MFC - SCENERY REQUIREMENTS - TOUR MFC0023 KODIAK ISLAND RUN – NOVEMBER 2018

This trip takes place outside the Alaska ORBX regions. Kodiak island coverage is currently outside the RTMM scenery development area however we travel this excursion to the largest Island of the Aleutian chain to see the natural landscapes of the island. Your sim does capture the scenic aspects of this Island and the airports/seaplane bases surrounding the Island.

https://en.wikipedia.org/wiki/Kodiak_Island

- Kodiak Island Airfields (MFC0023 additional sceneries) - (Added June 6, 2019 - Created by Dr. Thomas Menzel). The download zip for this scenery is item 5. In the MFC0023 Tour download.
 (Thank-you Thomas for creating this scenery for this otherwise barren area).

  Requirements for this scenery:
  ORBX LC NA, Global Base, Global Vector, Global Airport Pack (Freeware) and the RTMM Object libraries.
  Please see other requirements for this scenery in the readme file in the scenery download.

There are a ORBX few scenery pieces that add to the natural landscapes coved in this excursion: (Not mandatory).

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

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
- ORBX NA Freeware airports.

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

MFC/RTMM Team