MFC - SCENERY REQUIREMENTS - MFC0048C CHRISTMAS CHEER 2020

This tour or excursion takes place in Ketchikan and surrounds RTMM's Misty's Place (PF20). It covers a @ 30 nm radius round Ketchikan in the prime Misty Fjords area. The main scenery add-ons are Orbx Pacific Fjords (PFJ) regions, Tongass Fjords X and of course RTMM scenery add-ons.

For this prime area of Alaska, there are great scenery add-ons which greatly enhance the scenery for this area which are:

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

Note: In this excursion, only some of the departure and destination airports in this trip are contained in the default sims. There are many that can be and exist only by the addition of RTMM Scenery in your sim. Most of the POI along the way are created by the RTMM scenery add-on pieces.

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

- *FTX/ORBX Scenery (Payware)* https://orbxdirect.com/ If using FTX/ORBX: The following packages 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: Regions
- NA Pacific Fjords

  Other ORBX/FTX regions that will be covered in subsequent excursions:
- NA Southern Alaska
- NA Pacific Northwest

North America Airports:
FTX Payware: Ketchikan (PAKT), (later all the ORBX payware airports for Alaska but not mandatory as these airports are default on your sim just with less enhancements)

FTX Freeware
- NA Global NA Airport Pack enhances many of the default airports in this excursion and through all of NA.

- *Tongass Fjords – Payware by FSAddons -* https://fsaddonshop.com/products/tongass-fjords-x
This is not only a landscape enhancement (mesh, roads, rivers, coastlines and textures) but it also includes three highly detailed and **realistic airfields and settlements** in the region (**Sitka, Wrangell and Petersburg**), as well as **17 photo-areas, hand-placed autogen, moving AI traffic and special AI floatplane traffic**!!
(Note: P3Dv4 users please see RTMM forum for updated Tongass Fjords X AI traffic models by Steve Weinkamer, Dex Thomas, Rod Jackson - AI Aircraft for Tongass X

We will be flying all over this area and we will be landing at a couple of locations: but these are SPB (so no land airport or runways!!) No to worry there is lots of water to land. In any event, this is a great add for Alaska and is complimentary with ORBX and RTMM.

- *Return to Misty Moorings (RTMM) - Freeware*

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. http://return.mistymoorings.com/

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RTMM Required Scenery

RTMM Scenery Object Libraries are required: 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)

Addon RTMM Locations Needed for this Misty's tour:
Click on Links below to download any location you don't have and install.

- Misty's Place PF20* by Brad Allen, Airstrip by Kim Gowney, Enhancements Doug Linn
- Misty's Old Yacht Club - by Xavier Carre' and Brad Allen
- RTMM Missing Cabins - By Several RTMM Team Members
- Alaska Power Project (PP12-Triangle Lake Hydro) - By the Dr Thomas Menzel, Doug Linn and the RTMM Team
- CU Ranch - by Chris Losh
- Annette Island Fly-in by Brad Allen
- Scenery Tester for a nice show at Annette Island
- Metlakatla Jetty - By Doug Linn
- Hang Em High Resorts - By Doug Linn- Special Objects by Steve Weinkamer
- Herring Bay Cannery and SPB - by Brad Allen
- Totem Bight Lodge and Operations Center - by Doug Linn
- Luelia Lake Cabin - by Doug Linn
- Ketchikan Harbor - by Rod Jackson
- PAKT Ferry (For PAKT=SP1 ONLY) - By Rob Abernathy and Scenery by Jeff Greene
- Yes Bay Lodge – (which includes Harriet Hunt Lake Fishing) - by Jacques Alluchon and Xavier Carré, with Dexter Thomas and Klaus Tröppner

(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: Best to just add (over-time) all of the RTMM add-on scenery locations as we are eventually going to explore it all.

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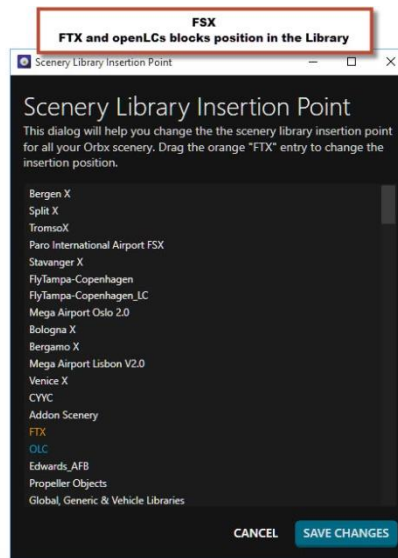
SCENERY ORDER: SIM BASIC SETUP: TONGASS FJORDS X, ORBX GLOBAL, VECTOR, LC, MESH (BASIC)

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).
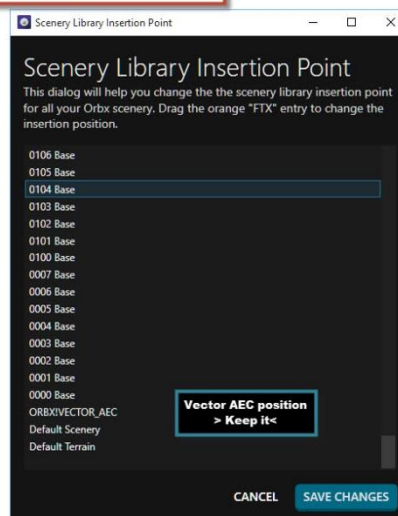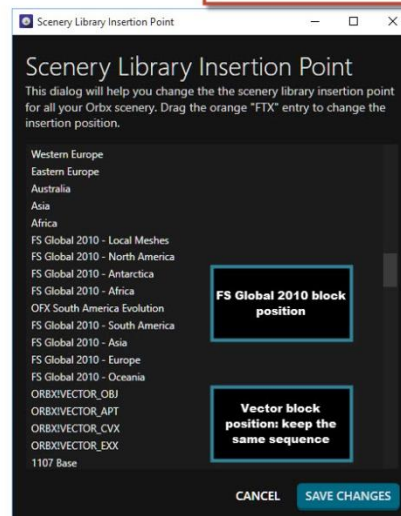
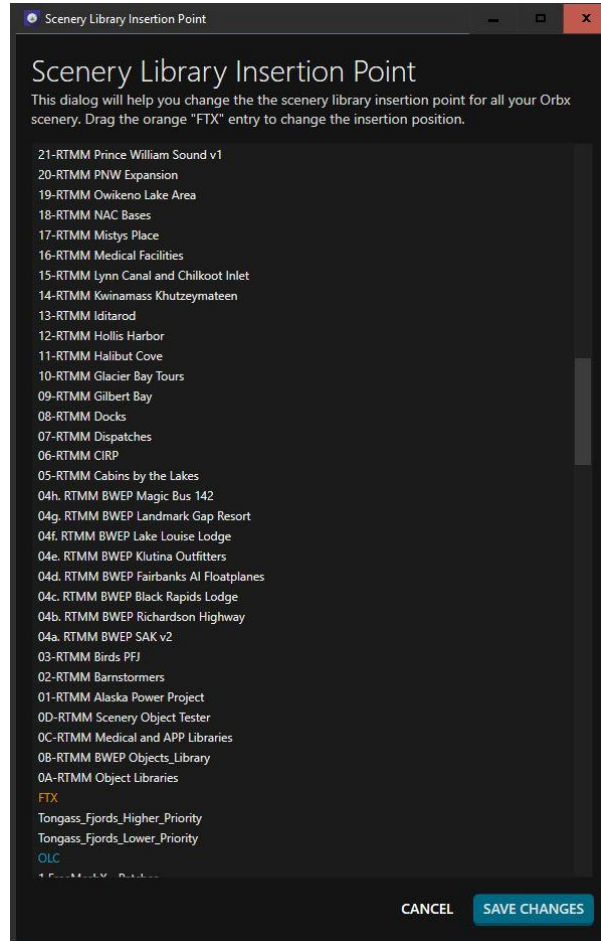*In Prepar3D*   *In FSX*
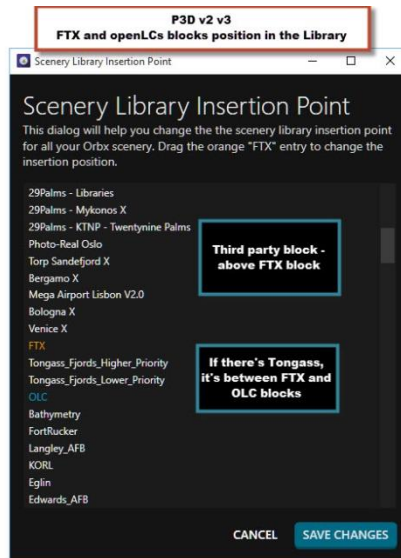
TONGASS FJORDS X AND RTMM – SCENERY ORDER

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)

If you have any issues or problem setting up your scenery, just let us know and we will be glad to assist you.

Norm Richards
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MFC0002
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