

# Doug's Outfitters and Lodging - V 1.1

*Doug Linn and Xavier Carre'*

**Welcome** to Doug's Outfitters. The theme of this scenery package is the "float trips". You are flown to a remote area up a river, put into a canoe and you then basically float back to the lodge at Doug's Outfitters. There are three key parts to this package:

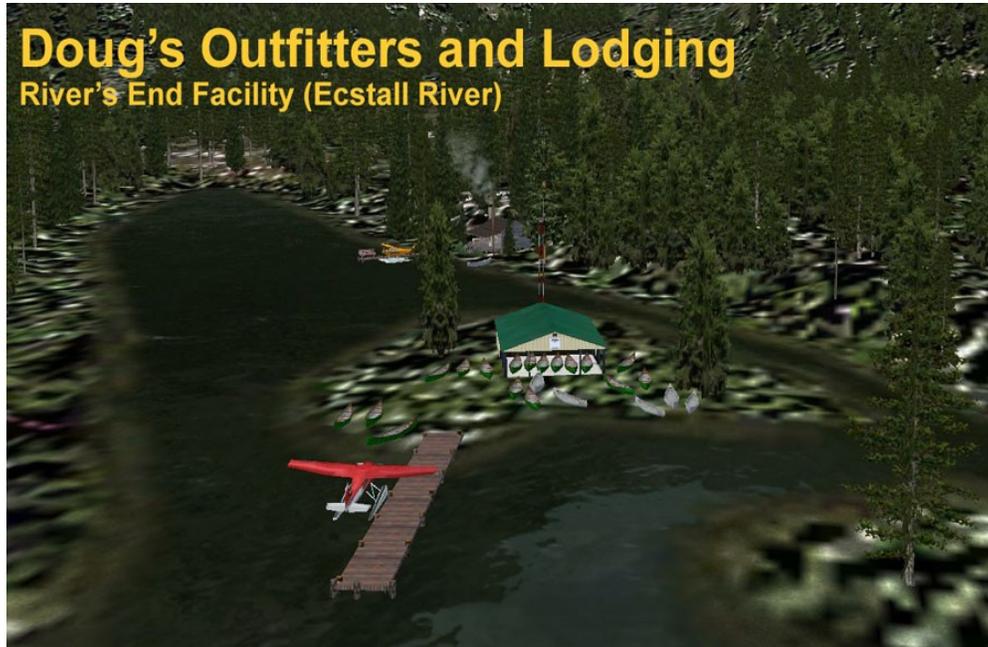


**#1 Doug's Outfitters and Lodging (Outfitters Base Operation)** ... Above is the lodge, some fine little cabins and a base for the canoe operations. Canoes and people are flown from this site out to the two remote locations where people will get into a canoe and float back to the lodge. There is a helipad here and a float plane dock.



**#2 The Lake's End Facility (Sparkling River Run)** This is a difficult river ... it will take some boating skills to safely navigate this beautiful river. You will be flown from Doug's

Outfitters to the remote Lake's End facility ... you may go by float plane or wheeled ... as there is a short strip there. Your plane will also be carrying a couple of canoes on the pontoons. These are continually being shuttled "upriver" so they can be ready for downriver float trips. This river is full of short waterfalls and rapids. The length is only about 5 miles, but it will be a five miles full of adventure.



**#3 The River's End Facility (Ecstall River Run)** This trip starts at the farthest headwaters of the Ecstall River, almost 20 miles of river mileage from Doug's Outfitters. At the headwaters, there is a facility where boats are stored so they will be ready for your trip. There is also a caretaker's cabin up there with some fine fishing in the nearby lagoon. Flying to this location can be difficult. The landing zone is short and tricky, as you are landing on the river itself. This river has only one small waterfall and a small rapids. It is breath-taking scenery all the way. This river takes less skill but a great deal of endurance. A floating helipad is provided.

## OTHER FEATURES



We've even put in Warning Signs to help you navigate the more difficult turns in the rivers. Often it will be difficult to tell if you should bear left or right because you cannot see "around" the next turn. At each of these difficult points, we've placed warning signs so you'll be able to anticipate which way to turn.

You will also find marker buoys positioned so you can center your craft for a safe passage through a waterfall or rapids. (These blink at night, so pilots can follow them).

## Deliverance Cabin

Do you hear a banjo! If yes, then PADDLE FASTER!

This is one of Xavier Carre's latest "objects" from his "river houses" series. This one is on the Ecstall River Run and you will see it going to or from the River's End remote facility.

Along the way you will see wildlife and other interesting features that are tucked back into the scenery package.



## Waterfalls and Rapids (Replaced in Version 1.1)

In version 1.1, the waterfalls and rapids are non-existent. These were used to cover the water anomalies. We have applied "hydro polygon alterations" now to the river-scaping and have "flattened and sloped" all of these difficult areas. This gives you a smooth boat ride up or down Sparkling Creek heading for Land's End or the Ecstall River heading for River's End or returning to the lodge at Doug's Outfitters. Above is an example of what one of the polygons looks like when programming and what the result looks like in the end. You can see the whole "River's End" area is now flat and smooth where before it was nearly not navigable. By adding this new tool to our river-scaping, we can give you a very realistic voyage up any of these beautiful rivers. You will find a totem pole at the beginning and end of such a polygon area. The little bushes after the totem pole indicates the number of the flatten polygon so we can come back to edit if necessary later. Also, it lets you know where these were added. If we do it right, you won't know they are there!

## Boating for Pilots

We are well-aware we are a “flight simulator” site. And everything we make allows access by the pilots among us. However, we've also discovered a whole new world of beauty “down on the water.” Being on the water will give you a whole new perspective of what it is like to actually be in these beautiful places. For the pilots who would like to experience this but don't want to get into downloading boats, etc ... just SLEW the river. Put yourself ON THE WATER (that's the only time you can see the wave problem/solution). Then pick an easy speed and just “drive” yourself in the Cockpit View (outside) down one of these rivers. You'll then see why some are finding this aspect of PFJ so exciting. Give it a try.

## FINDING YOUR WAY

Doug's Outfitters: You can use the flight plan (in the zip file) to guide you from the Prince Rupert Seaplane base to Doug's Outfitters on the Ecstall River.

Lake's End Facility: Take the river behind Doug's Outfitters and follow it up to Mitt Lake, you will find the float facility there toward the port side of the lake. There is a dirt strip, a helipad and of course room for water landing.

River's End Facility: Continue past Doug's Outfitters following the Ecstall River. You will see it turn about 90 degrees to port and wind its way to the final headwaters. This is a long trip. It is best to fly it at about 1200 feet and just follow the river. BE CAREFUL at the landing zone ... it is very tricky ... come in low and slow.

## MOORING POINTS

Doug's Outfitters Base – Water	N53 53.90	W129 31.31	Mag 103
Doug's Outfitters Base – Heli	N53 53.89	W129 37.31	Mag 100
Lake's End - Helicopter	N53 52.88	W129 44.02	Mag 012
Lake's End – Water	N53 52.89	W129 43.90	Mag 082
Lake's End – Dirt Strip	N53 52.82	W129 44.02	Mag 306
River's End – Water	N53 57.46	W129 17.40	Mag 138
River's End – Helicopter	N53 57.46	W129 17.29	Mag 180

Use “FSX MAP” ... enter the above with altitude “0” and speed “0” and you'll be lined up at the location ready to go. All of these are added to the rtmm.dat file for FSDiscover!

## REQUIRED SCENERY

Must have current Xavier Carre' library of objects installed. Found at the top of the RTMM Scenery page. These scenery add-on's are for use with Microsoft Flight Simulator X. The surrounding scenery this package is designed to work with and fit in is the incredible ORBX FTX scenery area called "Pacific Fjords" If you haven't got this scenery installed by ORBX, this file will probably not work for you. I repeat, this is not for default FSX terrain, this is for the above mentioned package from ORBX/FTX.

=====

## **INSTALLATION Unzip the file to a temporary folder.**

Place this scenery areas main folder and it's sub level folder named "Scenery" and all files in that folder into your FSX "Addon Scenery" folder.

Start up FSX and Go to "Settings"

Then to "Scenery Library"

Click on "Add Area"

Click on "Addon Scenery"

Locate the newly installed folder for this package you just moved into your "Addon Scenery" folder of FSX

Click on the main folder only. You do NOT need to open the "scenery" folder.

Then click on "OK"

And then "OK" again.

FSX should begin to recompile your scenery library.

=====

## **PLAN G MAP**

In the zip file, we've included a small flightplan map image from Plan G that shows where this area is located at from a nearby airport. We don't recommend use of the autopilot for any plans that take you "Low, Slow and Dangerous" Exercise your best judgment on usage of the autopilot.

Plan G is a fantastic free flight planning tool every sim pilot should check out. See the link below for more information.

=====

## **A SPECIAL THANK YOU**

A special thank you from all of us at RTTM to **Ken Hall** and **Mark Lee** of OZX that have given us permission use their objects in our FREEWARE scenery packages. They add so much to what we are doing and we are grateful ... I'm sure our users are grateful too.

=====

## **DOCUMENTATION**

READ ALL OF THE INSTALLATION FILES IN EACH OF THE INCLUDED ZIP FILES WE PRODUCE. THEY ARE NOT ALWAYS GOING TO BE THE SAME!!

=====

## **DISCLAIMER**

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

=====

## **COPYRIGHT and LICENCE**

This scenery is released as Freeware. If you would like to use portions of it, just ask. But you are NOT allowed to use it for remuneration.