



# CNK4

## Parry Sound Area Muni

USER GUIDE SEPTEMBER 2016



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# Thank you!

Orbx would like to thank you for purchasing FTX CANADA CNK4 Parry Sound Area Muni (CNK4).

The Parry Sound Area Municipal Airport (PSAMA) is located in Seguin Township in the District of Parry Sound. The PSAMA's runway is 4,000' with a 290' by 320' apron and medium-intensity airfield lighting. The airport has a float plane base located on the 4,000' long Robert's Lake connected to the airport via a private access road. The PSAMA is a popular re-fuelling destination for Air Ambulance, Hydro One Helicopters, Ontario Provincial Police, and Search & Rescue.

## History

Construction of the Parry Sound Area Municipal Airport commenced in 1978 and the airport was officially opened in the spring of 1979. The airport facilities consisted of a 3,000' runway and a 200' by 250' apron, a connecting taxiway, access road, and a float plane base at Robert's Lake.

In 1981 medium-intensity airfield lighting was installed.

The terminal building was constructed in 1983 and in 1984 an airport master plan was carried out.

In 1985 the runway was extended an additional 999 feet. And a non-directional beacon was installed on the extended runway centerline.

Parry Sound lies on beautiful Georgian Bay, formed when glaciers receded over the mighty Canadian Shield. With a moderate climate, thanks to a relatively sheltered sound, the Big Bay can be easily reached and is, daily, by unobtrusive tour boats. A quick exploration of the town reveals full medical facilities and distinguished schools among other necessary business services, making this town an attractive place to live and work.

Parry Sound, the largest natural harbour on Georgian Bay, was named by "Captain Henry Bayfield" after Sir William Edward Parry, the Arctic explorer. Bayfield surveyed the 30,000 islands in the early 19th Century.

*Source: Wikipedia, the free encyclopedia*





# 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 Global Base** is also required for full functionality.

## What will you miss out on if you don't have Orbx FTX Global Base 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

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

FTX Global Vector immensely enhances not only the Ontario area, but the whole world. It adds accurate lakes, rivers and shorelines together with roads and highways. This is especially noticeable at the CNK4 location, where most – if not all – beautiful lakes are missing as well as major and minor roads. All the screenshots depicted in this user guide and product page feature Global and Vector.



# Quick Installation Guide

Installing Orbx FTX CNK4 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 CNK4 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 CNK4 and then have FTX Central manage the installation for you once downloaded.

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

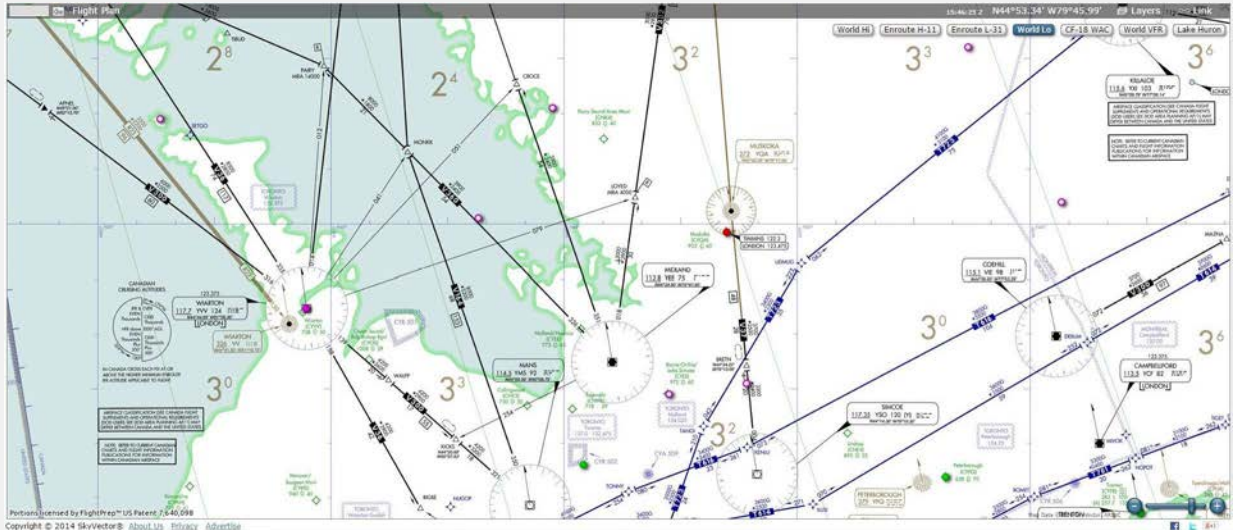
*Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.*



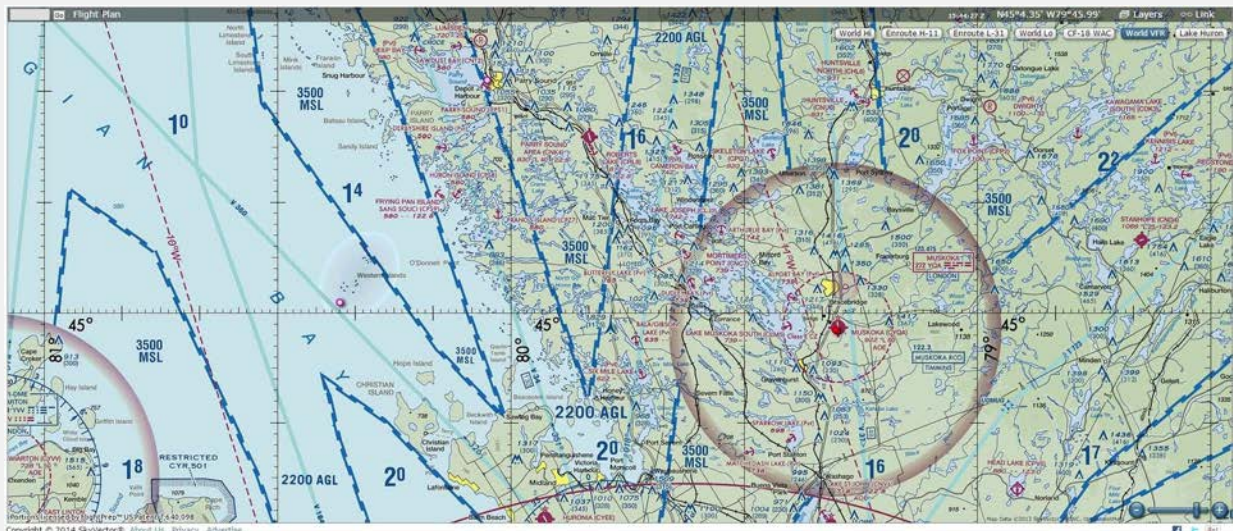


# Airport Information and Charts

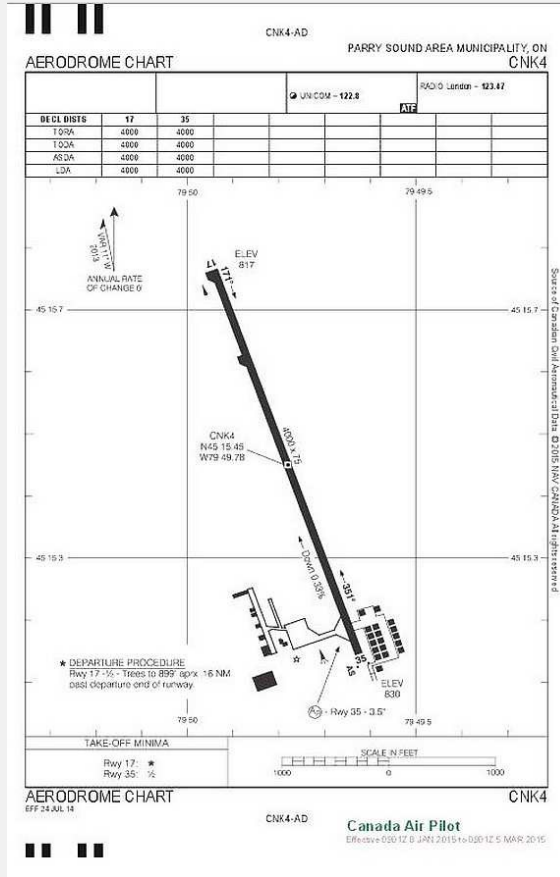
This page is for reference only: it is not intended for navigational purposes. Please refer to the current publication of the Canadian Air Pilot or the Canada Flight Supplement under Parry Sound Area Muni CNK4.



CNK4 IFR chart by Skyvector



CNK4 VFR chart by Skyvector



CANADA FLIGHT SUPPLEMENT / GPH 205  
Effective 0901Z 8 January 2015 to 0901Z 5 March 2015

AERODROME/FACILITY DIRECTORY B731

PARRY SOUND AREA MUNI ON		CNK4
REF	N45 15 27 W79 49 47 12SE 11°W (2013) UTC-5(4) Elev 830' AS000 LCA LOR CAP	
OPR	Airport Commission 705-378-2897 Reg 14-2122 Nov 01-Mar 31; 14-2222 Apr 01-May 15; 13-2321 May 17-Sep 02; 14-2221 Sep 03-Oct 31	
PF	A-1,2 C-5 D-3,4,6	
FLT PLN	NOTAM FILE CYQA London 866-WXBRIEF (Toll free within Canada) or 866-541-4104 (Toll free within Canada & USA)	
WK	WxCam	
SERVICES	Call out chg may be levied for one or more svcs	
FUEL	100LL JA-1	
QUL	55, 90, 100, 15W50	
S	1,2,3,4,5,6	
RWY DATA	Runway 17(171°)35(351°)4000x75 asphalt Runway 35 down 0.33%	
RCR	Opr	
LIGHTING	17-(TE ME), 35-AS(TE ME) AP 3.5' ARCAL-122.8 type J (also abn)	
COMM	ATF UNICOM 1st hrs OT 122.8 5NM 3800 ASL	
NAV	NDB GEORGIAN BAY F7 353 (M) N45 16 08 W79 50 12 Pvt Unmonitored	
PRO	HELH Apchdep shall be to/from the rwy with air taxiing via the twy to/from the apron.	
CAUTION	Wildlife in vic of rwy. Vehicles frequently use access road to Roberts Lake off Thld 35. Floatplane tic in vic of Roberts Lake. Fitting in vic of A/D. 39R steel dock E shore of Roberts Lake air narrow.	
PARRY SOUND MEDICAL ON (Hel)		CRS2
REF	N45 20 30 W80 01 00 11°W UTC-5(4) Elev 800' AS000	
OPR	Parry Sound Ambulance 705-746-8440 Carl PPR	
PF	C-1,2,3,4,5	
FLT PLN	NOTAM FILE CYQA London 866-WXBRIEF (Toll free within Canada) or 866-541-4104 (Toll free within Canada & USA)	
HELI DATA	86' dia 114' dia asphalt Max heli length 57.25'	
RCR	Opr	
LIGHTING	RV(LD) RF(FL) ARCAL 123.05 key mk 3 miles to activate	
PRO	Arr/dep btwn 295°-350° fr heli, slope 8% (HS), day/night use.	
CAUTION	Chimney 895 ASL 130' SW helipad, painted & lgt.	

CNK4-IAP-3A

PARRY SOUND AREA MUNICIPALITY, ON  
49.527N 079.942W VAR 11°W

**RNAV (GNSS) RWY 17** **CNK4**

RADIO London - 123.47	UNICOM - 122.8	ARCAL 122.8(-)	
SAFE ALT 100 NM <b>3200</b>	RNAV	APCH CRS <b>171°</b>	MN ALT S/D/D <b>1700</b> <b>1700</b> <b>4000</b>

Aerodrome assessed for aircraft wingspans less than 40'

	9	8	7	6	5	4.5	3	2	1.4	
	3730	3410	3100	2780	2460	2300	1820	1500	1320	
	DIST FROM RWY17									
	ALT (3.00° APCH PATH)									
	MSSD APPROACH Climb to 2900 track 171° to KANIB									
	ELEV 830 TDZE 817									

CLASS Use C10A When using CVTV and SB	CATEGORY	A	B	C	D	
	LNAV	1320	(90)	1 1/2		
CIRCLING	8kts	1340	(510)	1 1/2	1340 (510) 2	1460 (630) 2
	70	370				
	90	480				
	110	580				
	130	680				

RNAV (GNSS) RWY 17 CNK4  
EPF 34 JUL 14

CNK4-IAP-3A **Canada Air Pilot**  
Effective 0301Z 05 JAN 2015 to 0301Z 05 MAR 2015

CNK4-IAP-3B

PARRY SOUND AREA MUNICIPALITY, ON  
49.527N 079.942W VAR 11°W

**RNAV (GNSS) RWY 35** **CNK4**

RADIO London - 123.47	UNICOM - 122.8	ARCAL 122.8(-)	
SAFE ALT 100 NM <b>3200</b>	RNAV	APCH CRS <b>351°</b>	MN ALT AP/LN <b>2200</b> <b>4000</b>

Aerodrome assessed for aircraft wingspans less than 40'

	1	2	3	4	5	6	7	8	9	
	1340	1620	1900	2400	2740	3110	3480	3850	4220	
	DIST FROM RWY35									
	ALT (3.50° APCH PATH)									
	MSSD APPROACH Climb to 2900 track 351° to IKLED									
	ELEV 830 TDZE 830									

CLASS Use C10A When using CVTV and SB	CATEGORY	A	B	C	D	
	LNAV	1340	(510)	1 1/2		
CIRCLING	8kts	1340	(510)	1 1/2	1340 (510) 2	1460 (630) 2
	70	370				
	90	480				
	110	580				
	130	680				

RNAV (GNSS) RWY 35 CNK4  
EPF 34 JUL 14

CNK4-IAP-3B **Canada Air Pilot**  
Effective 0301Z 05 JAN 2015 to 0301Z 05 MAR 2015



## Additional Scenery Features – CRL8

As a bonus addition to further your enjoyment of the CNK4 Parry Sound Area Muni scenery, Vlad Maly has also included another airfield CRL8 Roberts Lake Water Aerodrome, a seaplane base, accessible by a private road just south from CNK4 runway 35. Enthusiasts with seaplanes will certainly - enjoy the approaches! **This lake requires FTX Vector to be installed.**



# The CNK4 Control Panel

The CNK4 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

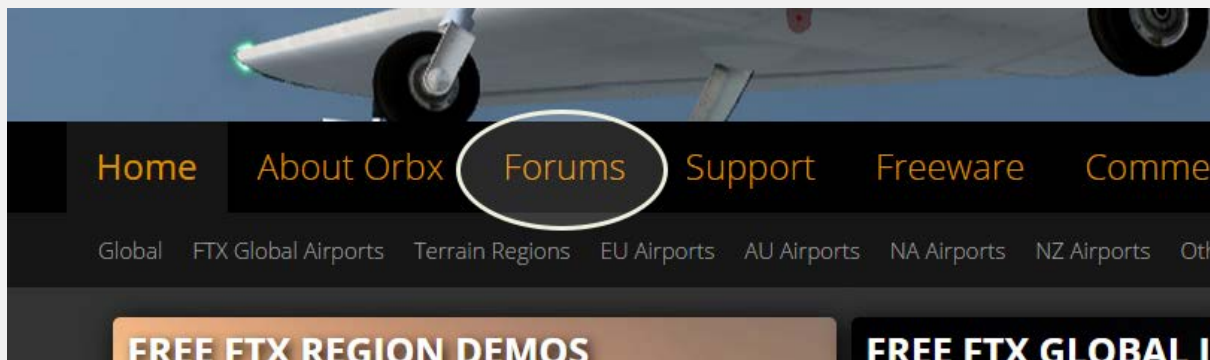
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy CNK4 the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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 CNK4
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX CNK4.
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 CNK4 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 CNK4. Provided you adhere to the forum terms of use and have a legitimate copy of CNK4, 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 CNK4 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 CNK4 Team

## Lead Developer

- **Vlad Maly:** All 3D modeling, texturing, ground imagery, ground polys, build management

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Tim Harris:** REIL, Windsock

## Screenshots

- Iain Emms, Frank Schnibben, John Lovell, Richard Bui

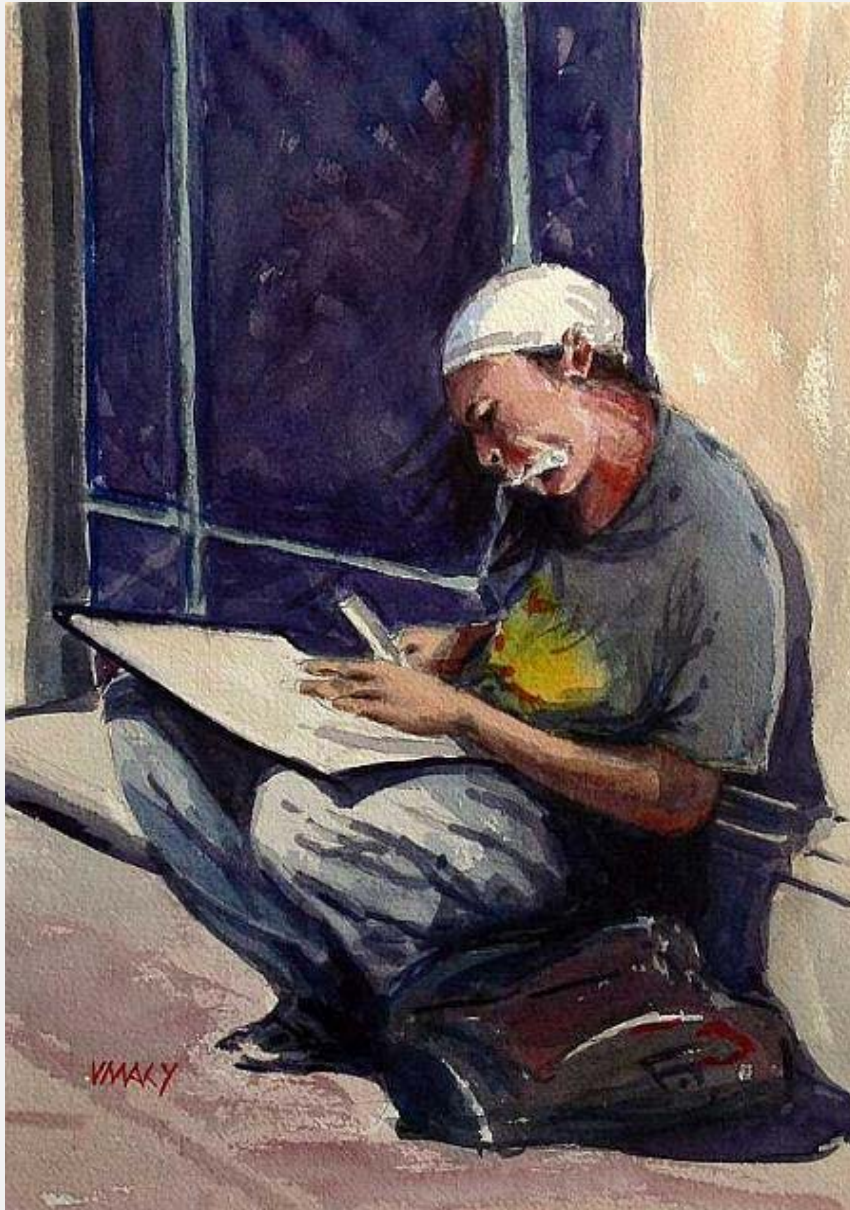
## Specialist Roles

- **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, John Venema, Phil Manhart, Rob Abernathy, Frank Schnibben, Friedi Gulder, Nick Cooper, Eberhard Haberkorn, Craig Hanley





*"Street Artist" by Vlad Maly*

In Memoriam 25/02/1946 – 27/09/2016

Blue skies forever Vlad

To see more Vlad's other wonderful work visit <http://www.vmaly.com/>



# 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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