



W52

# Goheen Airfield

USER GUIDE SEPTEMBER 2016



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# Thank you!

Orbx would like to thank you for purchasing FTX NA W52 Goheen Airport.

This airfield is so well integrated into the Pacific Northwest landclass that you will have trouble locating it using the naked eye alone. We challenge you to do circuits in a low and slow bush plane and nail the approach every time. Alex Goff is the Orbx developer who has made a charming typical southern Washington airfield that is not far from other Orbx classics like Walter Sutton and Stark's Twin Oaks. Using on-site photos and a large photoreal area expertly blended into the surrounds, you will fall in love with the rustic feel of Goheen. Points of interest include an old gas station, nearby farm houses, a quarry, an extensive riverscape, parklands and a large car holding area to the north of the airfield. Add NatureFlow and lots of vegetation for a lovely dirt strip feel!

Goheen Airport (IATA: none, ICAO: none, FAA LID: W52) is a public airport located three miles (5 km) northwest of Battle Ground, Washington, United States. The airport is privately owned by Gordon Goheen and open for general aviation operations

## Facilities and aircraft

Goheen Airport covers an area of 100 acres and contains two grass runways: 15/33 measuring: 2,565 x 50 ft (782 x 15 m) and 7/25: 1,500 x 48 ft (457 x 15 m). Runway 15/33 has lights for night time operations along with a VASI system on runway 33.

Runway 7/25 is only for use in emergency operations.

For the 12-month period ending May 31, 2009, the airport had 3,432 aircraft operations, an average of 9 per day: 83% local general aviation and 17% transient general aviation. At that time there were 64 aircraft based at this airport: 87% single engine, 9% multi- engine, 2% helicopters and 2% ultralights.

*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 Pacific Northwest** is also required for full functionality.

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





# Quick Installation Guide

Installing Orbx FTX W52 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 W52 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 W52 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

## Battle Ground / Goheen / W52



### Communications

CTAF ..... 122.9  
 PCL ..... CTAF (For BCN & LIRL  
 Rwy 15/33)

### Navigation

Elevation ..... 292' MSL  
 TPA ..... 1292' MSL (1000' AGL)  
 Runway ..... 15/33; 2565'x50'; TURF  
 07/25; 1500'x48'; TURF  
 Lights ..... LIRL-NSTD, VASI  
 Latitude ..... N 45° 49.61'  
 Longitude ..... W 122° 34.61'



### Services

Fuel ..... 100LL

### Notes

**Runway 07/25 for emergency use only.** Culvert in center of runway 15/33.  
 Runway 15 has NSTD single lgt vasi both sides of runway.

Battle Ground / Goheen / W52





Source: <http://skyvector.com/airport/W52/Goheen-Airport>



# The W52 Control Panel

The W52 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

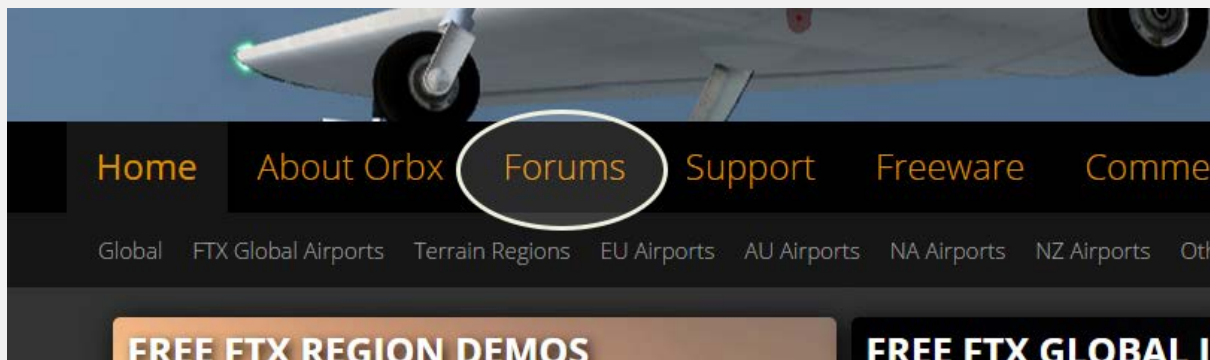
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy W52 the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 W52
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX W52.
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 W52 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 W52. Provided you adhere to the forum terms of use and have a legitimate copy of W52, 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 W52 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 W52 Team

## Lead Developer

- **Alex Goff:** All 3D modelling, texturing, AI traffic, photoreal terrain

## 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

Gary Garrison, Jim Robinson, John Dow, Craig Hanley, Phil Manhart, John Venema, Wolter van der Spoel, Friedhelm Gulder, Zach Hansen, Kyle Cormier, Iain Emms



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For the most recent version of the EULA, see [orbxdirect.com/eula](http://orbxdirect.com/eula).

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