



1938 – A rich canadian farmer living near the Tatla lake, BC, decides to build an airfield with all comodities.

2011 – There are only rests of this airfield, but still in activity, used by a flying school.

This is a charming area, a plateau , a few people and many cows live here. The only point of interest is the Tatla lake, and quiet calm and beauty.

This airfield is fictitious, but you will appreciate such a calm.

**Included LOD18 photo-realistic hand-crafted ground textures, night, seasons textures, sounds.**

I have tried to match as closer as possible OrbX textures.



This scenery requires OrbX PFJ Pacific Fjords



## 1 – Installation

**Copy / paste the scenery folder into your usual Return to Misty Moorings folder.**

**You can also**

copy / paste PF28 Chilcotin folder into your FSX / Addon scenery folder , you must add this scenery folder in your FSX settings : add area, browse to the PF28 Chilcotin folder, then select it. Click OK, and restart FSX to enable this scenery.

**Copy / paste effects folder into your FSX folder, confirm overwriting.**

## 2 – Objects libraries

**These sceneries and forthcoming ones use custom objects libraries.**

- **As well as others RTMM sceneries, the EZ-1 libraries you must have.**
- **OZX libraries you must have, if you fly in Orbx NA areas : available here : [OZX Forum and downloads](#)**
- **The RWY12\_library ( you can found here : [RWY12 Library at FlightSim](#) )**
- **Ceyx\_Sceneries\_Libraries : objects libraries from Xavier Carré which can be downloaded here : new version CeyX\_Sceneries\_Libraries\_20110501 available at Return to Misty Moorings or here : [CeyX\\_Sceneries\\_Libraries\\_20110501](#)**

**This scenery use objects from Mark Lee and Ken Hall ( OZX team), many thanks !!**

**Copy/paste scenery and texture folders into your usual Objects libraries folder, maybe FSX / Addon scenery / scenery, confirm overwriting.**

## 3 – Airfield data

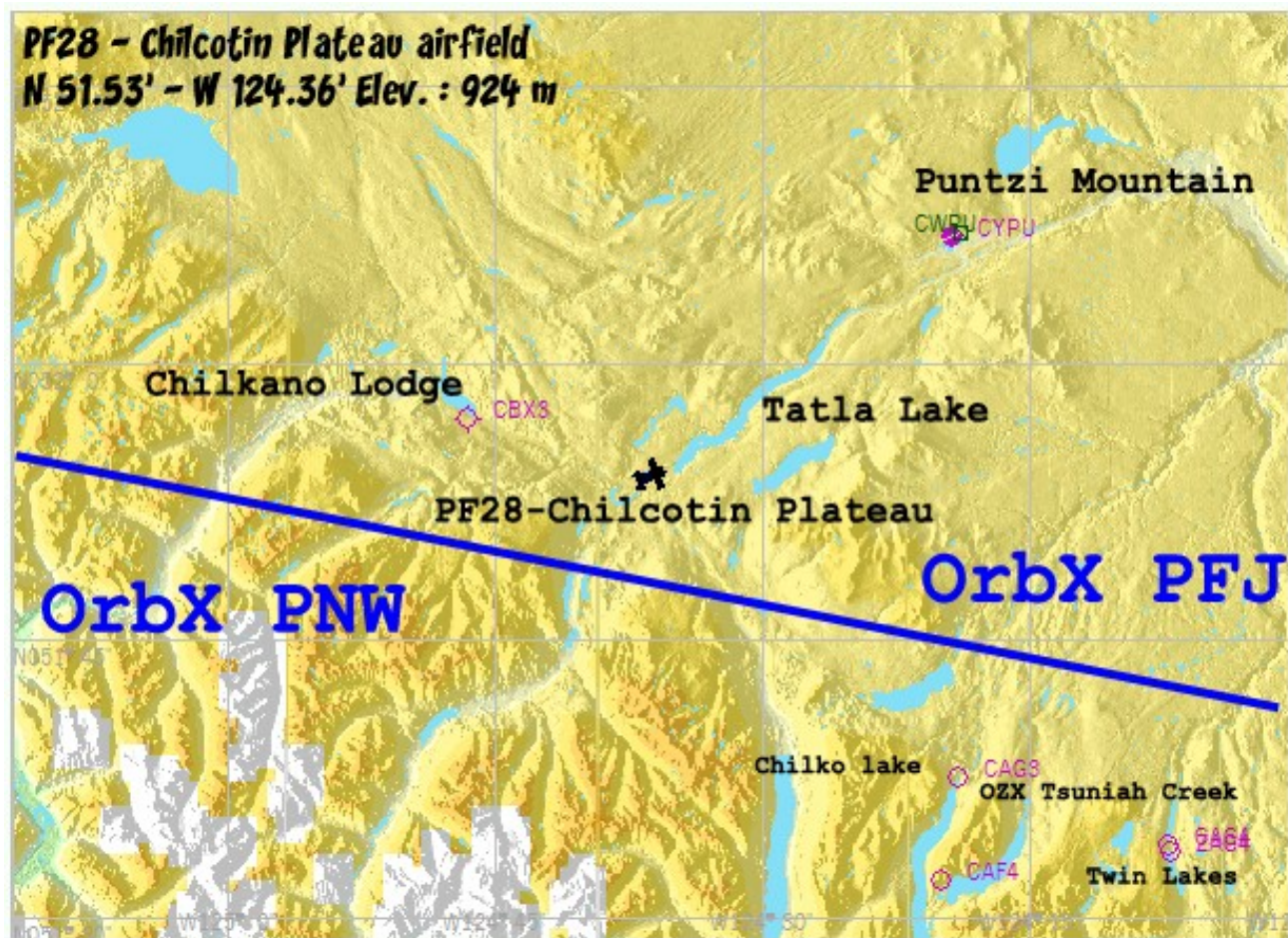
**Chilcotin Plateau airfield : airport id. PF28 ( 3 km W of Tatla lake shore)  
N 51° 53' - W 124° 36' - Elev : 3034 ft ( 925 m )**

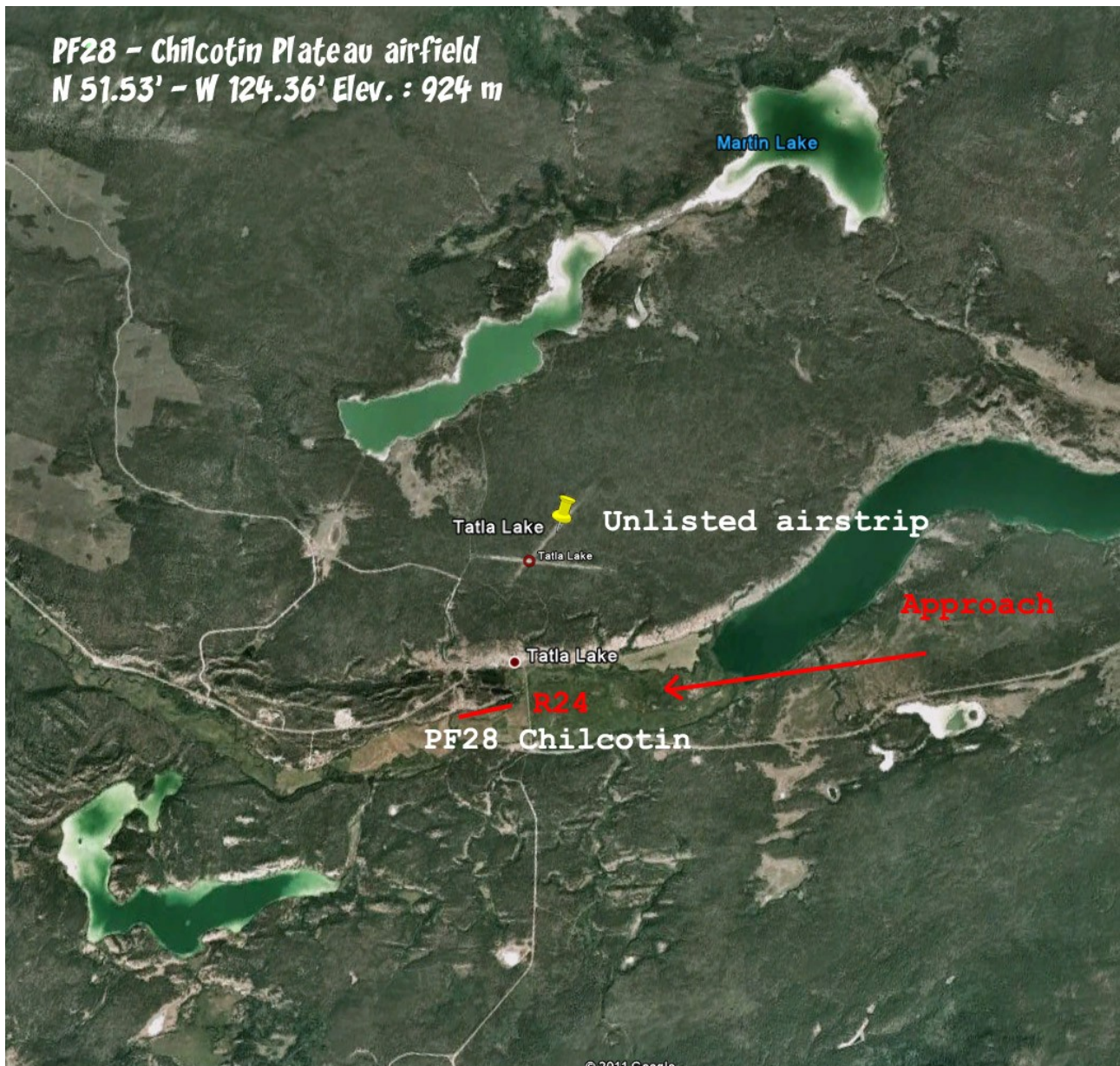
Runway 24, 600 m, grass, no fuel, no lights

Caution to slope while taxiing to hangar.

Only land on runway 24, approach from East

Nearest airfields, only small airstrips : Chilcano lodge (CBX3)- Orbx PFJ,  
Chilko lake airstrip (CAG3)-Orbx PNW.





#### 4 – Softwares 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

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)

Many thanks to all their great jobs

#### 5 - Legal stuff

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No commercial use is allowed.

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**damage caused by this software.**

That's all....? Yes !

Xavier « Fishbone » Carré for Return to Misty Moorings

