



We're heading south-east from the county of Valdez-Cordova to Juneau along the gulf of Alaska, through what is known as the Chugach National Forest area.

Scenery

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

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 and PNW

- NA Southern Alaska *
- NA Pacific Fjords
- NA Pacific Northwest

North America Airports (PW)

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

FTX-Payware- PAVD Valdez Pioneer, PAYA Yakutat Airport, PAGS Gustavus Airport, PAJN Juneau International Airport for some extra "Eye Candy". These are nice adds but not mandatory as these airports are contained as default airports in FSX through P3Dv4x without any scenery add-ons.

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

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.

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

*** BWEP: Southern Alaska (SAK) and Richardson Hwy Sections and all associated "Along the Way" pieces for these segments:**

Although this trip we are just making a quick stop in and out of Valdez Pioneer (PAVD), K55 etc and will be travelling in the Valdez Harbor. (This is not a full BWEP Excursion but it is a good time to set up the BWEP Object Library and SAK and Richardson Hwy Sections if you haven't done so). Refer to BWEP Page - <http://return.mistymooring.com/bwep/index.php>

* [Gilbert Bay Airfield](#)

* [Glacier Bay Tours](#)

* [Klutina Outfitters](#)

* [Misty Gustavus](#)

* [Prince William Sound](#)

* [RTMM Missing Cabins](#)

* [SAK - Sea Plane Bases V2.1](#)

* [Wood Lake Research Station](#)

* [Medical Facilities & Dispatches](#) - http://return.mistymooring.com/medical_facilities/

* [MED & App Libraries](#)

* [RTMM Automated Dispatches Scenery](#) –>(*RTMM Dispatch Selector.exe) - BWEP Dispatches > P001M P002E Scenery activated

* [RTMM Medical Facilities](#)

(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.mistymooring.com/object_libraries_build/#objitest.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).

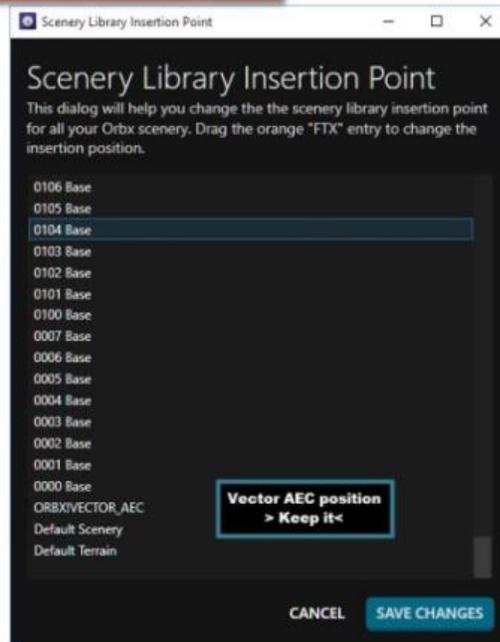
In Prepar3D



In FSX

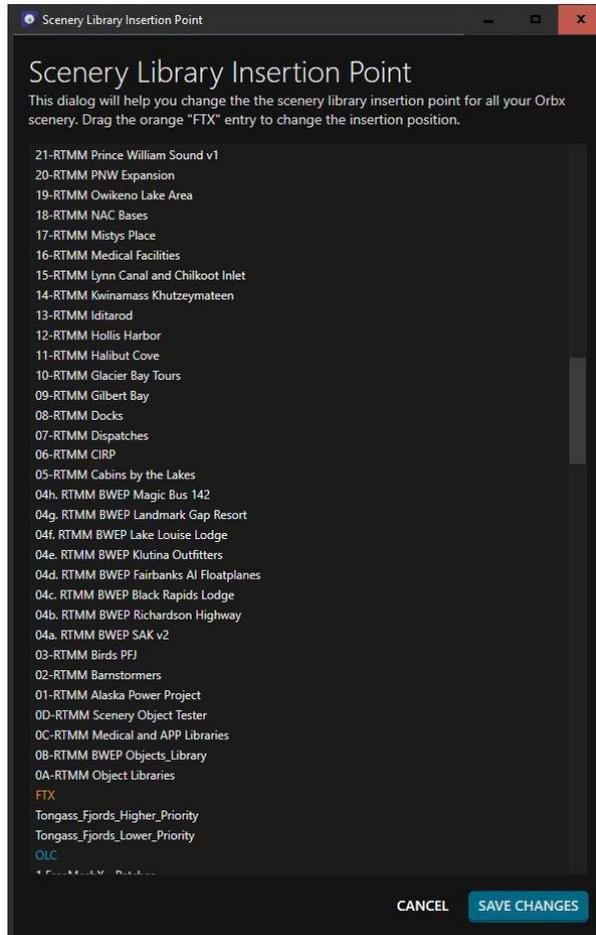


Mesh and Vector positions



TONGASS FJORDS X AND RTMM – SCENERY ORDER

Scenery Order: RTMM Libraries above FTX and RTMM other scenery addons above the RTMM Libraries: (Your 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