Review of

Siletz Bay Airport S-45

Produced by ORBX Systems

Siletz Bay Airport is a small but public airport located a few miles southeast of Gleneden Beach in Lincoln County, Oregon, USA. The airport is operated by the Oregon Department of Aviation and there are based 10 single engine aircrafts and one ultralight aircraft with provides an average of 74 aircrafts operations per week.

The FAA identifier is S45 and the small airport features one asphalt runway placed in the direction 17/35 with dimensions of 3,297 ft by 60 ft and an elevation of 59-69 ft. The traffic pattern is a right hand pattern if landing at runway 17, but if landing at runway 35 the traffic pattern is a left hand pattern which means that all traffic are coming in from the sea side.

Specs:

- **Name** *Siletz Bay*
- **Airport type** *Public*
- **Operator** *Oregon Department of Aviation*
- **Location** *Lincoln County, Oregon, USA*
- **ICAO/FAA** *S45*
- **Elevation** *59-69 ft*
- **Runway** *1x*
  - *17/35 Asphalt 3,297 ft by 60 ft*

I received this airport scenery directly from ORBX Systems and the download went as usual, quick and easy and without any problems. The connection to ORBXs download server is really good so the download time was very short even though the file to be downloaded was more than 260 MB as a Zip-file.

After downloading the file I extracted the file to a sub location and started the installation process. This was again as with other sceneries from ORBXs very quick and easy – just activate the installation wizard and that will take care of the rest for you. After the installation was completed I

made a quick search at the forum libraries at ORBXs Systems website just to check if there were any updates or new patches etc. This was however not the case with this scenery package.

When the installation had completed I opened up my FSX folders to verify that the files were installed correctly and of course they were. Hereafter I opened up FSX and started a flight from Siletz Bay to check that the scenery was also working – no problem the scenery was working 100%.

I have previously used several of the sceneries from ORBXs but I still got amazed by the high quality that this ORBXs sceneries have. You have a huge number of specific detailing as in regards to buildings, various airport materials, static aircraft, several flow features and nature sounds etc and it all contributes to create the very unique atmosphere that surrounds a small airport as this one.

When I installed this scenery I discovered that I also installed a scenery control panel for the Siletz Bay. This control panel is also integrated into the FTX region Pacific Northwest which I had installed prior to the S45.

This scenery control panel is used to define the detailing of the scenery which hereby enables the simmer to customize the scenery for own requirements and computer performances. In the control panel you can e.g. switch on various flow features as people flow daytime / nighttime, also various animations as leaves falling from trees and trees moving and 3D grass.

The scenery also contains quite a few different sound files which can also be controlled by this scenery control panel. The sounds are e.g. dynamic wind sounds, birds, and workshop etc. It is a superb idea to have this control panel that enables the simmer to make a complete customization that will fit his/hers requirements perfectly.
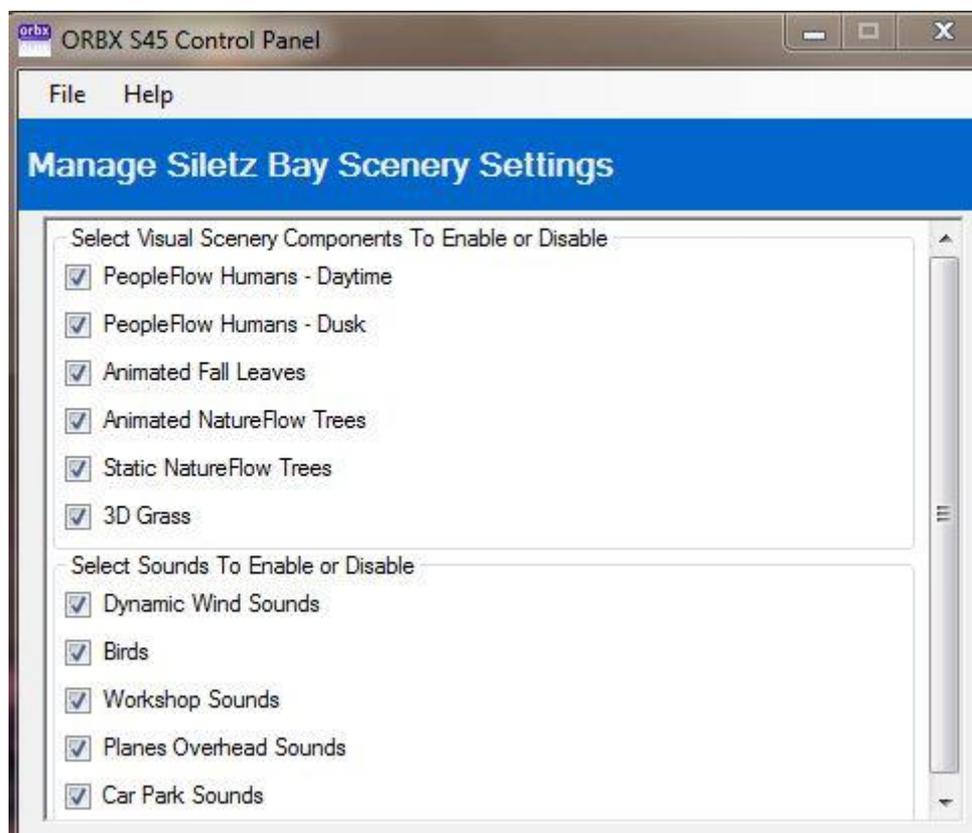
As extra the scenery package of course also contains a manual / user guide. This user guide of 22 pages provides general information, system requirements, optimal settings and various others useful information. It will not take a long time to read because it is written in a user friendly way but I would recommend that you spend 10 minutes reading it before using the scenery – just to get the best out of the scenery and to increase the experience the most.

I tried to max out everything in the control panel as you can see on the screen dump above, and the impact that I saw when afterwards using the scenery was not huge. If I chose to fly helicopters or single engine props I had no issues, but if I on the other hand chose to fly a faster plane, I did encounter a few issues with the scenery starting the flicker. I do have a quite good computer so I could imagine that if you have a low / medium end computer you would have to make a few compromises in the FSX scenery customizing area.

When I started my first flight from Siletz Bay I was truly amazed by the level of quality that I here experienced. As I wrote previously I have tried out several sceneries from ORBX Systems before,

but still I got very much amazed. I felt like I was in real version of Siletz Bay – I could see people doing various things as cleaning, walking the dog, talking etc. This is of course because of ORBXs people flow which really does a tremendous good job of creating a real and living environment.

Also the static aircrafts, the 3D grass, the moving trees and also the quality of the trees is superb and really contributes to add realism and to create a real atmosphere. To spice it all up you also have various sounds as wind, bird, workshop, aircrafts and general nature sounds and they are all a part of creating the complete scenery as realistic as possible.

The buildings in this scenery are very well made and they resemble their real counter parts perfectly – this is according to the pictures that I could find on the internet and Google-Earth. The buildings are furthermore placed with precision and they are all covered with a good quality set of textures.

When I take a walk between the hangars I really get an exceptional feeling because every little detail is included and made to perfection. It is very clear to me that ORBX really spend a lot of time focusing on details and this they do really well. Even though the scenery contains that many details and uses high quality textures and includes various flow features, the scenery did not impact my computers performance heavily.

Staring up my small aircraft and taxiing to the runway is an experience by itself. The textures used for the taxiway and runway are as the rest of the scenery with high quality. You can see the cracks in the asphalt due to usage, water/frost etc and the markings are superb. Next to the taxi and runway you have the 3D grass which again just improves the overall experience and is truly eye candy for the demanding simmer.
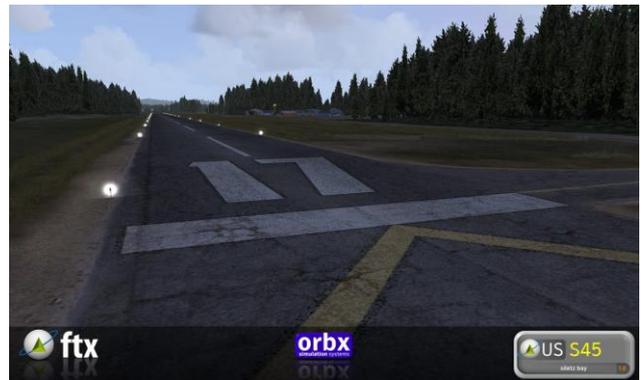
The conclusion for this scenery is that it is indeed very well made, it includes a huge number of details and the textures used are of a high quality. ORBX has created a very realistic atmosphere and the scenery is an absolute delight to use. I will of course recommend fellow simmers to try out this spectacular small airport scenery – I am really impressed.

I rate the scenery with 4/5-stars and thank ORBX once again for contributing to the flightsim community with this, another excellent airport scenery package.

Rays Aviation

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