

# North America

## Pacific Northwest Ferries

USER GUIDE FEBRUARY 2020



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# Thank you!

Orbx would like to thank you for installing **Pacific Northwest Ferries**. This product will replace the default AI ferries in Southern BC and Puget Sound with more realistic models and associated ferry terminals. This means that the default traffic file that guides the default ship and ferry traffic will automatically be disabled while this product is installed. The replacement traffic file is a modification of the default file. Only the routes that serve this area and those that affect other Orbx products have been adjusted; all other routes remain the same as in the default file barring accidental errors.

The ferry system is intended to be fully compatible with CAC8, CAX6, CAG8, YRC and CAE3 as well as other Orbx products in the scenery area and serves as an enhancement for them. The terminals at Nanaimo and Campbell River are part of the respective Orbx seaplane bases; to see them CAC8 Nanaimo and CAE3 Campbell River need to be installed.

## Product requirements

**ORB PACIFIC NORTHWEST IS REQUIRED.**

This add-on is designed to work in the following simulators: **Lockheed Martin Prepar3D v4.**

Orbx Pacific Northwest is required for proper operation of the ferries. Without it, shorelines will not match the new scenery; boats will try to run over dry land, etc.

Although not required, this scenery was designed assuming **Orbx CAC8 Nanaimo, CAE3 Campbell River, KFHR Friday Harbour, KORS Orcas Island and 74S Anacortes** are installed. Without these products ferry terminals in these areas will be missing or incomplete.

### What will you miss out on if you don't have Orbx PACIFIC NORTHWEST installed?

- **Without Orbx PNW installed, PNW Ferries will not work as intended.**
- **Orbx ObjectFlow must be working.** If it is not, many parts of the scenery will be missing. This is a common issue and is not related to the PNW Ferries. Please visit the Orbx forums and search for the topic. Most resolutions of this issue are simple.
- Moving traffic on roads, properly aligned to the photoreal ground terrain.
- Enhanced Orbx Global 3D lighting system with improved FPS in urban/township streets.

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

### Orbx Global Buildings HD and Global Trees HD

[Orbx Global Buildings HD](#) and [Global Trees HD](#) are highly recommended. A number of the scenery areas use default objects that are greatly enhanced with Global Buildings HD. With Global Trees HD, Pacific Northwest forests have a far greater sense of realism.

By default, P3D v4 uses 'SpeedTrees' instead of the more traditional trees made of two crossed planes. In their current implementation, SpeedTrees produce unrealistic Pacific Northwest forests. Unticking 'Dynamic 3D Autogen Vegetation' is highly recommended.

## Compatibility

Pacific Northwest Ferries are compatible with Henrik Nielsen’s worldwide shipping package which does not alter the default ship and ferry traffic file. There may be rare instances where automatic AI collision avoidance will cause odd behavior should ships from each package get close to one another.

## Additional Scenery Features

- Authentic and detailed AI models of many WSF and BC ferries
- AI routes adjusted to be as realistic as possible
- Some WSF ferries have hardened car decks so you can ride along with Orbx Bob
- A number of AI tugs, tankers and cargo ships based on photos of the vessels
- Over 47 ferry terminals, a number based on large 3D models, all with annotated seasonal PR
- Road and traffic adjustments at many terminals
- A townscape of the Port Townsend waterfront
- Accurate marine navigation aids
- Detailed marinas at Edmonds, Kingston, Winslow, Point Defiance, and Horseshoe Bay
- A number of prominent landmarks: Point Wells, Marrowstone light, Point Wilson lighthouse, Smith Island, DeltaPort, the Powell River mill and more.
- Default ship and ferry routes adjusted to be compatible with Orbx Cityscape Honolulu, Orbx Anacortes, Orbx Friday Harbor, Orbx Plum Island, Orbx Block Island

## Other Enhancements

As an adjunct to **Orbx PAVD**, the tanker [MV Empire State](#) runs between Valdez and Tacoma. There is a static tug and the static tanker *MV Seavoyager* too.

Departs Valdez Sunday at 7:00 PM AKST    Arrives at Valdez Sunday at 10:09 AM AKST  
 Departs Tacoma Thursday 8:00 PM PST    Arrives at Tacoma Thursday 11:09 AM PST

The tanker *Empire State* also runs between Seattle and Seward.

The AI cruise ships *Norwegian Pearl* and *Norwegian Jewel* will replace the default cruise ships on three of AI cruise ship routes that visit Seattle. Set the boat and ferry slider over 50% to see all the modified Puget Sound cruise ship routes. The Seattle endpoints for two of these routes have been moved slightly south to separate the new models from the circle of boats that often occurs at the default endpoint.

	departs from			arrives at		
<i>Norwegian Pearl</i>	Seward	Mon	11:50 AM AKST	Seattle	Thurs	2:50 AM PST
<i>Norwegian Jewel</i>	Seward	Thurs	12:00 PM AKST	Seattle	Sun	3:00 AM PST
<i>Norwegian Pearl</i>	Seattle	Thurs	11:50 PM PST	Seward	Sun	2:50 PM AKST
<i>Norwegian Jewel</i>	Seattle	Sun	12:00 PM PST	Seward	Wed	3:00 AM AKST

In addition to the AI ferries, there are a number of AI ship routes that follow the [Vessel Transit System](#) (VTS) shipping lanes in Puget Sound and the eastern part of the Strait of Juan de Fuca. There are also several AI tugs following routes outside the shipping lanes.

## Extras

The location of the **Extras** folder depends on your choice of installation location:

In the sim: **\\Lockheed Martin\\Prepar3D v4\\ORBX\\FTX\_NA\\FTX\_AA\_PNW\_FERRIES**

In an external library: **[External Orbx Scenery Library name]\\p3dv4\\NA Pacific Northwest Ferries\\ORBX\\FTX\_NA\\FTX\_AA\_PNW\_FERRIES**

This folder has additional features that may be of interest to you:

- A pilotable Washington State Ferries [MV Kaleetan](#). See the instructions in the *MV\_Kaleetan\_Add-on.zip* file
- Schedules for most of the AI ferry routes.
- A zip file containing two 'bgl' files that when added to an active scenery folder will cause the GPS to display all of the marine navigation aids shipped with Orbx PNW in Puget Sound and southern BC. These files are intended for those who wish to practice marine navigation with a pilotable boat. They are not recommended for pilots; there will be too many confusing waypoints. See the instructions in the zip file.
- Optional replacement wave and surf effects for all Orbx products. See the instructions in the zip file in the Extras folder.
- A Google Earth kml file that will display the locations of all the ferry terminals and POIs included with the ferries package.

## Quick Installation Guide

Installing Orbx Pacific Northwest Ferries is 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. You cannot install this product with the older FTX Central.

Once you have added Orbx Pacific Northwest Ferries to your account just as you do for Orbx Payware, you can have Orbx Central download and install it for you. Orbx Central lets you choose whether to install as an xml add-on in a location of your choice or 'in the sim' (as is done in FSX and P3D v3). Installation as an xml add-on is strongly recommended because if you later decide to remove the product, all files that were installed are removed from your system rather than just the scenery files.

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

**Orbx Pacific Northwest Ferries** is a significant upgrade to Larry's old blog version of the ferries. The two versions are not compatible. The old version from Larry's blog must be removed. There is no reason to keep the old version.

**UNINSTALL Larry's old LR\_PNW\_ferries\_complete if installed and re-enable the default boat traffic file that you had disabled.**

- To uninstall the old *LR\_PNW\_ferries\_complete* xml add-on you can simply delete the **LR\_PNW\_ferries\_complete** folder from your **\Documents\Prepar3D v4 Add-ons**. Prepar3D will remove the entry from your add-on list.
- Go to **\Lockheed Martin\Prepar3D v4\Scenery\World\scenery** and re-enable **trafficBoats.bgl**. This will avoid confusing Orbx Central. When you install the Orbx PNW Ferries Orbx Central will disable the default boat traffic file using the file name **trafficBoats.bgl.disabled-by-pnw\_ferries**.

## What happens to the traffic file when I uninstall Pacific Northwest ferries?

If you uninstall the Orbx PNW ferries the default traffic file should be re-enabled. If not, do this:

Go to **C:\Program Files\Lockheed Martin\Prepar3D v4\Scenery\World\scenery** and rename the file **trafficBoats.bgl.disabled-by-pnw\_ferries** back to **trafficBoats.bgl**

## Make sure the boats will show up

All the AI ferries in this package will become active when the slider is set at 26% or greater. Several of the ancillary vessels require the slider set above 50%. Do not set the slider above 98% because the value of 99% has been used to disable various routes.

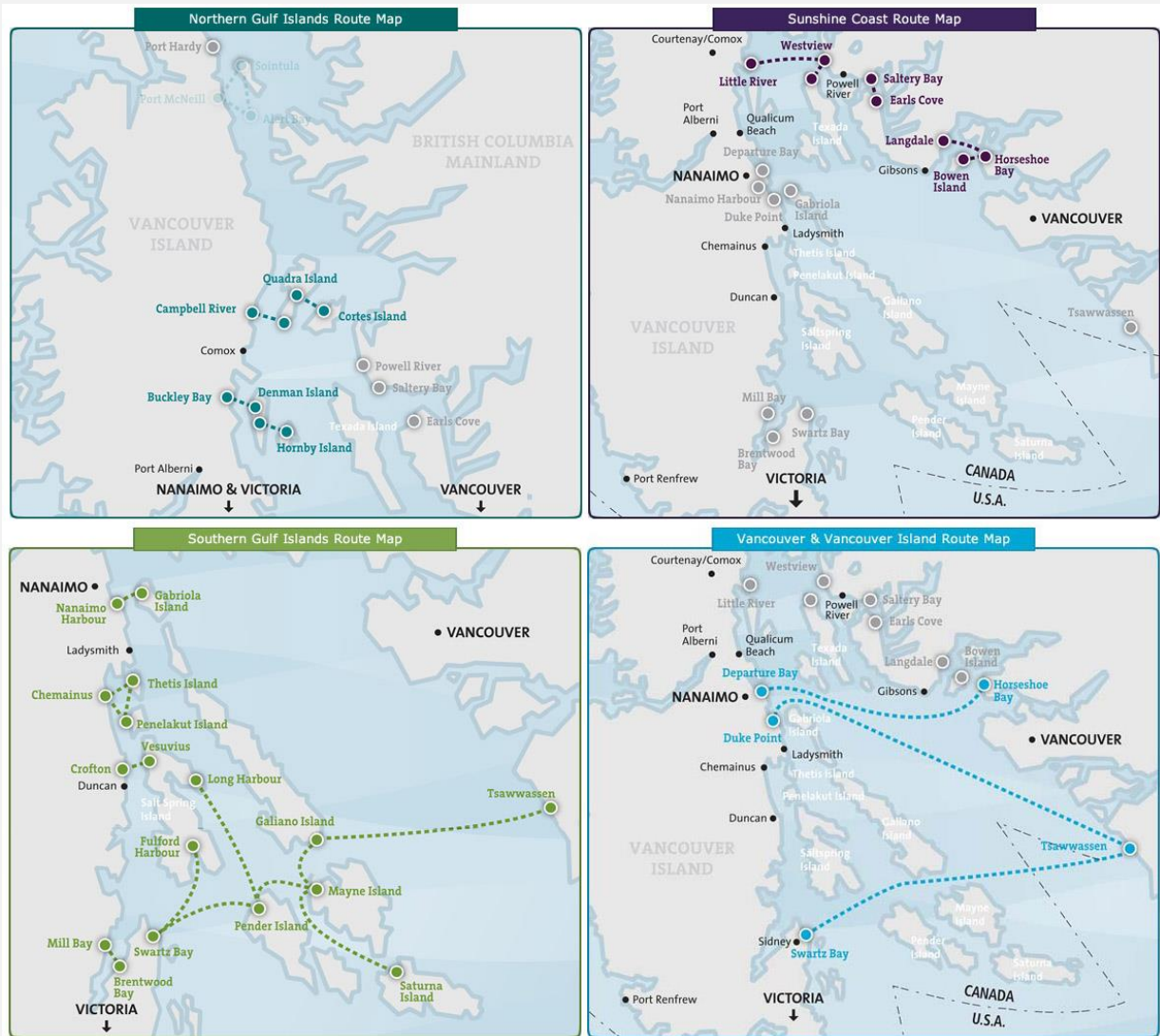
## If you wish to try the pilotable Washington State Ferry *MV Kaleetan*

Find your **Pacific Northwest Ferries** installation folder. The location will depend on whether you choose the xml add-on method or the conventional install in the Prepar3D folder. Look for the **\Orbx\FTX\_NA\FTX\_AA\_PNW\_FERRIES\Extras** folder.

The instructions are included in the **\Extras\MV\_Kaleetan\_Add-on** zip file. Please read them to make your life easier. The folder in the zip file is set up as an xml add-on which can simply be copied to your **\Documents\Prepar3D v4 Add-ons** folder and enabled when asked.

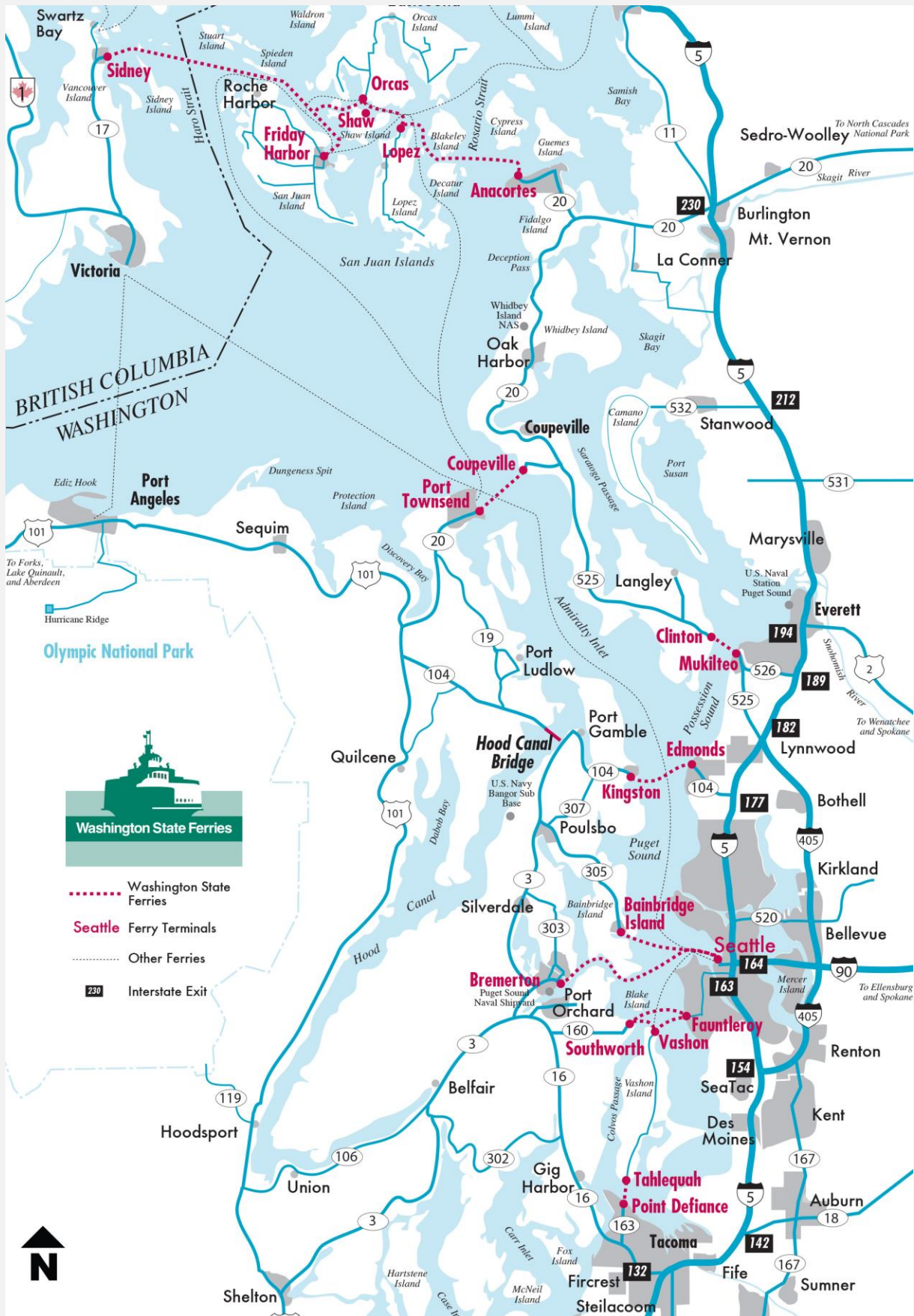


# Scenery Coverage Area



Source: [bcferries.com/](http://bcferries.com/)





Source: [Washington State Ferries](http://www.waferries.com)



# The PNW FERRIES Control Panel

The PNW FERRIES Control Panel can be accessed from the main Orbx Central interface by clicking 'North America' and then finding and clicking on PNW FERRIES.

The Control Panel will enable you to disable or enable certain scenery features of the scenery 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 try disabling some settings. (In general, the ferries have low impact.)

## Quick Reference Simulator Settings

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

Note: PNW FERRIES was designed to be used with the highest possible settings for your machine. With low settings you may miss a fair amount of detail.

Setting	Value	Why?
Level of detail radius	Ultra to Max	Reduces blurring of textures.
Global texture resolution	7 to 15 cm	Displays photoreal textures best.
Mesh resolution	5m	5 m is required for PNW FERRIES.
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed PNW FERRIES.
Autogen density	High as possible	Best rendition of forests but FPS impact
GA AI traffic	16-50%	Optional
Road vehicle traffic	16% or lower	No need to set higher
Leisure Boats	1-15%	Keep leisure boats below 15% to avoid excessive numbers of leisure boats.
Ships and Ferries	26% or above	In order to see the custom AI ferries, set to greater than 25%, above 50% to see all

\*\* If your system is capable, set the autogen density sliders full right to see all of the autogen houses and trees.

# Troubleshooting / Additional Info

## **I don't see some terminals – ObjectFlow and insertion points**

Some terminals are based on large models like those used for the Orbx seaplane bases. There are two model variants, one with snow on the ground and one without. The models are swapped out at the right times using Orbx ObjectFlow technology, which is installed with Orbx Central. Make sure you have the latest version by running Orbx Central. If your ObjectFlow is not working, the models will not appear. Please visit the Orbx forums and search for ObjectFlow if that is the case.

Improper placement of the Insertion Point for Orbx scenery may also result in the scenery not being visible. Be sure to use Orbx Central to check your insertion point. See the Forum for further information if you think your insertion point is incorrect.

## **The WSF terminals at Anacortes, Orcas Island and Friday Harbor look incomplete**

The PNW Ferries were developed assuming Orbx 74s, KORS and KFHR are installed. Likewise it is assumed that the Orbx seaplane bases CAC8 and CAE3 are installed. Some additional AI boat traffic near the Powell River mill requires Orbx YRC.

## **How to find the ferries**

Schedules for most of the ferries are in the **Extras** folder located in the same folder where the PNW ferries are installed. Typically boats will depart a few minutes late. The accuracy of the arrival times depends on how long the boat has been enroute with the sim running. Arrival times are based on the speed assigned to the boat, however the boats slow as they turn. If you start the sim just prior to a scheduled arrival time, the boat will be close to the schedule, however at other times boats can be 5 to 10 minutes late depending on the length of the route.

Note that the times in the schedule are Pacific Standard Time. The schedules should be accurate, however they are generated automatically and there may be errors. Misreading the schedule is the most common cause of not seeing a boat where expected. High CPU / GPU load may also result in a boat not appearing.

A link showing approximate BC ferry routes: <http://www.bcferries.com/schedules/southern/>

Ferry routes north of Campbell River have not been modified from the default.

A link to the current location of WSF ferries:

<http://www.wsdot.com/ferries/vesselwatch/Default.aspx>

## **I see duplicate boats**

Duplicate boats: you may have two versions of the trafficboats.bgl file (or near equivalent) active. Search all file locations used by P3D for trafficboats\*.bgl. Duplicate boats will also occur when you pause the sim; the distance from one boat to the next is a function of the length of the pause and the speed assigned to the boat.

If you have Orbx Friday Harbor and Bill Womack's Orbx Plum Island see [here](#). There are older versions of these products that offered their own version of the default ships and ferries file as options in the Control Panel. Use Orbx Central to make sure your installations are up to date.

### **At certain times boats nearly collide**

There may be rare cases of interference between AI boats in this package because of obscure scheduling conflicts. AI boats have a collision avoidance system and occasionally it can cause boats to run aground or otherwise behave oddly.

### **Some terminals look funny in P3D with 'clouds cast shadows on ground' enabled**

In P3D if you choose to have clouds cast shadows on the ground, you have to enable 'receive shadows' for buildings because the ground surfaces of some of the terminals are part of large 3D models which the sim considers 'buildings'.

### **The AI boat(s) are not working**

Make sure your ships and ferries slider is set to greater than 25%. Please see this [document](#) if that does not solve the issue.

### **I have Larry's PNW ferry system from his blog; what should I do?**

The old 'community scenery' version of the ferries must be uninstalled as mentioned [here](#). There is [more info here](#).

### **It's important for me to see accurate marine navigation light characteristics**

To save resources, the rate at which lights flash is modified by the *effects.cfg* in the **Effects** folder. Your effects slider settings and the distance to the effect can affect the rate. For example, if you set the Special Effect Detail to low, by default the rate will be reduced to 0.3 times the rate specified in the effect file. You can edit the *effects.cfg* such that the rate is as specified regardless of the distance.

### **I want to use another trafficboats.bgl**

If you want to replace the default trafficboats.bgl file for another purpose you will have to choose between that file and this ferry system. You cannot use both.

### **How can I remove the static and AI tanker at Valdez?**

Disable **traffic\_Valdez\_tanker.bgl** and **LR\_Valdez\_static\_boats\_PLC.bgl** in the **FTX\_AA\_PNW\_FERRIES\scenery** folder.

### **Why are boats no longer in service still represented?**

Because of the time needed to make each boat it is not practical to try to keep up with the current fleet. In addition, a number of the boats modelled have sentimental value.

### **Why do the AI ferry schedules not match the real world?**

AI boat schedules allow only limited options; schedules can be on 1, 2, 4, 8, 12 or 24 hourly schedules or on daily, weekly or monthly schedules.

### **How to ride a WSF Ferry with Orbx BOB or the P3D Avatar**

The the car decks of the *MV Tacoma*, *MV Puyallup*, *MV Wenatchee*, *MV Kitsap*, *MV Cathlamet*, *MV Issaquah*, *MV Kaleetan*, *MV Yakima*, and *MV Hyak* are hardened. You can place **Orbx Bob** on the car deck using slew mode, then switch back to normal mode and ride along in the ferry. As supplied, *Orbx BOB* does not have a parking brake so he will slide over the deck every time the boat

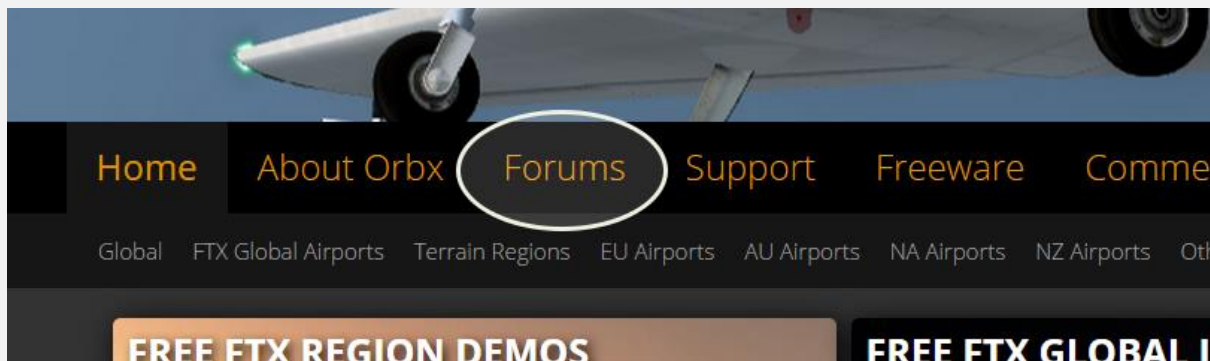
changes speed or direction. The brake (period) is not that effective. I would suggest enabling the parking brake as follows. In the [brakes] section of BOB's aircraft.cfg change the parking\_brake=0 to 1, like this:

```
[brakes]
parking_brake =1   (Ctrl + period activates the parking brake.)
```

Consult the WSF schedule in the in the **Extras** folder located in the same folder where the PNW ferries are installed noting that it is in Pacific Standard Time. Slew Orbx BOB to the location by using the map in the sim, and park him on the car deck near the end of the ferry nearest the shore. Then set the time for a few minutes prior to departure and switch to normal mode. (Y toggles slew and normal modes). The boat will depart a minute or two later than the scheduled time.

## Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about **PNW FERRIES** 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 Freeware 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](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 **PNW FERRIES**. Provided you adhere to the forum terms of use 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 Orbx support forums for each issue (don't tag new issue reports onto existing threads).
- 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.

## Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 90,000 members as of February 2020. 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 Orbx PNW FERRIES Team

## Lead Developer

- **Larry Robinson:** 3D modelling, including AI boats and custom effects, texturing, ground imagery, POI scenery objects, modelling, shoreline, road and traffic adjustments extras, and user guides.

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Holger Sandmann:** shoreline, road and utilities subset files, PNW data sets

## Specialist Roles

- **John Venema:** Business management
- **Ed Correia:** Production Management
- **Ben McClintock:** Orbx Central and OrbxDirect website
- **Mitchell Williamson:** specific coding for Orbx Central

## Beta Testing Team

**Rob Abernathy, Friedi Gulder, Matt McGee, Scott Harmes, Darryl Wightman**

## Further Acknowledgements

- **August Sandberg:** AI boat engine sound <https://www.freesound.org/>
- **Scott Akrell and Mike Bonkowski:** photos of various BC ferries
- **Rob Abernathy:** texture photos of the Edmonds ferry terminal and marina
- **Dexter Thomas, Bryan Wallis, Greg Jensen, Dieter Linde:** beta testing of the original PNW ferries
- **Nigel Grant:** photos of the Horseshoe Bay ferry terminal
- **Patrick Lawson:** photos of the MV Coho
- **Jon Patch:** If it were not for the encouragement of my departed friend this project would have remained simply for my own amusement. I hope you will think of Jon if you try any of this work.

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