



YBCS

Cairns International Airport

USER GUIDE SEPTEMBER 2016

Contents

Thank you!.....	3
Product requirements	4
What will you miss out on if you don't have Orbx FTX Australia installed?	4
Quick Installation Guide	5
Scenery Coverage Area.....	6
Airport Information and Charts.....	7
The YBCS Control Panel.....	9
Quick Reference Simulator Settings	9
Product Technical Support.....	10
Please do NOT email support requests.....	10
Use the forum search function.....	10
What to include in your support requests	10
FTX Community Forums	11
Thanks for reading!	11
The FTX YBCS Team.....	12
Lead Developer	12
Additional Orbx Developers.....	12
Specialist Roles.....	12
Beta Testing Team (Original Release)	12
Beta Testing Team (SP2)	12
Further Acknowledgements	12
End User License Agreement (EULA)	13

Thank you!

The Orbx team would firstly like to thank you for purchasing FTX AU YBCS Cairns International Airport Version 1.2.

YBCS was very much a solo project for lead developer Jarrad Marshall, whose first airport for Orbx was the immensely popular YPJT Perth Jandakot Airport. After eighteen months of work and with some assistance and input from his colleagues at Orbx we're very proud to present his wonderful rendition of this fast-growing airport.

Whilst Jarrad has done a 100% accurate job of recreating the airport layout at the time the ground and aerial photos were taken, it was during some expansion by the airport management. This means that the airport is a reflection of how everything appeared in 2009. Even so, Jarrad has used some license and added in the new domestic terminal which opened in September 2010.

A word about performance

YBCS is a very large addon for a single airport – disk space required is over 1.75GB, and that is mainly due to the high resolution 30cm and 7cm/pixel textures used in both the large areas of regional photoreal coverage and also the runway and aprons polygon layer. Due to the amount of video card memory YBCS consumes, we strongly suggest that you fully read through this user manual to understand how you can “tune” the airport scenery to run best for your hardware capabilities.

If you run FSX with all sliders maxed and without being sensitive to the texture load requirements that YBCS has, you will more than likely get frames below 10 FPS and see a blurry sea of washed-out textures. However, with some careful movement of the sliders, selecting a screen resolution appropriate for your video card, disabling some options in FSX and also the use of the Orbx YBCS Control Panel, our beta testers have reported FPS in the twenties and above.



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

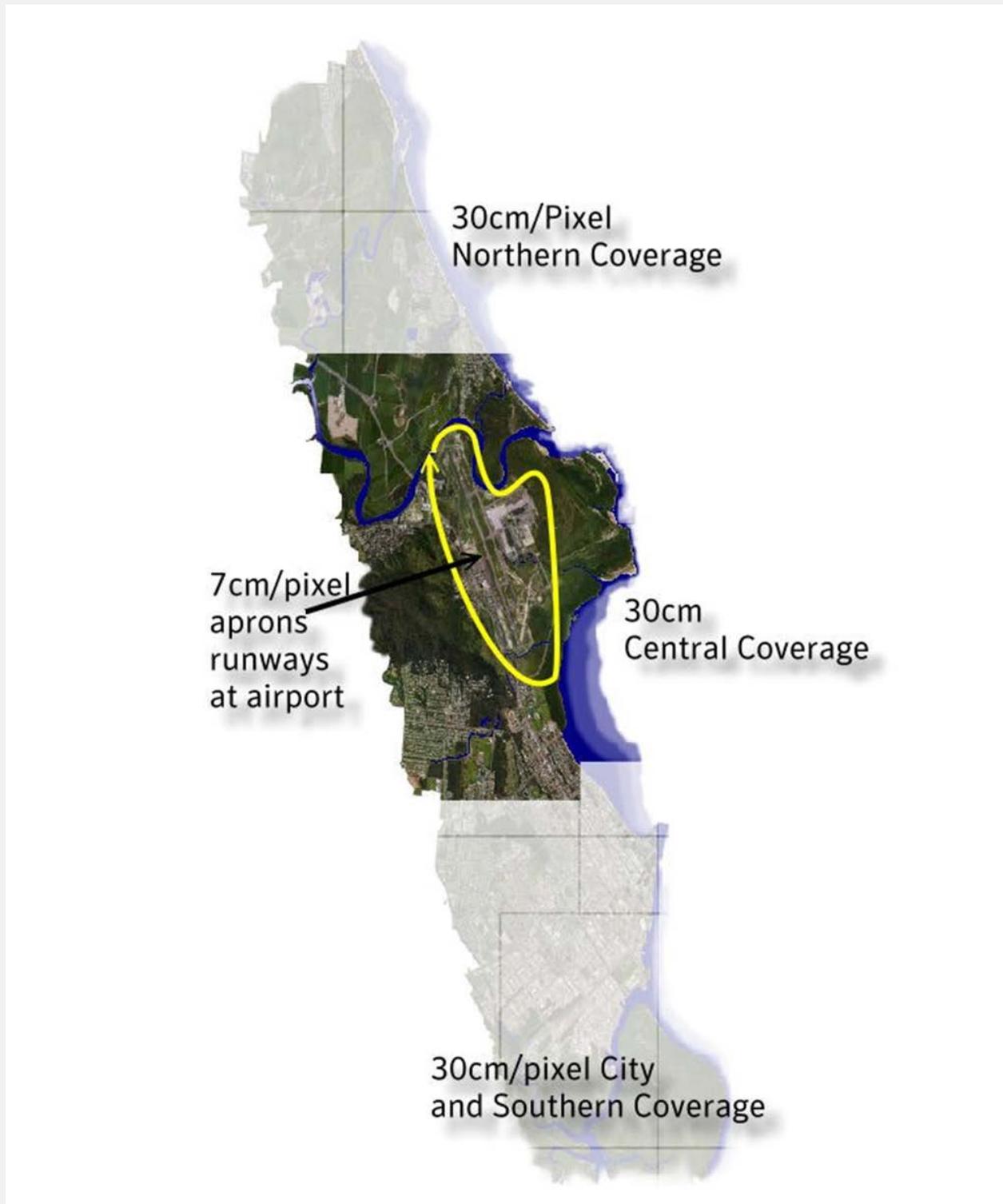
An internet connection is required for FTX Central to validate your license.

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.

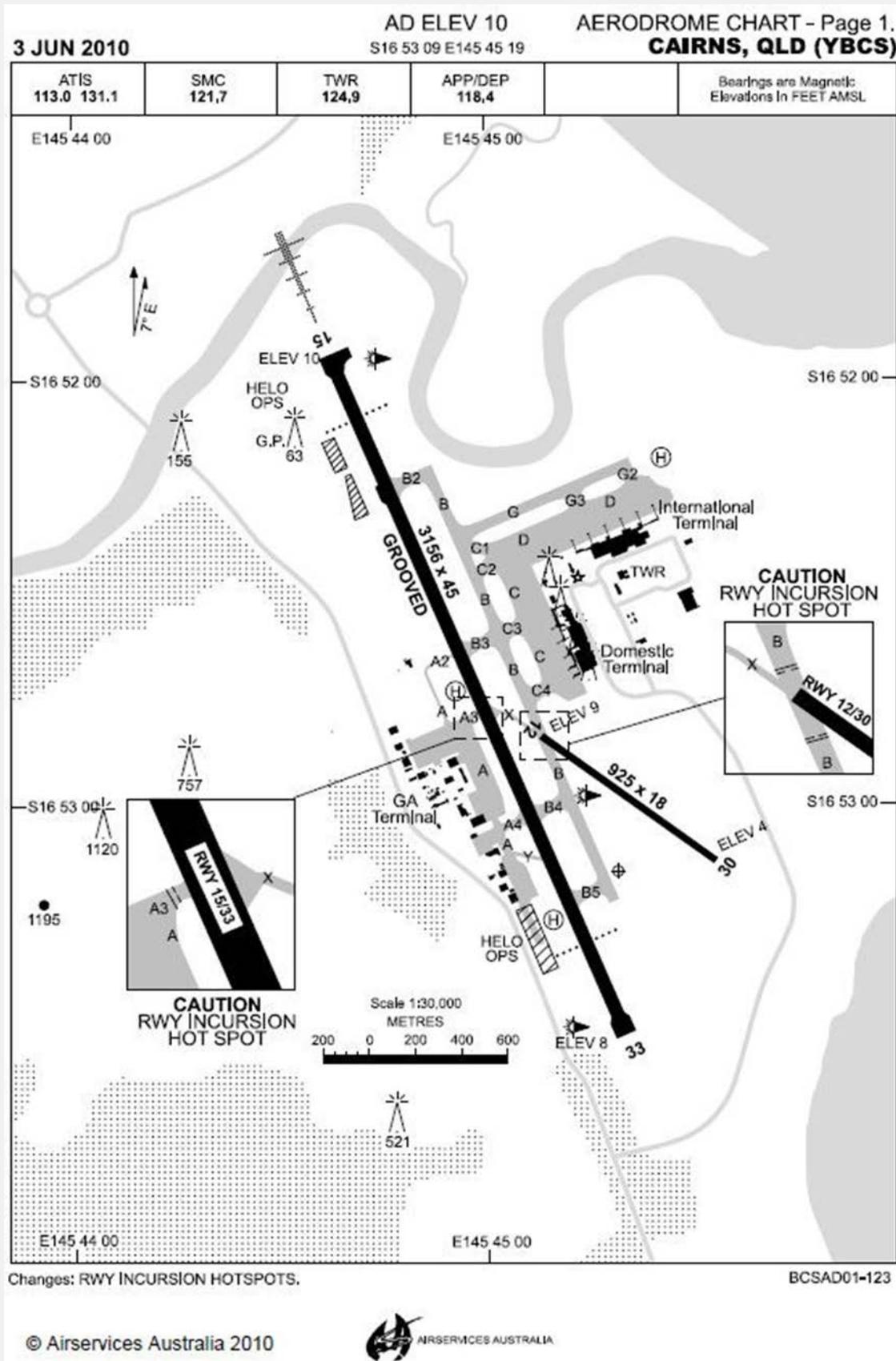


Scenery Coverage Area

The image below shows the extent of the YBCS region scenery coverage area. Please also note that a large section of the Great Barrier Reef is covered by low-resolution imagery, and that there are two areas of photoreal imagery offshore which cover Vlasoff Cay and Green Island. In addition, the 5m digital elevation mesh extends to Mt Bartle in the south and Port Douglas in the north.



Airport Information and Charts



11 MAR 2010

AD ELEV 10
S16 53 09 E145 45 19

AERODROME CHART - Page 2.
CAIRNS, QLD (YBCS)

ATIS 113.0 131.1	SMC 121.7	TWR 124.9	APP/DEP 118.4		Bearings are Magnetic Elevations In FEET AMSL
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RWY	AERODROME LIGHTING	
		ABN : ALTN W/G 8 SEC TAXIWAY : CENTRELINE GREEN , SIDELINE BLUE RL : MAN , SDBY
15 ¹⁴⁹ 329 33	PAPI 3.0° 53FT HIRL HIAL-CAT1 PAPI 3.0° 61.5FT HIRL	
12 ¹¹⁹ 299 30	NIL NIL	

NOTES

1. CAUTION: BEWARE RWY INCURSIONS AT TWY B ,RWY 12 THR AND TWY A3.
2. RWY 12/30 NOT AVBL TO ACFT ABV 5700KG MTOW.
3. RIGHT HAND CIRCUITS RWY 30 & 33.
4. B727-200 & LARGER TYPES MUST USE TURNING NODES AT RUNWAY ENDS.
RWY 15 TURNING NODE CLOCKWISE TURNS ONLY.
5. TWY A2 & A BETWEEN A2 & A3 NOT AVBL TO ACFT ABV 7000KG.

Changes: RL, CO-ORD FORMAT.

BCSAD02-122

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The YBCS Control Panel

The YBCS 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

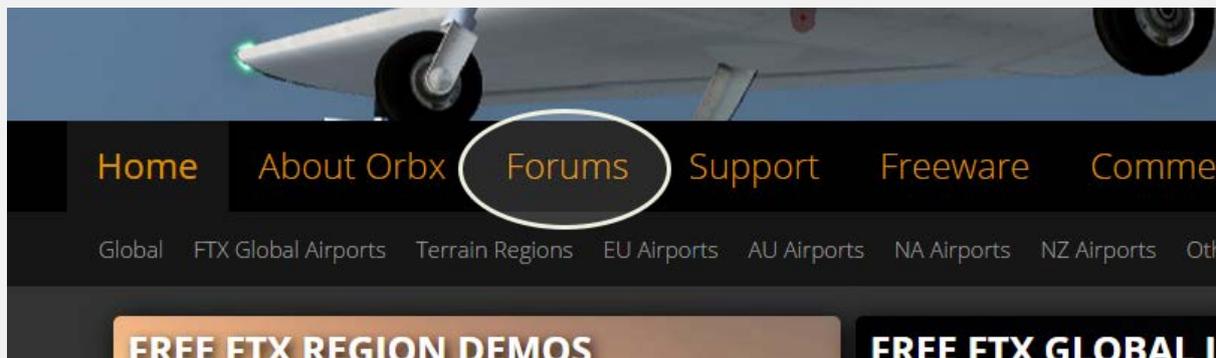
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YBCS the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Jarrad Marshall**

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Tim Harris:** Autogen annotation
- **Graham Eccleston:** APX, AI Traffic
- **Braedon King:** DEM
- **Holger Sandmann:** Custom vector roads and traffic

Specialist Roles

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

Beta Testing Team (Original Release)

John Dow, Maurizio Giorgi, Ross Casey, Ken Hall, Butch Menchaca, Martin Henare, Eberhard Haberkorn, Rob Nieuwenhoven, Wolter van der Spoel, Ryan Mason, Patrick Scharnowski, Brendan Van Loggerenberg, John Bosch, Braedon King, Russ White and Alexander Metzger.

Beta Testing Team (SP2)

Craig Hanley, Friedi Gulder, Rob Abernathy, Phil Manhart, Eddy Boyte, Wolter van der Spoel, Terry Freitas, Ebo Haberkorn, Frank Schnibben, Todd Harrell, Daniel Fürnkäb, John Dow, John Lovell, Richard Bui

Further Acknowledgements

Phil Allen at Cairns Airport Security, Steve Bottom, Dale Wadeson and David Dunbar for their assistance and expert local knowledge.



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

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