



YCDR

Caloundra Airport

USER GUIDE SEPTEMBER 2016

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Thank you!

Orbx would firstly like to thank you for purchasing FTX AU YCDR Caloundra Airport

Soak in the Sunshine Coast! Caloundra lies at the southern end of the glorious Queensland Sunshine Coast and offers a wondrous playground of waterways, golden beaches, stylish beachfront and luxury apartment living, and plenty to explore inland at the nearby Glasshouse Mountains. The debut airport for Orbx from John Hockings (or "Prof" to his friends), his local knowledge of the area and his decades of being an architect lend themselves to a stunningly accurate rendition of this busy GA airport and surrounds. Included are the Queensland Air Museum which features some old and not-so-old aircraft lovingly restored and open to the public. The scenery includes a huge area of pristine 60cm photoreal imagery, meticulously modeled apartment buildings and plenty of atmosphere! Here are some highlights of what's in the scenery:

Regional surroundings

- Shipping, boats, traffic, township
- Accurately placed channel markers in Pumicestone Passage
- Main shipping channel beacons modeled

Also modelled for this project

- Road signs
- Many apartment buildings and hotels
- Bunnings Warehouse (immediately W of the airport, a large homewares outlet)
- Caloundra Basketball Stadium
- Courbold Park Raceway
- Ettamogah Pub

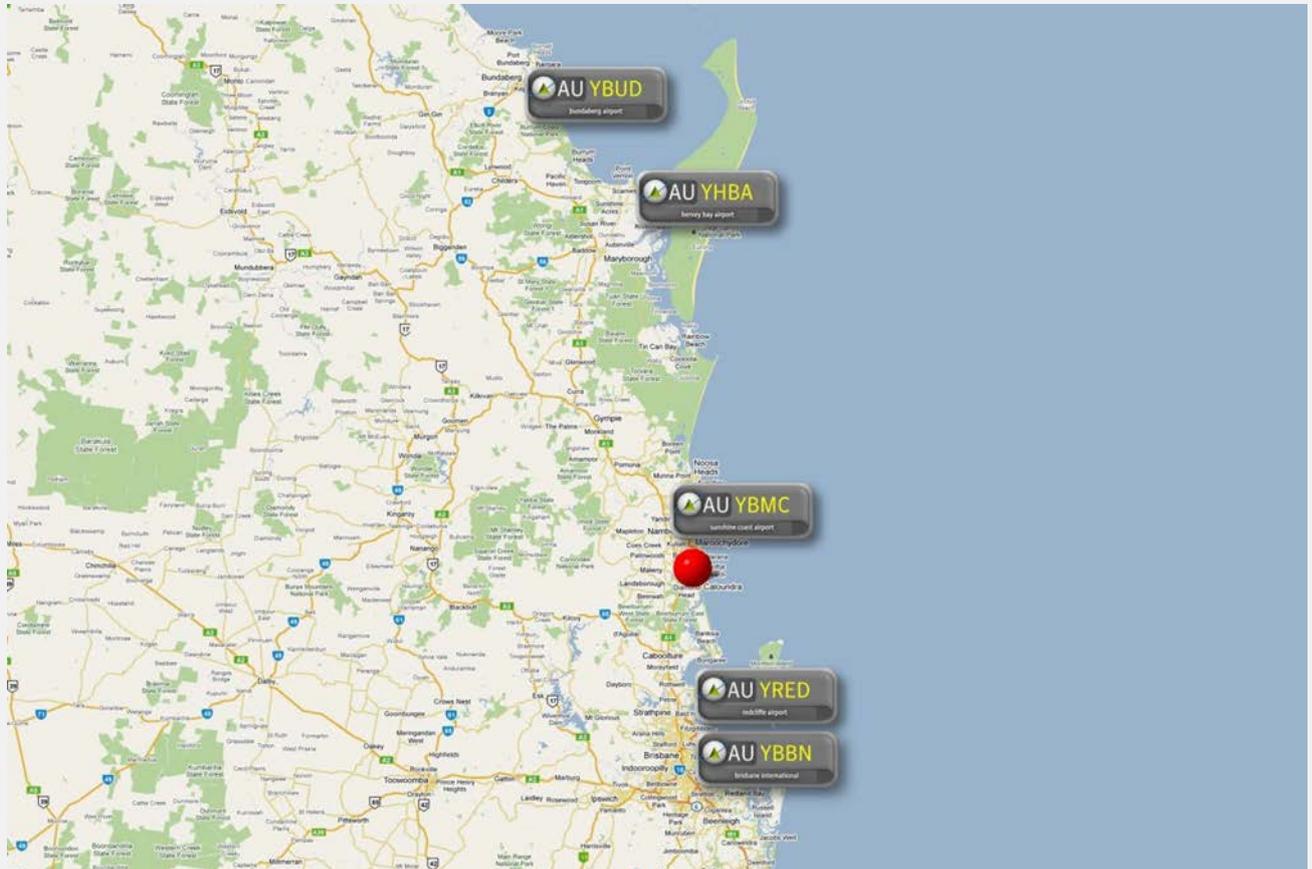
Airstrip

- All airstrip and museum buildings
- Statics in museum
- Over 150 individual GMax models



So where is Caloundra Airport?

YCDR is located in the beautiful Sunshine Coast region of Queensland, which is in the FTX AU GOLD region in Australia, and would take about 45 minutes to fly from Brisbane in a light aircraft.



Also note that Orbx has released or is planning to release both payware and freeware airports very close to YCDR for easy flights along the coast.

Resources

Photos

For some spectacular aerial photos of the airport and township, we recommend visit this website: <http://www.sunshinecoastphotos.com.au/>

You will be surprised how accurate the Orbx scenery is compared to real world photos!

Flying School

There is a flying school based at YCDR, called Free Flying Emerald, using the Texan LSA. <http://freeflyingemerald.com/>

History Of Caloundra Airport

The land on which Caloundra Aerodrome sits was designated as a Landing Ground for Aircraft around 1926 by a Deed of Grant. It was managed and maintained by Landsborough Shire Council, later Caloundra City Council, now by Sunshine Coast Regional Council. There was originally a single 18/36 dirt strip about 500m long with a spoon drain across it at about 400m, (later piped) until mid 1970s. Development of the site started in earnest in the early 1970s, with allocations of council funds often matched by government grants.

Kevin Heneberry was the first commercial operator at the airport, after moving from Maroochydore airport. He started a flying school at Caloundra, and had a small office built on his leased land, followed by a hanger. He eventually started an RPT service (regular scheduled service) from Caloundra to Brisbane and return, 3 times a day. Aircraft used were a Cessna 172 originally, followed by a Piper Aztec, a Patrenavia and a Cessna 210.

Today, there are a number of prosperous aviation-related business on the airport, and approx 250 people employed, including highly qualified aviation engineers, together with a flight of Air Cadets and the highly respected Queensland Air Museum. Many aircraft owners and pilots from all over Eastern Australia, use the airport for regular aircraft maintenance, and for recurrent pilot training, flight tests and licence renewals. These customers often combine their maintenance or training update trip with a few days family holiday at the beaches in Caloundra. Helicopter pilot training is also provided to Malaysia and Singapore, and several of the engineering businesses have contracts with overseas firms.

The long established Caloundra Aero Club, armed with few members, modest savings and huge enthusiasm, applied for and received a 25 year lease from the Caloundra City Council in April 1990, and later a grant of

\$186,000 from the government to build a 2 story concrete clubhouse - an indication of its desire to get the airport established. Although the club has sold its interest in the clubhouse building, the club still operates at the airport, having monthly flying competitions and occasional fly-aways.

Sadly, the airport is now under threat of closure by the Sunshine Coast Regional Council which has understandably caused much anger from the businesses operating out of the airport and indeed the Queensland Air Museum, which was invited to be setup by the council originally. Let's hope that this beautifully set airfield can remain open for many years to come and not succumb to development.

Peter Ryan, instigator of the Save Caloundra Airport group, had the first private aircraft on the strip in 1972.

For more information and if you want to join in the effort to save YCDR - visit

<http://www.savecaloundraairport.com/>

Historical Photo Gallery



Cessna Centurion 210 VH-EFP flying over Caloundra Aerodrome. Note dirt and gravel runway 12/30 and the remains of original dirt 18/36 (~ 1978)



Cessna 210s formation flying on C 402 VH-DIL offshore Caloundra with airport in background (~1990)

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 YCDR 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 YCDR 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 YCDR 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.

The YCDR Control Panel

The YCDR 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

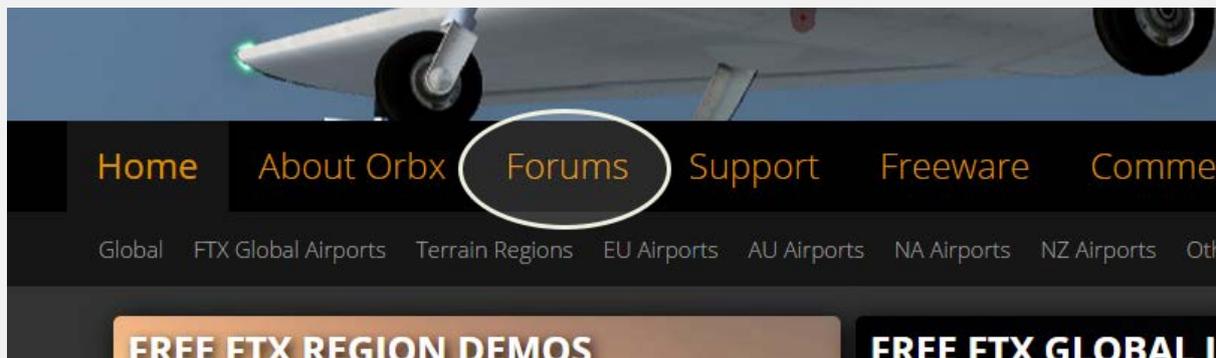
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YCDR the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **John Hockings:** Project leader, All custom Gmax modeling and textures, object placements
- **John Venema:** Photoreal ground terrain, autogen, night textures, object placement
Version 1.1 - 1.4 patches, user guide, installer

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** APX development, AI Traffic and P3D Updates
- **Rob Nieuwenhoven:** Static museum aircraft modelling
- **Paul Baumanis:** Autogen annotation
- **Holger Sandmann:** Vector roads and traffic
- **Ross Casey:** Custom coastlines, waterclass and flattens
-

Specialist Roles

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

Beta Testing Team

Tim Harris, Friedi Gulder, Phil Manhart, Hugh Johnston, Rob Abernathy, Tom Anderson, Brendan van Loggerenberg, John Bosch, Ron Tape, Ian Routely, Andrew Schofield, Jerry Smith, and Wolter van der Spoel.



End User License Agreement (EULA)

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

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