

This package contains object libraries to be used with Microsoft Flight Simulator X in Return To Misty Moorings scenery files. The FS9 library models have been converted to be FSX compliant and the textures have been converted to be DirectDraw Surface (.dds) with the original author's permission. The conversion success rate was 100% with some objects being improved by added textures supplied by the developers. The prefix of FSXP3D attached to the library names inside the actual Scenery folder simply indicates that RTMM has tested these libraries to verify that they display in FSX, FSX DX10 and P3D except as noted in the Textures issues section below. The prefix also makes it easier for scenery developers to find a library that is FSXP3D compatible.

Libraries removed in this version:

RTMM_An-2T_CIRP.bgl
RTMM_EH101_SAR.bgl

New libraries in this version (not including the FSXP3D Prefix):

FinneyAir_FSX_Strobes.bgl
FedExTrucks.bgl
lens_ez_wilderness.bgl

RTMM Special Effects.bgl

SDT_Object_Library_1.bgl (Snow Dog Tours Library)
SDT_Object_Library_2.bgl
SDT_Object_Library_3.bgl
SDT_Object_Library_4.bgl
SDT_Object_Library_5.bgl

WWInn_Cabins.bgl (Westwood Inn Objects)
WWInn_Log_Cabins.bgl
WWInn_Main_Buildings.bgl
WWInn_Objects.bgl
WWInn_Outhouse_Scheds.bgl
WWInn_Personal_Cabins.bgl
WWInn_Signs.bgl
WWInn_Small_Cabins.bgl

woody's hangers.bgl (Woody's Additional Libraries)
woody's ez_sirp_stuff.bgl
woody's ez_rocks_boulders_snowdrifts.BGL
woody's ez_waterfalls.bgl
woody's ez_airport signs.bgl
woody's ez_hangers_blue.bgl

The individual Libraries in this library set are credited as follows:

| | |
|------------------------|--|
| CX_Summit_signs.bgl | Xavier Carré |
| RTMM_CIRP_Library.bgl | Xavier Carré (used to be called RTMM_Object_Library.bgl) |
| RTMM_Managed_signs.bgl | Xavier Carré |
| HC_RPJ_Bldgs.bgl | Rod Jackson* |
| FC Object Library.bgl | Murray Bremner |
| Fillmore Cove helo.bgl | Murray Bremner |

| | |
|--|--|
| FinneyAir_FSX_Strobes.bgl | Gary "Gman" Mills, Finney Air Design Group |
| FedExTrucks.bgl | Kevin Wynn |
| lens_ez_wilderness.bgl | Len Hickman |
| RTMM Special Effects.bgl | Rod Jackson (to partially replace EZ Scenery ron_ez_effects.bgl) |
| SDT_Object_Library_1 | Chris "MoCat" Carel |
| SDT_Object_Library_2 | Chris "MoCat" Carel |
| SDT_Object_Library_3 | Chris "MoCat" Carel |
| SDT_Object_Library_4 | Chris "MoCat" Carel |
| SDT_Object_Library_5 | Chris "MoCat" Carel |
| WWInn_Cabins.bgl | Urs "Maloney" Burkhardt |
| WWInn_Log_Cabins.bgl | Urs "Maloney" Burkhardt |
| WWInn_Main_Buildings.bgl | Urs "Maloney" Burkhardt |
| WWInn_Objects.bgl | Urs "Maloney" Burkhardt |
| WWInn_Outhouse_Scheds.bgl | Urs "Maloney" Burkhardt |
| WWInn_Personal_Cabins.bgl | Urs "Maloney" Burkhardt |
| WWInn_Signs.bgl | Urs "Maloney" Burkhardt |
| WWInn_Small_Cabins.bgl | Urs "Maloney" Burkhardt |
| woody's hangers.bgl | Glenn "Woody" Fout |
| woody's ez_sirp_stuff.bgl | Glenn "Woody" Fout |
| woody's ez_rocks_boulders_snowdrifts.BGL | Glenn "Woody" Fout |
| woody's ez_waterfalls.bgl | Glenn "Woody" Fout |
| woody's ez_airport signs.bgl | Glenn "Woody" Fout |
| woody's ez_hangers_blue.bgl | Glenn "Woody" Fout |

*HC_Employee_Shacks_Retro model contained in HC_RPJ_Bldgs.bgl was created by a Xavier Carre repaint of the HC_Employee_Shacks_RPJ Model.

Short Library Descriptions as available

FinneyAir_FSX_Strobes

This Finney Air FSX Strobe Collection for Instant Scenery is a follow-up to the FSX Platforms Kit which allows users to make Finney Air FS9 helicopter scenery object collections functional in FSX.

There were some ChopperWorld strobe sets, and several towers from the ChopperWorld kit which did not feature night lighting textures, only strobe sets which like the landable platforms, were non-functional in FSX.

To repair the majority of these pads and towers with non-functioning strobes in FSX, this set includes 10m and 12m square sets which feature strobe effects-only, no strobe fixtures.

These sets can be placed over the existing strobe fixtures, and if necessary, can be re-sized/rotated to fit the existing fixtures by using the scale/heading functions in the Instant Scenery object properties interface.

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*There is also a special 10m effects-only strobe set which is attached to an invisible landable platform specifically designed for the mountain and offshore towers with see-thru metal grating landing pads under which the semi-invisible platforms show-up, and both of which had the existing strobe fixtures.

To make it possible to place the "invisible" landable platform, I added a fifth strobe in the center that consists of only the top section of the strobe fixture, and is placed at the surface of the landable platform.

When the center strobe is sitting directly on top of the landing pad of the tower, the attached invisible platform should be at the correct altitude.

Once the correct altitude for the invisible platform has been established, the set of strobes can be scaled/rotated as necessary, just be careful not to inadvertently change the altitude.

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The remainder of the FSX Strobe Collection consists of:

8m, 12m and 15m strobe rings (8 lights each)

4m, 8m, 12m, and 15m squares (4 lights each)

4m, 8m, 12m, and 15m triangles (3 lights each)

A single strobe

The strobes which make up each set should flash at the same time, however placing more than one set, and/or the single strobe will likely have the result of the individual sets being out of sync with each other, though with practice you may be able to get them close enough for government work.

It does look interesting to place a large set with a smaller set inside which is flashing at a different rate.

One other thing is that since the bottom of the strobe effect box is attached to the white spherical "lightbulbs" at the tops of the strobe fixtures, the sets which feature the complete strobe fixtures can be raised or lowered in the Instant Scenery properties interface in order to show more or less of the fixture , and the strobe effect will not be affected by lowering the fixtures down to that point.

Between the Finney Air FSX Platforms Kit, and the Finney Air FSX Strobe Collection, the various Finney Air Rwy12 and EZ Scenery helicopter scenery object collections should now be about 99% functional in FSX.

Cheers, and happy landings

Gary "Gman" Mills
Finney Air Design Group
gmanr12info@hotmail.com

Lens EZ Wilderness

End User License

For non-commercial users

You may distribute any scenery created using these library objects including the Library bgls , txt files and texture files so long as they are needed for your scenery to work.

You may not use the textures for any other use whatsoever. i.e. you may not use them for your own objects.

For commercial use.....

Same as above but with the added condition that I must receive a full version of the finished product that make use of any of these files and be acknowledged in the documentation that the customers receive.

These files are distributed "AS IS" with no warranty as to fitness for purpose and are installed on your computer at your own risk.

All files are copyright 2005 Len Hickman www.lenshanger.co.uk
e-mail EZscenery@lenshanger.co.uk

Enjoy!

FSXP3D RTMM Special Effects

Created new FSXP3D RTMM Special Effects library from scratch that includes a couple of Ron's effects, and some new effects to which we can add others as needed in the future. This library was created by Rod Jackson to help `ron_ez_effects.bgl` from EZ Scenery. The entire `ron_ez_effects.bgl` would not convert to FSX so that it could be used in P3Dv2. The bonfire effect directly replace Ron's small fire effect so no need to remove the previous object placement of "small fire" since it has the same GUID. In addition, Rod added a few more effects/objects to play with.

Object report for FSXP3D RTMM Special Effects.bgl :

Dolphin Light and Mount - Red Note: Blinking Light & holder that can be put on top of a dolphin.
GUID{8e8dcd0e-2913-475a-80c3-f4ce8548160a}
`attpt_effect00[fx_buoylightred]`

Dolphin Light and Mount - Green
GUID{0ff22b4e-ab90-45c3-be44-ca0a9fc904d0}
`attpt_effect00 [fx_buoylightgreen]`

Dolphin Light and Mount -White
GUID{deac18d8-1b58-4c00-a863-b7de8f94bd73}
`attpt_effect00 [fx_buoylightwhite]`

Freestanding Buoy Light - Red Note: Blinking light with no housing or mount.
GUID{5549e14e-eb27-4411-92ad-4eb5325e70d3}
`attpt_effect00 [fx_buoylightred]`

Freestanding Buoy Light - Green
GUID{e9a35f96-f1a2-44c6-b1f2-471b2b1a8486}
`attpt_effect00 [fx_buoylightgreen]`

Freestanding Warning Light - White Note: Blinks rapidly
GUID{6427cc93-ed0a-49a0-bce5-75f5abaa67f5}
`attpt_effect00 [fx_buoylightwhite]`

Bonfire Note: This is a direct replacement Ron's small fire...same effects! Same GUID
GUID{2a1eb2a8-4c01-7631-0711-d9bb5f47665e}
`attpt_effect00 [fx_DDfire]`

Chimney Smoke Note: Same freestanding effect as gen_cabin_log_1 smoke from FSX buildings.bgl
GUID{72fad3cc-b85d-46a2-9017-853d49d62180}
attpt_effect00 [fx_ChimneySmoke]

Strobe Light Note: Freestanding small, rapid flashing dual strobes
GUID{be8ebfe6-1bb6-440b-84cb-91b5f7e11844}
attpt_effect00 [fx_strobe]

Medium Forest Fire Note: Similar to Ron's forest fire but different effect and GUID
GUID{1662c5e6-d3cf-4892-bcdf-11a34c1f7fc0}
attpt_effect00 [fx_ForestFireMediumMM]

Effect files:

fx_buoylightgreen (Provided in OZx_LIB SUB LibraryFSXP3D effects folder)
fx_buoylightred (Provided in OZx_LIB SUB LibraryFSXP3D effects folder)
fx_buoylightwhite (Provided in RTMM Object LibraryFSXP3D effects folder)
fx_ChimneySmoke (Standard FSX/P3D Effect)
fx_DDfire (Standard FSX/P3D Effect)
fx_ForestFireMediumMM (Provided in RTMM Object LibraryFSXP3D effects folder)
fx_strobe (Standard FSX/P3D Effect)

Snow Dog Tours Object Library (SDV2_Object_Library)

Snow Dog Tours Object Library
Converted "Version 2.0"

FSX Scenery Object Library for use with Return To Misty Moorings scenery addons. This library is now FSX, FSX DX10 and P3D ready. There are a few missing textures which are documented in the Scenery Developer Notes folder.

This object library was initially created for the Snow Dog Tours Scenery by Chris "MoCat" Carel. However, since that scenery is incompatible with ORBX Pacific Fjords, Return To Misty Moorings has received permission from Chris "MoCat" Carel to extract the Snow Dog Tours Object Library and use it as a resource for Return To Misty Mooring scenery addons.

Woody's ez_sirp_stuff

This is a file for the project Skiline Icefields research project (SIRP) That the Ameigo's design team is working on. It has a lot of stuff in it. quonsets huts snowmobiles and a windsock (the windsock was made over at (<http://www.fsdeveloper.com/forum/index.php>) and was made by JDBerg. Arno explains the way to install the windsock is this way.

(The problem you mention with the objects not responding is also a common one. Objects that interact with the wind only work if you have placed at least two of them on your screen. And those two objects must not be at exactly the same location. So you might want to add another windsock somewhere else (maybe hidden in a building or so). so use the windsock at your own risk.

The files that have a "tweaked" in them will rotate to the user. just remember when you place them that they are set to north or 0 degrees.

You can email me at woodcarver2@msn.com
and you can get my stuff at <http://www.mistymoorings.com>

RTMM Object LibraryFSXP3D - texture issues

(Note: This is the list of textures that are present in the following libraries but not being accepted by the model. For most objects, there should be little or no impact to the quality of the object display. However, in a few cases, the object had a black background left from converting FS9 objects to FSX and, in those cases, the object was removed from the scenery file as noted.)

RTMM FC Object Library

| <u>Library</u> | <u>MissingTexture</u> | <u>Affected Object</u> |
|----------------------------|------------------------------|-------------------------------|
| RTMM_FC Object Library.bgl | chrome_specular | Fillmore wahrf |
| | alumm wharf ramp alpha | Fillmore cove wharf decking |

SDV2 Object Library

This is a list of SDT libraries that have been converted and contain no missing textures.

SDT_Object_Library_2.bgl

SDV2 Object Library- missing textures

(Note: This is the list of textures that were missing in the libraries before conversion so they will also be missing in the converted libraries - all other objects should display.)

| <u>Library</u> | <u>MissingTexture</u> | <u>Affected Object</u> |
|--------------------------|------------------------------|--|
| SDT_Object_Library_1.bgl | FSXT0005 | sdt_tavern sdt_tavern_a |
| | FSXT0006 | sdt_hanger_4 |
| | FSXT0011 | sdt_portable_office |
| | FSXT0017 DDS?? | sdt_fbc2-box_4 sdt_weight_bench sdt_ketchikan_hanger_3 sdt_ketchikan_hanger_2 sdt_ketchikan_hanger_1 |
| SDT_Object_Library_3.bgl | WF0005 | CarnivalRide6 |
| SDT_Object_Library_4.bgl | DDS?? | sdt_Hangar_Deadhouse_2 SDT_Hangar_PalmerMun_II |
| | FSD0053_LM | SDT_Hangar_KingSalmon_II |

| | | |
|--------------------------|------------------|---|
| | | SDT_Hangar_PalmerMun_II |
| | FSXT0005 | SDT_Terminal_DuffysTavern |
| SDT_Object_Library_5.bgl | DDS?? | sdt_Hangar_dahlcreek_ii sdt_hangar_kiana sdt_hangar_pitka_ii sdt_Hangar_uscg_loran_I *Note: There are 2 versions of this object sharing the same name, but having different GUID's sdt_hangar_kiana sdt_hangar_pitka_ii |
| | FSXT0011 | *SDT_SeaPlane_Dock_BakerMemorial *Note: There are 2 versions of this object sharing the same name, but having different GUID's **SDT_SeaPlane_Dock_CapeLisburne |
| | FSXT0011 (cont.) | **Note: There are 2 versions of this object sharing the same name, but having different GUID's SDT_SeaPlane_Dock_CapeSarichef SDT_SeaPlane_Dock_CascoCove SDT_SeaPlane_Dock_ColdBay SDT_SeaPlane_Dock_HooperBay SDT_SeaPlane_Dock_Kivalina SDT_SeaPlane_Dock_SandPoint SDT_SeaPlane_Dock_TinCity ***SDT_SeaPlane_Dock_Unalaska ***Note: There are 2 versions of this object sharing the same name, but having different GUID's SDT_SeaPlane_Dock_WienMemorial |
| | FSD0053_LM | SDT_Terminal_Adak SDT_Terminal_ColdBay SDT_Terminal_Nome SDT_Terminal_WeinMeml |
| | FSXT0005 | SDT_Terminal_PointLay |

Woody's Additional Libraries

This is a list of Woody's Additional Libraries (libraries that are not in the EZ Scenery Library) that have been converted and contain no missing textures.

```
woody's ez_rocks_boulders_snowdrifts.BGL
woody's ez_waterfalls.bgl
woody's ez_airport_signs.bgl
woody's ez_hangers_blue.bgl
woody's hangers.bgl
woody's ez_sirp_stuff.bgl
```

Woody's Additional Libraries - objects removed

The following two objects have been removed from the woody's hangers.bgl library (with Woody's permission) since conditional animations are not supported by FSX SDK:

BIG_Hanger_Office1_ANI (1200 to open on nav 2)

Green_Hanger_60'_single-open_ANI (1300 to open on nav 2)

A number of picture objects that show with black background have been removed from woody's ez_sirp_stuff.bgl. the objects removed were atvs, snowmobiles, a snowman and ski-doo's.

Thanks to Steve Weinkamer for his help in testing and compiling these lists.

Any groups that wish to use the converted form of these libraries herein, must first obtain written permission from RTMM. Such "group" permission is most usually granted because we encourage partnership and sharing. You can expect us to ask for a reciprocal agreement in such cases.

Some objects contain models or textures from Google SketchUp , Trimble 3D Warehouse and/or CGTextures and are used according to Google/Trimble's Terms of Service or CGTextures License whichever applies.

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The FSXP3D RTMM Object Library is managed and maintained by:

Rod Jackson

Return To Misty Moorings

<http://return.mistymoorings.com/>