

**FSX-P3D Scenery Requirements MFC0066 Coastal Alaska-Kodiak Island**

This trip takes place outside the Alaska ORBX regions. Kodiak island coverage is currently outside the RTMM scenery development area however we travel this excursion to the largest Island of the Aleutian chain, Kodiak Island, to see the natural landscapes of the island. Your sim does capture the scenic aspects of this Island and the airports/seaplane bases surrounding the Island.

[https://en.wikipedia.org/wiki/Kodiak\\_Island](https://en.wikipedia.org/wiki/Kodiak_Island)

**Add-on Scenery Requirements:**

**RTMM Add-on Scenery: RTMM Add-on Master Scenery Pack (FSX) Or RTMM Add-on (P3Dv4/P3Dv5) for all RTMM scenery pieces**

[https://return.mistymoorings.com/s\\_install/index.php](https://return.mistymoorings.com/s_install/index.php)

Or for single pieces:

**RTMM Kodiak Island Airfields:**

**LINK:**

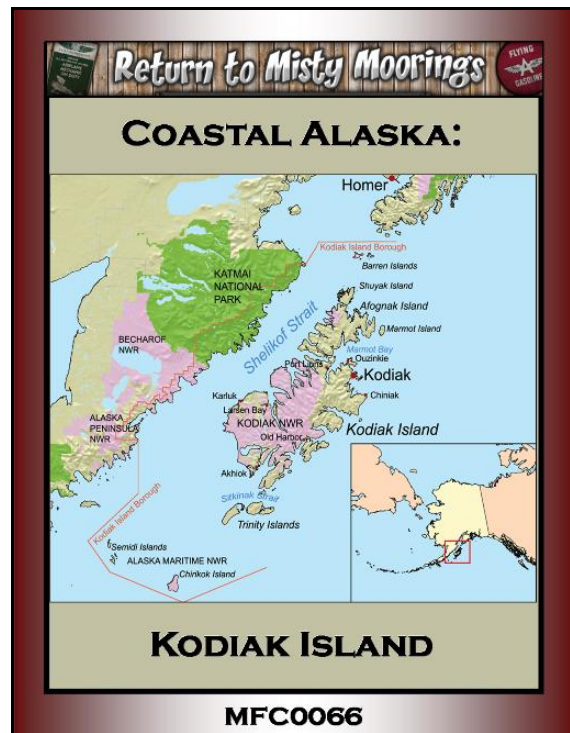
[https://return.mistymoorings.com/s\\_scenery\\_rtmm/zipfiles/kodiak\\_island\\_airfields/Kodiak%20Island%20Airfields%20v5.zip](https://return.mistymoorings.com/s_scenery_rtmm/zipfiles/kodiak_island_airfields/Kodiak%20Island%20Airfields%20v5.zip)

**(RTMM Object libs are also required)**

**There are also a few payware add-ons that are a nice to have but are not mandatory. (Refer to Orbx Direct- <https://orbxdirect.com/>)**

**FSX-P3Dv1-4:** ORBX LC NA, Global Base, Global Vector, Global Airport Pack (Freeware) are a nice add but not mandatory.

**P3Dv5:** ORBX LC NA, Global Base, Global Airport Pack (Freeware) are a nice add but again not mandatory.



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