



We are currently at Valdez and will travel in a huge circular excursion spanning the Valdez-Cordova area, a portion of the rugged RTMM's BWEF. Fairbanks area with the most northern location being Anaktuvuk Pass before heading west towards Bettles, before dropping in to see the busy area of the Anchorage area before finally returning to Valdez via the gulf of Alaska. This is one of my favorite trips so far and location packed. We are in prime scenic area of ORBX-SAK, and plenty of RTMM scenery enhancements.

### Scenery

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

Note: In this excursion, the major sim airports in this trip are contained in the default sims but not the RTMM locations which are required so you will require these as well the FedEx Terminals.

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
- NA Pacific Fjords \* (\*PFJ is required for this trip).
- NA Pacific Northwest

### FTX North America Airports

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

**FTX Payware** – PAKT Intl: This is a nice “eye candy” add-on but is not mandatory as a default version of this airport is contained in your sim.

2. **FSADDON Tongass Fjords X** <https://fsaddonshop.com/products/tongass-fjords-x>

This is a great add-on for this area and is required. P3Dv4x users please ensure the 40 terrain entries are set up in your terrain.cfg file and you have updated the Tongass AI models: Please refer to : [http://return.mistymoorings.com/getting\\_started/index.php#9](http://return.mistymoorings.com/getting_started/index.php#9)

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

RTMM Scenery add-ons brings many, many interesting 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](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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**RTMM Add-on Scenery Locations Required\* for this excursion or added "Eye Candy":**

**<http://www.return.mistymoorings.com/scenery/>**

**Aiken Creek Camp**

**Baird-LeConte Glacier Tour**

**C.I.R.P. PAKT Office**

**CU Ranch**

**Dan's Hideaway**

**Daredevil's Roost**

**FedEx Terminals\***

**Fleet Bay Parts Dock**

**Glacier Bay Tours**

**Goose Bay Cabin**

**Herring Bay Cannery and SPB**

**Hidden Inlet Lake Cabin**

**Hidden Inlet Retreat**

**High Lake Cabin**

**Hollis Harbor\***

**Honker Lake Cabin**

**Hunter Bay Cannery**

**Ketchikan Harbor**

**Klawock Snow Dog Tours Ops Base**

**Luelia Lake Cabin**

**Mike Mann's British Columbia Lighthouses**

**Miller Lake**

**Mountain Rescue #1**

**PAKT Ferry**

**Prince Rupert Shipping Scenery**

**RTMM Missing Cabins**

**RTMM Docks**

**Sarkar Lake**

**Sea Rescue #1**

**Skeena River Life**

**Skeena River Lodge**

**Skeena River Run**

**S.I.R.P. Stikine Icefield Research Program**

**Staney Creek Cabin**

**Summit Lake Resort**

**Sweetwater Lake Cabin**

**Terrace (BC) Misty Moorings Service Facility**

**The Landings (At Alastair Lake)**

**Totem Bight Lodge and Operations Center**

**[USFS] United States Forestry Service Cabins**

**Yehiniko Lake and Airstrip**

**P3Dv4x Users:**

- [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/#objtest.File](http://return.mistymooring.com/object_libraries_build/#objtest.File):  
(Scenery Object Tester 09.25.2016 - BWEF 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 3<sup>rd</sup> 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).

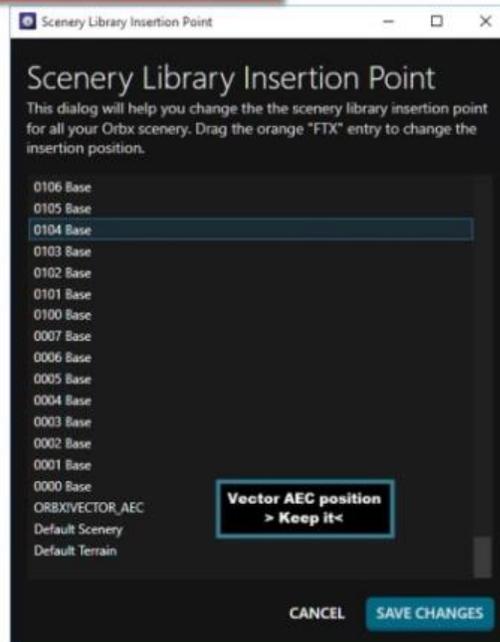
In Prepar3D



In FSX

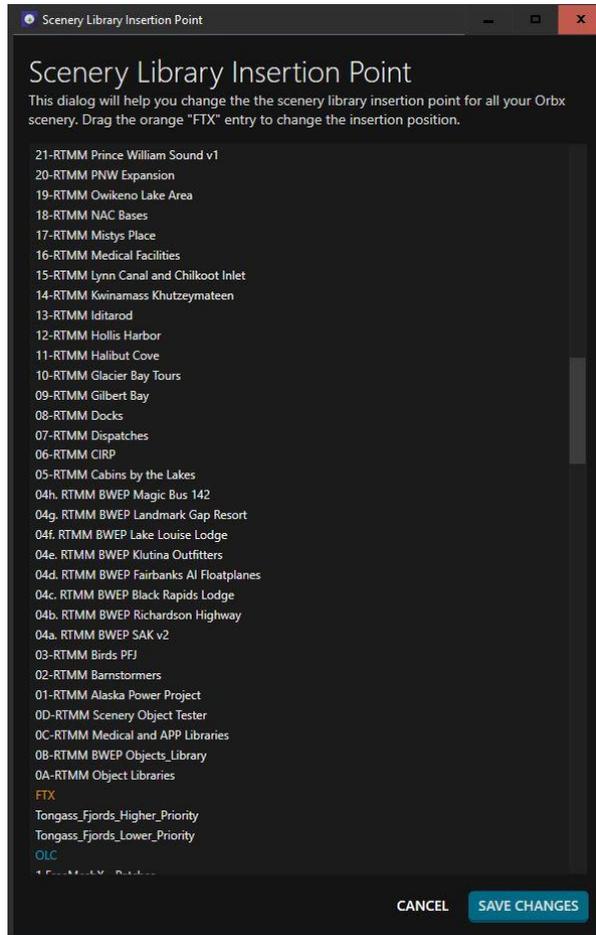


Mesh and Vector positions



TONGASS FJORDS X AND RTMM – SCENERY ORDER

Scenery Order: RTMM Libraries above FTX and RTMM other scenery addons above the RTMM Libraries: (Your 3<sup>rd</sup> 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