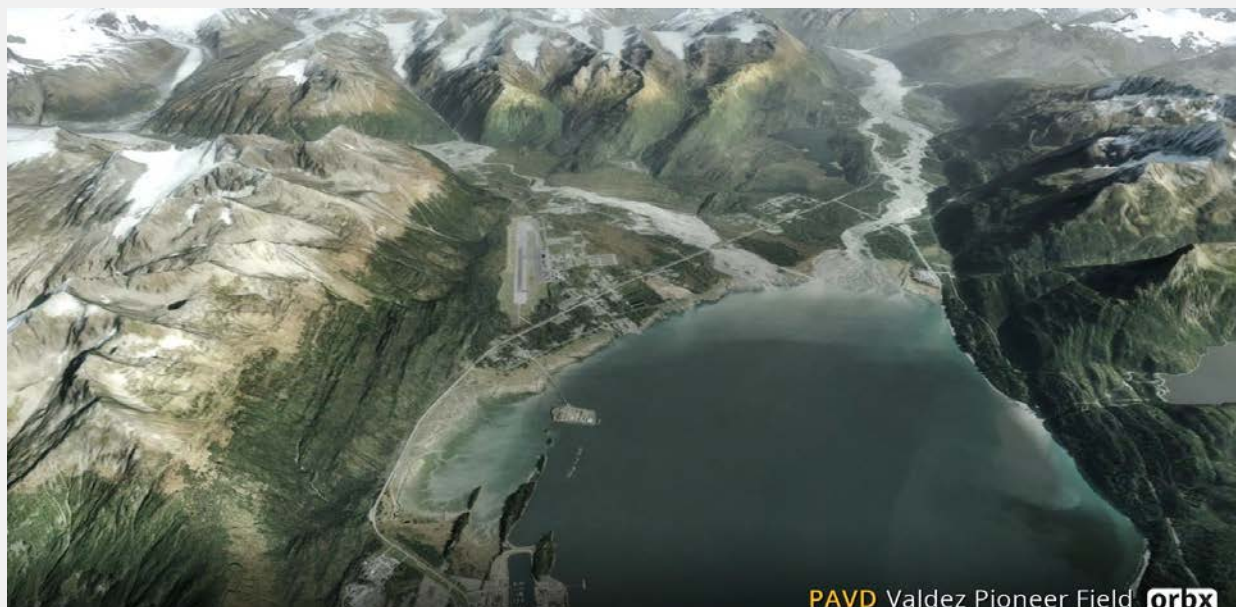
The town has been through a lot, especially the so called "Good Friday" Earthquake that made parts of the town to simply drop into the ocean before a tsunami hit. The town moved slightly after that to the location it is at today. It is also famous for the Exxon oil spill scandal in the late 80's. It's amazing just flying over the area and you can kind of tell how it has transformed.

We have included the entire bay of Valdez with the town, oil terminal and of course airport. The location of Valdez, surrounded by the mountains and glaciers, is a very fascinating place to discover.

Around the area we have included a few spots with campers, hikers and even a cabin with a helipad. We sincerely hope you will enjoy it.

PS, Look out for the bears.

*Source Wikipedia: The Free Encyclopaedia*





# 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 Southern Alaska** is also required for full functionality.

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



# Quick Installation Guide

Installing Orbx FTX PAVD 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 PAVD 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 PAVD and then have FTX Central manage the installation for you once downloaded.

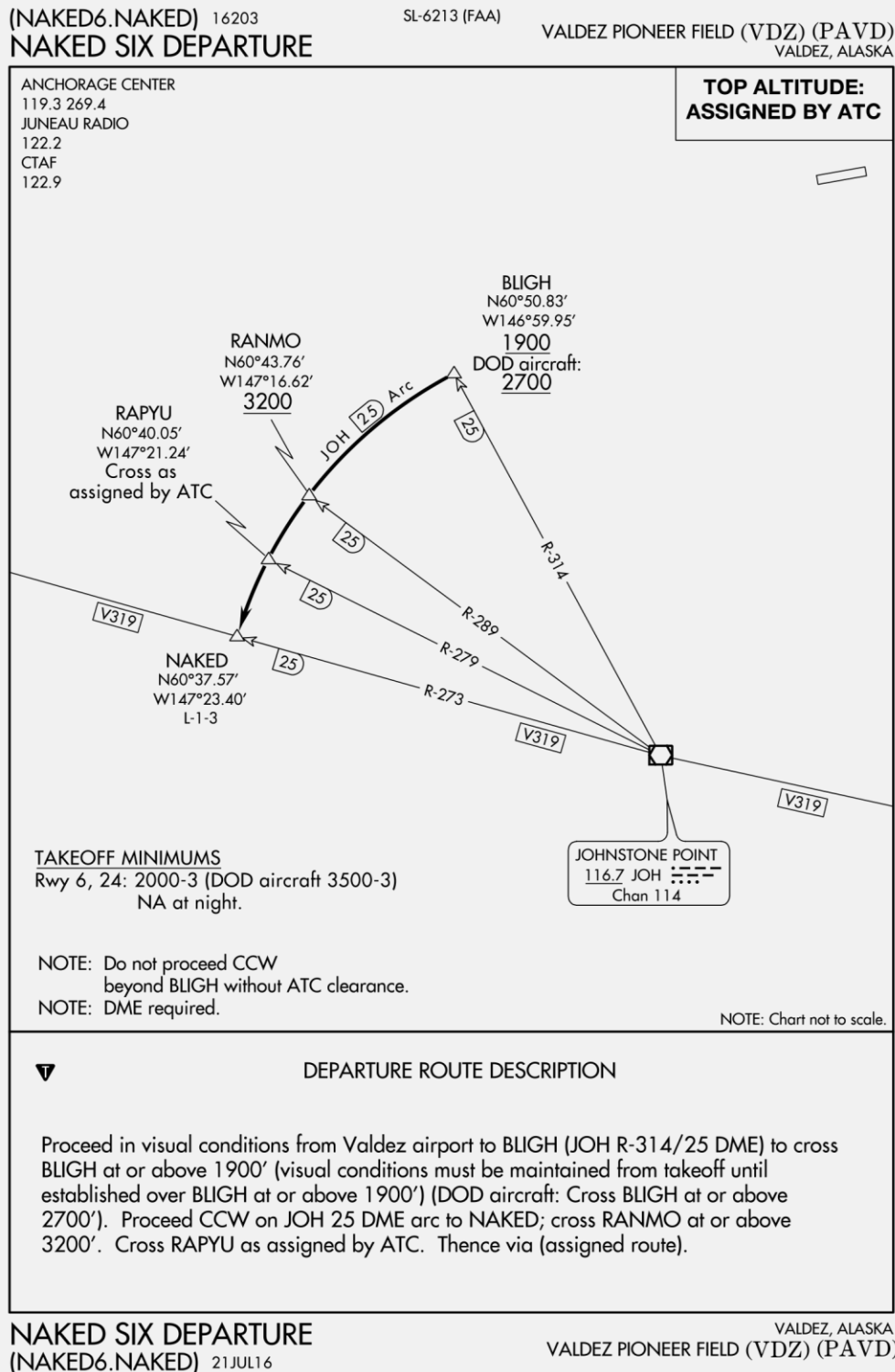
**An internet connection is required for FTX Central to validate your license.**

*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



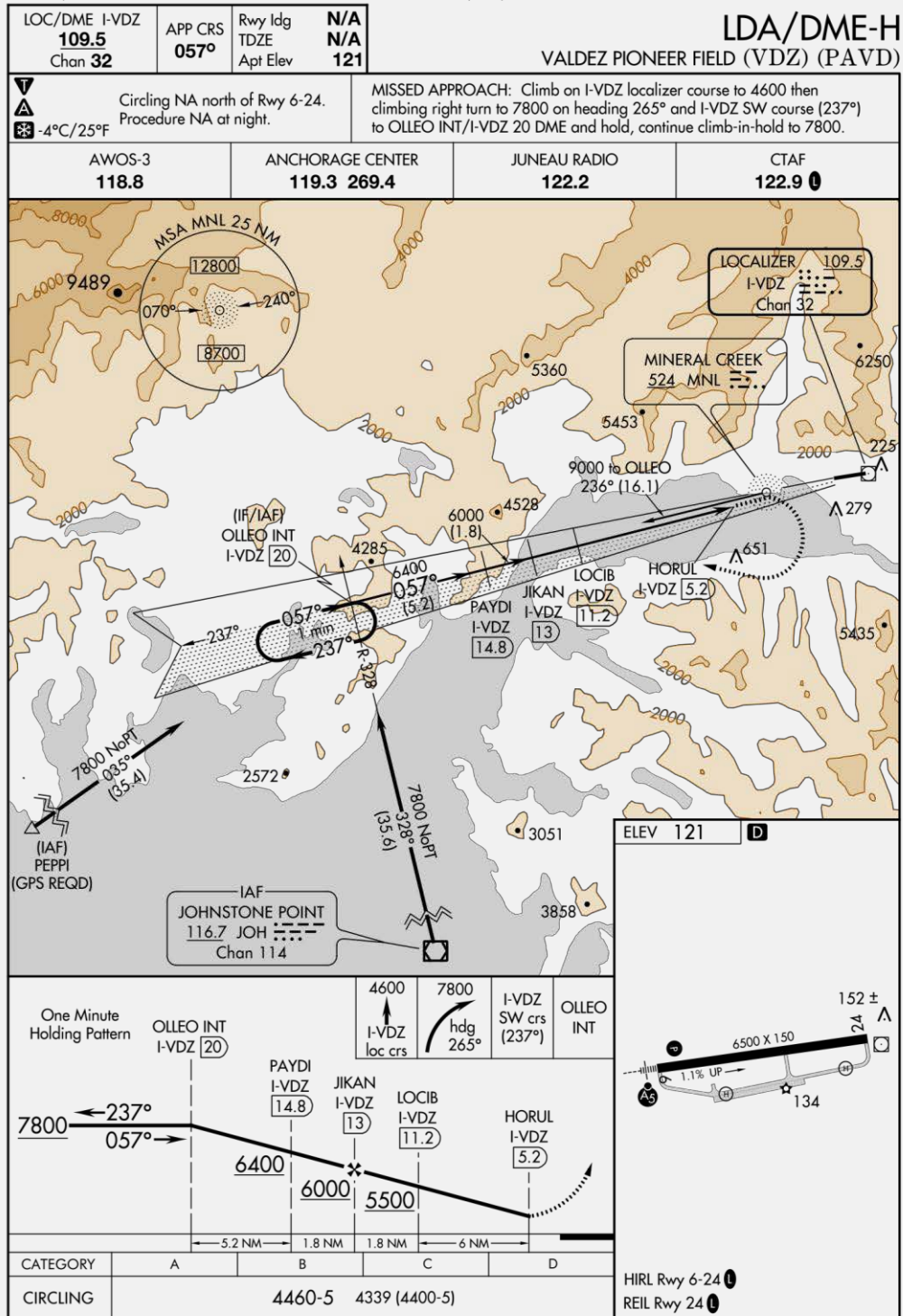
# Airport Information and Charts



VALDEZ, ALASKA

AL-6213 (FAA)

15288



VALDEZ, ALASKA  
Amdt 2A 27JUN13

VALDEZ PIONEER FIELD (VDZ) (PAVD)  
61°08'N-146°15'W

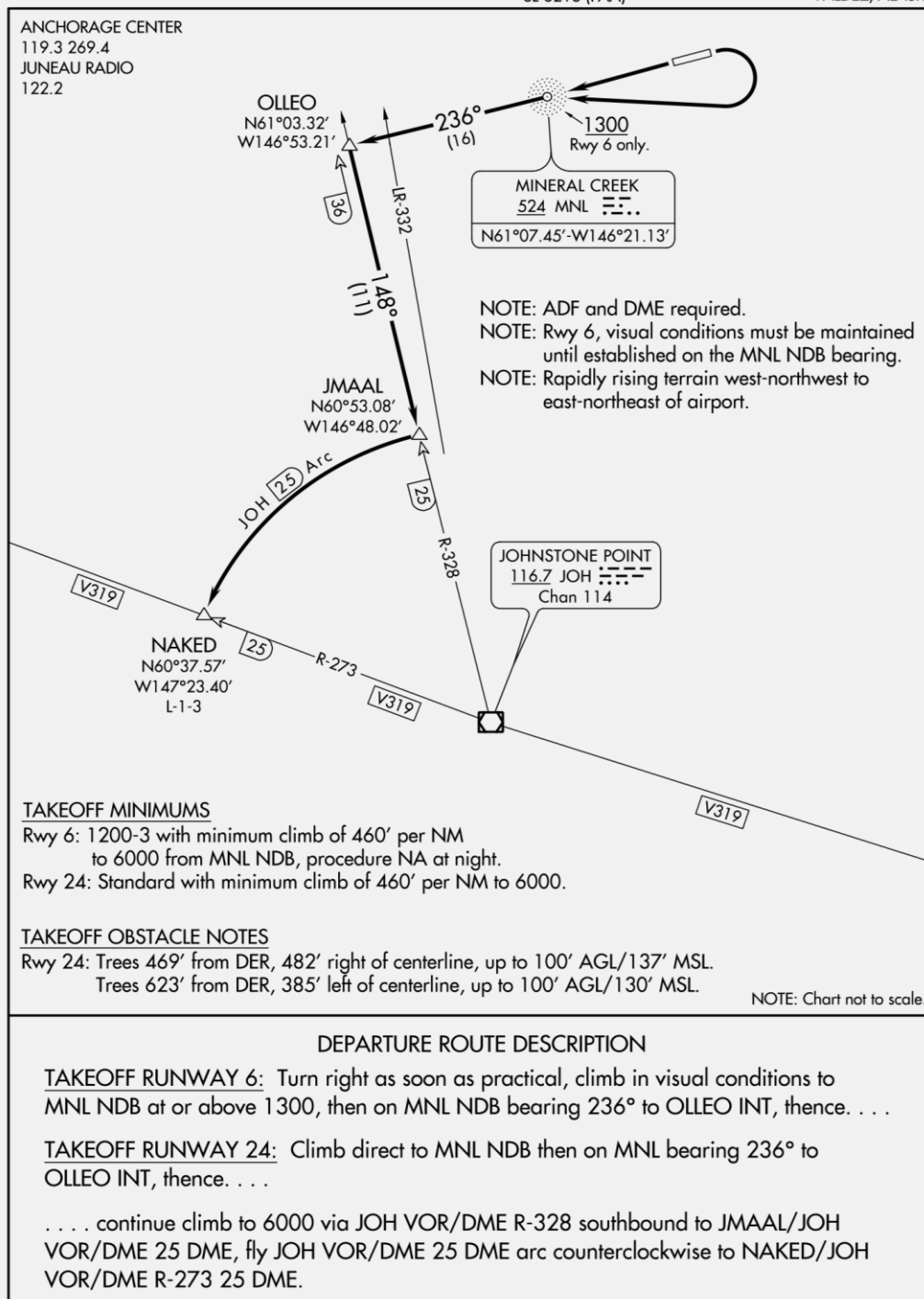
**LDA/DME-H**



(JMAAL3.NAKED) 15288

# JMAAL THREE DEPARTURE (OBSTACLE)

VALDEZ PIONEER FIELD (VDZ) (PAVD)  
SL-6213 (FAA) VALDEZ, ALASKA



JMAAL THREE DEPARTURE (OBSTACLE)  
(JMAAL3.NAKED) 15288

VALDEZ, ALASKA  
VALDEZ PIONEER FIELD (VDZ) (PAVD)

Source: <http://www.airnav.com/airport/PAVD>



# The PAVD Control Panel

The PAVD 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.

Please note that most textures in this scenery is 4096x4096 in size and even though they will work with less resolution in the settings of your simulator, they will look the best in full resolution.

## Additional recommendations

There are many good freeware projects going on that will enhance your Valdez experience. We recommend you to have a look at:

- <https://larobinson22.wordpress.com/> Wonderful boat AI packages with boats entering Valdez, made by Larry Robinson.
- Henrik Nielsen has made a very impressive AI boat traffic package that covers the world, including Valdez, of course.  
<http://library.avsim.net/download.php?DLID=194715&Cookie=1>
- Return to Misty Moorings has made the Trans-Alaska oil pipe which ends up in Valdez.  
[http://return.mistymoorings.com/alaska\\_power\\_project/index.php](http://return.mistymoorings.com/alaska_power_project/index.php)



# Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy PAVD 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.

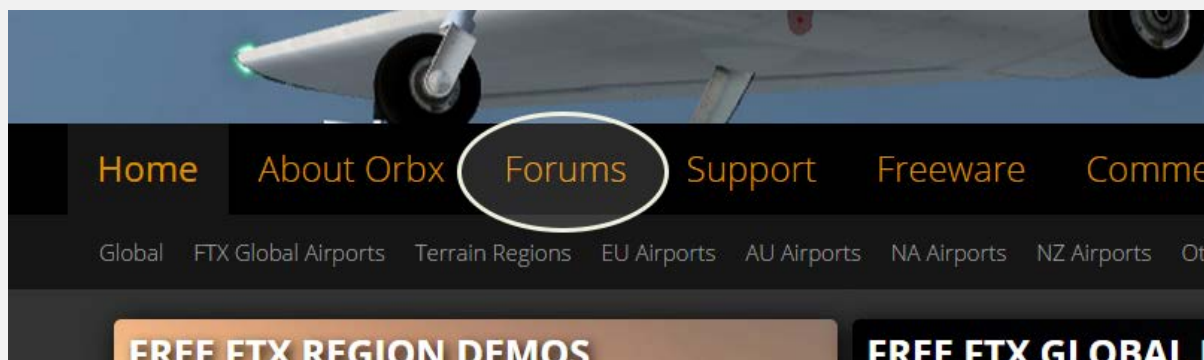
If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

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

## Lead Developers

- **Marcus Nyberg:** 3D modelling, texturing, ground imagery, ground poly, autogen annotation, user guide.
- **Philip Schall:** 3D modelling, texturing and additional technical development.

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Holger Sandmann:** Aerial imagery/mesh acquisition

## Specialist Roles

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

## Beta Testing Team

John Lovell, John Murchison, Friedi Gulder, Voyager, Rob Abernathy, Larry Robinson, Phil Manhart, Wolter van der Spoel, John Dow

## Further Acknowledgements

An additional thank you to Iain Emms for all his wonderful screenshots & promotional work for the project.

- • **Tim Harris:** Thanks for all the endless hours of help and teaching me how to solve issues and improve my development abilities. Would never had made this without your help.
- • **Tore Stranden:** Thanks for always being helpful and sharing your techniques.
- • **Jarrad Marshall:** Thanks for all help and sharing your objects and techniques.
- • **Larry Robinson:** Thanks for helping me out with the boat nav aids and your huge interest in the project.
- • **And finally a big thank you to my family & our dog Pluto**

# 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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