

MFC - SCENERY REQUIREMENTS - TOUR MFC0027 WESTERN CHUGACH TWC 1-2 (RTMM SCENERY BY ROD JACKSON)



We are in prime Orbx/FTX NA Southern Alaska and RTMM add-on scenery. We start at Seward and enter a RTMM custom scenery area; The Western Chugach area and weaving our way through it before heading to Kenai. (TWC Scenery created by Rod Jackson). There are numerous detailed scenery enhancements in TWC as will try to take you to all of them in this excursion but to actually see all of them you may need to take Rod's Kenai River trip which is documented as part of his RTMM TWC scenery downloads.

Scenery

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

We would encourage use all of these software additions as they do greatly enhance the scenic areas which eventually all will be covered by MFC excursions.

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 airport pack enhances many of the default airports in NA.

FTX Payware- Airports covered in this Tour: **PAEN Kenai Municipal 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 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)

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

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

The Western Chugach - Part 1 (Updated 04.26.2015) - By Rod Jackson:

http://return.mistymoorings.com/scenery/zipfiles/the_western_chugach_part1/TWChugach%20-%20Part%201%20v1.0.zip

The Western Chugach - Part 2 (Added 08.05.2018) - By Rod Jackson

http://return.mistymoorings.com/scenery/zipfiles/the_western_chugach_part2/TWC%20-%20Part%202%20v1.0.zip

(Caution: there is a separate TWC library which must be placed below the add-on TWChugach1 and TWChugach2 scenery folders.

TWC - 2 Floats (Added 08.05.2018) – By Doug Linn

http://return.mistymoorings.com/scenery/zipfiles/twc-2_floats/TWC-2%20Floats.zip

Plan G Users: CSC waypoints for the Chugach - (RTMM Scenery locations for Plan G - (By Dieter Linde):

TWChugach1 - Adds locations for The Western Chugach Part 1 (05.05.2015)

TWChugach2 - Adds locations for The Western Chugach Part 2 (Updated 07.26.2018)

(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:
(Scenery Object Tester 09.25.2016 - BWEP Library Added)

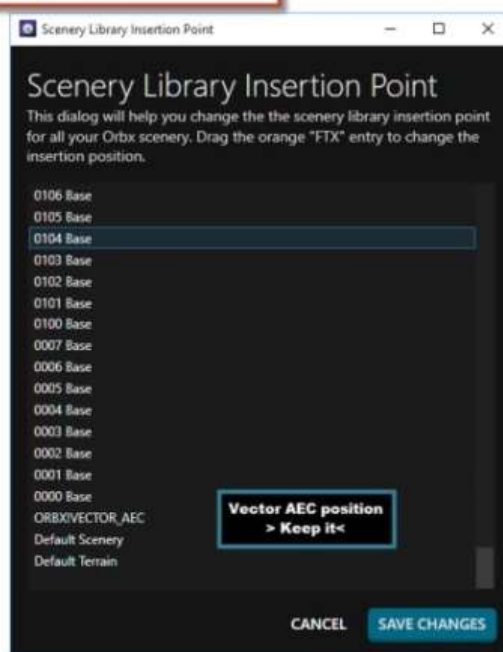
The scenery object testing airport is Annette (PANT). To test, extract then install move this “tester scenery” folder/file to your designated location and setup the sim scenery. Load your sim and set up a flight starting at PANT. Taxi to the runway you and you will see the objects which are reflective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

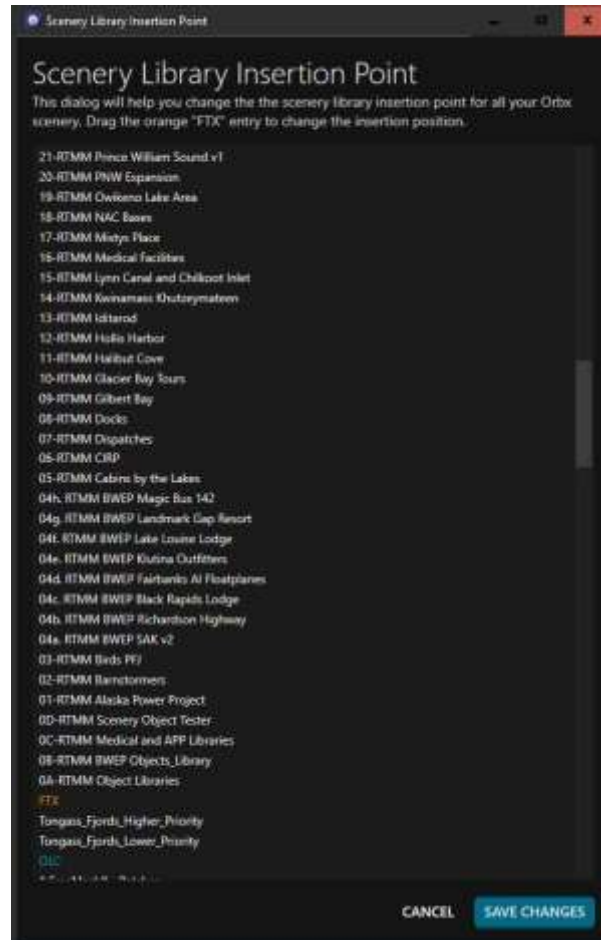
SCENERY ORDER: SIM BASIC SETUP: TONGASS FJORDS X, ORBX GLOBAL, VECTOR, LC, MESH (BASIC)

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

In Prepar3DIn FSXMesh 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 3rd party add-on scenery folders may have slightly different folder names than 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