

WA79

Walter Sutton / Walter Musa

USER GUIDE SEPTEMBER 2016



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# Thank you!

Orbx would like to thank you for purchasing FTX US WA79 Walter Sutton / Walter Musa

## **A Tale of Two Walters**

Walter Sutton and Walter Musa. Two guys with a love for flying and the energy to do something about it.

Walter Sutton's private field (WA79) is located east of Amboy, Washington a friendly little town of farmers and loggers. It is a grass strip two thousand feet long and sixty feet wide. Look closely to find it. Or use the natural navigation aid the Sutton's use. Flying from the south find the Columbia River. Fly east from Portland, Oregon or west from Bonneville Dam and follow it to the twin towns of Camas and Washougal on the north side of the river. Turn north and fly along the valley heading toward Mt. St. Helens. Mt. St. Helens was a perfect cinder cone volcano until the eighteenth of May, 1980 when 1300 feet of the top relocated to the northwest and covered the Toutle river valley in 150 feet of ash.

Keep flying north and scan to the west looking for Tumtum Mountain. Tumtum looks like Mt. St. Helens used to, only smaller. It has a road around it which you can spot from the air. When you find it turn west and keep Tumtum on your right. Fly three and a quarter miles west. That is how the Suttons do it. When you arrive take some time to say hello to Walter and Helen Sutton. They will be glad to trade stories. There maybe a few GA aircraft around so hanger space could be limited.

Walter Musa's field (WA7M) *we made that up, there is no FAA identifier*, is located east and a bit north of the Sutton's. Fly back toward Tumtum two miles east. Isn't it handy to have a huge navigational aid that has no upkeep? Arriving over the disused rail yard turn north. Do not fly through the workshop, the FAA frowns on things like that. Highway 503 runs along the northern border of the rail yard and turns north. Fly heading north, parallel to the road for 1.36 miles. Look for the field running southwest to northeast guarded by a tall hill on the south, a cliff on the immediate west, another hill on the east which has the Musa's home and the valley of Lake Merwin on the immediate north. Local knowledge says don't try landing to the northeast. Fly around and land to the Southwest if you are up to it.

Now consider the fact that Walter Musa not only was able to land his Aero Turbo Commander here, one of two he owned over the years, but he only needed half the runway to do it.

The two Walters were friends and flying buddies. One day the two couples were together at the Musa's and needed to get the Suttons back home. So why not fly. Into the Musa's 1955 Beechcraft 50 Twin they went. Somewhere in the short flight the fuel selector shut off fuel to one engine. The flight continued, Walter Musa making a good landing on the remaining engine. Mrs. Musa said "we were sweating bullets that day".

Pilots in the real world and pilots in the simulator make good people. And if you would be so kind after landing at the Musa's home please hold a good thought for Walter Musa who passed away in July, 2010.

# 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 WA79 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 WA79 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 WA79 and then have FTX Central manage the installation for you once downloaded.

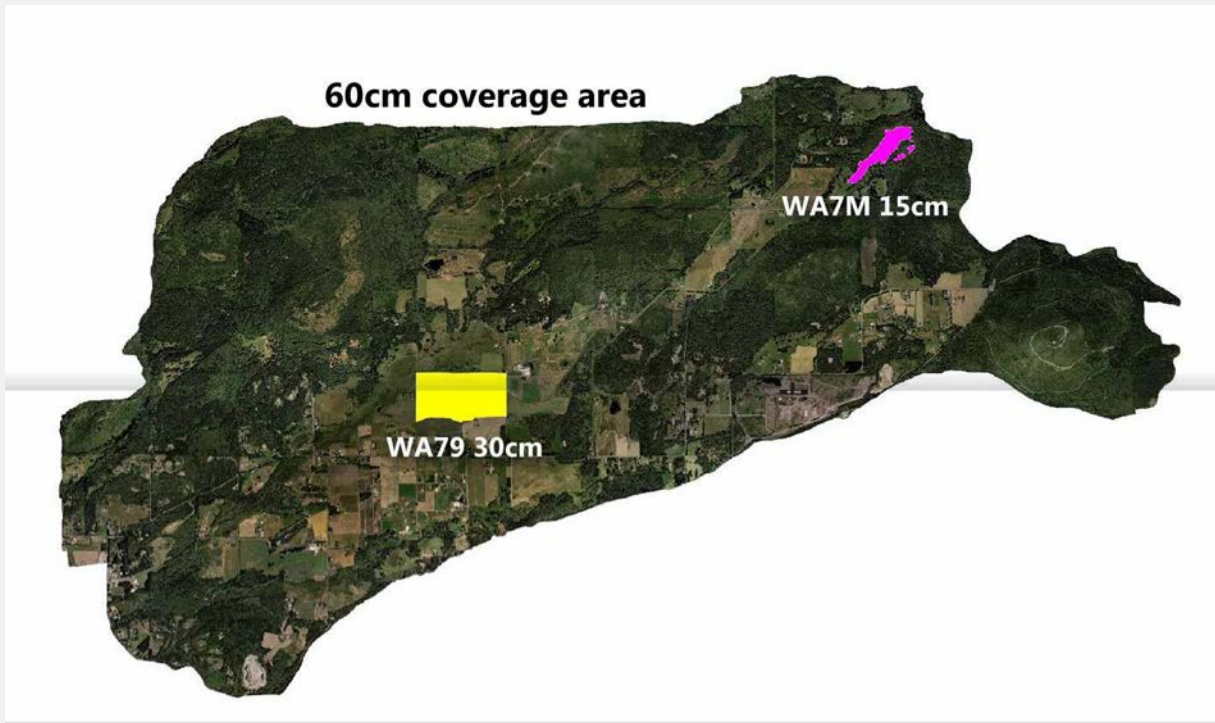
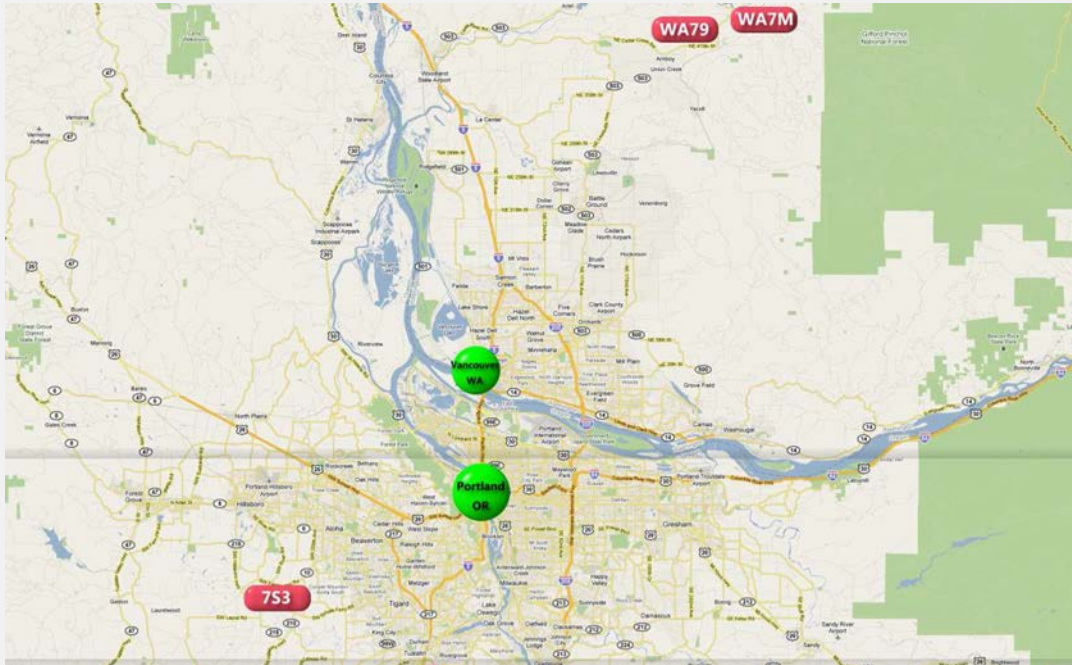
**An internet connection is required for FTX Central to validate your license.**

*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

The images below show the location and extent of the WA79-WA7M region scenery coverage area, and also the airport location relative to Orbx's 7S3 Stark's Twin Oaks, which is a relatively short hop away.



# The WA79 Control Panel

The WA79 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

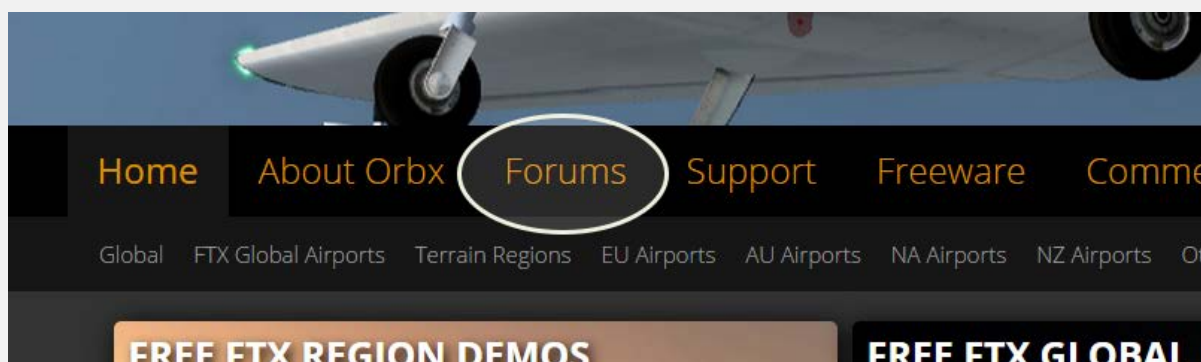
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy WA79 the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 WA79
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX WA79.
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 WA79 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 WA79. Provided you adhere to the forum terms of use and have a legitimate copy of WA79, 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 WA79 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 WA79 Team

## Lead Developer

- **Tim Harris:** Autogen annotation, 3D modeling, object placement, V1.1 update
- **John Venema:** Ground imagery, object placement, sounds, user guide
- **Gordon Madison:** Custom vegetation, product upgrade, P3DV2.2 conversion

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** AI Traffic
- **Holger Sandmann:** Roads/traffic adjustments, flattens
- **Heiko Glatthorn:** Autogen annotation, industrial buildings placement
- **Iain Emms:** Screenshot artist

## Specialist Roles

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

## Beta Testing Team

Wolter van der Spoel, John Dow, Edward Boyte, Iain Emms, Zach Hansen, Gary Garrison, Mike Mathiau, John Venema, Dontay Martin, Phil Manhart

## Further Acknowledgements

- **Neil Hill:** Location photographer



# 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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