

Petersburg Ranger District Cabins

United States Forest Service

WELCOME to the Petersburg Ranger District Cabins Scenery Set from RTMM. These are installed the same as any, open the zip, check the README (this document), and put the mod into your community folder. Here is a list of the cabins involved and my comments on putting them into the FS2020 Scenery:

The most used cabin object is the Hunter Cabin that is a model made for Tongass Fjords. These are very small 12X14 feet cabins and look similar to the real ones. There are also “A” frame Hunter cabins that are different in structure.

The cabin scenery locations were created using the ORBX 5 meter Alaska Mesh. Turning it on and off makes no difference in the locations or topography for these cabins.

If you want to know more about each of the individual cabins, if you look at the location name on the RTMM WayPoint table, it is a link. If you click on that link, it takes you to the USFS webpage for the details on that cabin.

1. **Beecher Pass Cabin – BEEP** - This is a Hunter Type cabin. We had to delete water along the shorelines for some distance, then add a flatten to that. This was basically a cliff-like shoreline. The cabin's actual altitude is “sea level” so the cliffs were wrong (and fixed).
2. **Big John Bay Cabin – BJBC** - This is a Hunter Type cabin. It is located in a vast-open tundra like area. You can easily land a Tundra plane about anywhere near the cabin. There is a water runway and ICAO for this one. You will see a small dock that is part of this little complex. We made a path from the dock to the cabin to enhance this location.
3. **Brieland Slough Cabin – BRIC** - This cabin location is interesting, it is on a “slough” (we would call it a large sand bar). The entire coastline had to be fixed by taking water away from the edges, then putting a flatten on that whole area that gave the coastline a flat appearance (as it really is) rather than a cliff-like appearance. This is a simple Hunter A frame cabin. The nearby islands had to be fixed from being cliffs with only half vegetation on them to what you will see.
4. **Cascade Creek Cabin – CCUC** - This is a Hunter Type Cabin. The shoreline should have been at sea level, it was not. So we leveled it, but made sure to have the peak behind it remain intact as this is a real feature. Cosmos Peak goes to 5000 feet behind the cabin.
5. **Castle Flats Cabin – CFUC** - This a Hunter type cabin. This is located on one of the extending peninsulas of the Castle River outfall. It a very flat, slough-like terrain. Keep in

mind the Castle River Cabin is only a mile or so away on the Castle River Trail that is behind the cabin.

6. **Castle River Cabin – CARC** - The river was a bumpy (non-formed) dry bed. A flatten was added in a “river” polygon, then we duplicated that and added “river water” to it. We had to do some flattening at the outfall of the river. This one is difficult to get to. Red and Green buoys have been placed for you to follow the shallow channel from the outfall to the cabin's location. I suggest a wheels-down amphibian for this. This is a Hunter A Frame type cabin. This cabin is only a mile or so from the Castle Flats Cabin.
7. **DeBoer Lake Cabin – DBUC** - This was the worst possible terrain scenario to start with. There was no lake, no lake outline, no “flattened” area indicating a lake, just a bumpy, rocky valley between the mountains. I created the lake from scratch, using Google Earth sat maps for reference. This is a small A-Frame cabin on a high mountain lake. Unfortunately, the cabin is scheduled to be torn down in 2021.
8. **Devils Elbow Cabin – DEVE** - Terrain problem (high) at cabin location, flattened. Added trees to make it “shady” as stated. Water polys were different colors in the area, I used APRON to blend them better. Removed water from edge of nearby areas. This is an A Fram cabin.
9. **Harvey Lake Cabin – HARV** - This one was easy. The lake was formed beautifully, there were no terrain problems in the area. Placed the cabin, aprons and objects ... done in about 11 minutes flat including the “airport”.
10. **Kadake Bay Cabin – KADA** - The “slough” area was not flat. Flattened it first. Then created the “river” that goes up past the cabin and colorized it with an apron. Put in the cabin where it should be. Added buoys (red/green) so people could find the location. **NOTAM:** it is important you travel the “river” with wheels down. There are some shallow spots where you could get grounded. Once landed, facing the slough area (looking south) ...the river entrance is to the right. Look for the buoys and follow them.
11. **Kah Sheets Bay Cabin – KAHB** - This cabin is near a slough area you must navigate through to reach the cabin. There are marker buoys marking the channel. If you don't use the channel, you may run aground. This is a small Hunter type cabin on a 120 foot bluff overlooking the slough. There is a small dock and a trail leading up to the cabin. This is bear country, so be careful!
12. **Kah Sheets Lake Cabin – KAHS** - This is an A Frame set back from the water and connected by a trail. The “white ghost” of the cabin and floatplane dock were easy to see on Google Earth, so those were exactly duplicated. There were some problems with the water in the area (a large dry streak) this was all fixed.

13. **Petersburg Lake Cabin – PLUC** - A double bunk Hunter with a nice porch on Petersburg Lake. This was a simple one to build, with very little terraforming or lake-scaping to do.
14. **Portage Bay USFS Cabin – PBUC** - Simple Hunter Style cabin on a long, wide beach. The problem here was “differentiating” the shoreline, where the water stopped, sand began. Deleted the water out to the edge of the “white ghost” sand all along about 2 miles of the beach. Also put a pier out to the water (spanning the beach) with a boat on the end to indicate where the water starts.
15. **Ravens Roost Cabin – RAVN** - On a mountaintop with a wide open, bumpy, rough, landing area for a tundra equipped aircraft. For our heli pilots, I also put a helipad there (although there is not one at the “real” location). This is a two story cabin so people can access the “upper door” if the snow is too deep to get in at ground level! To start with a Tundra aircraft, start on the “runway”. To start on the helipad, start at Ramp Gate H.
16. **Salt Chuck Cabin – CHKE** - A small A Frame cabin in a very flat slough-like area. There is a small dock I added so you could see the land/water interface.
17. **Spurt Cove Cabin – SCUUV** - A hunter style cabin with a porch in a cozy cove with several sandy beaches. The sandy areas went up the sides of hills, and the one in front of the cabin was terrain, not sand. Leveled all of the sandy beaches, lowered the cabin, flattening its position and added some vegetation.
18. **Swan Lake Cabin – SWAN** - This is a small A-frame cabin at the end of a very narrow and short lake. It is a short landing zone. Located in a beautiful valley.
19. **Towers Arm Cabin – TOWA** - A Penebode type cabin located out in a rather vast flat tundra-like area but on a water 'arm'. You can use either an amphibian, heli, or tundra equipped aircraft to land here. Be sure to travel by water up the little water arm with wheels down, it is very shallow.
20. **West Point Cabin – WPUC** - Simple A Frame cabin on a nice point of land. There was no vegetation on the point, that was added. Simple construction. This has a wide beach and you can land with tundra equipped aircraft. Also plenty of room for a helicopter approach and landing.

Summary:

It seems each group of USFS cabins we do poses a new array of interesting problems to solve when working with the FS2020 terrain. We have done our best to give you the accuracy necessary to make flying to these as realistic as possible.

We hope you enjoy seeking them and finding them.

Doug/RTMM

=====

COPYRIGHT AND LEGAL STATEMENTS

Return to Misty Moorings (RTMM) is a freeware site made up of a volunteer team that creates fascinating and beautiful scenery locations in the RTMM "area". The RTMM area is currently defined as southern Alaska (bounded by Anchorage to the north and Homer to the west), southwestern British Columbia and western Washington state.

=====

DISCLAIMER

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

=====

COPYRIGHT and LICENSE

This scenery is released as Freeware. As freeware you are permitted to distribute this archive subject to the following conditions:

- The archive must be distributed without modification to the contents of the archive. Re-distributing this archive with any files added, removed or modified is prohibited.
- The inclusion of any individual file from this archive in another archive without the prior permission of the author is prohibited. This means, for example, that you may not upload an archive that uses this texture set with your own scenery or include it in a package containing any other scenery without first obtaining the authors' permission.
- 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.

Copyright 2021 by Return to Misty Moorings. All Rights Reserved

=====

Microsoft Flight Simulator © Microsoft Corporation. "**Petersburg Ranger District USFS Cabins**" was created under Microsoft's "Game Content Usage Rules" using assets from Microsoft Flight Simulator and it is not endorsed by or affiliated with Microsoft.

<https://www.xbox.com/en-US/developers/rules>

