For P3Dv2.5 Tongass Fjords install, use the following method:  
  
1. Copy Terrain.cfg (make a backup) file from your c:\ProgramData\Lockheed Martin\Prepar3D v2 folder to your main Preapr3d v2 folder  
2. Create FSX.exe and place in main Preapr3d v2 folder (copy the p3d.exe and rename it)  
3. Enable E\*T tool  
4. Install Tongass Fjords scenery, pointing to Preapr3d v2 folder  
5. Disable E\*T tool  
6. Move terrain.cfg from Preapr3d v2 folder to c:\ProgramData\Lockheed Martin\Prepar3D folder

Here is the instruction to install the Tongass block for terrain.cfg should that ever be necessary because terrain.cfg got hosed during reinstall of Tongass. It is in the attached folder. here are instructions on it posted by Holger:

[**Tongass Fjords X custom terrain.cfg entries**](http://fssupport.com/fsaddonforum/index.php?topic=34.msg56#msg56)

« **on:** February 20, 2015, 05:43:49 PM »

Hi all,  
  
attached is a text file that contains the block of 40 custom entries that the Tongass Fjords X installer automatically adds to the terrain.cfg file. If this doesn't happen then the most obvious issue is that all water in the Tongass Fjords X coverage area will be displayed as land. If re-installing Tongass or running its repair function doesn't fix the problem then those entries can be added manually. Below are the instructions how to do this. The same procedure applies for Prepar3D users that want to install Tongass without the Flightsim Estonia Migration Tool (or if the latter doesn't work correctly).  
  
The active terrain.cfg file was in the main FSX/Prepar3D folder. Note that starting with v2.5 of Prepar3D the location has changed to C:\ProgramData\Lockheed Martin\Prepar3D v2  
  
1. Make a backup copy of your current terrain.cfg file in case something goes wrong with the manual editing  
  
2. Open the attached file and your current terrain.cfg in Wordpad, Notepad or some other text editor and copy & paste the entire Tongass block at the bottom of your terrain.cfg  
  
3. Scroll to the top of the terrain.cfg and note the number next to "DefaultTextureCount=" then find the first "Tongass Fjords FSX custom texture" entry and change the "xxx" in its [Texture.xxx] line to that number  
  
4. Go through each of the other 39 Tongass Fjords blocks and change their [Texture.xxx] accordingly, increasing each entry's value by 1; make sure not to end up with any duplicates or missing numbers  
  
5. Scroll back to the top and add 40 to the current value of "DefaultTextureCount="; save the terrain.cfg and the next time you start FSX/P3D the Tongass X water and other features should display.  
  
Cheers, Holger