



This trip takes place in the ORBX-FTX SAK-Southern Alaska Region. Add the RTMM scenery pieces RTMM from tours MFC0001 through MFC0018 and we have a great scenic excursion from a far south as Ketchikan up to this Glacier Bay area surrounding Juneau.

Scenery

1. ***FTX/ORBX Scenery (Payware)*** <https://orbxdirect.com/>
2. ***Return to Misty Moorings (Freeware)*** <http://return.mistymoorings.com/>

Note: In this excursion, only some of the departure and destination airports in this trip are contained in the default sims but there are options for ORBX Juneau and Gustavus airports (PW). There are many RTMM Scenery adds and most of the POI along the way created by the RTMM scenery add-ons and/or ORBX SAK.

We would encourage use of these software additions as they do greatly enhance the scenic areas: ***FTX/ORBX Scenery (Payware)*** <https://orbxdirect.com/>

If using FTX/ORBX: The following packages greatly enhance this tour area.

***FTX Global Range:***

- FTX Global BASE Pack
- FTX Global Vector
- FTX Global open LC North America
- FTX Global Trees HD

***North America Product Group: Regions***

- NA Southern Alaska

***North America Airports (PW)***

***FTX Payware: Juneau (PAJN), Gustavus (PAGS).***

***FTX Freeware-*** NA Global NA Airport Pack enhances many of the default airports in NA.

***Return to Misty Moorings (RTMM) - Freeware***

As we are in the prime RTMM scenery area, RTMM Scenery adds many, many scenery enhancements. Most are familiar with this scenery at Alaska Adventures but those who may not be familiar all of the RTMM all of it surely enhances the sim and would recommend all of it and it's freeware from a great bunch of sim scenery designers. <http://return.mistymoorings.com/>

***RTMM Required Scenery***

RTMM Scenery Object Libraries are required: RTMM Page: [http://return.mistymoorings.com/object\\_libraries\\_build/index.php#links](http://return.mistymoorings.com/object_libraries_build/index.php#links)

Download and install RTMM Objects Libraries and add each to Sim scenery in order (Keep the libraries separate from each other): these object libraries are:

- RTMM Object Libraries – Part I, Part II, Part III (extract, compile, as required - add scenery to sim - first)
- RTMM Medical & APP Library – (extract move/folders Effects, Scenery as required - add to sim scenery second)
- RTMM BWEF Library – (extract move/folders as required - add to sim scenery third/last)  
(NOTAM: If you previously had the MED TEMP and the APP TEMP Libraries installed remove/deactivate them from your sim scenery then remove the add-on scenery folders/files before installing the new combo RTMM Medical & APP Library)

**Addon RTMM Locations Needed for tour: MFC0019**

RTMM Object Libraries: [http://www.return.mistymoorings.com/object\\_libraries\\_build/#links](http://www.return.mistymoorings.com/object_libraries_build/#links)

RTMM Scenery Page Link: <http://www.return.mistymoorings.com/scenery/>

Besides all the previous RTMM add-on scenery pieces added in the previous 16 MFC tours, this trip takes up from Petersburg northward to Juneau.

**Additional RTMM Scenery add-ons required:**

If you have the RTMM scenery installed from tours 1-through 18 you have ALL it already.

- If you are a Plan G user – make sure you download and import “SAK.csv” into your Plan G for locations and waypoints - by Dieter Linde  
(Dieter’s Corner- <http://return.mistymoorings.com/mistys/#dieter>)

*(Note: P3Dv4 users please see RTMM forum for updated AI traffic models:*

- [veh\\_Mega\\_Yacht\\_sm](#) - (For P3D V4) This is an AI boat traffic object. Download this folder and install per the readme. (Steve Weinkamer, Dex Thomas, Rod Jackson)
- [veh\\_Garbage\\_Barge\\_sm](#) - (For P3D V4) This is an AI boat traffic object. Download this folder and install per the readme. (Steve Weinkamer, Dex Thomas, Rod Jackson)

**Note: It’s best to just add all of the RTMM add-on scenery locations (over-time) as we are going to explore it all.**

MFC – SCENERY SETUP - RTMM

**Scenery setup after ORBX, Tongass, RTMM add-on have been added:**

- In FTX Central, adjust the FTX insertions points as follows:  
FTX entries should be inserted below: **RTMM Object Libraries**  
openLC entries should be inserted below: **Tongass Fjords Lower Priority (If you have Tongass Installed)**
- Test RTMM Object library scenery by use of the RTMM Scenery tester: [http://return.mistymoorings.com/object\\_libraries\\_build/#objtest.File](http://return.mistymoorings.com/object_libraries_build/#objtest.File):  
(Scenery Object Tester 09.25.2016 - BWEPE Library Added)

The scenery object testing airport is Annette (PANT). To test, extract then install move this “tester scenery” folder/file to your designated location and setup the sim scenery. Load your sim and set up a flight starting at PANT. Taxi to the runway you and you will see the objects which are reflective of your RTMM Libraries as indicated on the scenery test pictorial as below.



Ensure you see all 12 objects. If not refer to the items on the RTMM Object test page to troubleshoot why your objects are not appearing. Once you have a successful test with all objects presented you are ready to progress with the RTMM any or all of the add-ons scenery components.

SCENERY ORDER: SIM BASIC SETUP: TONGASS FJORDS X, ORBX GLOBAL, VECTOR, LC, MESH (BASIC)

Scenery Order: SIM Basic setup: with ORBX Global and Mesh: (Your 3<sup>rd</sup> party add-on scenery folders may have slightly different folder names that those that appear below). (Shown with FTX v2 to be able to show the scenery lines and insertion entries).

In Prepar3D



In FSX

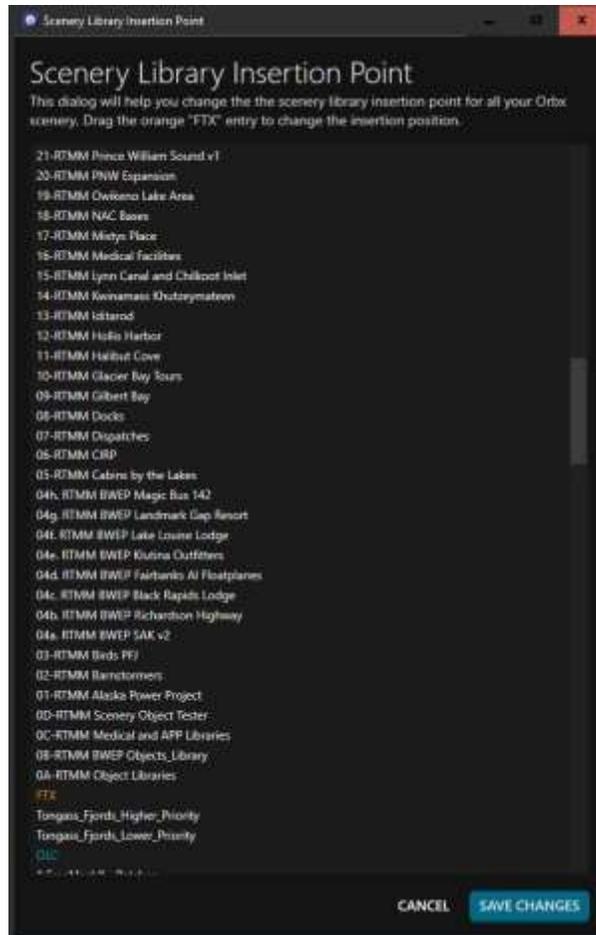


**Mesh and Vector positions**



TONGASS FJORDS X AND RTMM – SCENERY ORDER

Scenery Order: RTMM Libraries above FTX and RTMM other scenery addons above the RTMM Libraries: (Your 3<sup>rd</sup> party add-on scenery folders may have slightly different folder names that those that appear below. (Shown with FTX v2 to be able to show the scenery lines and insertion entries for FTX and OLC (OpenLC).



If you have any issues or problem setting up your scenery, just let us know and we will be glad to assist you.

