

Spoiler's Lodge at Rampart (RMP)

Here is “Spoiler's Lodge” at Rampart, AK (RMP). This scenery is fictional. The lodge has been added to the RMP airport complex and is situated on beautiful and wild Yukon river. The scenery consists of a small lodge and 4 associated small cabins. As we create the BWEP pipeline, we are adding “off the circuit” locations to give you places to fly “off” the pipeline circuit. Spoiler's Lodge is one of these.



The name comes from a book by Novelist Rex Beach who moved to Rampart during the Klondike Gold Rush; although his prospecting efforts were of little success, the experience led to the publication of *The Spoilers*, one of three novels written by Beach that made it to Publishers Weekly list of bestselling novels in the United States in the 1900s. Film adaptations of *The Spoilers* were released in 1914, 1923, 1930, 1942, and 1955.

There are very few “outlying” locations in this area of the world. There simply are no lodges or cabins as we are used to in our other RTMM areas. But there are airports ... and a lot of them. Some are very well done by ORBX as “standard”. Basically runway and taxiway with a building or two. What we are going to do is “fix up” the airport, adding buildings and objects and put a lodge “nearby”. That way you can enjoy flying in this part of the world, navigation is easy because the lodges are near the airports. And the bonus is, you get an “updated” airport as part of the lodge scenery.

You can start at the dock by using: N65° 30.7657' - W150° 9.2936' Heading: 150*. This is “ice” in fall, winter and spring, water in summer. Or you can use the GO TO AIRPORT function in your sim and start on the runway. There is a road connecting the lodge to the airport complex.

DESIGNER CREDITS

Scenery created by Doug Linn

REQUIRED SCENERY

This scenery requires ORBX Global/Vector to work properly. This was created for the BWEP pipeline project. Having the pipeline scenery will enhance this location for you.

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/P3D "Addon Scenery" folder.

Start up FSX or P3D

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/P3D

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

Then click on "OK"

And then "OK" again.

FSX/P3D should begin to recompile your scenery library.

OBJECT LIBRARY

Be sure you have downloaded the latest BWEP Object Library found on the BWEP page or on the Object Library Page. Dated at or later than 11.21.2016.

The flight plan is located in RTMM Flight Plans.zip that you can download from the Here2There page.

"To Lodge at Black Rapids from Fairbanks.pln" It's a VFR flight plan to the location up over Valdez Glacier from Valdez. Then you can call this up in FSX using the flight planner and have a flight plan on the aircraft GPS to help guide you to this destination. That's it.

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.

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Enjoy!

Doug Linn