YRC

Refuge Cove Seaplane Base

USER GUIDE FEBRUARY 2018

Contents

Thank you!

Orbx would like to thank you for installing **FTX AA YRC Refuge Cove Seaplane Base**. (Refuge Cove Seaplane Base IATA: **YRC**. (Refuge Cove does not have an official ICAO code so the **YRC** is used as the ICAO code in the sim.) The names Refuge Cove "Seaplane Base" or "Water Aerodrome" are somewhat misnomers; the facilities for seaplanes in Refuge Cove consist of a small float at the end of the main dock marked by the most amusing sign.

Refuge Cove is the main source of supply in Desolation Sound, located near the northwest end of the Strait of Georgia in British Columbia. It serves as a convenient pick up and drop off location for those coming to or leaving from boats via seaplane in what many regard as the ultimate destination for cruising in the Pacific Northwest. Refuge Cove remains the quintessential 'Up Coast' marina; the type that has mostly disappeared from the PNW and it oozes character. There are a number of boaters who spend one to two months in this area year after year and some have been doing it for 30 years or more. Refuge Cove is run as a co-op by the members of the small community of permanent residents. There is no lodging available. In general, people fly there to join boats cruising in the area.

Here is a link to a .kmz Google Earth overlay file to help you get oriented. If you give permission, this link should open Google Earth and place a map over the scenery area. Google Earth map overlay of Desolation Sound (Lower the opacity of the map to suit your needs.)

If you follow BC Highway 101 past Pender Harbour (CAG8), across Jervis Inlet, and then past Powell River you will come to the end of the highway at Lund. Beyond Lund there is an undeveloped road to Bliss Landing and that's as far as you can go by land. The only way to get to Refuge Cove is by boat or seaplane.

At a leisurely pace, it takes about two weeks to get from Puget Sound to Desolation Sound by boat so for those with limited time, by far the best option is to fly there. From May through early September Kenmore Air offers two flights a day to the area with multiple stops. In addition to Refuge Cove, FTX YCR scenery includes a number of nearby anchorages that also serve as pick up and drop off locations for Kenmore Air or for charter flights. With the exception of Squirrel Cove, these areas are largely undeveloped, with a few docks and buildings in some cases. Have fun exploring Mink Island, Prideaux Haven, Squirrel Cove and Bliss Landing. Cortez Bay will be included in a Service Pack. Also check out isolated Forbes Bay with views to 9600' Mt. Denman not far away. If you are flying up from CAG8 Pender Harbour Seaplane base, you will notice that the landmark Grief Point is enhanced with a small area of PR, autogen and accurate marine navigation aids.

Finding the locations:

Locating these various spots by the seat of the pants will be difficult. The maze of waterways can be confusing even to those familiar with the area so referring to charts before your flight is strongly advised. Sectional charts are of little use; marine charts have the detail needed. Portions of these charts are included in this User Guide. You can also use the Navionics Webapp directly, allowing you to zoom out so you get the big picture as well. The overlay map linked above should also help.

Product requirements

This seaplane base 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 Prepar3D v4.**

Orbx FTX PACIFIC NORTHWEST IS REQUIRED.

What will you miss out on if you don't have Orbx FTX PACIFIC NORTHWEST installed?

- **Without FTX PNW installed, YRC WILL NOT WORK. It will be surrounded by land**.
- **Orbx ObjectFlow must be working**. If it is not, a large part of the scenery will be missing. This is a common issue and is not related to YRC. Please visit the Orbx forums and search for the topic. Most resolutions of this issue are simple.
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets.

Please visit https://orbxdirect.com/product/ to purchase your copy of FTX PACIFIC NORTHEWST if you haven't already done so.

Orbx HD Trees

The Orbx FTX Global Trees HD product is highly recommended. The enhanced textures greatly increase the realism of the PNW forests that surround YRC.

P3D v4 users

By default, P3D v4 is uses 'SpeedTrees' instead of the more traditional trees made of two crossed planes. In their current implementation, SpeedTrees produce unrealistic Northwest forests around this and other LR Orbx seaplane bases. Unticking *'Dynamic 3D Autogen Vegetation'* is highly recommended. This seaplane base was designed with that in mind; it produces the most authentic atmosphere. You may prefer this look at other Orbx airports too, but you be the judge.

Additional Scenery Features

- The Refuge Cove Marina including associated buildings, the seaplane float, docks and authentic clutter. Play a game of 'washers' at the tongue-in-cheek 'Washer Dome'.
- A number of static high resolution custom boats and dinghies, all authentic. The static sailboat 'Gamin' has an animated ensign as well as two animated burgees. If you approach within 30 meters of this model you should hear typical marine band VHF traffic.
- A flock of seagulls with ambient sound.
- Six AI boat routes with custom high resolution boats; the AI racing sailboat and Seaspan tug also used at CAC8, a small AI harbour tug, the AI Angelfish from CAG8, a 26 foot AI sailboat and an AI Zodiac dinghy. When and where to find the boats is described here:

- Typical of smaller seaplane bases, there is no windsock at Refuge Cove, however the racing sailboat tied to the orange buoy near the seaplane dock will always point into the wind.
- PeopleFlow: static and animated people will be present at Refuge Cove from May through September, 9 am to 5 pm.
- A static Kenmore DHC3 will be present at the seaplane dock for an hour at noon from May through September. If it's in your way, you and your passengers will have to wait as in real life.
- At several of the anchorages, where appropriate boats are 'sprung to shore' as is the custom. (Because of the nature of these anchorages and the number of boats that use them, once the anchor is set, a line is run from the stern to a tree or bush on the shore and the boat is pulled back quite close to the shoreline.)
- PR, autogen and navigation aids at Grief Point, a landmark enroute from CAG8 to YRC

Additional areas

- **Bliss Landing**, one of the locations served by Kenmore Air. PR coverage includes some of the nearby Copland Islands
- **Mink Island**, a classic destination served by Kenmore Air. For safety reasons, aircraft usually stop just outside the anchorage area and passengers are ferried in a dinghy. An AI Zodiac with an animated skipper goes to and from one of the boats to the usual pick up and drop off spot. Approach the Zodiac slowly and listen.
- **Prideaux Haven**, a complex series of anchorages also served by Kenmore Air. As with Mink Island, aircraft usually do not enter the anchorage but instead wait near the entrance.
- **Forbes Bay**, an isolated spot at the foot of 9600' Mt. Denman. The grandeur of the place is stunning but not many anchor there because it takes local knowledge to do it safely.
- **Squirrel Cove** including a 3D model of the Squirrel Cove General Store and associated docks, nearby homes, docks and boats.
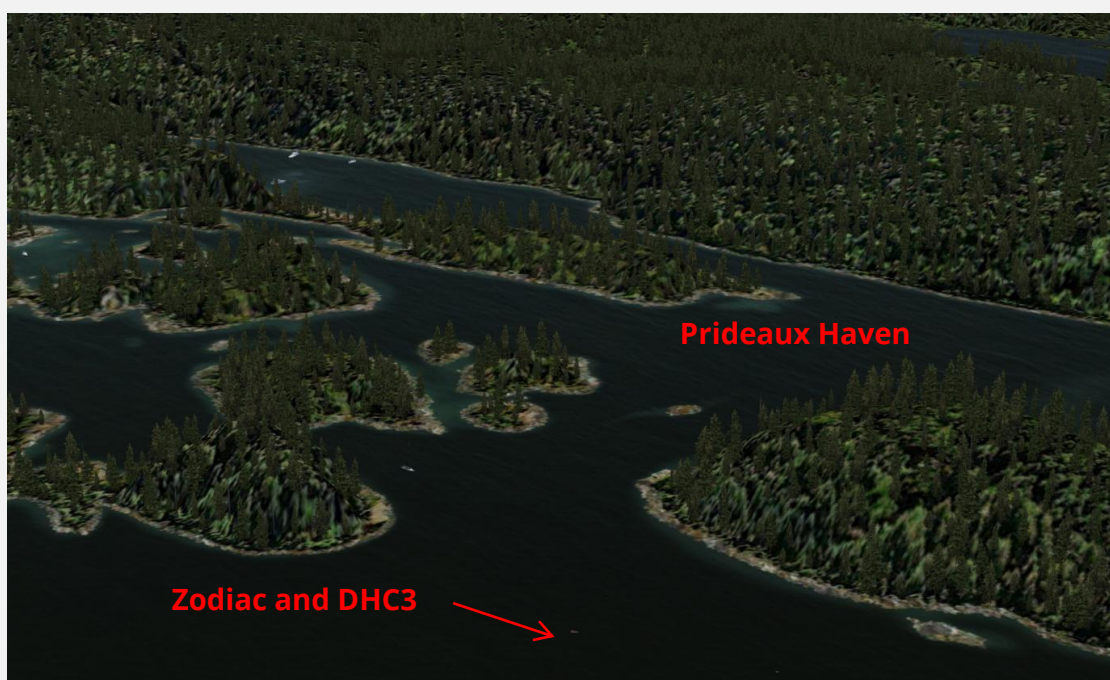
Optional

This scenery is also intended to work with the **PNW AI ferry system** available here: https://larobinson22.wordpress.com/

A discussion of this project is here: http://www.orbxsystems.com/forum/topic/85273-na-ai-ferries-and-terminals-for-southern-bc-and-puget-sound/

The PNW ferry system will add routes with ferry terminals on Quadra Island and Cortez Island.

If you fly north from CAG8 and make a slight detour up Jervis Inlet you may see the ferry near Saltery Bay. You may also see the AI ferries near Powell River or Blubber Bay.

> Please note that the ferry system is not an Orbx project and is not supported by Orbx Simulation Systems. There is no installer and installation is complex for less experienced users.

Extras

A pilotable version of a small tug used for log boom work is included in your **ORBX\FTX_NA\FTX_AA_YRC\Extras** folder. See the instructions therein. This user vehicle is supplied 'as is'. This boat is similar to the Angelfish supplied with CAG8, however it has a basic virtual cockpit instead of the 2D cockpit and a few other gimmicks. It works best in P3D.

Quick Installation Guide

Installing Orbx FTX YRC 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 YRC to your account, 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 YRC and then have FTX Central manage the installation for you once downloaded.

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

Once YRC is installed, chose YRC in the sim. Set the starting location to 'Active Runway' to start your flight from the middle of the harbour, or choose 'SW (water)' to start your flight at the seaplane dock. –You are now ready to fly!

Please note that the above refers to FTX Central 3. YRC is only available through Orbx Direct and FTXC 3.

Scenery Coverage Area

Source: National Topographic System (NTS) © Department of Natural Resources Canada
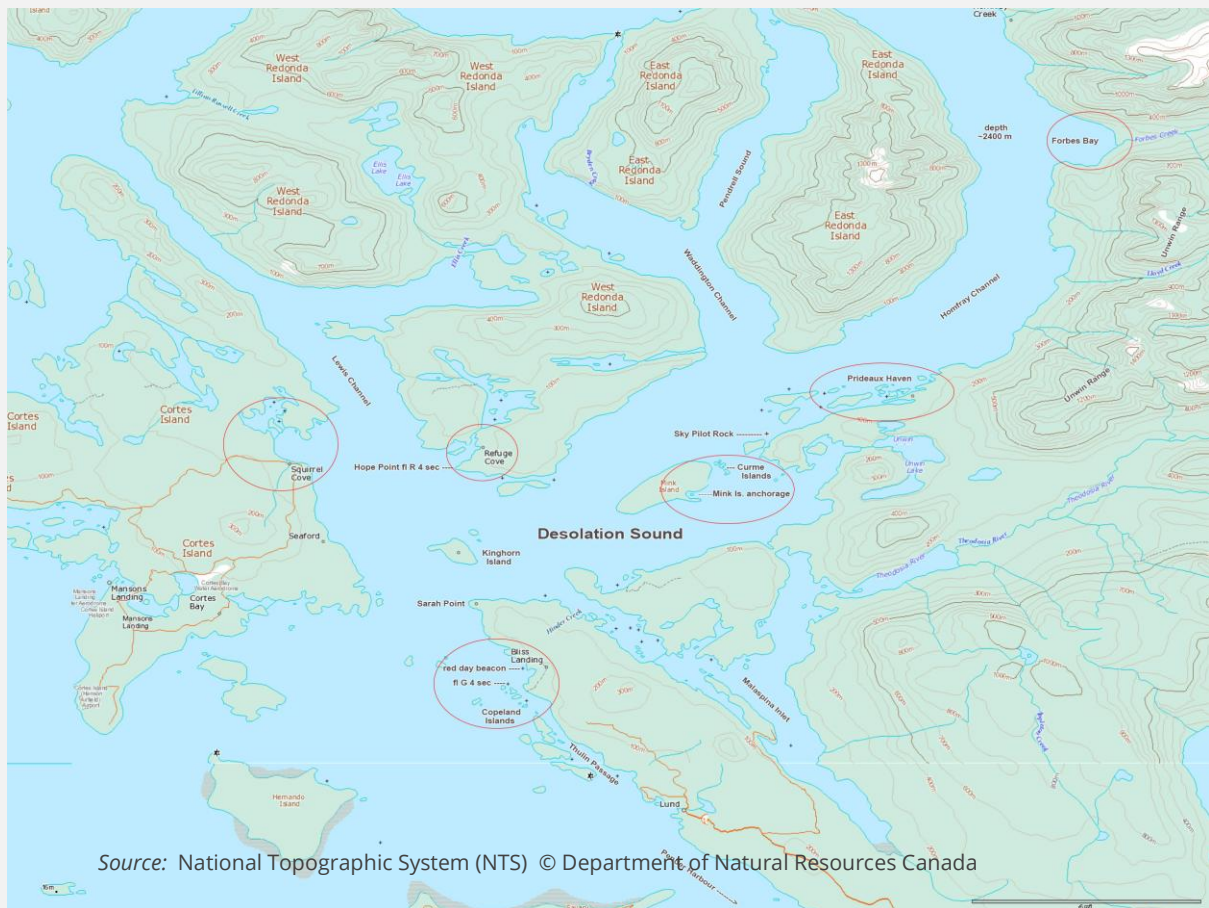
Airport Information and Charts
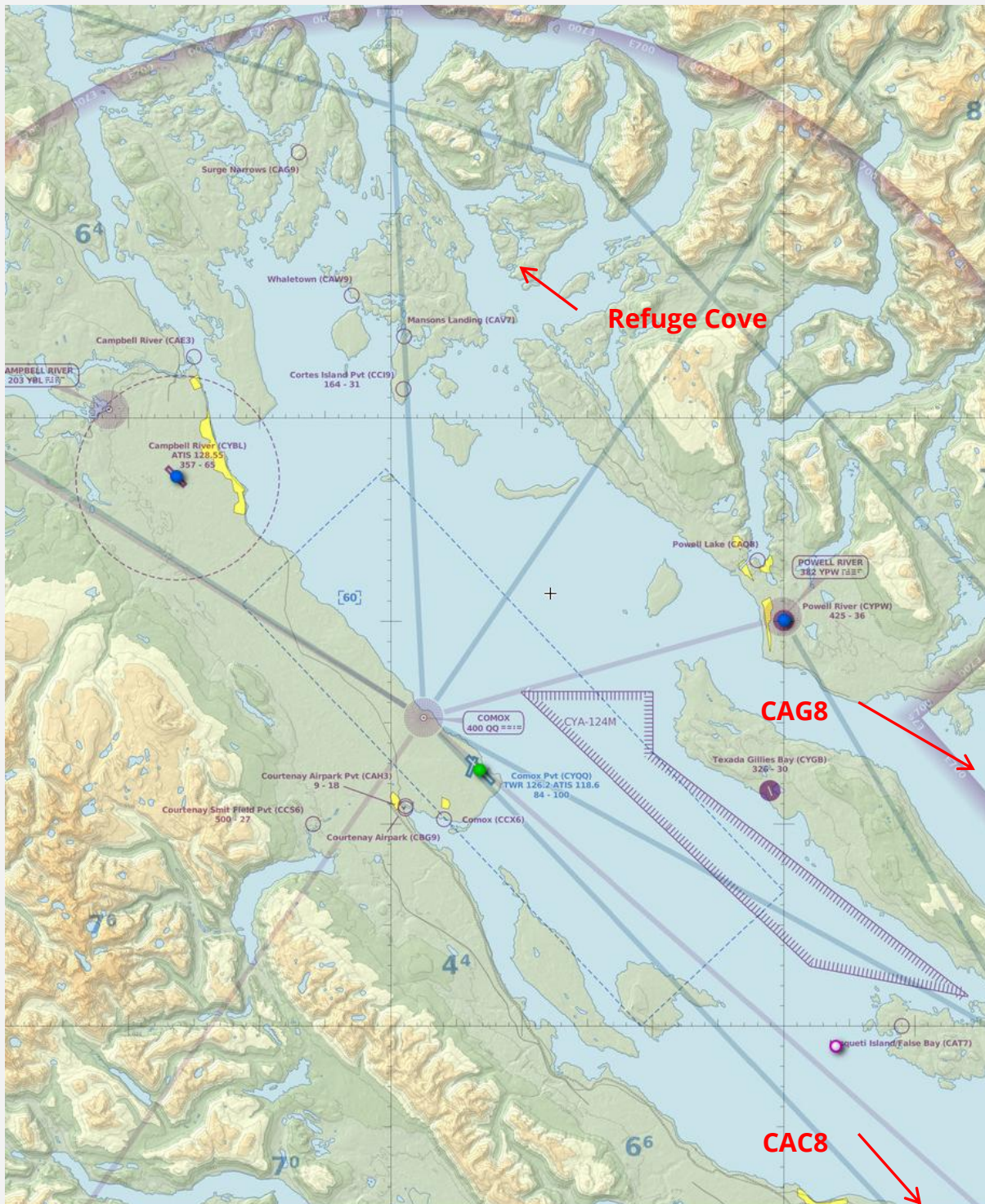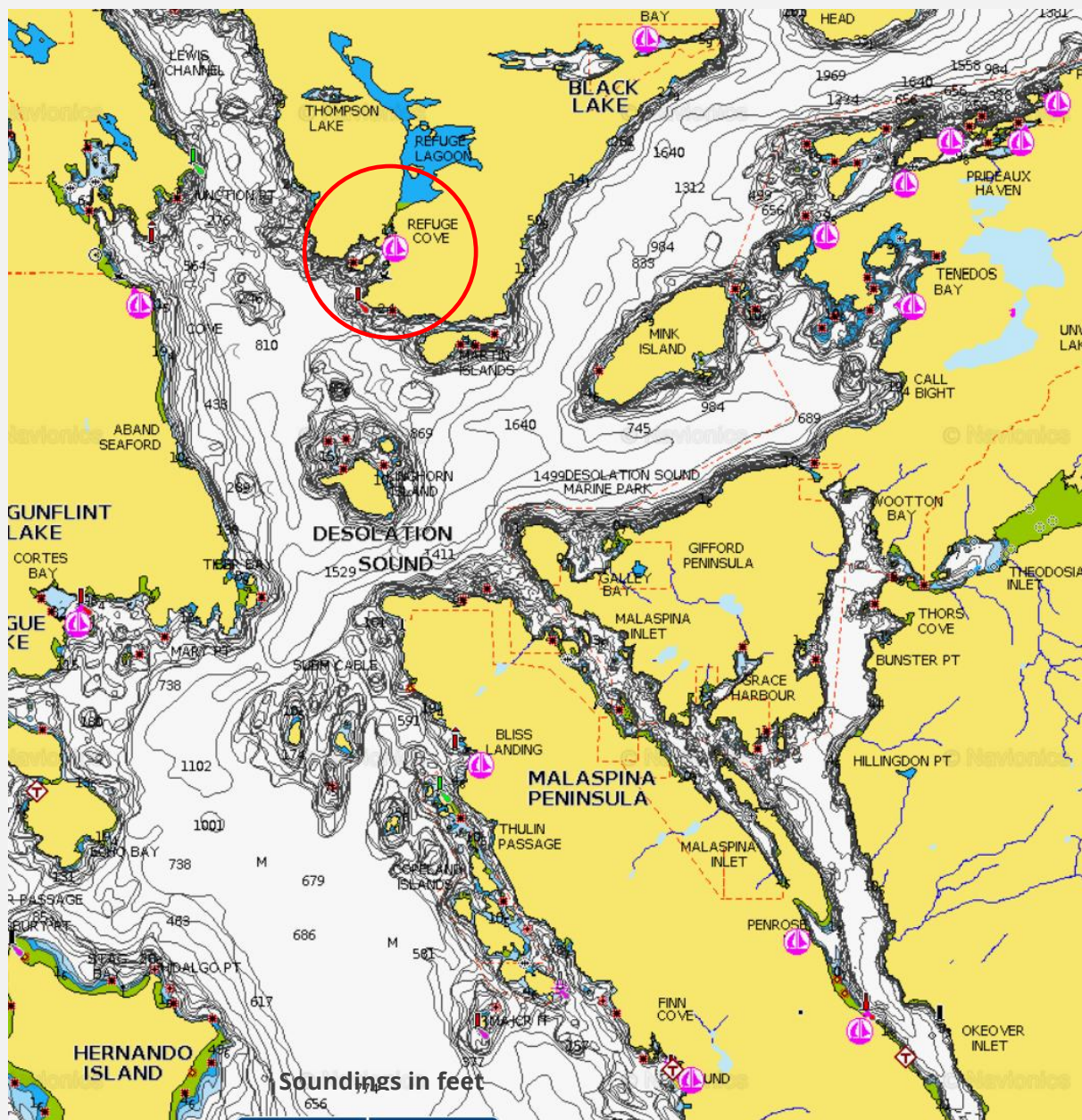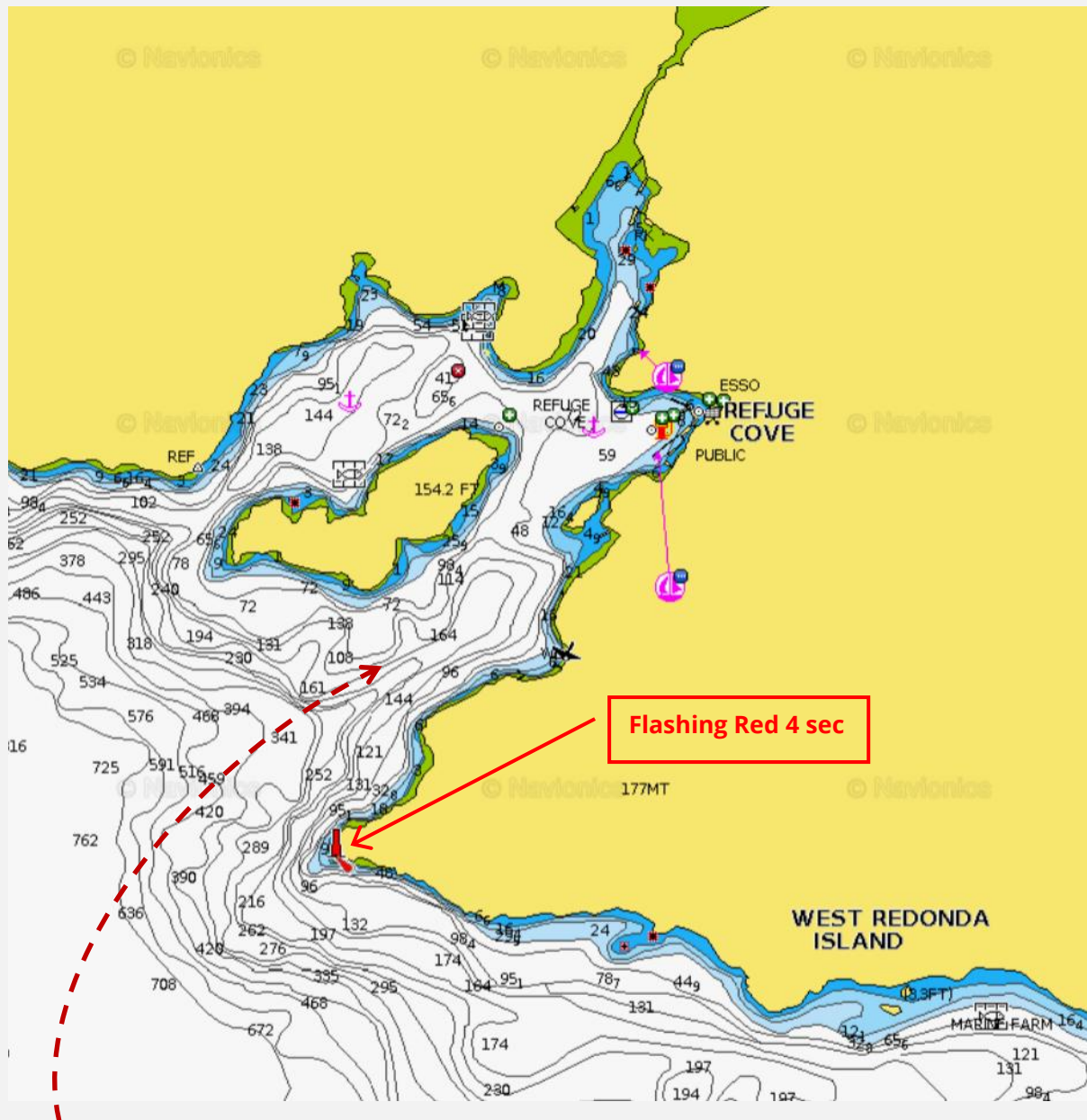
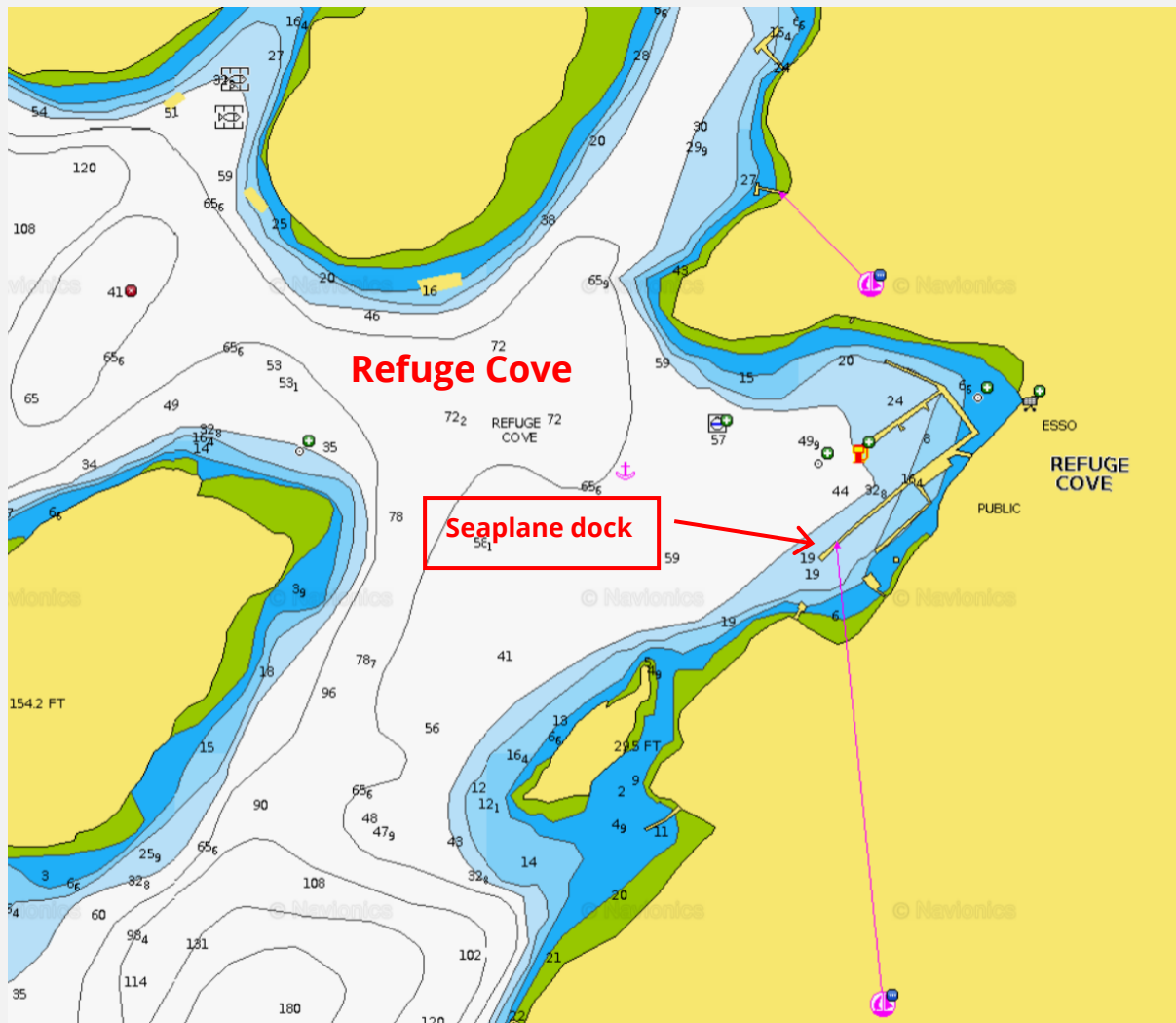> Note: Avgas is not available at Refuge Cove. The gas dock supplies marine fuels only.

Canadian Marine Charts from Navionics web app

Flashing Red 4 sec

Refuge Cove

Seaplane dock

Squirrel Cove

Pick up and drop off

Mink Island

Boats sprung to shore

Pick up and drop off
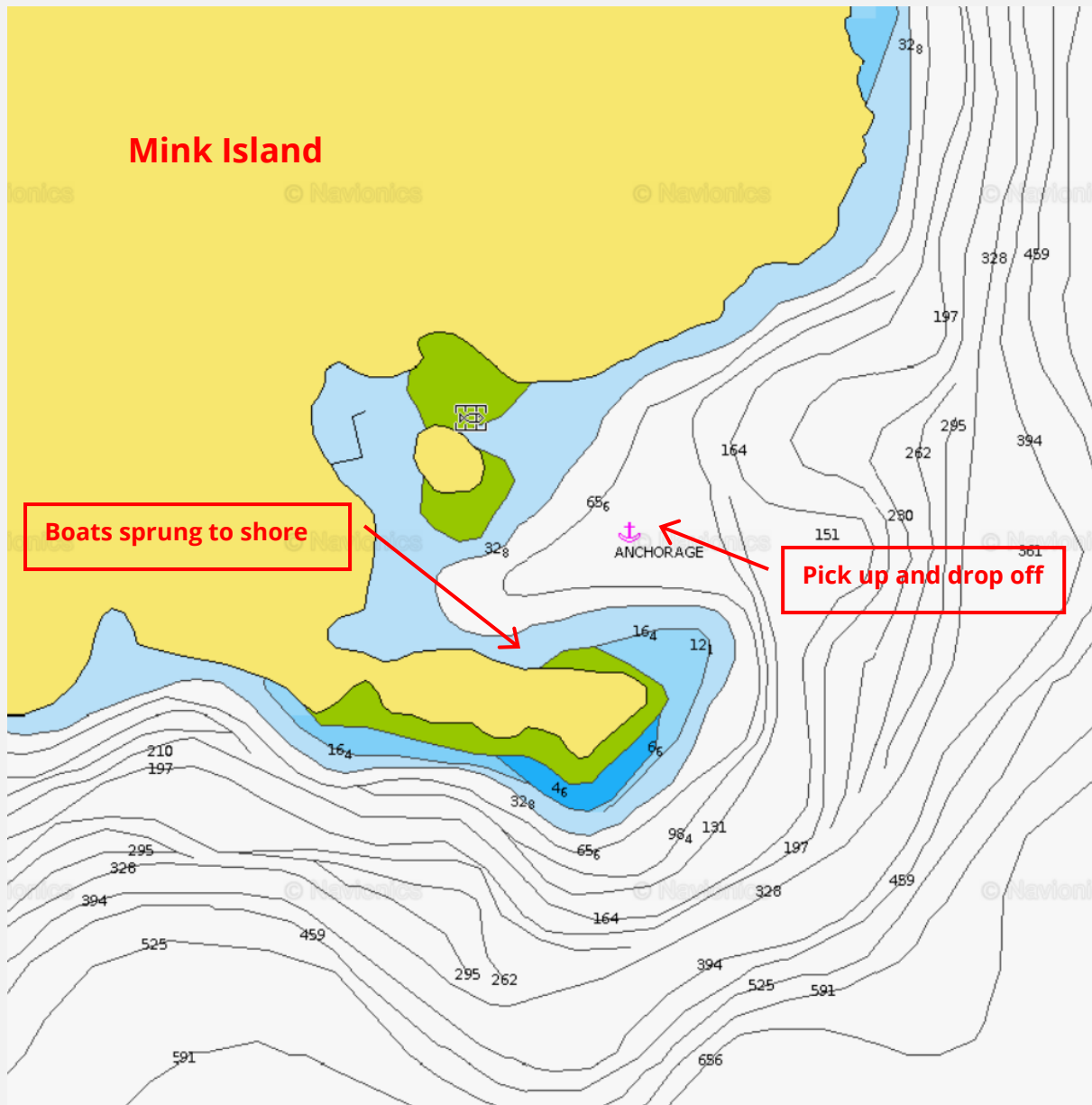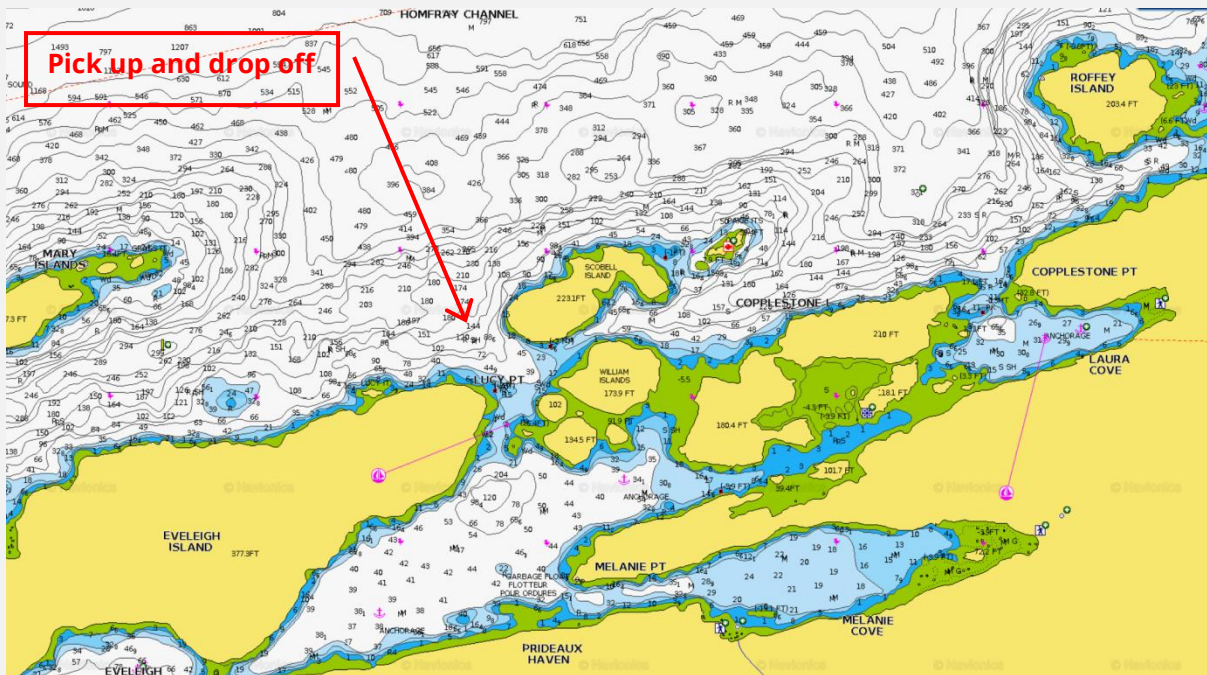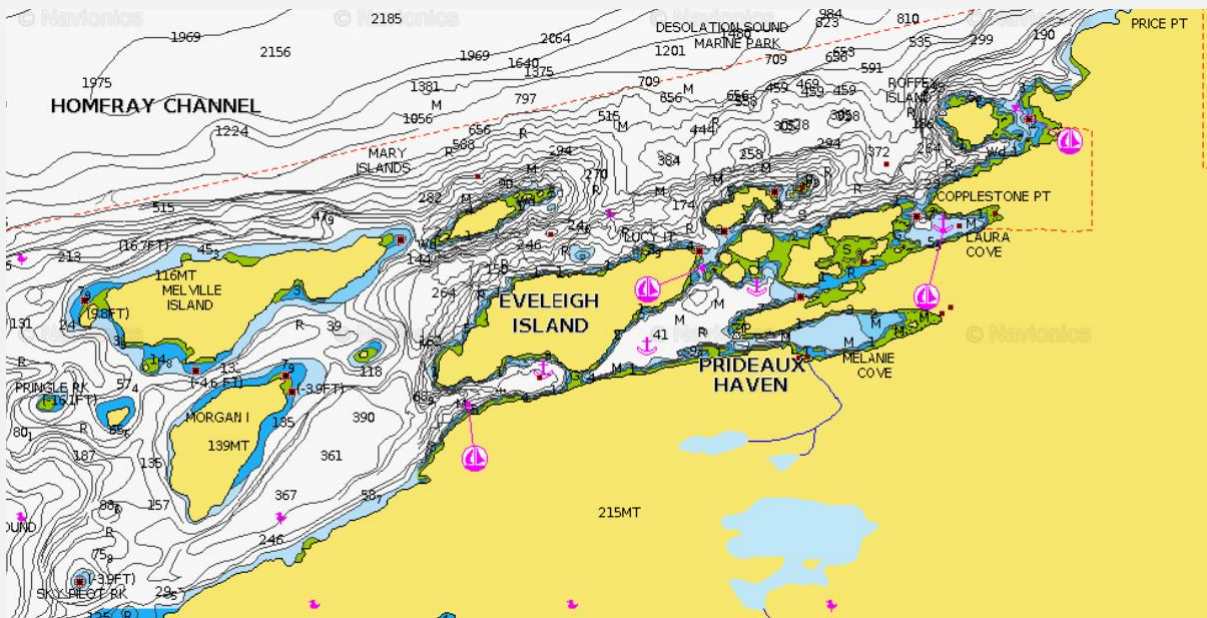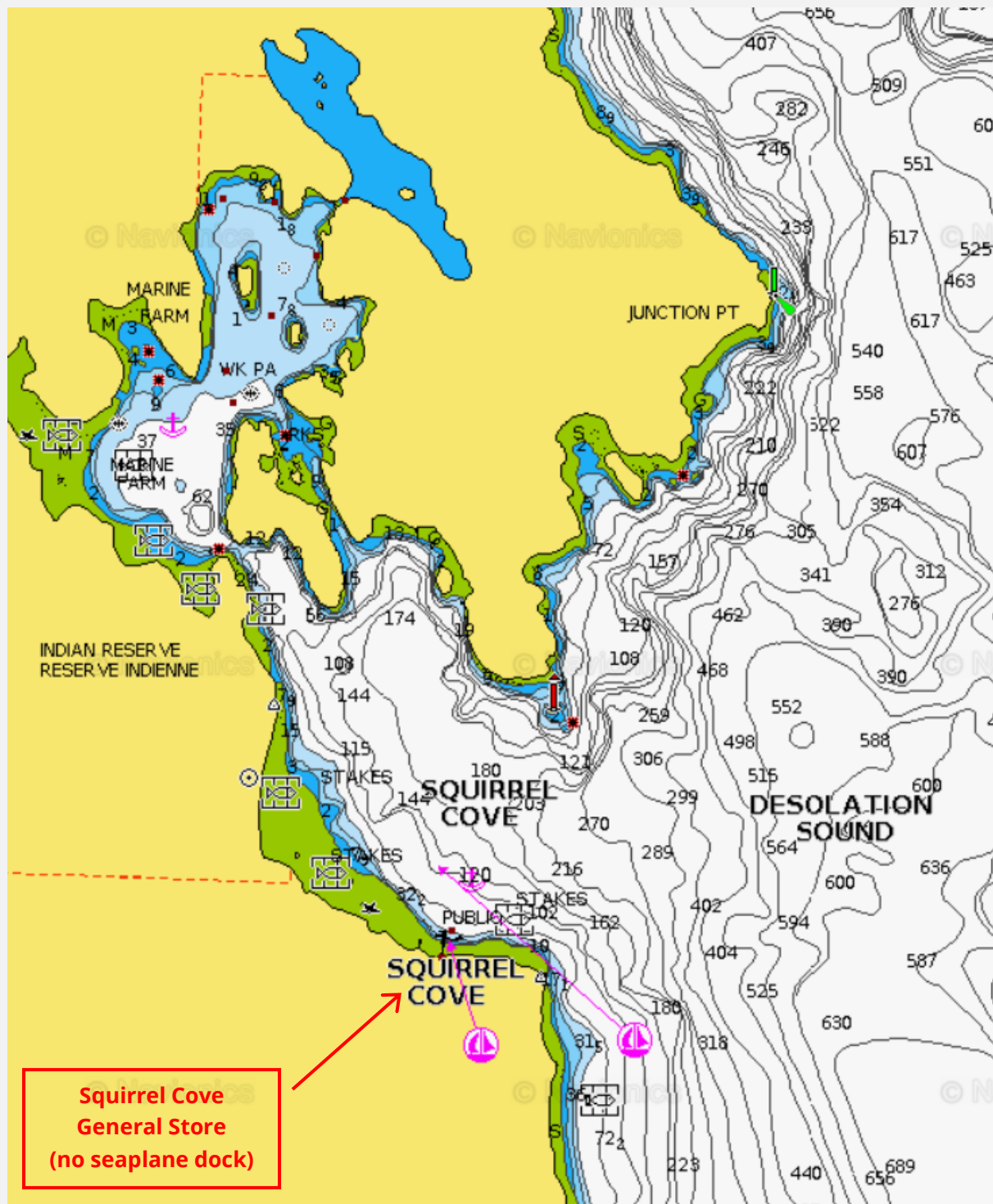
ANCHORAGE

Refuge Cove

Pick up and drop off

Source: Navionics

The YRC Control Panel

The YRC Control Panel can be accessed from the main FTX Central interface by clicking 'North America' and then finding and clicking on YRC Refuge Cove Seaplane Base.

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 YRC 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 YRC.
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX YRC.
Autogen density	Normal**	Best FPS vs detail.
GA AI traffic	16-50%	Optional
Road vehicle traffic	16% or lower	No need to set higher for FTX.
Leisure Boats	1-16%	Keep leisure boats below 16% to avoid excessive numbers of leisure boats.
Ships and Ferries	26% or above	In order to see the custom AI boats, set to greater than 25%

** If your system is capable, set the autogen density sliders full right to see all of the autogen houses and trees.

Troubleshooting / Additional Info

Naming convention

The name *Refuge Cove Seaplane Base* is used for this scenery instead of Refuge Cove Water Aerodrome in that the seaplane facilities are very limited, consisting only of a small float reserved for seaplanes at the end of the main dock.

I have Larry Robinson's Refuge Cove scenery from his blog; what should I do?

This old scenery is no longer posted. Deactivate and delete the **LR_RefugeCove** folder from your sim. You will not miss anything significant and this scenery is not compatible with FTX_YRC. Using it will cause overlapping models among other issues.

I don't see anything – ObjectFlow and insertion points

 The focal point of YRC is based on one large model. There are two variants, one with snow on the ground and one without. There are similar models at Hope Point and Squirrel Cove. The models are swapped out at the right times using Orbx ObjectFlow technology, which is installed with the Orbx Libraries. Make sure you have the latest version by running FTXC 3. If your ObjectFlow is not working, the models will not appear. Please visit the Orbx forums and search for ObjectFlow if that is the case.

Improper placement of the Insertion Point for Orbx scenery may also result in the scenery not being visible. Be sure to use FTX Central to check your insertion point. See the Forum for further information about setting the insertion point correctly.

I don't see people and some static aircraft shown in screenshots

As described earlier, whether you see these objects depends on the month and time of day.

How can I turn off the ambient sounds?

Disable these files located in the *[sim]\Sound* folder by adding .off to the extension:

LR_Orbx_Refuge_ambiance.wav   LR_Orbx_seagulls.wav   LR_Orbx_Zodiac_voice.wav

If you wish, you can disable only the sounds you don't wish to hear.

YRC looks funny in P3D with 'clouds cast shadows on ground' enabled

In P3D, if you choose to have clouds cast shadows on the ground, you have to enable 'receive shadows' for buildings because the ground surface around the Refuge Cove Store is part of the large 3D model which the sim considers a 'building'.

In P3D v3.4 the shores around Refuge Cove and elsewhere are sometimes milky white

This is a known issue related to the shaders and should be fixed in version 4.

The AI boats are not working

Make sure your ships and ferries slider is set to greater than 25%. Please see this document if that does not solve the issue.

When I approach the static sailboat Gamin, I hear a lot of static

That's real life; you are listening to a 13 minute edited recording of typical marine VHF traffic. VHF is short range and when boats are far away it's typical to hear only static or just parts of conversations. The purpose of the recording is to provide atmosphere; in reality you cannot hear *Seattle Traffic* in Desolation Sound.

I don't see any animated people

Make sure 'advanced animations' are enabled in the sim. (FSX)

In FSX I don't see the static DHC2 shown in screenshots

The static Kenmore Air DHC2 model does not display properly in FSX and was removed from the FSX version of YRC.

My frame rates are terrible

Try disabling features via the Control Panel. There is a lot of custom detail and a lot of autogen packed into a small place. YRC is intended to continue to look good as systems and scenery evolve.

What I see in FSX or FSX - SE does not look as good as the screenshots

FSX simply does not do as good a job with the high resolution textures used in YRC as does P3D. If you have sufficient video memory you can try adding the line

TEXTURE_MAX_LOAD=4096 to the [Graphics] section of the fsx.cfg. The default is 1024 meaning without this addition; you will see many of the textures in YRC at one quarter of their native resolution. Note: the numbers 1024, 2048, 4096 etc. refer to the pixel dimensions of the textures.

You also might consider migrating to P3D v3 or above.

In FSX, sometimes things disappear when behind railings or other transparencies

In FSX DX9 mode, some transparencies may disappear, or what's behind them will disappear.

Using FSX in DX10 preview mode with Steve's DX10 Fixer (required) should largely solve this problem. Under 'Legacy' in the DX10 Fixer, tick 'V2 Transparency Logic'

FSX does not deal with transparent textures behind other transparent textures as well as P3D. If a better solution is found, it will be included in a service pack.

Why no AI floatplane traffic?

Experiments with AI floatplanes were rather unrealistic and they interfere with the AI boats.

I have Larry's PNW ferry system; should I update it ?

As of the release date, yes. See the thread on the Orbx Community Scenery forum.

I see black boats; what's wrong?

This was caused by an extra file in the initial release of CAX6. If updating to the most recent version of CAX6 does not solve the issue, see here

It's important for me to see accurate marine navigation light characteristics

To save resources, the rate at which lights flash is modified by the *effects.cfg* in the **Effects** folder. Your effects slider settings and the distance to the effect can affect the rate. For example, if you set the Special Effect Detail to low, by default the rate will be reduced to 0.3 of the rate specified in the effect file. You can edit the effects.cfg such that the rate is as specified regardless of the distance.

AI boat schedules

Note: boats will depart 1-2 minutes after the scheduled departure and arrive minutes late depending on the length of the route and the number of turns the boat makes enroute. The schedule below was generated automatically and may have errors. FSX: you may need to add one hour for DST.

YRC AI boat schedules

Refuge Cove - Refuge Cove

AC#1	Small tug	every 1Hr	Duration: 0:10	
Refuge Cove	**Refuge Cove**	route #	**Refuge Cove**	**Refuge Cove**
Depart	Arrive	**4005**	Depart	Arrive
4:04 PM	4:15 PM		4:34 PM	5:45 PM
5:04 PM	5:15 PM		5:34 PM	6:45 PM
6:04 PM	6:15 PM		6:34 PM	7:45 PM
etc				

Powell River Mill - Stillwater

AC#2	Seaspan Cutlass	every 4Hr	Duration: 1:18	
Powell River Mill	**Stillwater**	route #	**Stillwater**	**Powell River Mill**
Depart	Arrive	**4003**	Depart	Arrive
4:10 PM	5:28 PM		5:40 PM	6:58 PM
8:10 PM	9:28 PM		9:40 PM	10:58 PM
12:10 AM	1:28 AM		1:40 AM	2:58 AM
4:10 AM	5:28 AM		5:40 AM	6:58 AM
etc				

Mink Is boat - Mink Is pickup

AC#6	Zodiac dinghy	every 1Hr	Duration: 0:02	
Mink Is boat	**Mink Is pickup**	route #	**Mink Is pickup**	**Mink Is boat**
Depart	Arrive	**4004**	Depart	Arrive
4:05 PM	4:07 PM		4:35 PM	5:37 PM
5:05 PM	5:07 PM		5:35 PM	6:37 PM
6:05 PM	6:07 PM		6:35 PM	7:37 PM
etc				

Mink Island - Refuge Cove

AC#3	Sailboat Capella	every 4Hr	Duration: 0:52	
Mink Island	**Refuge Cove**	route #	**Refuge Cove**	**Mink Island**
Depart	Arrive	**4002**	Depart	Arrive
4:10 PM	5:02 PM		6:15 PM	6:07 PM
8:10 PM	9:02 PM		10:15 PM	10:07 PM
12:10 AM	1:02 AM		2:15 AM	2:07 AM
4:10 AM	5:02 AM		6:15 AM	6:07 AM
etc				

Refuge Cove - Squirrel Cove

AC#4	Anglelfish	every 2Hr	Duration: 0:21	
Refuge Cove	**Squirrel Cove**	route #	**Squirrel Cove**	**Refuge Cove**
Depart	Arrive	**4001**	Depart	Arrive
4:15 PM	4:36 PM		5:15 PM	5:36 PM
6:15 PM	6:36 PM		7:15 PM	7:36 PM
8:15 PM	8:36 PM		9:15 PM	9:36 PM
10:15 PM	10:36 PM		11:15 PM	11:36 PM
etc				

Prideaux Haven - Bliss Landing

AC#5	Racingsailboat	4Hr	Duration: 1:34	
Prideaux Haven	**Bliss Landing**	route #	**Bliss Landing**	**Prideaux Haven**
Depart	Arrive	4006	Depart	Arrive
4:30 PM	6:04 PM		6:30 PM	8:04 PM
8:30 PM	10:04 PM		10:30 PM	12:04 AM
12:30 AM	2:04 AM		2:30 AM	4:04 AM
4:30 AM	6:04 AM		6:30 AM	8:04 AM
etc				

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about YRC 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.
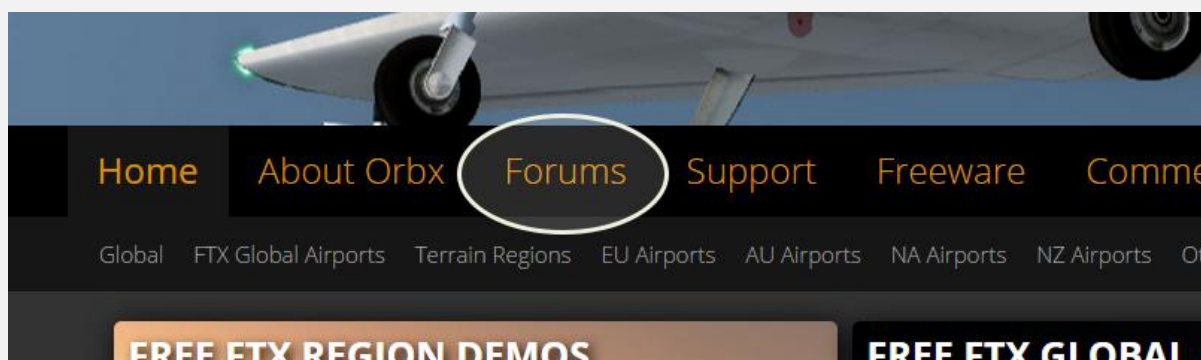
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

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 YRC. Provided you adhere to the forum terms of use 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).
- 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 YRC Team

Lead Developer
- **Larry Robinson**: 3D modelling, including AI boats and custom effects, texturing, ground imagery, ground poly, POI scenery objects, modelling, extras, and user guide.

Additional Orbx Developers
- **Orbx Team**: Orbxlibs objects
- **Holger Sandmann**: shorelines, custom scaled meshes

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

Beta Testing Team
Rob Abernathy, Friedi Gulder, Ross Casey, John Dow, Frank Docter, Matt McGee, Scott Harmes, Steve Colbert, James Eden, Ved Merchant

Further Acknowledgements
- **August Sandberg:** Angelfish engine sound https://www.freesound.org/
- **Tim Kahn:** airhorn sound https://www.freesound.org/
- **Justkiddink:** seagull sound https://www.freesound.org/
- **Bob May:** for his kind permission to convert the Premier Aircraft Design DHC3 for use as a static model. http://premaircraft.com/
- **Rod Herne;** *Gamin* photos. (Rod is the current owner of the Buchan 37 *Gamin*.)

Addendum

While many of you grew up around airplanes, I grew up around boats. My dad and I build *Gamin*, (a Buchan 37) and raced it for over 30 years as a team. Year after year the boat would make it to Desolation Sound, to Mink Island, Refuge Cove, Forbes Bay and other nearby anchorages. The scenery I have been doing has been my way of recreating the feel of places I know well. CAC8 and CAG8 to me were stops along the way north as I would fly up from Seattle on Kenmore Air to meet the boat. The area depicted in this scenery was and I think still is the ultimate cruising destination in the Pacific Northwest. Imagine the feeling of getting off work from a crazy job and two hours later stepping onto a boat at Refuge Cove.

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