MSFS Scenery Requirements MFS0019 The Trench (Part 1) Prince Rupert BC to Pocatello ID

Prerequisites:

RTMM MSFS Scenery Page LINK: https://return.mistymoorings.com/z20_scenery/index.php

- RTMM FS2020 OBJECT LIBRARY
- RTMM Effects Library
- RTMM Test Object Library

- Windy Things - 3rd Party Mod: https://flightsim.to/file/14024/windy-things
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RTMM Scenery Add-ons Required for this excursion: (on the RTMM MSFS Scenery Page):
El Capitan Lodge - By Doug Linn
Lighthouses for AK by RTMM - By Doug Linn
Lighthouses for BC by RTMM - By Doug Linn
(Might as well just put in all of the MSFS add-on scenery pieces).

Other Mods We Recommend for RTMM (Not Mandatory by any means) just to name a few for this excursion:

Freeware: Site: https://genaiss.com/other-interests

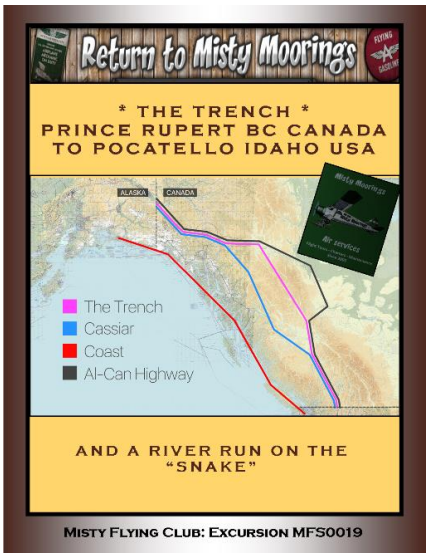
Terrace CYXT: https://drive.google.com/file/d/1QNJ0sNi_Tak2JRy8PureYQF9DOX0eFL1/view
Woodcock CBQ8: https://drive.google.com/file/d/1Bq1d1aZ2iaw9BENFOP2uv2d9srSEp4pU/view
Houston CAM5: https://drive.google.com/file/d/1zHvdyDxazz3ffYViJAHCBknVNuYUFuZG/view
Burns Lake CYPZ: https://drive.google.com/file/d/1JFOq98CHd1LuhNvDXJhzZfcQ0xND1S7R/view
Vanderhoof (CAU4):https://drive.google.com/file/d/1JFOq98CHd1LuhNvDXJhzZfcQ0xND1S7R/view
Prince George (CYXS):
https://drive.google.com/file/d/1ZGUXH_gmHczjmFMa0VpmY3hVxJ7UWtJB/view
Quesnel (CYQZ): https://drive.google.com/file/d/1i0HxPm8whOfYTrHKwCR6K_4XJk0LQdzb/view
Williams Lake (CYWL): https://drive.google.com/file/d/1cD0I1uKO948nRe3I3iWwzzbRlAWF5R_z/view

Freeware: Site: Flightsim.to:

MSFS Add-on Linker - Flightsim.to LINK (organize your mods easily and safely)

Vancouver Island 15m DEM (Mesh): https://flightsim.to/file/15218/vancouver-island-canada-15m-dem-high-resolution-terrain-elevation-data-from-lidar-imaging
Victoria CYYJ Improvements: https://flightsim.to/file/15496/victoria-cyyj-improvements
Victoria Foliage & Water Clean-Up: https://flightsim.to/file/23937/victoria-foliage-water-clean-up-bc-canada
CYYJ Victoria Dock: https://flightsim.to/file/24311/cyyj-victoria-dock
CYBL Campbell River: https://flightsim.to/file/4032/cybl-campbell-river-british-columbia
CAT4 Qualicum Beach: https://flightsim.to/file/13930/cat4-qualicum-beach-airport
CAT4 Flatten: https://flightsim.to/file/22292/cat4-qualicum-beach-airport-flatten-for-use-with-vancouver-mesh
City of Vancouver: https://flightsim.to/file/17408/vancouver
Vancouver Harbour: https://flightsim.to/file/16409/cyhc-vancouver-harbour-flight-centre
Vancouver Bridges: https://flightsim.to/file/5314/vancouver-bridges-vancouver-bc-canada
Pacific Rim Coastline & Tree Fixes: https://flightsim.to/file/26405/pacific-rim-coastline-tree-enhancements

Lillooet CYLI: https://flightsim.to/file/11920/cyli-lillooet-municipal-areodrome-bc
Lytton (CYLY): https://flightsim.to/file/5142/lytton-cyly
Hope (CYHE): https://flightsim.to/file/5151/hope-cyhe
Spokane (KGEG): https://flightsim.to/file/3913/spokane-international-airport-spokane-wa-usa-kgeg



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