



YCNK

Cessnock Airport

USER GUIDE SEPTEMBER 2016



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Thank you!

Orbx would like to thank you for purchasing FTX AU YCNK CESSNOCK AIRPORT. This is the first collaboration between lead developers Hugh Johnston and John Venema, and continues the series of quality and highly detailed airports in the Central Coast of New South Wales which now create a great VFR flying environment and circuit area. Orbx now provides YCNK Warnervale, YCNK Cessnock and YPEC Aeropelican all within 15-30 minutes from each other when flying in a GA aircraft.

This Version 1.3 of YCNK also includes enhanced audio, TextureFlow optimisation, PeopleFlow animated characters, improved grape vines, more volumetric grasses and a revised Control Panel.

This scenery includes not only the airport scenery within the fence perimeter itself (at 15cm/pixel resolution), but a large photoreal area and most of the key VFR navigation waypoints contained in over 100 square kilometres of photoreal terrain using 60cm aerial photography.

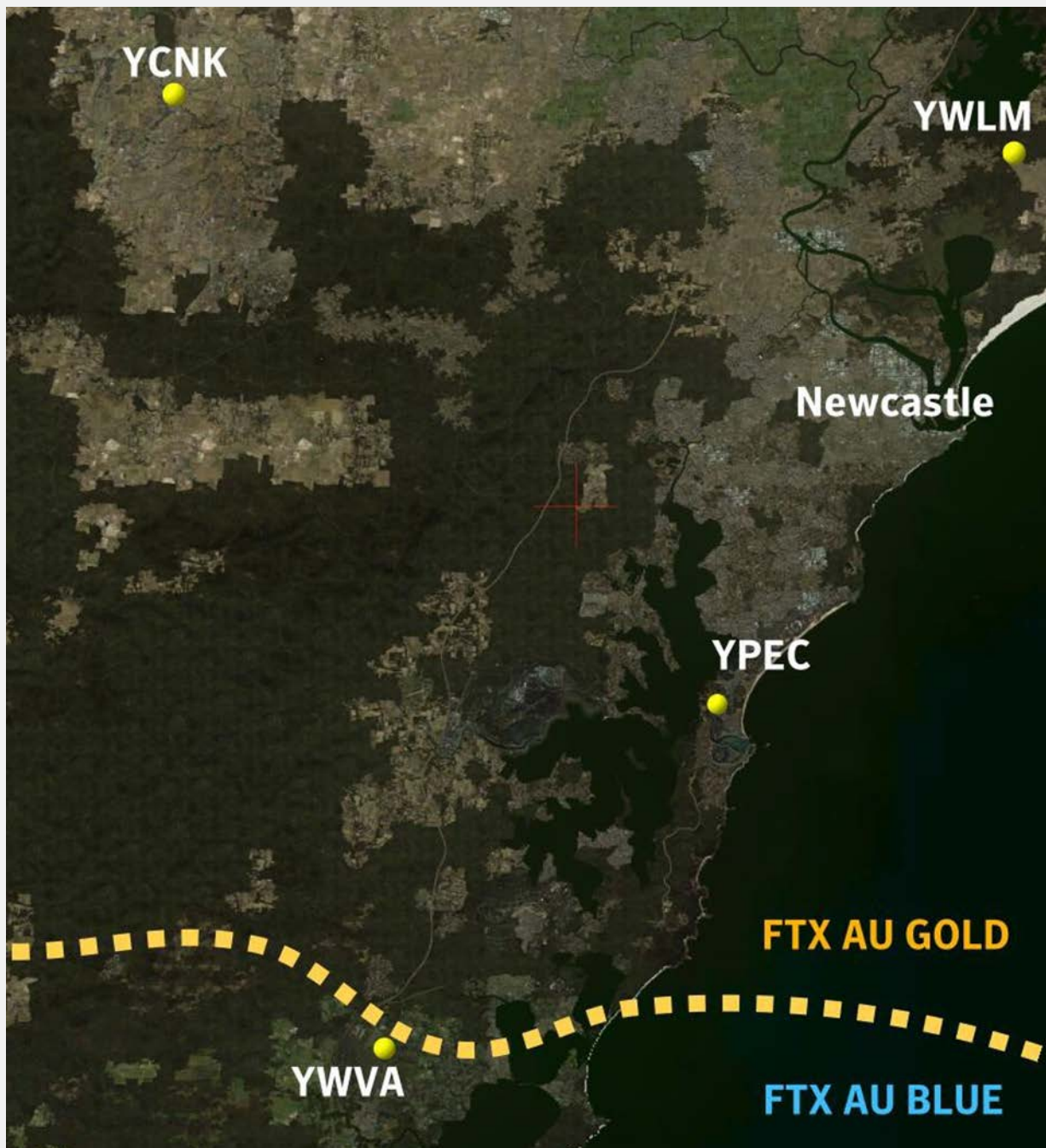
YCNK is a busy regional airport located in the beautiful Hunter Valley, just north of the township of Cessnock.

The airport scenery is located in Orbx's FTX AU GOLD region and we recommend that this addon from Orbx be installed prior to using YCNK. If you have purchased the FTX Australia SP4, then the AU GOLD region is already included on this package.



The NSW Central Coast / Lower Hunter area in FTX

You can enhance your enjoyment of YCNK Cessnock Airport when used in conjunction with Orbx YCNK Warnervale Airport, YPEC Aeropelican Airport, and the FTX AU BLUE and FTX AU GOLD regions also installed. Those four Orbx addons combined with YCNK Cessnock will provide one of the most enjoyable regions you can fly within Australia, with over 250 square kilometers of high resolution photoreal imagery. The diagram below shows the location of the airports and also Newcastle and Williamtown airport.



Cessnock Airport background and brief history

Cessnock Airport was built by the Royal Australian Air Force in 1942 during World War II, as part of a system of parent and satellite aerodromes proposed throughout New South Wales. The aerodrome was known as RAAF Station Pokolbin. The aerodrome had two runways 5,000 feet (1,500 m) long and 160 feet (49 m) wide side by side.

The airport is nestled in the picturesque Lower Hunter Valley and is a mecca for wine lovers, golfers and people seeking a relaxing weekend retreat. There are numerous vineyards, wineries, golf courses and rural properties surrounding the airport.



Cessnock Airport is a popular Flight training aerodrome servicing Newcastle and Lower Hunter based pilots and students. It is popular due to its large training area, which it shares with Maitland Airport and other Hunter Region aerodromes. There is one large flight training school (Hunter Valley Aviation) which is where most flight training is conducted. The airport is also home to a helicopter joy flight centre. Early morning hot air balloon flights are also common.



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 YCNK 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 YCNK 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 YCNK 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

AIP Australia

4-Jun-2009

FAC C - 1

CESSNOCK **ELEV 211**
AVFAX CODE 2021 **FULL NOTAM SERVICE NOT AVBL**

	NSW S 32 47.3 E 151 20.5 AD OPR Cessnock City Council, PO Box 152 , Cessnock, NSW, 2325. PH 02 4993 4100, FAX 02 4993 4200.	UTC +10 VAR 12 DEG E	YCNK UNCR
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REMARKS

1. AD Charges: All ACFT. \$10/tonne. MNM \$10.
2. Prior permission required.

HANDLING SERVICES AND FACILITIES

35 Shell - Skyfuel/Hunter Valley Aviation: 2230 - 0700 D. 1HR PN required. Phone 02 4991 6500, 0411 027 793 or 0404 046 747. AVGAS. Payment by Cash, cheque, MC, BC and V only.

LAME - Murray's Air Repair, Phone 02 4991 2323 Mobile 0428 431 193. Cessnock Aircraft Maintenance, Phone 02 4990 6777.

METEOROLOGICAL INFORMATION PROVIDED

TAF CAT D.

AWIS - 02 4990 7628

AERODROME AND APPROACH LIGHTING

PAL 119.6

ATS COMMUNICATIONS FACILITIES

FIA BRISBANE CENTRE 125.7 Circuit area

LOCAL TRAFFIC REGULATIONS

1. Right hand circuits required for NGT OPS RWY 35.
2. Preferred RWY 35 NIL or L/V wind or direct crosswind.
3. Circuit training restricted to 0800 to 2200HRS Local Time.
4. Straight-in approaches are not permitted.
5. Circuit OPS to be conducted WI 2NM RAD due to terrain and noise abatement.
6. Pilots should maintain the extended runway centreline after take-off until the aircraft is at least 500FT above terrain.
7. Circuit ALT 1,200FT AMSL all ACFT except ultralights.
8. Back tracking on the RWY is not permitted and pilots should vacate the RWY as soon as practicable after landing.
9. Pilots should limit radio transmissions in the circuit to those necessary to provide traffic information and separation. Broadcast with intentions turning base is recommended.
10. Due to terrain to the S and W and the proximity of adjacent flying training areas, pilots should depart the circuit area by extending the upwind, crosswind or downwind leg.

CTAF 122.65

ADDITIONAL INFORMATION

1. Ultralight (up to 480KG) ACFT OPS HJ.
2. Occasional hang glider flight testing SW of RWY.
3. Aeroplane and helicopter flying training.
4. PJE OPS - 1.7NM NW of AD up to FL140 - JF.
5. Noise abatement procedures in place.

CHARTS RELATED TO THE AERODROME

WAC 3456

The YCNK Control Panel

The YCNK 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

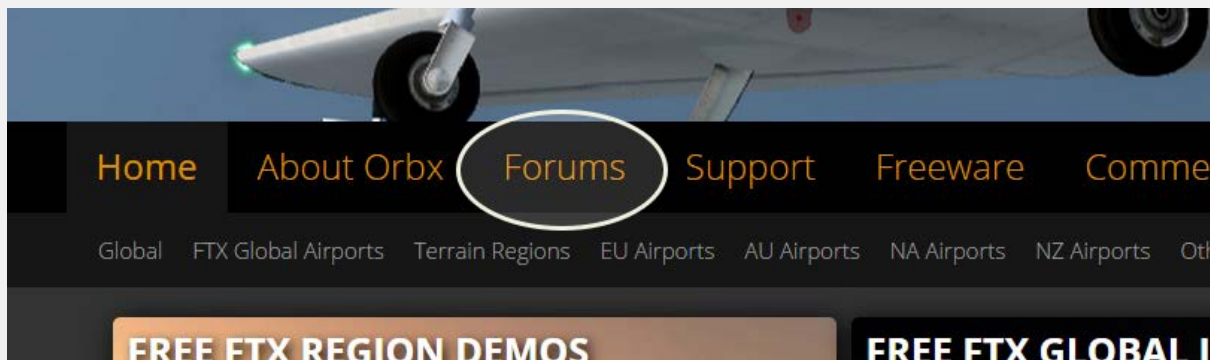
The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YCNK the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

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

Lead Developer

- **Hugh Johnston:** All custom modeling, model texturing and object placement, enhanced grape vines, V1.2 and V1.3 updates
- **John Venema:** Ground photoreal terrain, autogen annotation, object placement, grass and custom vegetation textures, user guide, installer.

Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Graham Eccleston:** APX, custom ground markings/textures and P3D updates
- **Holger Sandmann:** Vector roads and traffic
- **Andreas Hegi:** Custom ground markings
- **John Ross:** Original 3D Grass and grape vines models
- **John Hockings:** 3D Grass models

Specialist Roles

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

Beta Testing Team

John Dow, Graham Eccleston, Tim Harris, Andrew Schofield, Wolter van der Spoel, Andrew Schofield, Jared Charalambous, Mark Ledingham, John Bosch, Braedon King, John Hocking, Shaun Snyman, Andreas Paschen, John Ross, Andreas Hegi, Heiko Glatthorn, Paul Baumanis, Rob Nieuwenhoven, Jerry Smith, Ron Tape, Ross Casey and Jarrad Marshall.

Further Acknowledgements

The following audio content is sourced from the freesound.org project and licensed under the Creative Commons Sampling Plus 1.0 license:

14637 acclivity TheAmbientSounds.wav, 19025 han1 Car_start_and_drive.mp3

42189 digifishmusic Australian_Magpie_Gymnorhina_Tibicen_Carroling.mp3

42793 digifishmusic Australian_Magpie_Gymnorhina_tibicen_Squawk_1.wav

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

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