

Return to Misty Moorings Presents ...

Barnstormers

By Xavier Carré

British Columbia – Tweedsmuir-Nechako Area of PFJ



Welcome !

Return To Misty Moorings is proud to welcome you to the beautiful area of the Tweedsmuir Provincial Park and Nechako Reservoir on the east side of the coastal mountains in British Columbia.

The eastern part of the Tweedsmuir area, around the Nechako reservoir, is mainly an agricultural area. To the North, West and South are wild areas with mountains, hills and valleys covered by forest or open meadows.

The purpose of this detailed scenery package is to render this beautiful country, using photoreal, handcrafted ground polys and landclasses. I have tried, with the great help from Jacques Alluchon, to bring this part of British Columbia to life.

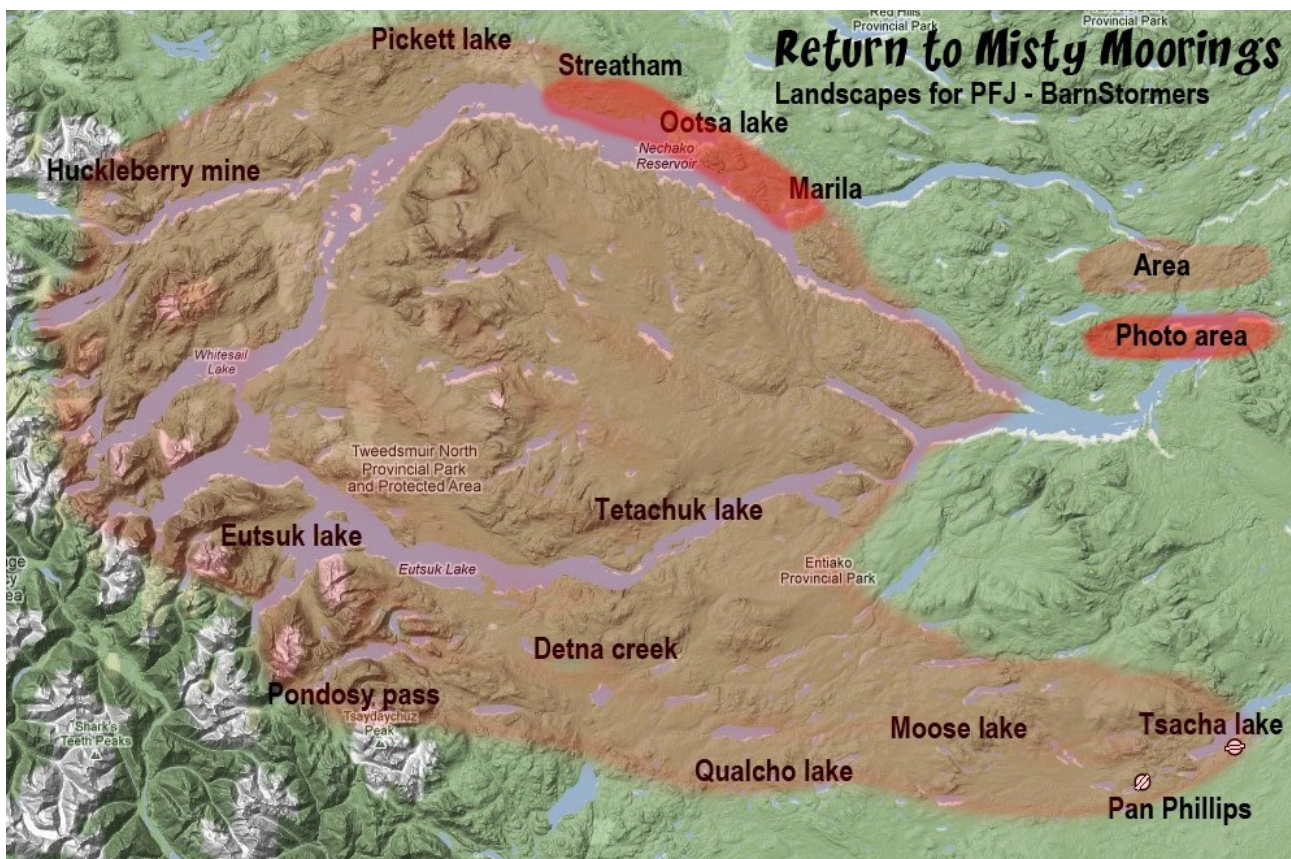
You will find airstrips, farms, ranches, sawmills and many other interesting locations with custom buildings throughout the Tweedsmuir Provincial Park and Nechako Reservoir area.

Xavier Carré – [Return to Misty Moorings](#)

About the sceney locations in this package:

I have fully redone area from Ootsa lake to Marila, and some small others parts.
5 enhanced OrbX locations (adding objects) : Huckleberry Mine, Ootsa Lake Sawmill
Marila airstrip, Chikamin Bay Dock and Tetachuk airstrip. In this package, we have added 21 real locations, and 4 real airstrips . We have also added 3 fictitious airstrips and 1 fictitious SPB, and 6 fictitious locations. Four real locations from Chris Losh – Return to Misty Moorings along with 12 small scenery locations of my design.

- Although I have done winter textures for all locations, best months to discover the area are from May until October.
- Don't forget that rivers and lakes are frozen from November to April.
- Moose lake lodge had 2 planes bases. (1) SPB at CBE8 Moose Lake Lodge, amphibians can reach the strip and (2) an airstrip at CAS2, Moose Lake Lodge.
- Fuel has been added at PF51 and PF52, each RTMM airport (Pfx) has an NDB for help in navigating this area safely.



Suggested airplanes :

Any seaplanes, amphibious, STOL airplanes and helicopters.

Our favorites :

- Piper Cub and Supercub
- Cessna C185
- Bellanca Scout
- De Havilland Beaver and any superlights.

Installation

- **ORBX Pacific Fjords PFJ must be installed for this scenery to work correctly**

Step 1 – Objects libraries required

Go to the RTMM Objects Library Page ([here](#)) and follow the instructions putting in all of the necessary object libraries.

VERY IMPORTANT – INSTALLATION METHODS

- **NOTAM: People don't use same methods to install RTMM sceneries.** Some have put all the different scenery BGL's and textures in one giant folder instead of the recommended method of having an FSX/Addon Scenery/Misty Moorings folder with each scenery area in an individual folder in the Misty Moorings folder. So installation direction can be different.
- If you are using individual scenery folders, go to Step 2 and skip Step 3.
- If you are using a single scenery folder, go to Step 3, skip Step 2

Step 2 -- Clean-up from any previous scenery additions

- **Delete Previous Additions:** If you have previously installed Moose Lake Lodge and/or Lake Lodge Run scenery packages, those must be deleted from your simulator's file library. Inside the flight simulator, go to your scenery library and delete those two areas.
- **Add Barnstormers:** Add the “Barnstormers” scenery folder and activate it in your simulator's scenery library. (Go to Step 4. skipping Step 3)



Step 3 – All RTMM sceneries are installed in a single folder..

If all of your sceneries are added into a single folder, you must use this procedure. Note this is only if you have already added Moose Lake Lodge and Lake Lodge Run.

- 1 - Search for and delete the various files listed for
CAS2_Moose_Lake_Lodge
from scenery folder :

CAS2_ADEX_XC.bgl
CAS2_Moose_Lake.bgl
CAS2_MooseLake_Sounds_FX
.bgl CVX_Moose_lake.bgl
Photo_CL16_MooseLake.bgl
and in case : CAS2_Moose_Lake_Winter.bgl

from texture folder : autogen files

000331210201110an.agn
000331210201111an.agn
000331210201112an.agn
000331210201113an.agn

Step 4 - Copy/Paste sound and effects folders in your FSX folder. If some files are already presents, don't worry, these are the same ones.

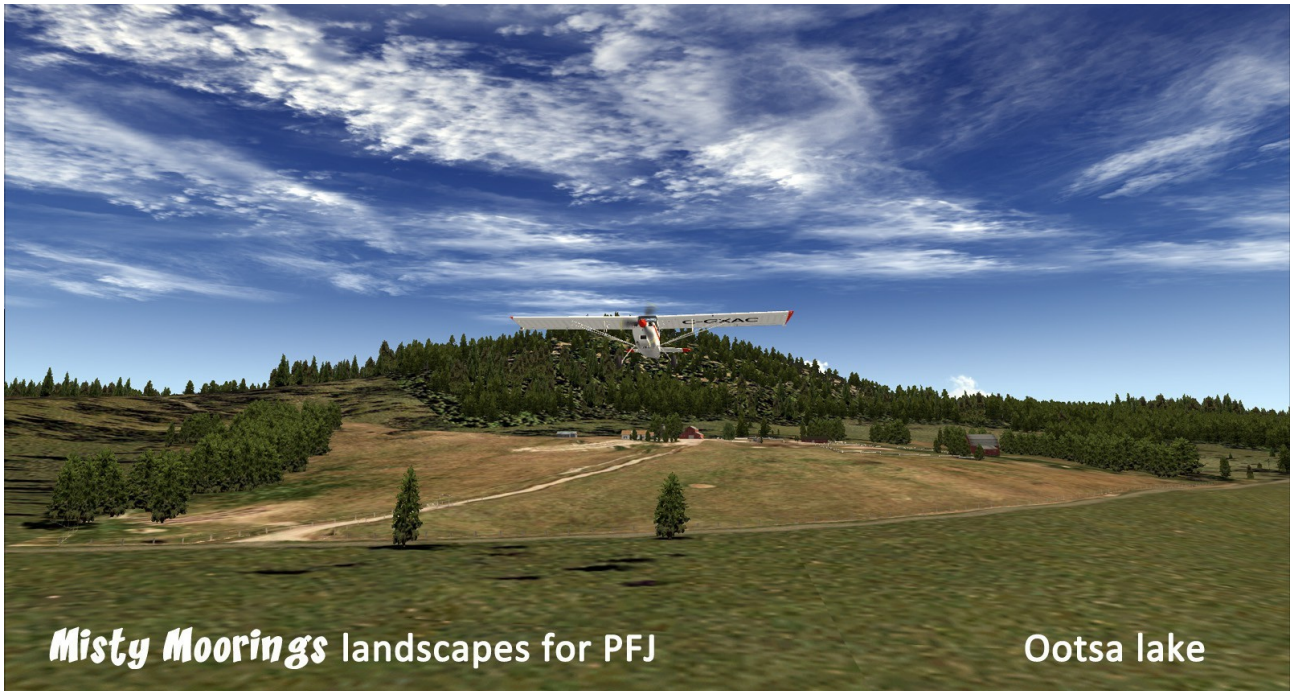
NOTAM: FSX SETTINGS :

Don't forget to set mesh to 5m, as recommended, by OrbX for all their Scenery



Let's Fly!





5 - Main locations (cf map and flight plans)

Airstrips with ID

- CBT3 Pan Phillips
- CAS2 Moose Lake Lodge
- CAE4 Tsacha lake lodge
- PF51 Streatham (existing but in unknown condition on topographic map) PF52 Connelly bay SPB and helipad (fictitious) : N53° 13.39' – W126° 25.30' PF53 Detna creek airfield (fictitious) : N53° 6.74' – W126° 6.29'
- PF54 Pondosy pass airstrip (fictitious) : N53° 9.58' – W126° 45.55'

Airstrips without ID

- Tetachuk : N53° 16.13' – W126° 4.24' Marila airstrip : N53° 39.74' – W125° 45.48'
- Eutsuk abandoned airstrip : N53° 17.96' – W126° 49.08' Laidman lake airstrip : N53° 7.29' – W125° 10.50'
- An old airstrip near Tetachuck (fictitious) : N53° 24.19' – W125° 47.07'

Points of interests

- Skin Lake Spillway : N53° 46.41' – W125° 59.80'
- Ootsa Lake Log transport facility : N53° 35.94' – W125° 42.77' Chikamin bay dock : N53° 27.60' – W126° 56.23'
- Eutsuk Docks and helipad : N53° 18.94' – W126° 45.70' (helipad is fictitious) Andrew bay : N53° 51.38' – W126° 19.23'
- Sweeney Lake : N53° 42.38' – W127° 14.49'
- Sweeney Mountain Abandoned Mine : N53° 42.89' – W127° 15.37' Marila : N53° 42.24' – W125° 51.63'
- Redfern River Lodge : N53° 15.14' – W126° 37.09' Whitesail Outfitter : N53° 29.79' – W127° 13.93'

Additional locations:

- Ootsa lake : N53° 48.51' – W126° 3.37'
- Island lake farm : N53° 44.18' – W125° 50.81' Laidman lake lodge : N53° 8.13' – W125° 10.68' Plants lake (fictitious) : N53° 42.71' – W125° 58.77' Kingfisher lodge : N53° 36.78' – W127° 10.95' Fawnie creek : N53° 8.58' – W125° 32.83'
- Tahtsa reach : N53° 43.53' – W126° 55.80' (platform is landable) Little Andrew bay : N53° 47.76' – W126° 38.24'
- Lumber camp : N53° 45.23' – W126° 4.72'
- Sawmill Lumber camp : N53° 41.71' – W125° 55.78'
- Majuba lake remains (fictitious) : N53° 1.68' – W125° 43.08' Qualcho lake cabin (fictitious) : N53° 2.04' – W125° 50.79' Oppy lake cabin (fictitious) : N53° 3.96' – W126° 25.96' Pickett lake cabins (fictitious) : N53° 51.71' – W126° 31.85'
- Huckleberry mine : N53° 40.60' – W127° 12.01'
- Entiako fire tower (Helipad fictitious) : N53° 12.03' – W125° 52.93' a boat crew to be rescued : N53° 42.99' – W126° 39.58'

Additional scenery locations by Chris Losh (Included in Barnstormers)

- Wilderness Lodge : N53° 15.77' – W126° 3.84'
- Tesla Lake Cabin : N53° 9.00' – W126° 35.98'
- Eliguk Lake Lodge : N52° 57.16' – W125° 27.01'
- Pettry Lake Cabin : N52 59.2372 – W125 23.8054

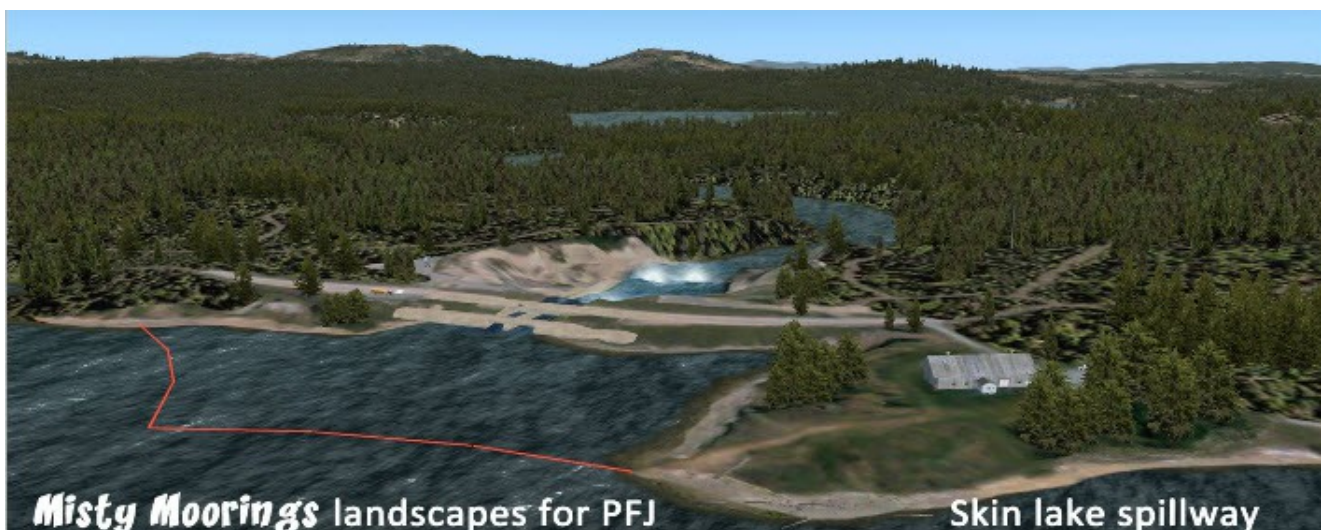
Other Areas Inside Barnstormers (separate downloads from RTMM)

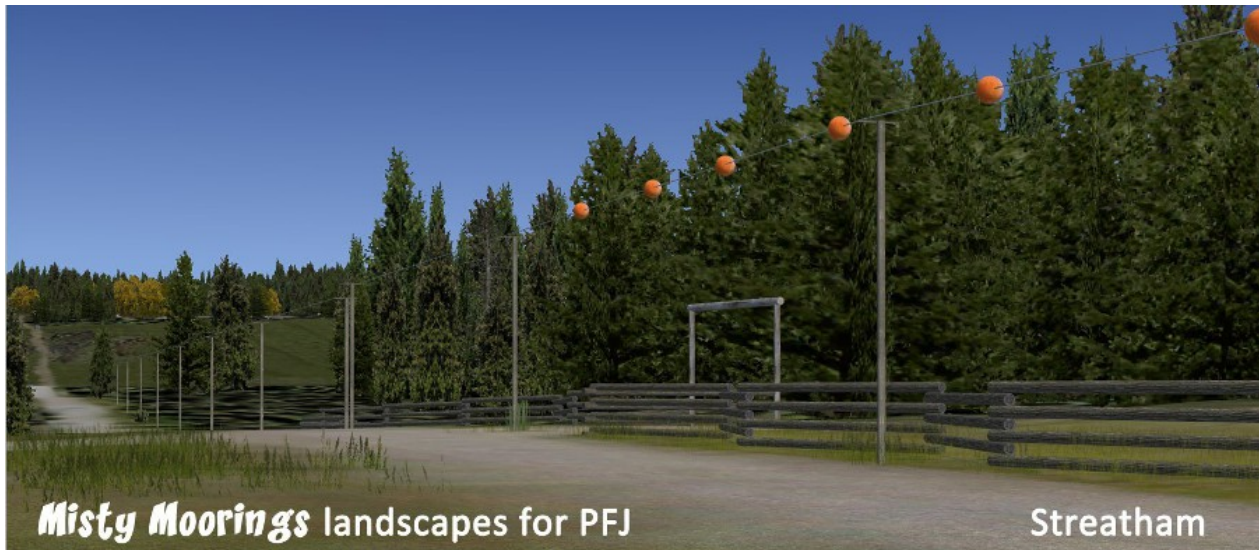
- Tweedsmuir Peak (Brad Allen, Kim Gowney)
- Desperate Moose Lodge (Xavier Carré)

Other Areas Near Barnstormers (separate downloads from RTMM)

- Dean River (Doug Linn)
- Kimsquit River Logging Camp (Brad Allen)
- Kimsquit River Run (Doug Linn)
- Victory Valley (Xavier Carré)
- Nadina Mountain Ranger Station (Brad Allen, Kim Gowney)

All Starting Points/Headings for All Locations are on the [Here2There Starting Points Table](#)





Flight plans

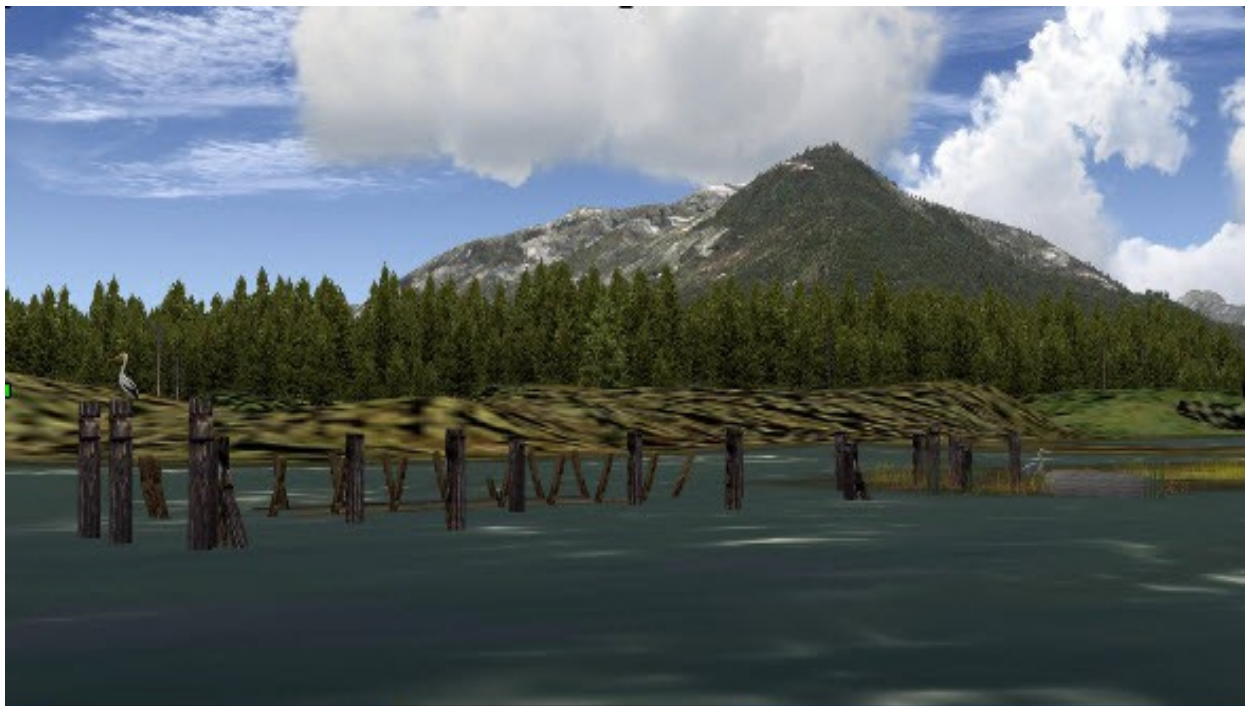
How to: copy/paste into your user/documents/Flight Simulator X files folder)

VFR RTMM Detna creek to Tsacha Lake.PLN (FSX version)

or

VFR RTMM Detna creek to Tsacha Lake.PLG (PlanG version)

- **NOTAM:** PlanG is a very useful freeware tool ([Tim Arnot - TA Software](#))



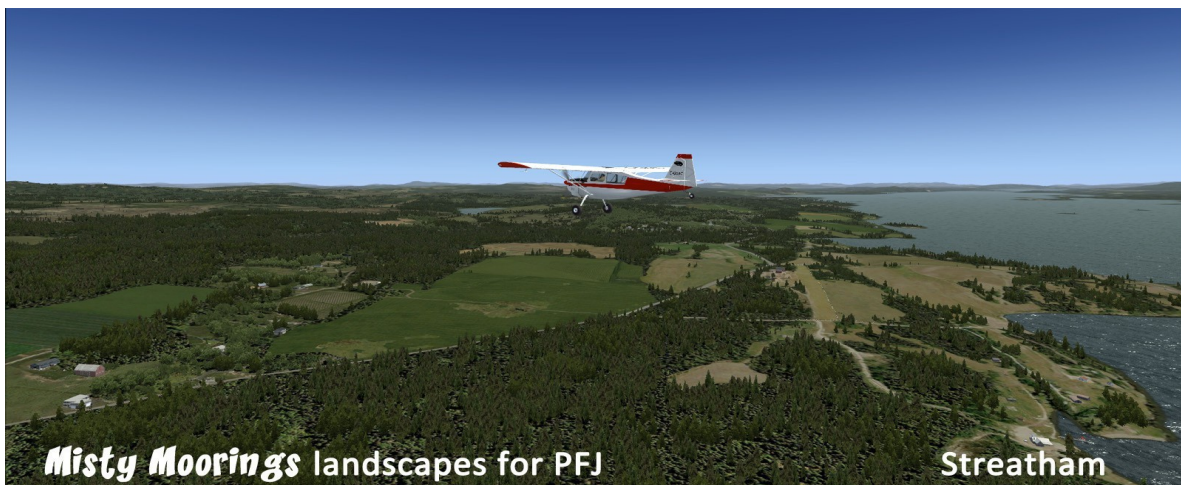
Navigation: This scenery package will give you a very realistic “bush” experience. You can use the NDB markers from the Pfx airports to help you find your way. You will also find dead reckoning, time/distance and vector planning works best for locating these locations. This “simple” area is relatively complex navigation-wise.

6 – Software Used

Airport edition : ADE Airport Design Editor by The ScruffyDuck Company
Photo-scenery, terrain and exclusion : Sbuilder X by Luis Sá
Objects design : Google Sketchup – Discreet Gmax
Objects libraries creation and compilation : ModelConverterX and Library creator XML 2.0 by Arno Gerretsen / SceneryDesign.org
Objects placement : Instant Scenery 2
Effects placement : Whisplacer
Seasons textures compilation : resampler (Microsoft FSX SDK)
Autogen Annotator (Microsoft FSX SDK)
Many thanks to all their great jobs

7 – Credits and Thanks

Xavier Carré : photoreal/handcrafted ground polys, landclasses placement, autogen annotation, effects, objects creation, objects placement
Jacques Alluchon : objects creation, objects placement, revisions
Additionnal sceneries : Chris Losh



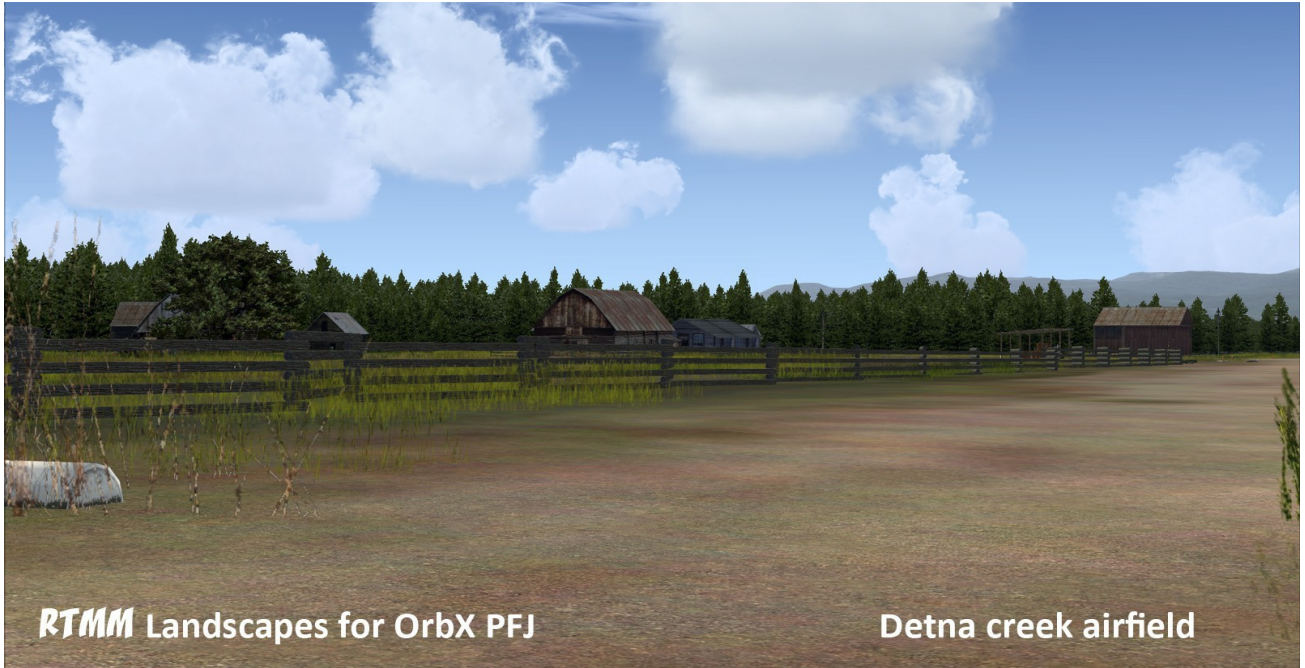
I would like to thanks the Return to Misty Moorings Team :
Doug Linn, Brad Allen, Guy “Spud” Maririch, Dexter Thomas, Jeff Greene, Rod Jackson, Klaus Tröppner, Dan Linn

A very warm thanks to the Bêta test team:
Nadine “Handie”, Rod Jackson, Dieter Linde, Klaus Tröppner, Jean-Pierre Frichot, Patrick Quilien, Brad Allen, Jeff Greene, Guy “Spud” Maririch
And great thanks, un grand merci, to Holger Sandmann (OrbX)

8 - Legal stuff

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Xavier Carré - [Return to Misty Moorings](#)
Jacques Alluchon



We Hope You Enjoy Barnstormers!

