



Taku Glacier Lodge

Nested just in front of Taku glacier, Taku lodge was build in 1923. The original building is still in place, and well maintained along the years.
Taku Glacier Lodge is located 35 km NE from Juneau harbor, and only reachable by floatplanes or boats. Flight are operated, mainly, by Wings Airways from Juneau harbor (5Z1)

The sled you can watch just in front of the lodge was used by Mary Joyce to run a 3 months trip, alone, with 5 dogs from Taku Lodge to Fairbanks in December 1935. Then, she became a pilot.

She opened Taku Lodge and operated it successfully as a tourist resort, calling it Twin Glacier Lodge. She owned Taku Lodge until 1942.

The Taku Lodge officially became Taku Glacier Lodge in 1949.

Taku Glacier Lodge is now property of the Ward family and welcomes people for a Taku Lodge Feast & 5-Glacier Seaplane Discovery.

More information at : [Taku Lodge web site](#)

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



THIS SCENERY REQUIRES OrbX SAK

I - Installation

 Please read carefully !!!

You must have installed OrbX SAK

As usual, you need to have the following objects libraries:

1 – Objects libraries required

FSX Acceleration Pack

All EZ-scenery libraries from various authors (« FS2004 EZ-Object Library Installer version 3.3 » from Joe DeGregorio is a good version from FlightSim.com, file name is ezoliv33.zip)

All Ozx objects libraries from various authors, special thanks to Mark Lee and Ken Hall

Latest Ceyx Sceneries libraries from Xavier Carré, available at Return to Misty

Moorings, [here](#) :

Tongass Fjords libraries, from the very great payware sceneries Tongass Fjords X by Holger Sandmann and Bill Womack – **Highly recommended** (some objects from TFX are used to enhance the scenery)



2 – Installation

1 - Copy / paste effect and sound folders into your FSX folder

If files are already presents, don't need to overwrite them, but if you have confirm, don't worry : they are the same ones.

2 – Copy / paste the 2 folders into your addon scenery folder :

RTMM Taku Lodge Objects

RTMM Taku Lodge

3 - Add these 2 sceneries in your FSX scenery library, above OrbX SAK, and RTMM Taku Lodge Objects scenery above RTMM Taku Lodge

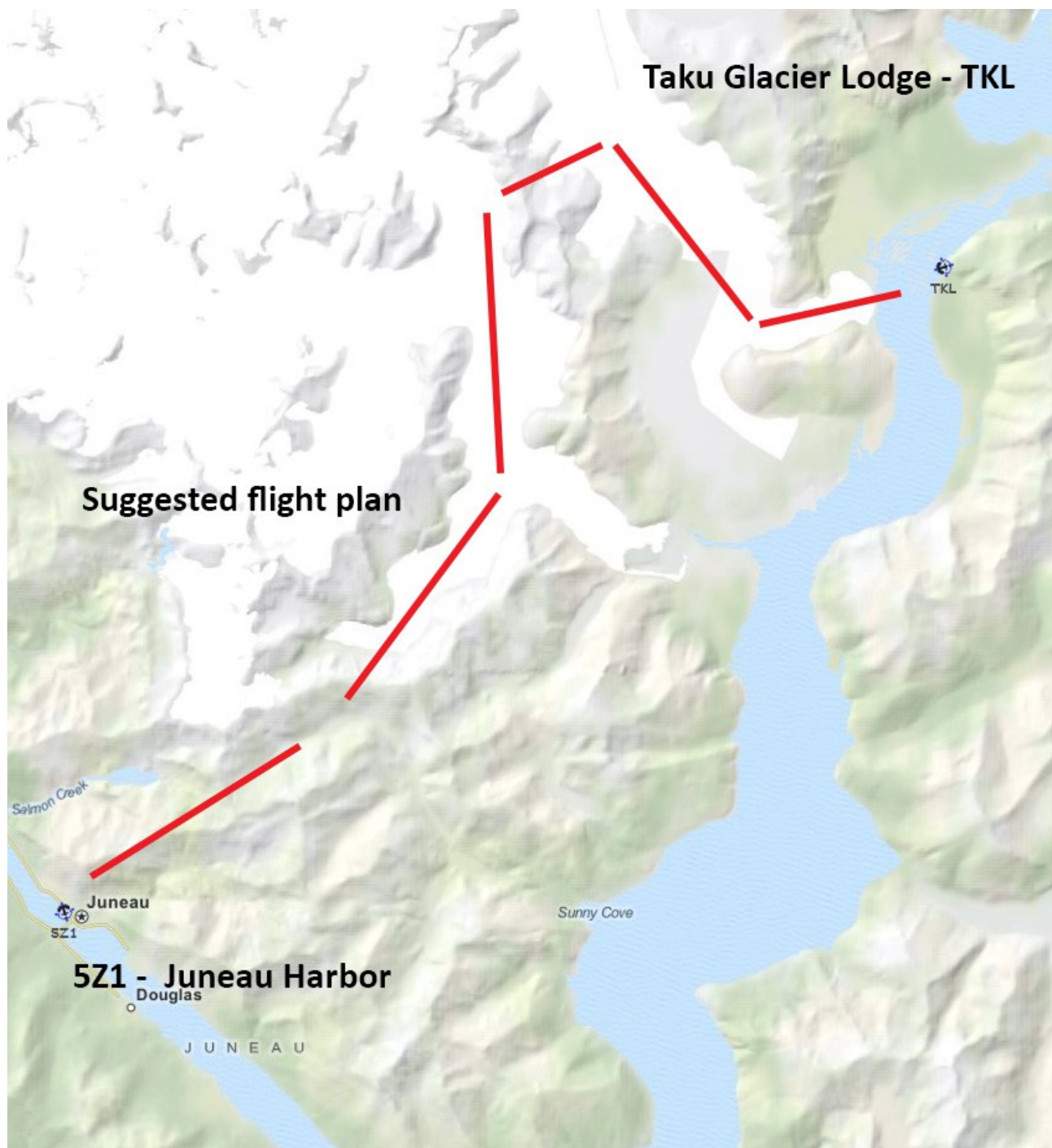
**4 – Copy/ paste the 2 flight plans into your user / my documents / Flight Simulator X.
pln file is the default FSX flight plan
plg file is the Plan-G flight plan**

3 – Settings

Apply OrbX settings :

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures
Global Texture Resolution	Max	Best displays photoreal textures
Mesh Complexity	100	Better terrain definition
Mesh Resolution	5m	20m is the native SAK mesh resolution, but 5m is recommended for best terrain results and especially if you have Orbx payware airports installed.
Texture Resolution	7cm	Sharpest roads and freeways
Scenery Complexity	Extremely Dense	How Orbx designed FTX NA SAK to be used
Autogen Density	Normal	Best FPS versus detail <i>More discussion on this on page 19</i>
Aircraft AI Traffic	16%	Best balance, but dependent on your AI add-ons
Road Vehicles	20%	No need to set higher for SAK

Flight Plans



Flight plans are available in 2 formats

PLN – default FSX flight plan

PLG – Plan-G flight plan

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

II – Taku Glacier Lodge

Location : N 58° 29.48' – W 133° 56.51'

United States – Alaska

Airstrip Id : TKL

Approach from south west

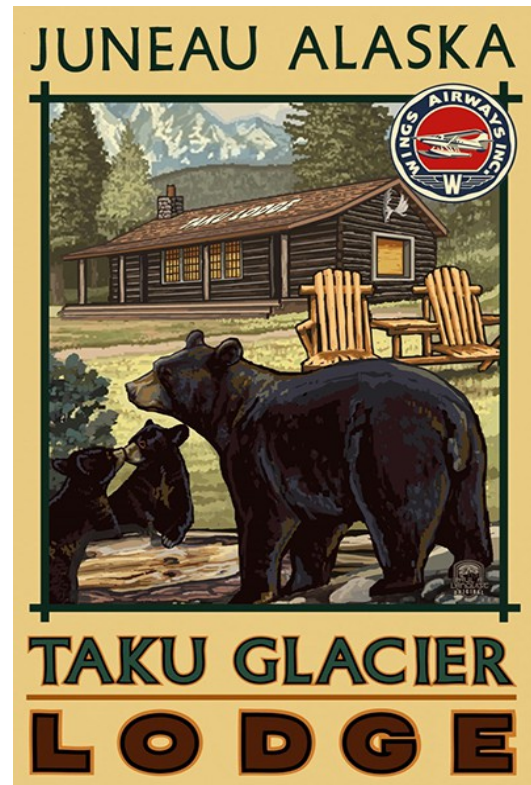
Runway : water

No fuel, no lights, no comm.

Just salmons, and much more.

NOTAM :

Beware of the bears !



Choose a seaplane or amphibious, and load the flight plan.

Safe flight !

III – 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 – 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

IV – Credits

Jacques Alluchon : Custom objects and buildings creation, placement.
Xavier Carré : photoreal/handcrafted ground polys, terrain modelling, effects, objects placement

V – Thanks

Many thanks to all you, at RTMM and OrbX forums, for your kind words.
Special thanks to Nadine « Handie », Brad Allen, Guy « Spud » Maririch, Doug Linn, Rod Jackson, Dexter Thomas, Jeff Greene, Dieter Linde, Klaus Tröppner
And,
A very warmful thank to Holger Sandmann, OrbX SAK lead developer, who has suggested me this beautiful location, a few months ago.

VI - Legal stuff

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