

## Fed Ex Terminals for RTMM

Brad Allen has created 9 FedEx terminals for your flying pleasure. These are located at the key airports in the RTMM area. This single scenery folder holding all 9 terminals replaces the terminals you may have already downloaded from RTMM. If you have already downloaded them, you might want to delete those scenery folders and add this single folder. This has been updated to handle FSX, DX10 and P3D. For these to work properly, you must have ORBX PFJ and Tongass X installed. Otherwise down- load them individually, not downloading and installing the “Tongass X-Required” locations.



FedEx Depot - CBM5 (Telegraph Creek) **Tongass X Required** Scenery created by Brad Allen  
Story by Brad Allen

This is a FedEx depot located at Telegraph Creek airstrip for use by any pilots flying in small FedEx aircraft. Primarily for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Tongass Fjords Telegraph Creek airport by adding several small buildings, cargo, FedEx trucks, static aircraft, etc. Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area!



FedEx Depot - CYPR (Prince Rupert, BC) **Tongass X Required** Scenery created by Brad Allen  
Story by Brad Allen

This is a FedEx depot located at the Prince Rupert Airport in British Columbia. An old metal warehouse building and a small depot are what gets the job done here. It's for use by any pilots flying in small FedEx aircraft or anybody else carrying cargo for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Pacific Fjords Prince Rupert airport by adding several small buildings, cargo, FedEx trucks, static aircraft, etc. Of course you can use this scenery with Return to Misty Moorings.



FedEx Depot - CYXT (Terrace, BC) (Updated 02.05.2014) Scenery created by Brad Allen -  
Story by Brad Allen

This is a FedEx depot located at the Terrace Airport in British Columbia. It shares this location with the Misty Moorings Service Facility by Xavier Carre'. It's for use by any pilots flying in small FedEx aircraft or anybody else carrying cargo for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Pacific Fjords Terrace airport by adding several small buildings, cargo, FedEx trucks, static aircraft, etc. Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area! Look for several new features to the Misty Moorings buildings as well. I added signs to the restaurant and hangar and some smoke for the BBQ being cooked. Mmm, mmm, good!!



FedEx Depot - PAFE (Kake) (Updated 04.05.2014) Scenery created by Brad Allen – **Tongass X Required** Story by Brad Allen

This is a FedEx depot located at Kake airstrip for use by any pilots flying in small FedEx aircraft. Primarily for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Tongass Fjords Kake airport by adding several small buildings, cargo, FedEx trucks, static aircraft, etc. Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area!



FedEx Depot - PAKT (Ketchikan, AK)  
Scenery created by Brad Allen (Version 2.1 updated 02.05.2014) Story by Brad Allen

This is a FedEx office located at the Ketchikan International Airport. An old wooden hangar that is animated by the way, is ready for FedEx small aircraft during inclement weather and when in need of repair. There is also several support buildings. It's for use by any pilots flying in small FedEx aircraft or anybody else carrying cargo for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Pacific Fjords Ketchikan airport by adding several small buildings, cargo, FedEx trucks, static aircraft, etc. Of course you can use this scenery with Return to Misty Moorings.



FedEx Depot - PAKW - Klawock, AK (Updated 05.04.2014) Scenery created by Brad Allen  
Story by Brad Allen

This is a FedEx depot located at Klawock Airport for use by any pilots flying in small FedEx aircraft. Primarily for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area!



FedEx Depot - PAPG - Petersburg, AK (Updated 02.05.2014) Scenery created by Brad Allen  
Story by Brad Allen

This is a FedEx depot located at Petersburg Airport for use by any pilots flying in small FedEx aircraft. Primarily for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Tongass Fjords FedEx depot at Wrangell by adding several FedEx trucks and some cargo. Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area!



FedEx Depot - PASI - Sitka (Updated 02.05.2014) Scenery created by Brad Allen – **Tongass X Required** Story by Brad Allen

This is a FedEx office headquarters located at Sitka Airport for use by any pilots flying in small FedEx aircraft. Primarily for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Tongass Fjords FedEx location at Sitka by adding several FedEx trucks, cargo, static aircraft, etc. Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area!



FedEx Depot - Wrangell, AK – PAWG – **Tongass X Required** Scenery created by Brad Allen  
Story by Brad Allen

This is a FedEx depot located at Wrangell Airport for use by any pilots flying in small FedEx aircraft. Primarily for use in the vNAC (Virtual Northern Air Charters) FedEx division found here: <http://vnac.org/vnacmain/index.php/> This scenery enhances the Tongass Fjords FedEx depot at Wrangell by adding several FedEx trucks and some cargo. Of course you can use this scenery with Return to Misty Moorings as we expand into the Tongass Fjords area!

***And as a BONUS ... Hollis Harbor***

There is a 10<sup>th</sup> Fed Ex Facility. It is tucked neatly in the beautiful Hollis Harbor scenery package. We highly recommend you also download Hollis Harbor to complete your set and get one of the more complex and beautiful scenery locations created at RTMM.

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***Before you install...***

These FedEx Terminals fit only within ORBX and Tongass Fjords BASE sceneries. If you have added an overlay airport that includes on of these, then you must do the following:

Example: You have added the PAKT addon ....

- Go to the FedEx Terminals Folder.
- OPEN the SCENRY folder
- Look for "fedex\_pakt\_ ..." and delete that bgl file

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**DESIGNER CREDITS**

- Scenery Locations created by Brad Allen
- Storylines compiled by Brad Allen
- FedEx Trucks by Kevin Wynn

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**DESIGNER NOTES**

This scenery is a fictitious enhancement to an area inside the ORBX/FTX Pacific Fjords region. It's not a representation of a real world location and any similarities are purely coincidental. Hope you enjoy this destination.

This is an update to the original version. It adds seasonal trees and other enhancements to give this location a new look.

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**REQUIRED SCENERY**

The surrounding scenery this package is designed to work with and fit in is the ORBX scenery area "Pacific Fjords." If you haven't got this scenery region by ORBX, this file will probably not work for you. These scenery addon's are for use with Microsoft Flight Simulator X and all versions of Prepar3D.

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## REQUIRED OBJECTS

NOTE: You must have the complete collection of required object libraries from Return to Misty Moorings installed and activated in the simulator to properly see this scenery displayed as designed.

To get to the RTMM Object Library page, you can start here:

[http://www.return.mistymoorings.com/object\\_libraries\\_build/](http://www.return.mistymoorings.com/object_libraries_build/)

Complete the installation of all the required RTMM Object Libraries before trying to use this scenery.

NO ORBX OBJECTS ARE USED IN THE DESIGN PROCESS.

There may be updates to this scenery at a later date.

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## INSTALLATION

Unzip the file to a temporary folder.

Place this scenery areas main folder and it's sub level folder named "Scenery" and all files in that folder into your sim's "Addon Scenery" folder.

Move the flight plan to your designated flight plan folder.

Start up the simulation.

Add this new scenery into your "Addon Scenery" collection as required by your simulator.

Let the simulator recompile your scenery library.

Go out and discover your new destination!

Please make sure the new scenery folder is above any ORBX entries in the Scenery Library.

(NOTE: Remember to see Seasonal Trees and Foliage installation instructions below.)

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## SEASONAL TREES AND FOLIAGE INSTALLATION INSTRUCTIONS

This Scenery is able to use the RTMM Season Switcher so please download the RTMM Scenery Switcher utility located here: ([http://return.mistymoorings.com/getting\\_started/index.php#6](http://return.mistymoorings.com/getting_started/index.php#6)) and read the included readme file for detailed installation and operating instructions.

There are five options to select from. You can select "No Season" which will take you to the summer season as default and you can select Spring, Summer, Fall and Winter.

When you run the RTMM Season Switcher.exe shortcut for the season you plan to visit, some of the objects <(e.g. trees, grasses, ground cover, etc.)> may change accordingly and the scenery, in most cases, will be displayed to match the season better. When you're ready to change seasons again, simply close the simulator and run the RTMM Season Switcher.exe shortcut again and make your new choice as explained in the RTMM Season Switcher readme file.

If you never run the RTMM Season Switcher, the default (no season chosen) summer scenery will display and, though it will look okay in any season, it will not have the integrated look and special seasonal objects that a specific seasonal choice might provide when using the season switcher utility. If you choose to use the season switcher then remember to switch your season to match your chosen season selection in the flight before you start up the simulator.

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## **DOCUMENTATION**

READ ALL OF THE INSTALLATION FILES IN EACH OF THE INCLUDED ZIP FILES WE PRODUCE. THEY ARE NOT ALWAYS GOING TO BE THE SAME!!

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## **DISCLAIMER**

User accepts all risk associated with this scenery file. AUTHORS WILL NOT BE HELD ACCOUNTABLE FOR ANY DAMAGE TO USER SYSTEM HARDWARE.

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- No charge, fee or monetary amount may be made from this archive. It's free and must remain that way!!
- The authors' rights and wishes concerning this archive must be respected.
- Flightplan and map created with Plan-G. <http://www.tasoftware.co.uk>

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