



YBUD

Bundaberg Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

The Orbx team would firstly like to thank you for purchasing FTX AU YBUD Bundaberg Airport Version 1.0.

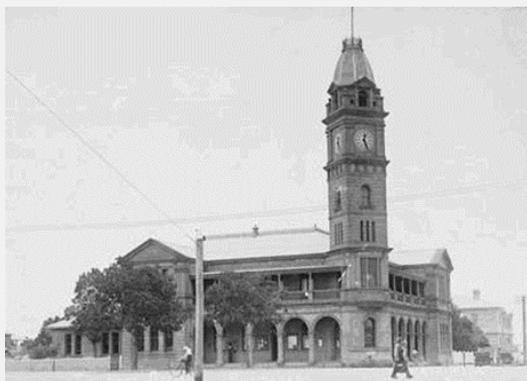
This is the first scenery project which Ian Routley has developed for Orbx, following his release of many fine airfields with the OZx team over the past few years. It's taken Ian well over a year to complete the project and you'll find his attention to detail is meticulous, and there are many little surprises to be found both at the airport and around the town and river banks.

As per all the Orbx airports that are released, we've included much more than the scenery inside the airport fence. Venturing out further you will find many points of interest around the township, including the famous Bundaberg Rum distillery and also many of the shops and industrial buildings accurately modeled based on photos taken around town. Make sure you spend time traversing the scenery area and have a look at these extra details.

Bundaberg History

During 1867, timber getters and co-founders of Bundaberg, John and Gavin Steuart, camped on a site later occupied by the North Bundaberg Railway Station. Thomas Watson, the first farmer arrived later in the same year. In 1868, Samuel Johnston erected a sawmill on the north bank of the Burnett River, downstream from the Steuart and Watson holdings, and timber, Bundaberg's first industry, was established.

Surveyor JC Thompson and his assistant, AD Edwards, surveyed, laid out and named Bundaberg in 1870, and by 1872 the population of the growing township and immediate district was about 200. Timber supplies soon ran short and a new industry, maize (corn) production was established, providing excellent returns for local pioneers until pests and disease devastated the industry in the late 1870s.



Experimental sugarcane growing followed and a new and exciting sugar industry grew, facilitating the development of a number of new mills. Most of these were small juice mills, extracting juice only, and the remainder were complete sugar mills; that is, extracting juice (and processing the production of juice mills) and manufacturing raw sugar. Juice was delivered to sugar mills via a fascinating network of underground pipes, and tanker-carrying barges were used on the Burnett River. The early sugar

industry was supported by plantations belonging to mill owners and plantation owners and farmers employing Kanaka labour.

Local Government first came into being during 1873 with the establishment of the Bundaberg Progress Committee. In 1881, Bundaberg was gazetted a municipality and a Municipal Council was elected. Bundaberg was gazetted a town during 1902 and eventually a city in 1913. During this four-decade period Bundaberg enjoyed the establishment of newspapers and various government departments, including customs, police, courts, post and telegraph, etc. Growth in the city meant education and ecclesiastical needs were rapidly met, and a railway arrived into the region. Parliamentary representation was achieved for the people of Bundaberg, and, in the

town reach of the Burnett River, a port was built, though this would later be relocated in the late 1950s to the mouth of the river. The city flourished with better health care and hospitals, and a variety of cultural and recreational activities were being enjoyed by the community.

Most labouring work available during this period was on a casual basis, chiefly farming, railway maintenance and stevedoring. Light industries including blacksmithing, coach building, boat building, and saw milling prospered. Today, this prosperity is reflected in distilling, sugar production, various equipment manufacture, engineering and allied industries, as well as fishing, light aircraft manufacture, plastics production, other major industrial enterprises, farming, food and beverage manufacture and supply and tourism.

Even though the Great Depression caused significant social and economic problems in the years between the two world wars, the Bundaberg City Council embarked on two major and progressive projects. During 1928, all city streets were sealed with bitumen, meaning Bundaberg was the first non-metropolitan Queensland town or city to use special surfacing equipment and bitumen imported specially from Trinidad.

The second project was the construction of a sewerage system. Except for one small area, the city was sewered when World War II commenced, meaning Bundaberg was now one of, if not the most, progressive town or city in Queensland. By this time, the city's population had reached 13,000.

Bundaberg has developed a rapidly expanding tourism industry and is now marketed as the Southern Gateway to the Great Barrier Reef. In season whale-watchers enjoy the majestic movements of these ocean giants, while backpacking tourists contribute greatly to the region's economy year round.

Bundaberg has an abundance of attractive parks, gardens and sporting complexes - at last count 121. Salter Oval has a Sheffield Shield rated cricket pitch, and Kendall's Flat Junior Cricket complex is the largest and highest rated of its kind outside Brisbane. This is a city fascinated by sport and recreation, and the parks and gardens enable a great outdoor lifestyle.

Bundaberg boasts the most equable climate of any Australian town or city. In this capacity the city is ranked fifth in the world. With the high-speed Queensland coastal tilt train service launched in November 1999, excellent air transport, bus services, an attractive Central Business District, major shopping complexes, both public & private hospitals, a progressive Regional Council, significant educational facilities from kindergarten to University, and many multi-cultural activities, the Bundaberg Region is a highly reputed location choice of young families and retired people seeking lifestyle alternatives.



Bundaberg City Council, once responsible for local government administration in the Bundaberg area, amalgamated with the Shires of Burnett, Isis and Kolan in 2008 to form Bundaberg Regional Council.

The Department of Civil Aviation took over Bundaberg Aerodrome on 31 July 1946. Bundaberg City Council took over the airport in June 1983. A new terminal was opened on 9 May 1986. A major extension to Bundaberg Airport was completed in March 2010, making the runway jet capable and also an expanded Terminal.

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 YBUD 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 YBUD 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 YBUD 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.

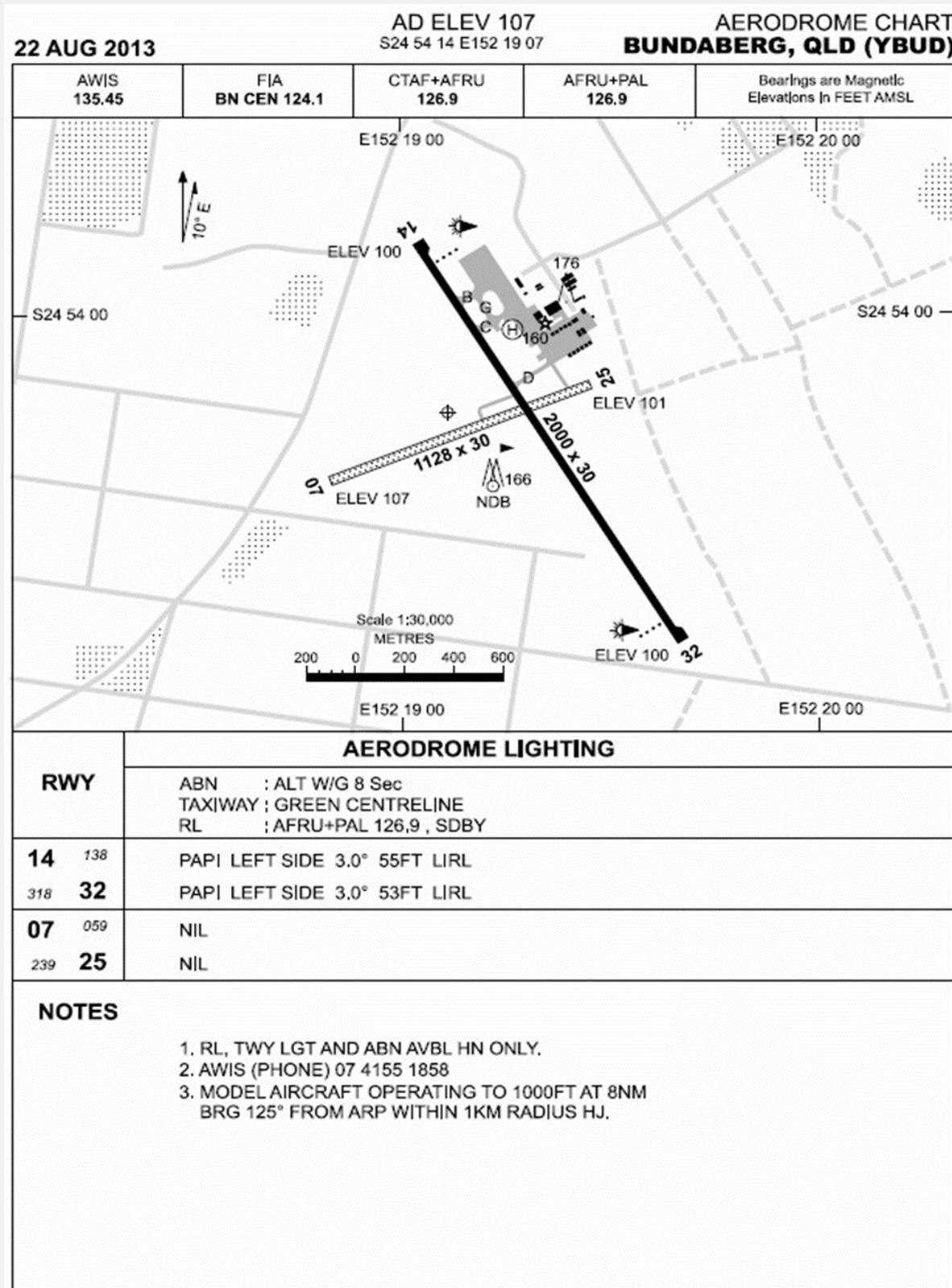


Scenery Coverage Area

The image below shows the extent of the YBUD region scenery coverage area.



Airport Information and Charts



Changes: AWIS FREQ, TWY G, Editorial.

BUDAD01-136

18 NOV 2010

**GPS ARRIVAL PROCEDURES
BUNDABERG, QLD (YBUD)**

FIA BN CEN 124.1	CTAF 126.9	AFRU+PAL 126.9		Bearings are Magnetic Elevations in FEET AMSL
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25 NM MSA
2700
BUD NDB
10 NM MSA 1600

GPS REFERENCE WAYPOINT BUD NDB
AWIS (PHONE) 07 4155 1858

BUD NDB 302
AD ELEV 107

SECTOR A

MISSED APPROACH:
CLIMB ON TRACK TO 2700FT.

NM FM NDB	25	15																	
CIRCLING MINIMA				A,B: 730-2.4			C: 820-4.0			D: N/A									
NM FM NDB	8.9	8	7	6	5	4	3	2.9	2.7										
ALT (3° APCH PATH)	2700	2430	2110	1790	1480	1160	840	820	730										

SECTOR B

MISSED APPROACH:
CLIMB ON TRACK TO 2700FT.

NM FM NDB	25	15																	
CIRCLING MINIMA				A,B: 720-2.4			C: 820-4.0			D: N/A									
NM FM NDB	8.9	8	7	6	5	4	3	2.7											
ALT (3° APCH PATH)	2700	2420	2100	1780	1470	1150	820	720											

Source: <http://www.airservicesaustralia.com/publications/current/dap/AeroProcChartsTOC.htm#C>

The YBUD Control Panel

The YBUD 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

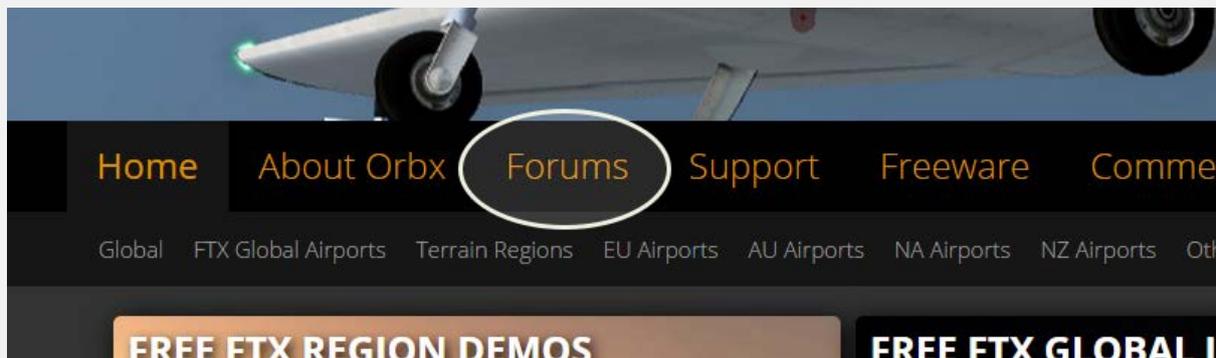
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YBUD the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Ian Routley:** 3D modeling, ground polys, texturing, object placement autogen annotation, night lighting

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Jerry Smith:** Additional 3D modeling, object placement and autogen
- **Graham Eccleston:** APX, AI Traffic and FSX and P3D updates
- **Tim Harris:** Autogen annotation optimisation
- **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

John Dow, Ross Casey, Ken Hall, Butch Menchaca, Martin Henare, Eberhard Haberkorn, Wolter van der Spoel, Ryan Mason, Patrick Scharnowski, Braedon King, Paul Baumanis, Ed Correia, Alexander Metzger, Phil Manhart, Craig Hanley, Friedi Gulder, Brian Horsey, Mark Ledingham and Jack Richards



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

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