



Scenery add-ons that is necessary for RTMM Areas (Area 1, 2, 3, 4 as below). (ORBX)

This excursion takes place outside any of the ORBX regions

The following packages greatly enhance the terrain when we go outside ORBX regions:

(**** Indicates mandatory to use to generate airport or airport references (Airport ICAO) for your sim). (Refer to ORBX Direct- LINK: <https://orbxdirect.com>)

- ORBX-Global BASE Pack
- ORBX-Global Vector
- ORBX-Global open LC North America
- ORBX-Global Trees HD
- ORBX-NA Payware Airports as indicated by the Tour details:
- ORBX-Global Airport Pack and other assorted (Freeware) Airports**** ([ORBX Link](#)) (*See airport list below for airports in this excursion)

Map/Product LINKS:

1. **Complete Map Orbx Products:**
<https://www.google.com/maps/d/embed?mid=1oMki4fAsILZKQICQIn2fNSvzG0&ll=23.913177017039025%2C-108.22483874999995&z=3>
2. **ORBX Airports Freeware and Payware Map:** https://www.google.com/maps/d/viewer?mid=16TLldaoxxmFv7wOWfYyM8zV-bqM&hl=en_US&ll=45.23869167534743%2C-113.40962010167561&z=5

The Orbx Freeware Airport Pack is a great bonus for many airport enhancements in many of these excursions and there are other separate ORBX freeware airports by ICAO. The payware ORBX airports are not mandatory but do add “eye candy” at that airport so if you’ve already got em’ use’ em!).

RTMM add-on scenery:

ALL in one Download Files:

(Complete RTMM master or RTMM add-on: PAGE LINK: <https://return.mistymoorings.com/scenery/#install>)

Includes ALL of the RTMM scenery pieces and required libraries in a very easy setup.

If you prefer single file downloads and your own install: the following RTMM Object libraries and add-on scenery pieces are required for this excursion:

RTMM Libraries: https://return.mistymoorings.com/object_libraries_build/index.php

BWEP Scenery Downloads:

(BWEP PAGE: LINK: <https://return.mistymoorings.com/bwep/index.php>)

BWEP Object Library - by Steve Weinkamer (Latest build - 05.30.2017)

BWEP Airports - by RTMM Team: (choose correct version for your sim)

BWEP Gates of the Arctic - by Brad Allen - (Added 12.06.2019)

BWEP North Slope - by Brad Allen - ([Refreshed 02.17.2020](#)) **

Includes:

Deadhorse - PASC

Sagwon - SAG*

Galbraith Lake - PAGB

Happy Valley Airstrip - PF67

(* In this segment note: For NonV5 Prepar3D users: (FSX through P3Dv4x), SAG* must be 'disabled' in ORBX Global Vector Airport Elevation Corrections (AEC) to display correctly. (Not applicable to P3Dv5x)

RTMM Automated Dispatch Selector Scenery 06.13.2019* : Page LINK: https://return.mistymoorings.com/here_to_there/#dispatch

(*Note: If using the RTMM Complete Master or RTMM add-ons, the Dispatches are already installed and all are turned ON.)

The following excursion will be the last section of the next BWEP segment: MFC0063 BWEP North Slope (PAGB to PASC)

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



RTMM Scenery Website: <http://return.mistymoorings.com/>
Misty Flying Club: <http://www.mistymooringsflyingclub.com/>
Discord App (Comms): <https://discordapp.com/developers>
MFC Discord Server (Comm): <https://discord.gg/Q4Tm872>
JoinFS (Multi-Sim Client): <https://pmem.uk/joinfs/> *
JoinFS Group Server*: aviator.digitalthemepark.com
FScloud (Multi-Sim Client): <http://www.fscloud.net/>

Credits:

RTMM Team – RTMM Website, Scenery Design and Enhancements
MFC VA Website Build: Henry Kirk MFC0001 (2018)
MFC VA Flight Systems/Tour Design & Builds: Norm Richards MFC0002/January 2021
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