YSCH

Coffs Harbour Airport

USER GUIDE SEPTEMBER 2016

Contents

Thank you!

The Orbx team would firstly like to thank you for purchasing YSCH Coffs Harbour Airport.

YSCH Coffs Harbour was the company's first ever regional airport scenery for FSX and the first airport published by Orbx with now-retired developer John Ross. More recently John Venema and Graham Eccleston have continued to update the airport as new Orbx technology and libraries became available. It was more recently updated for Prepar3d

This release includes all the previous updates from versions 1.1 and 1.2 as follows:

- Higher resolution compiled photoreal imagery for the airport, with more detail on the ground
- New APX (AFCAD) file
- Many new custom models based on photos from John Ross's trip to Coffs Harbour in November 2008
- Tweaks to rivers and streams masks and also some flatten issues near the TAFE College
- Enhanced airport buildings and signage
- Enhancements made as a result of user feedback, feature requests and reported bugs
- Brand new airport control panel to allow scenery features to be enabled or disabled
- Much better frame rates when some scenery features are disabled (see below)
- Fuel trigger added
- Approach data added
- Old style grass removed and New 3D grass tufts added.
- Older motor vehicle models removed and replaced with those from 2009 library.
- New ground clutter added to Jetstar apron and around Maintenance hangars.

Additionally with this version 1.5 release we have added the following:

- Colour correction to the airport 30cm photoreal to remove excessive magenta (pink) tones
- Additional ground equipment and clutter to airside
- Further revisions to the APX (AFCAD) file for better traffic movement and flow
- New PeopleFlow animated ground staff and passengers
- New PeopleFlow Virgin Boeing 737 (optional) on apron with animated baggage handlers
- Revised Control Panel to cater for new V1.5 changes
- Revised User Guide
- Compatibility with new TextureFlow optimised Orbx Libraries for improved performance

Boeing 737 Virgin Blue "Charter Flight" Diorama

With this release of YSCH we've added a fictional "charter flight". In this scenario, the local high schools have combined their senior student groups, who are heading to Uluru for their annual camp. The schools have chartered a Virgin B737 for this purpose. When you first install this V1.5 of YSCH this diorama (which includes unique animated ground staff and baggage handlers) is enabled. If you don't wish to view the B737 diorama, simply un-tick the box using the YSCH Control Panel (explained later in this user guide). NOTE: you can only use the YSCH Control Panel while FSX or P3D is not running.

We hope you enjoy this unique fictional aspect of this scenery!

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 YSCH 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 YSCH 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 YSCH 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 YSCH region scenery coverage area.

Airport Information and Charts

Coffs Harbour History

Coffs Harbour is a coastal city located on the north coast of New South Wales about 540 km (340 miles) north of Sydney, 385 km (240 miles) north of Newcastle, and 440 km (275 miles) south of Brisbane. The region has a wintertime population of over 70,000 people that swells to 100,000 in the holiday seasons. Popular with people wanting to relocate from big cities to small towns on the coast or in rural areas, Coffs Harbour continues to grow at an exceptional rate, with a population projection of 80,000 by the year 2016. According to the CSIRO, Coffs Harbour has the most liveable climate in Australia, and it is nestled between a high mountain backdrop and dozens of "unspoiled" beaches. Coffs Harbour's economy is based mainly on farming (of bananas), tourism, and manufacturing. The city has a campus of Southern Cross University, a public and a private hospital, several radio stations, and three major shopping centres. Coffs Harbour is near numerous National Parks, including a Marine National Park. There are multiple regular passenger flights each day to Sydney, Brisbane and Port Macquarie. Coffs Harbour is also accessible by road, by Countrylink trains, and by regular bus services.

History

By the early 1900s, the Coffs Harbour area had become an important timber production centre. Before the opening of the North Coast Railway Line, the only way to transport large items of heavy but low value, such as timber, was by coastal shipping. This meant sawmillers on the North Coast were dependent on jetties either in rivers or off beaches for exporting their timber. Timber tramways were constructed to connect the timber- getting areas, the sawmills and jetties built into the ocean at Coffs Harbour

Name

Coffs Harbour owes its name to John Korff, who named the area Korff's Harbour when he was forced to take shelter from storm in the area in 1847. Its name was accidentally changed by the surveyor for the crown when he reserved land in the area during 1861.

Attractions

Coffs Harbour is the hub for a thriving banana industry. One of the biggest attractions is the Big Banana, the first of Australia's Big Things (it celebrated its 40th birthday in 2005), with the World's Largest Banana celebrating the region's best known export. (You can find this attraction in the Orbx scenery). There is also a popular underwater diving spot on a small natural reef.

The Coffs Harbour Jetty is an historically important timber wharf where coastal shipping once moved the timber from the hinterland. The jetty area is the subject of current planning by Council and consultants to develop a cultural precinct and rejuvenated residential area. Nearby, the Solitary Islands Marine Park preserves a diverse underwater ecosystem that mirrors the terrestrial biodiversity, covering the southern limit of northern tropical species and the northern limits of the southern temperate species. Directly out to sea from Coffs Harbour adjacent to the human engineered breakwater is Muttonbird Island. The island is a nature reserve protecting a significant Wedge-tailed Shearwater breeding site.

Coffs Harbour History Source: http://en.wikipedia.org/wiki/Coffs_Harbour

Coffs Harbour Airport YSCH (more recently YCFS)

(IATA: CFS, ICAO: YCFS) is the only airport located on and serving the regional centre of Coffs Harbour, Australia. The airport is located near Boambee, south of Coffs Harbour. Coffs Harbour Regional Airport is one of the largest and busiest regional airports in New South Wales, handling numerous types of aircraft. The airport is currently serviced by three carriers, Qantas, Virgin Blue and Brindabella Airlines, and has the capacity to handle aircraft up to the size of a 240-seat Boeing 767. Coffs Harbour airport is located right at the doorstep of the Pacific Highway which links all of Coffs Harbour and surrounding areas to the Airport, the Terminal is also accessible from the City by Public Buses, Taxis and a dedicated Airport Bus.

The airport currently handles over 26,000 aircraft movements a year, 5,000 of which are for passenger aircraft. The terminal handled 321,678 passengers in the 2009 financial year, a large increase of passengers compared to 2005.

Apart from serving as a Passenger airport, there are also numerous facilities for pilots or would-be pilots to train and learn. The Coffs Harbour Aero Club serves as a pilots bar aircraft hangarage, aircraft hire and pilot supplies facility, International students train to become airline pilots through professional pilot training at the old terminal building in the general aviation section of the Coffs Harbour Airport. Coffs Harbour Airport annually attracts pilots from around the world to Coffs Harbour to train and fulfill their dream of aviation.

Facilities

Coffs Harbour airport features commercial and general aviation facilities, charter facilities, helicopter services, aircraft maintenance services, a Qantas lounge, Biggles Coffee Lounge and a 24-hour undercover, security car park next to the terminal at Coffs Airport Security Carpark. Six car rental companies are located at the airport. Open air paid Parking is provided for over 200 cars in the General Carpark.

Airport History

The airport was established by the Council in 1928. It was requisitioned by the Royal Australian Air Force during World War IIfor the purposes of an airbase for anti submarine patrols. No. 71 Squadron and 'C' Flight No. 73 Squadron operated from the base from 1943 until being disbanded in late 1944. No. 12 Operational Base Unit maintained and serviced the airfield during its operation. A number of bunkers associated with the RAAF's occupation of the airfield exist near the airfield.
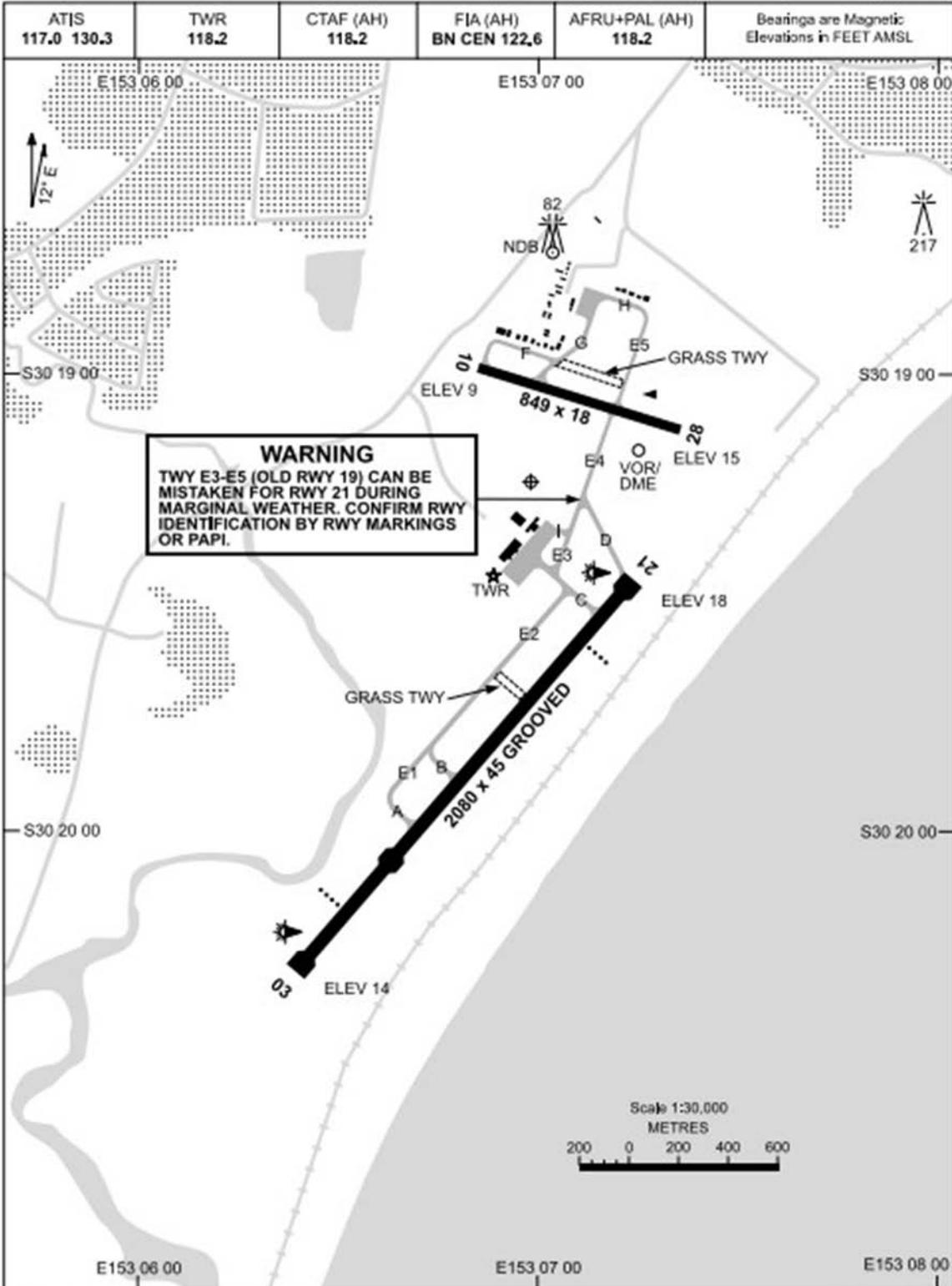
In the early 1990s, Council gained full ownership of the airport, and it became clear that expansion would be necessary to meet the needs of the future, and to establish Coffs Harbour as a major regional center. This aim is set out in Council's Business Plan for the airport. In 1994 planning began to upgrade the airport terminal and runway at the price of $8 million. Stage one of the project was the widening of the main runway, and construction work started in May 1999.

Airport History Source: http://en.wikipedia.org/wiki/Coffs_Harbour_Airport

AERODROME CHART - Page 1.
COFFS HARBOUR, NSW (YCFS)

AD ELEV 18
S30 19 14 E153 06 59

18 NOV 2010

ATIS	TWR	CTAF (AH)	FIA (AH)	AFRU+PAL (AH)	Bearings are Magnetic
117.0 130.3	118.2	118.2	BN CEN 122.6	118.2	Elevations in FEET AMSL

WARNING
TWY E3-E5 (OLD RWY 19) CAN BE
MISTAKEN FOR RWY 21 DURING
MARGINAL WEATHER. CONFIRM RWY
IDENTIFICATION BY RWY MARKINGS
OR PAPI.

GRASS TWY
ELEV 9
849 x 18
ELEV 15
VOR/DME
ELEV 18
GRASS TWY
2080 x 45 GROOVED
ELEV 14
TWR
NDB
82
217

Scale 1:30,000
METRES
200   0   200   400   600

Changes: ABN LOC.   CFSAD01-125

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AERODROME CHART - Page 2.

3 JUN 2010

AD ELEV 18
S30 19 14 E153 06 59

COFFS HARBOUR, NSW (YCFS)

ATIS 117.0 130.3	TWR 118.2	CTAF (AH) 118.2	FIA (AH) BN CEN 122.6	AFRU+PAL (AH) 118.2	Bearings are Magnetic Elevations in FEET AMSL

AERODROME LIGHTING

RWY	
	ABN : ALTN W/G TAXIWAY : SIDELINE BLUE RL : AFRU+PAL 118.2 (AH) , SDBY
03 029	PAPI LEFT SIDE 3.0° 51FT MIRL
209 **21**	PAPI LEFT SIDE 3.0° 51FT MIRL
10 095	NIL
275 **28**	NIL

NOTES

1. RIGHT HAND CIRCUIT RWY 03 EXCEPT AS ADVISED BY ATC.
2. DOWN DRAUGHTS AND SEVERE TURBULENCE MAY BE EXPERIENCED IN STRONG WIND CONDITIONS WHEN USING RWY 10 FOR LANDING AND RWY 28 FOR TAKE-OFF.

CAUTION:

OLD RWY 19 (TWY E3-E5) CAN BE MISTAKEN FOR RWY 21 IN MARGINAL WX CONDITIONS. CONFIRM RWY IDENT BY RWY MARKINGS OR PAPI PRIOR TO LDG.

Changes: CTAF, CO-ORD FORMAT.

CFSAD02-123

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AIRSERVICES AUSTRALIA

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

The YSCH Control Panel

The YSCH 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 YSCH 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 YSCH
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX YSCH.
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 YSCH 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.
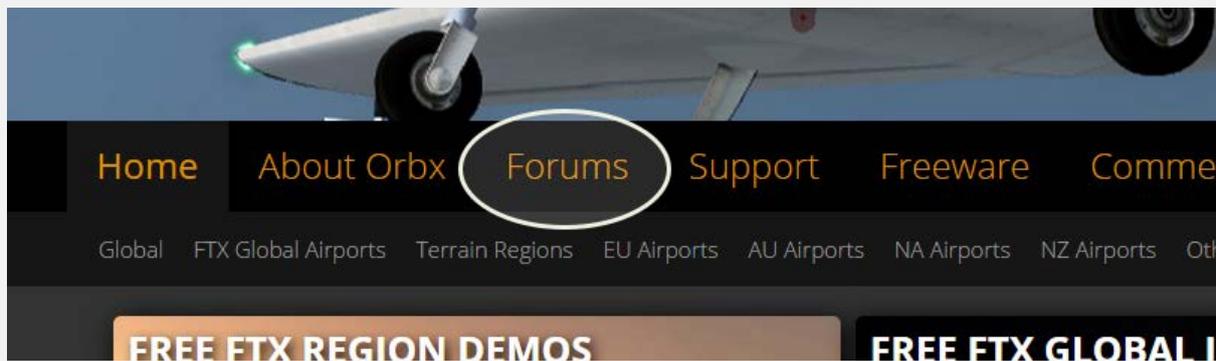
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

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 YSCH. Provided you adhere to the forum terms of use and have a legitimate copy of YSCH, 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 YSCH 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 YSCH Team

Lead Developer

- **John Ross**: All modeling and textures
- **John Venema:** Photo ground terrain, autogen, night textures, object placement
- **Graham Eccleston:** APX development, AI Traffic, object placement, P3D updates

Additional Orbx Developers

- **Orbx Team**: Orbxlibs objects
- **Holger Sandmann:** Vector roads and traffic, custom terrain mesh and sloped flattens
- **Ross Casey:** Custom coastlines and waterclass

Specialist Roles

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

Beta Testing Team

Phil Manhart, John Dow, Craig Hanley, Friedi Gulder, Eberhard Haberkorn Brian Horsey, Mark Ledingham, Jack Richards, and Wolter van der Spoel.

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