



YBAS

Alice Springs Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

The Orbx team would firstly like to thank you for purchasing FTX AU YBAS Alice Springs Airport

YBAS is a solo project by first time developer Jerry Smith. Jerry a resident of Adelaide gained the full support of the airport owners and managers was able to spend a lot of time at the airport itself to take ground level photos and get a very good "feel" for the entire precinct. This is very much reflected in the scenery, as you will get a real sense of being there with almost every single building, object, tree and item accurately modeled as it is in real life.

Airport Operations

Alice Springs Airport is the major Central Australian Airport. It provides facilities for the local community, tourists and other visitors to Central Australia. It also provides air services for remote indigenous communities, the joint Defence Research facility at Pine Gap, the Royal Flying Doctor Service, the Alice Springs Aero Club, high level atmospheric climate research and other recreational activities such as Hot Air Balloon Rides. It is strategically important to the Central Australian community, business and government.

The airport's direct contribution of economic activity to the Northern Territory economy constitutes some 0.4% of Gross State Product, employs 248 people in airport operations-related activity and an additional 67 people in other airport business. Alice Springs General Aviation comprising 45 aircraft is essential to central Australia's remote community and it serves as the gateway to international visitors to Uluru (Ayer's Rock), some 400 kilometres to the south-west.



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 Australia is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Australia 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 Australian houses and trees

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



Quick Installation Guide

Installing Orbx FTX YBAS 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 YBAS 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 YBAS 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

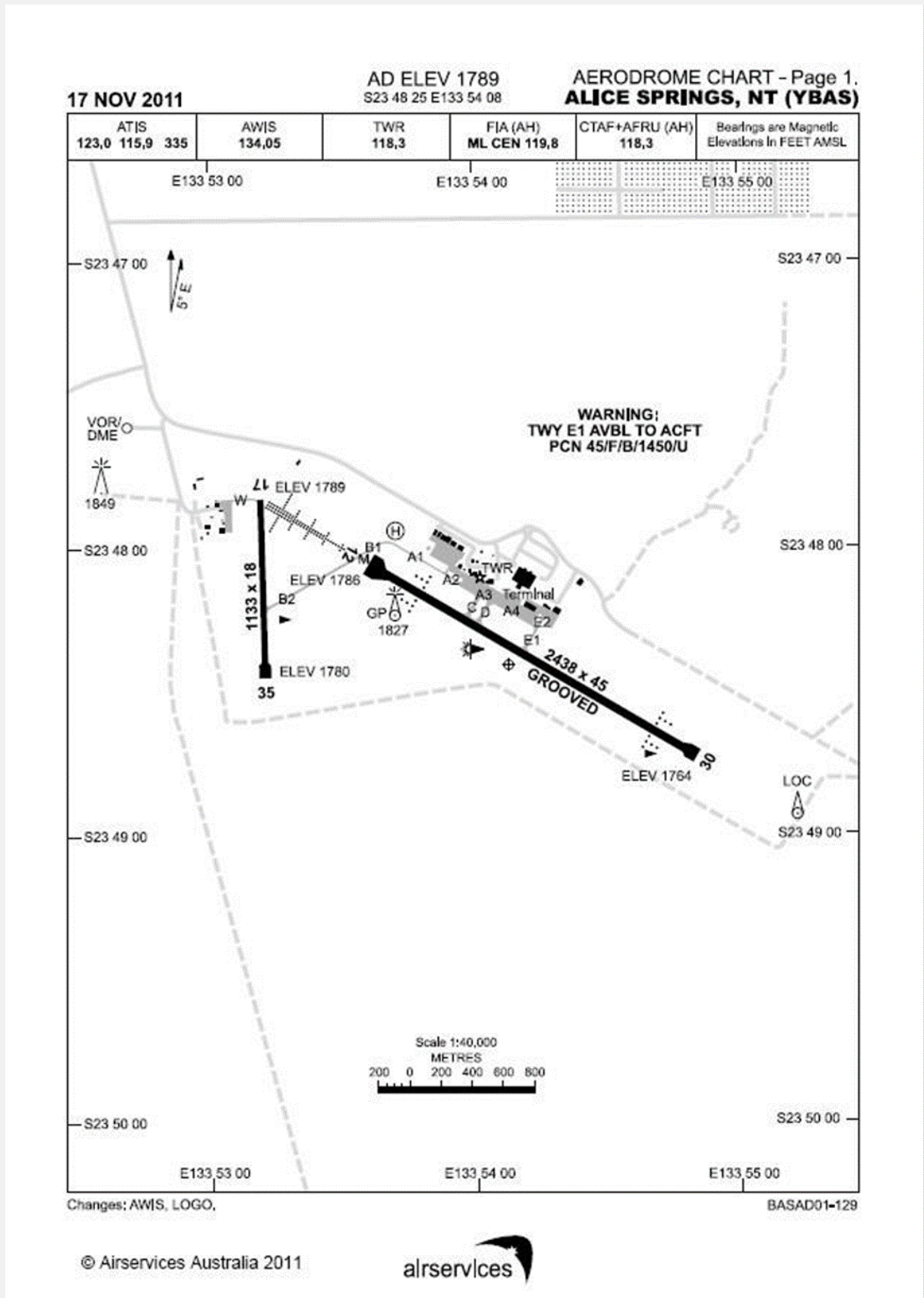
The image below shows the extent of the YBAS 15 cm scenery coverage area.



The image below shows the extent of the YBAS 60 cm scenery coverage area.



Airport Information and Charts



17 NOV 2011

AD ELEV 1789
S23 48 25 E133 54 08

AERODROME CHART - Page 2.
ALICE SPRINGS, NT (YBAS)

ATIS 123,0 115,9 335	AWIS 134,05	TWR 118,3	FJA (AH) ML CEN 119,8	CTAF+AFRU (AH) 118,3	Bearings are Magnetic Elevations In FEET AMSL
AERODROME LIGHTING					
RWY	ABN : ALTN W/G TAXIWAY : CENTRELINE GREEN ; SIDELINE BLUE TWY A1, A2, B1, B2 ONLY. RL : MAN , SDBY , PTBL IN EMERG				
12 ¹¹⁵ 295 30	T-VASIS 3.0° 47FT MIRL HIRL (3) HIAL- CAT I (3) T-VASIS 3.0° 46FT MIRL HIRL (3)				
17 ¹⁷³ 353 35	LIRL LIRL				

NOTES

1. RWY 12/30 - ACFT ABOVE 80,000KG MTOW USE NODES FOR 180° TURNS.
2. RWY 17/35 LGT SOLAR POWERED, EMERG USE ONLY.
3. AVBL ON 90 MIN PN OUTSIDE TWR HR.

Changes: AWIS, TWY LGT, LOGO.

BASAD02-129

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Source website, and further YBAS charts can be found at
<http://www.airservicesaustralia.com/publications/current/dap/AeroProcChartsTOC.htm#E>

The YBAS Control Panel

The YBAS 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

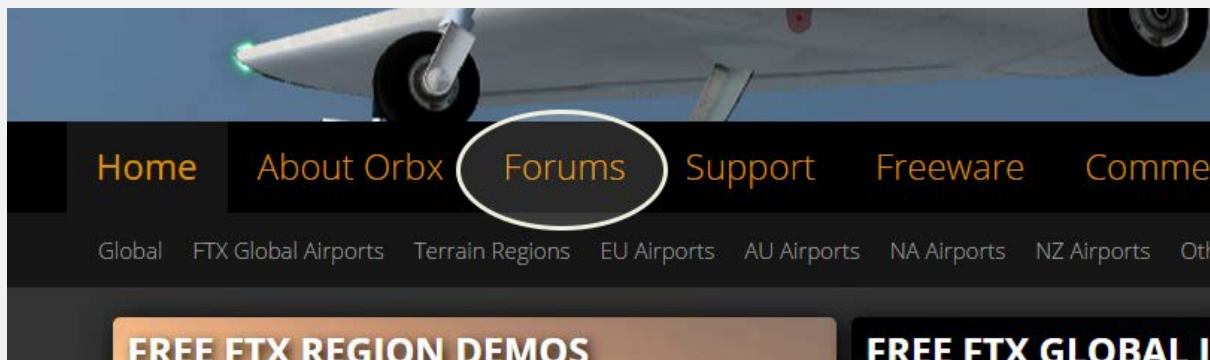
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YBAS the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 YBAS
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX YBAS.
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 YBAS or its use, please feel free to register on the forums at 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.

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 YBAS. Provided you adhere to the forum terms of use and have a legitimate copy of YBAS, 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 YBAS 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 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 YBAS Team

Lead Developer

- **Jerry Smith:** 3D modeling, texturing, object placement, flattens, night lighting, on-site photography, autogen

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** APX, AI Traffic
- **Ian Routley:** Ground Imagery
- **Holger Sandmann:** Custom vector roads
- **Iain Emms:** Screenshots

Specialist Roles

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

Beta Testing Team

Ian Routley, John Venema, Tim Harris, Wolter van der Spoel , Gary Garrison, Craig Hanley, John Dow, Butch Menchaca, Phil Manhart, Eberhard Haberkorn, Patrick Scharnowski, Edward Boyte, Zach Hansen and Friedhelm Gulder.

Further Acknowledgements

Orbx would like to acknowledge and thank Paul Baishont one of the Air Traffic Controllers at YBAS for allowing unprecedented airside access for Photography, without his help, accommodation and generous sharing of knowledge this scenery would not have been what it is.

Orbx and Jerry would like to say a special thanks to Paul for his joy flight in his Mooney it gave me a greater appreciation of Alice Springs from the air.

A special thanks to Ian Routley and Tim Harris whom have both provided significant assistance respectively in modeling and autogen, without their kind assistance I never would have finished this thing.

A special thanks to the Beta testing team a harder job to do I cannot imagine.

Finally a massive thanks to my wife and kids without their support and encouragement, I would have quit ages ago. You guys are my reason for living and I am humbled by your generosity and

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For the most recent version of the EULA, see orbxdirect.com/eula.

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