MFC - SCENERY REQUIREMENTS - TOUR MFC0026 EXPLORING THE KENAI PENINSULA

We have returned to the land of scenery add-ons: Back into the land of Orbx/FTX NA Southern Alaska and RTMM add-on scenery. We start at Anchorage and work our way through the Kenai Peninsula on our way to Seward Alaska.

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

Note: In this excursion, most of departure and destination airports in this trip are contained in the default sims but the following return us back into ORBX land as well as RTMM scenery add-ons.

We would encourage use of these software additions as they do greatly enhance the scenic areas:

1. *FTX/ORBX Scenery (Payware)* *https://orbxdirect.com/*

If using FTX/ORBX: The following packages (Marked with an asterix) 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: Alaska Regions
- NA Southern Alaska * (*Required for this trip).
- NA Pacific Fjords
- NA Pacific Northwest

FTX North America Airports
　　FTX Freeware- NA Global NA Airport Pack enhances many of the default airports in NA.*
　　FTX Payware- Airports covered in this Tour: **PAEN Kenai Municipal Airport and PAHO Homer Airport.**

2. *Return to Misty Moorings (RTMM) – Freeware - http://return.mistymoorings.com/*

RTMM Scenery adds many, many scenery enhancements. Most are familiar with this scenery but those who may not be familiar all of the many RTMM add-ons sure enhances the sim and would recommend all of it and it's freeware from a great bunch of sim scenery designers.

RTMM Scenery Object Libraries: RTMM Page: *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 BWEP 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)

RTMM Addon Scenery Locations Required for this excursion: http://www.return.mistymoorings.com/scenery/

Alaska Power Project - *See Alaska Power Plant Page (Updated 12.12.2017*)*
By the Dr Thomas Menzel, Doug Linn and the RTMM Team: http://return.mistymoorings.com/alaska_power_project/index.php

Chitina-Kennekot Area (Part of "Last Resort") - Updated 06.22.2014
Scenery Created by Doug Linn, Special Graphics by Rod Jackson, Editing by Dieter Linde and Guy Marichich
http://return.mistymoorings.com/scenery/zipfiles/chitina-kennecott%20area/Chitina-Kennecott.zip

Halibut Cove
Project Leader- Rod Jackson
Brad Allen Assistant Project Leader
Dexter Thomas - AI Boat & Float ADEX Files and Tracks. Overall AI
Xavier Carré - Custom Object Design & Development
Jan de Jong - AI Boat & Float Repaints, AI Boat Model Enhancement
Jeff Greene - Object Placement
Rob Abernathy, Klaus Tröppner, Guy "Spud" Maricich - Beta Testers & QC
http://return.mistymoorings.com/scenery/zipfiles/halibut_cove/Halibut%20Cove%20V1.0.zip
http://return.mistymoorings.com/scenery/zipfiles/halibut_cove/Halibut%20Cove%20V1.1%20Patch.zip

Last Resort at Bear Island (Updated 02.12.2016*)
Scenery Created by Doug Linn, Editing by Dieter Linde and Guy Marichich
*See Trip Tic v3 Last Resort
http://return.mistymoorings.com/triptics/TripTics/last_resort_bear_island/last_resort_bear_island.php#map)

Misty Moorings-Oil Platform Services (MM Ops) (Updated 04.19.2014)- by Doug Linn
*(*Not compatible with ORBX PAEN Payware Airport!) (But works fine in my system with PAEN)
http://return.mistymoorings.com/scenery/zipfiles/rtmm_mm_ops/mm_ops.zip

Norandex Mining Operations (Updated: 07.22.2014)- Scenery and Storyline by Steve Weinkamer
http://return.mistymoorings.com/scenery/zipfiles/norandex_mining/Norandex%20Mining.zip

RTMM Missing Cabins - http://return.mistymoorings.com/cabins/zips/RTMM%20Missing%20Cabins.zip

Plan G Users: CSC waypoints for the Chitina-Kennecott area - (RTMM Scenery locations for Plan G - (By Dieter Linde):
http://return.mistymoorings.com/mistys/Maproom%20Files/PLAN%20G/Chitina-Kennecott.csv

(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.

OTHER:

Payware: Aerosoft Anchorage Professional – Not required but makes a scenery nice for the Anchorage Area.

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:
 (Scenery Object Tester 09.25.2016 - BWEP 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 3rd 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
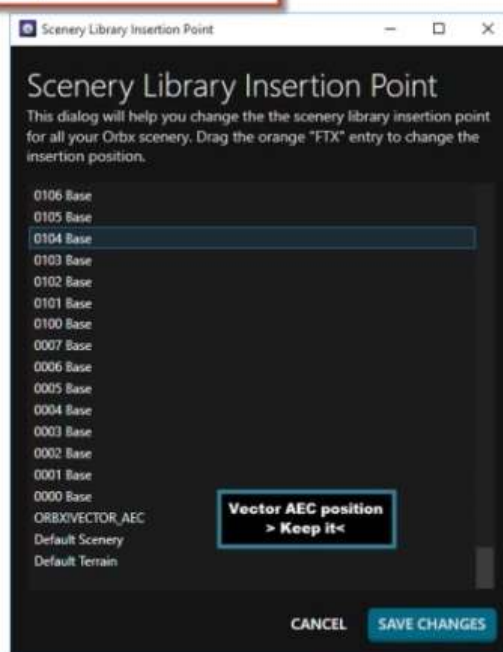
TONGASS FJORDS X AND RTMM – SCENERY ORDER

Scenery Order: RTMM Libraries above FTX and RTMM other scenery addons above the RTMM Libraries: (Your 3rd 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).
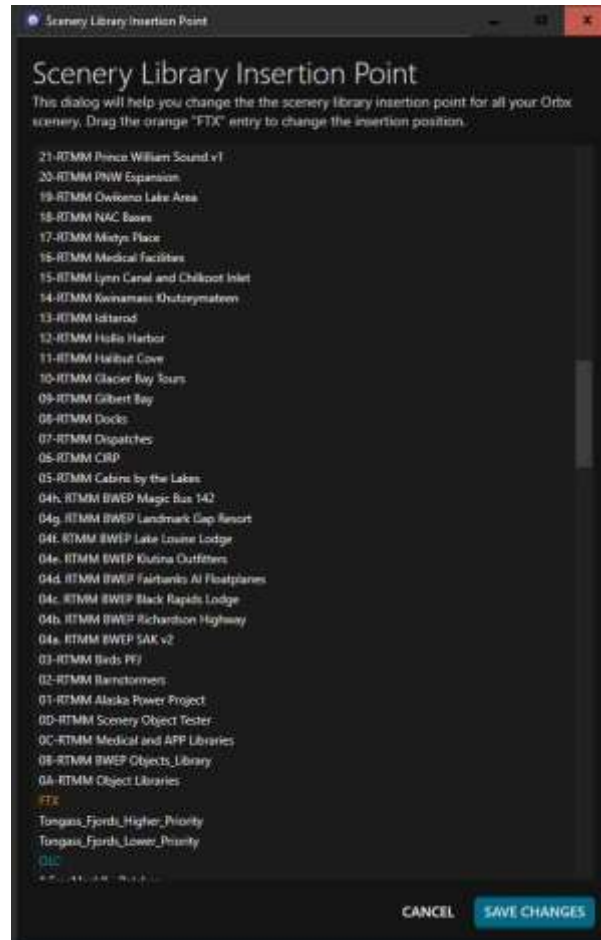
If you have any issues or problem setting up your scenery, just let us know and we will be glad to assist you.

RTMM Team