



**orbx**  
simulation systems



**KSAN**

# San Diego International Airport

USER GUIDE AUGUST 2018



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# Thank you!

Orbx would like to thank you for purchasing **Orbx KSAN San Diego International Airport!**

The next destination for FTX Southern California is KSAN San Diego International Airport. This busy single-runway airport is situated in San Diego County adjacent to the Mexican border. The airport sits in San Diego harbor, right next to the bay and is located close to the central business district.

San Diego International Airport, founded in 1928, used to be known as Lindbergh Field, named after Charles Lindbergh who flight tested the Spirit of St. Louis. Charles Lindbergh also was the first ever person to fly solo and non-stop over the Atlantic Ocean from Long Island, New York to Paris, France. The first scheduled jet flight at San Diego International Airport was in 1960 using the Boeing 720. KSAN also became the first commercial airport in the United States to place restrictions on late night and early morning departures. The curfew for departures were 11:30pm to 6:30am, while arrivals were permitted 24 hours a day.

San Diego has a rich history behind it, and that has most certainly helped it become the busiest single-runway airport in the United States. KSAN is also an airport that has no airline hubs although it serves as a focus city for Alaska Airlines and Southwest Airlines.



# Product requirements

This scenery addon is designed to work in the following simulators: **Microsoft Flight Simulator X, Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2, Lockheed Martin Prepar3D v3** and **Lockheed Martin Prepar3D v4**.

**Orbx Southern California or FTX Global openLC NA** is also required for full functionality.

## What will you miss out on if you don't have Orbx Southern California or Orbx FTX Global openLC NA 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 Idaho Falls Regional Airport

Please visit <https://orbxdirect.com/> to purchase your copy of Orbx Southern California or Orbx FTX Global openLC NA if you haven't already done so.

## Quick Installation Guide

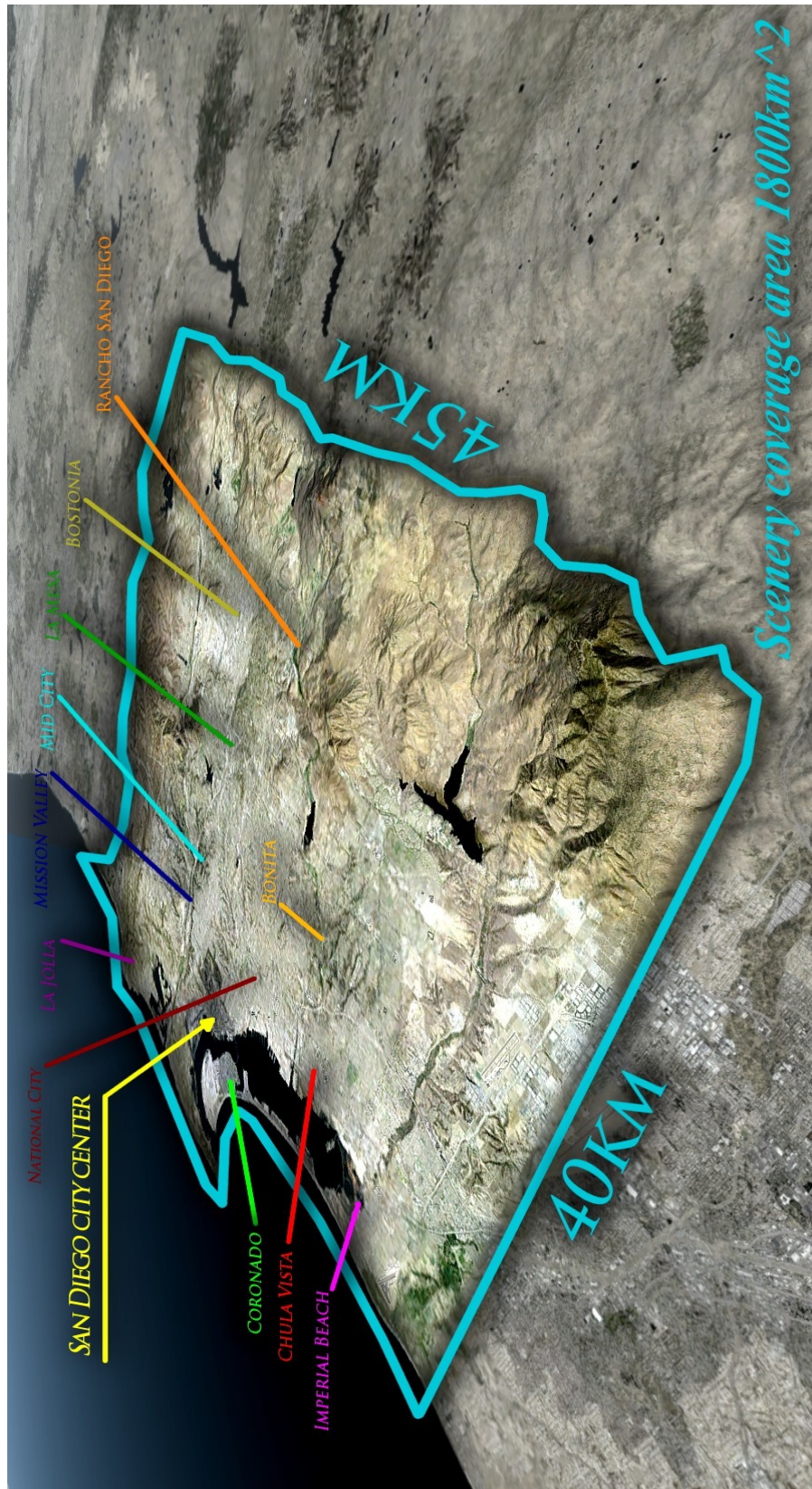
Installing Orbx FTX KSAN is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have added KSAN 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 KSAN and then have FTX Central manage the installation for you once downloaded.

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

# Scenery Coverage Area



# The KSAN Control Panel

The KSAN 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 Idaho Falls Regional 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 KSAN 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.

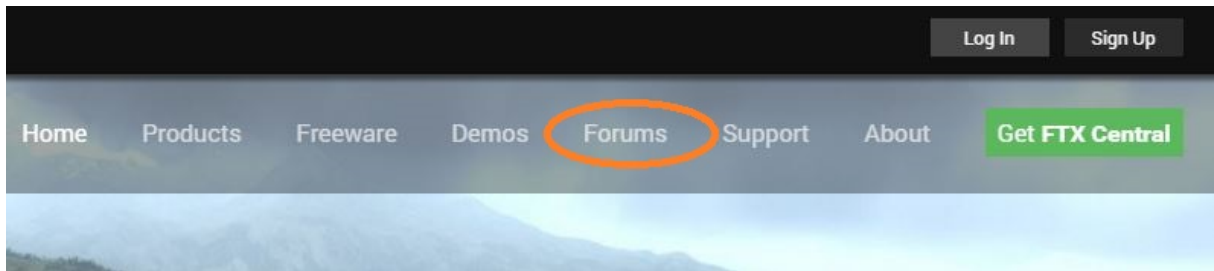
If you use the settings below you will be guaranteed the highest fidelity experience and the best-balanced performance.

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

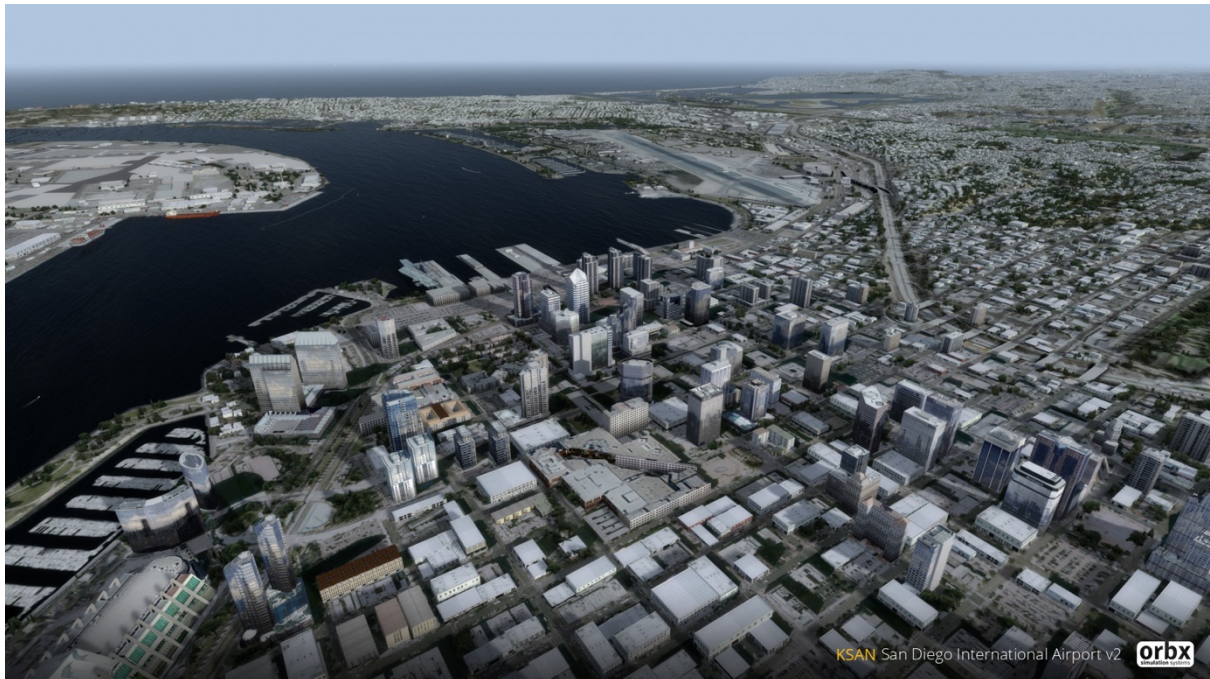
FTX already has quite a thriving and active user community on the forums, with over 80,000 members as of August 2018. To visit the forums, just point your web browser to [orbxdirect.com](http://orbxdirect.com) and from the front page click the “Forums” menu item.

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 Idaho Falls Team

## Lead Developer

- **Matteo Veneziani**

## Additional Orbx Developers

- **Orbx Team:** Orbxlibs objects
- **Eugene Krikunov:** Autogen automation

## Specialist Roles

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

## Beta Testing Team

John Venema, Phil Manhart, Eberhard Haberkorn, Edward Boyte, Jon Murchison, Ross Casey, Voyager, Rob Abernathy, John Dow, John Lovell, Friedi Gulder, Scott Harmes, Matt McGee



# 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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