

Halibut Cove

An FSX/P3D Scenery Enhancement from Return To Misty Moorings



User Guide

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Project Leader's Note: After installation of this scenery enhancement, the "Halibut Cove, Alaska" area looks and operates much more similar to real life. The Halibut Cove development team really wanted to help the user get the unique feeling of the "real-life" Halibut Cove. To that end, hundreds of hand-made changes were made to the terrain elevations & textures while many, many objects were custom built to enhance a number of key locations in the Cove. In addition, the AI Boats and Floats are seasonal and range from lots of activity in the summer to just one active Boat in the winter. Halibut Cove takes on a very different look as the seasons change and that too can be seen with this scenery package. The RTMM Season Switcher or RTMM eSwitcher is really a "must" to get the most out of Halibut Cove. In a nod to some of our users with slower systems, Halibut Cove offers more flexibility to reduce the frame rate load by using the RTMM Halibut Cove Control Panel than any other previous RTMM scenery. Please make sure you read the sections on the **Halibut Cove Control Panel & Season Selection** and **Performance & Known Issues** in this User Guide. The Halibut Cove scenery package has been in development for several months and was not designed & developed under DX10. During Beta test, most DX10 problems that were noticed were corrected. So, this scenery should be as "DX10 Ready" as possible without having been developed for it.

Halibut Cove, Alaska



Founded in early 1900s / unincorporated

Population est. 40

The History of Halibut Cove

The community of Halibut Cove, on the Kenai Peninsula, lies in a protected stretch of waterway called the narrows, which runs between the hourglass-shaped Ismailof Island and the south shore of Kachemak Bay. Many of the houses sit on pilings, and the only transportation is by boat - there are no cars. The surrounding water of Kachemak Bay provides the livelihood of many residents. Local men and women fish commercially for salmon, halibut or cod. There are also a number of artists in the Cove, and it's not unusual for a resident to be both artist and commercial fisherman.

The area is rich with history. Archaeological research shows signs of a large settlement during prehistoric times. Artifacts found locally suggest three waves of native habitation, likely forced to leave because of a catastrophic event, such as a volcanic eruption.

From 1911 to 1928, a rich herring run in Halibut Cove led to a population boom. The herring fishery employed as many as 1,000 people during the height of the season. A town and herring salteries sprang up, and docks were built to accommodate the steamers that came to load kegs of salted fish. This became the future inspiration and namesake of the Saltry restaurant.

By 1927, pollution from processing in the spawning grounds had caused a marked decline in the stocks, and by 1928 the herring were gone and the boom was over. Halibut Cove became a ghost town with only a few tenacious old-timers remaining. Buildings were torn down for material to build the growing village of Homer.

In 1948, Clem Tillion came to Halibut Cove. In 1952, he married Diana Rutzebeck, and they stayed to raise their children Will, Marian, Martha, and Vince. The Tillions helped foster the developing community. Clem started the ferry run to Homer in 1966, and Diana's Cove Gallery, featuring her paintings in octopus ink, opened in 1968. Their combined focus on business and art attracted a new generation of settlers. Halibut Cove began to rebuild, developing into a thriving artist colony, fishing base and a popular tourist destination in the warmer months.

Source: <http://www.halibut-cove-alaska.com> & Wikipedia

Other Halibut Cove Information Links:

<http://www.halibutcove.com/>



THE HALIBUT COVE STORYLINE (mostly fictional)

Bart Jonas considered himself very lucky. Together, with his brother Brett, they had landed a transport contract for a section of the Kenai peninsula from Seldovia (A27) north all the way to Kenai Municipal (PAEN). Though they didn't even have a logo painted on their newest DHC-2 Beaver, they had managed to establish "shipping locations" (mostly rented space) in Seldovia, Homer (PAHO), Halibut Cove (PFHC) and Kenai Municipal (PAEN), their new home base.

With these locations in place and a couple of temporary employees, both SBS in Anchorage and CTS in Kenai set up a joint contract with Jonas Brothers Transport to make air transport runs up and down the peninsula. The brothers' favorite run was Homer (their old home base) to Halibut Cove where they had time to drop off, pick-up and relax a bit up at the Saltry. Of course, demand for that run to the Cove was really only strong in the summer so sometimes they just went to Halibut Cove to see the Fall colors, the new Spring growth (including new cove residents) or just hang around. Halibut Cove is a very unique, picturesque, quaint place and there was nothing quite like it in all of Alaska. Then Bart thought about the flight he made to Seward a couple of weeks ago over the mountains and glaciers and he realized that there were a lot of beautiful places in Alaska.



Suddenly, as Bart was landing at Beluga Lake in Homer, the radio crackled. Brett had a new run for today. Time to taxi to their trailer (at least they owned that) right on Beluga Lake (5BL) in Homer, refuel and be on the way. This run would be to Seldovia for the pickup then over to Halibut Cove for a quick drop off, a bite to eat and then back to Homer for the afternoon. Bart took a quick look at his notebook, next to his lap, to review his maps.

As Brett's Beaver came into view just up to the right where their trailer was located, Bart decided to change the new run's flight plan to include a flight up to Kenai (PAEN), their new home base, right from the Cove. The reason... a friend at Halibut Cove had just texted Bart asking if he could transport a package up to Kenai today if he was in the area. So, if the weather holds, today's run will be a little longer than planned and, hopefully, a bit more profitable. Luckily, it looks like it will be a nice day for flying.

Note: In order to become Bart, simply choose your favorite float plane or amphibian (if you plan to continue the trip to PAEN) and load up the VFR Homer-Beluga Lake to Kenai Mun flight plan included in the Halibut Cove scenery package inside the folder named Bart Jonas Notebook. The first departure location in the Flight Plan will put you right in the middle of Beluga Lake where you can then taxi to the Jonas brother's home & business office (just a bit ahead and to the right after the municipal docks), refuel and be on your way. Warning: When you are at the floating docks in Halibut Cove make sure you keep a wary eye on the Lucky Star's departure times in the Summer and Fall. Old Joe, the Lucky Star's captain, departs the floating docks with a flourish and if your plane is in the way....it's goodbye!



PHOTO-SIMILAR SCENES AT HALIBUT COVE

Great care has been taken to allow the user to experience a little bit of reality in what they see at Halibut Cove. In order to do this, the development team picked 15 unique buildings/scenes at Halibut Cove that would be reproduced via custom-built objects in combination with some stock objects. Let's call these the "base" structures. The 15 "base" structure areas that the development team gave special attention to are (custom objects by Xavier Carré unless otherwise noted) :

1. The Big Blue Roof & Grey Roof Buildings
2. The Big Yellow House
3. The Big Grey/White House
4. The Experience, Clem & Hunter Tillion's Place and immediate Boardwalk area
5. The Clem Tillion House area
6. The Floating Docks
7. The Island Circle House
8. The Lone Red House (custom object by Rod Jackson)
9. The Long Dock from the circular connector (no custom objects included)
10. The Quiet Place Lodge & Big House
11. The Ridgewood Wilderness Lodge & Helipad (custom objects by Rod Jackson)
12. The Stillpoint Lodge (custom object by Rod Jackson)
13. The Saltry Area Buildings & Piers
14. The Sea Arch & Lighthouse (custom object by Rod Jackson)
15. The Twin Boathouses & related Home (custom objects by Rod Jackson)

Please consult the **Halibut Cove Structure Map** in the Charts & Maps folder that came with this scenery package for an overhead view of the locations of these photo-similar scenes using the numbers from the list above.

THE SEASONS AT HALIBUT COVE

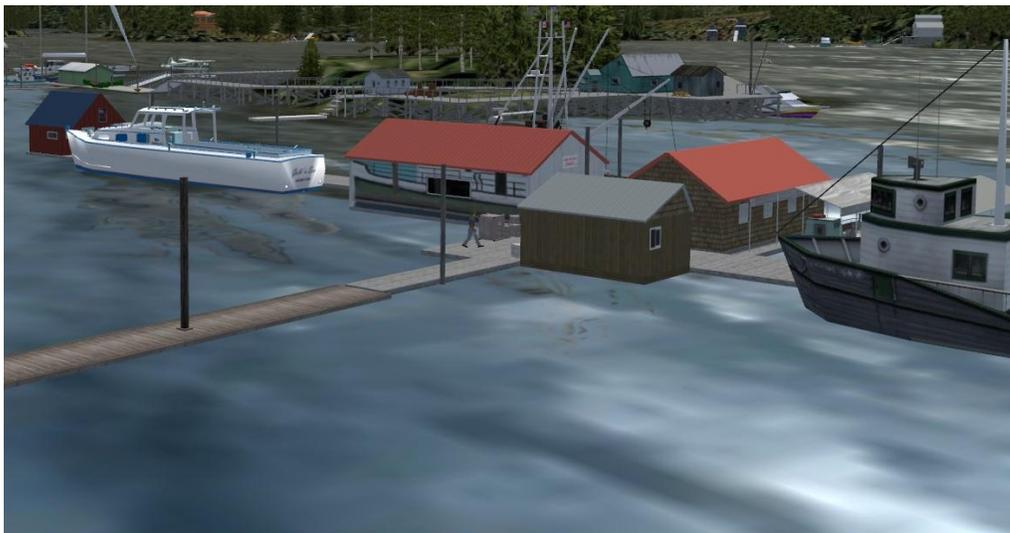
The Halibut Cove scenery enhancement uses a combination of the RTMM Season Switcher or eSwitcher, which is available in the RTMM Getting Started section, and the Halibut Cove RTMM Control Panel, which is included in this scenery package, to allow the user to enjoy all of the different looks of Halibut Cove as the seasons change.

Each season change, initiated by the user using the RTMM Season Switcher or eSwitcher, the Halibut Cove Control Panel and the FSX/P3D Settings Season selection (only required for the RTMM Season Switcher since the eSwitcher selects automatically based on date) will cause a seasonally appropriate change. Some examples of things that can be controlled by RTMM Season Switcher or eSwitcher in combination with the Halibut Cove Control Panel (if noted) are:

- Tree foliage including some bushes
- Number, types, and locations of:
 - o docked boats, floatplanes (also need Control Panel)
 - o people
 - o boxes, crates, tables and other miscellaneous objects (Control Panel)
- AI floatplane traffic volume & departure times (also need Control Panel)
- AI boat traffic volume & departure times (also need Control Panel)
- Static and Animated Wildlife Density (Control Panel)
- Snow on the Ismailoff Island connector

Note: A little ice will also appear in the water in the winter season if that option is set in the Halibut Cove Control Panel

Also see **THE HALIBUT COVE CONTROL PANEL & SEASON SELECTION** section in this User Guide which contains detailed information on how to change settings in order to best experience the seasons at Halibut Cove.



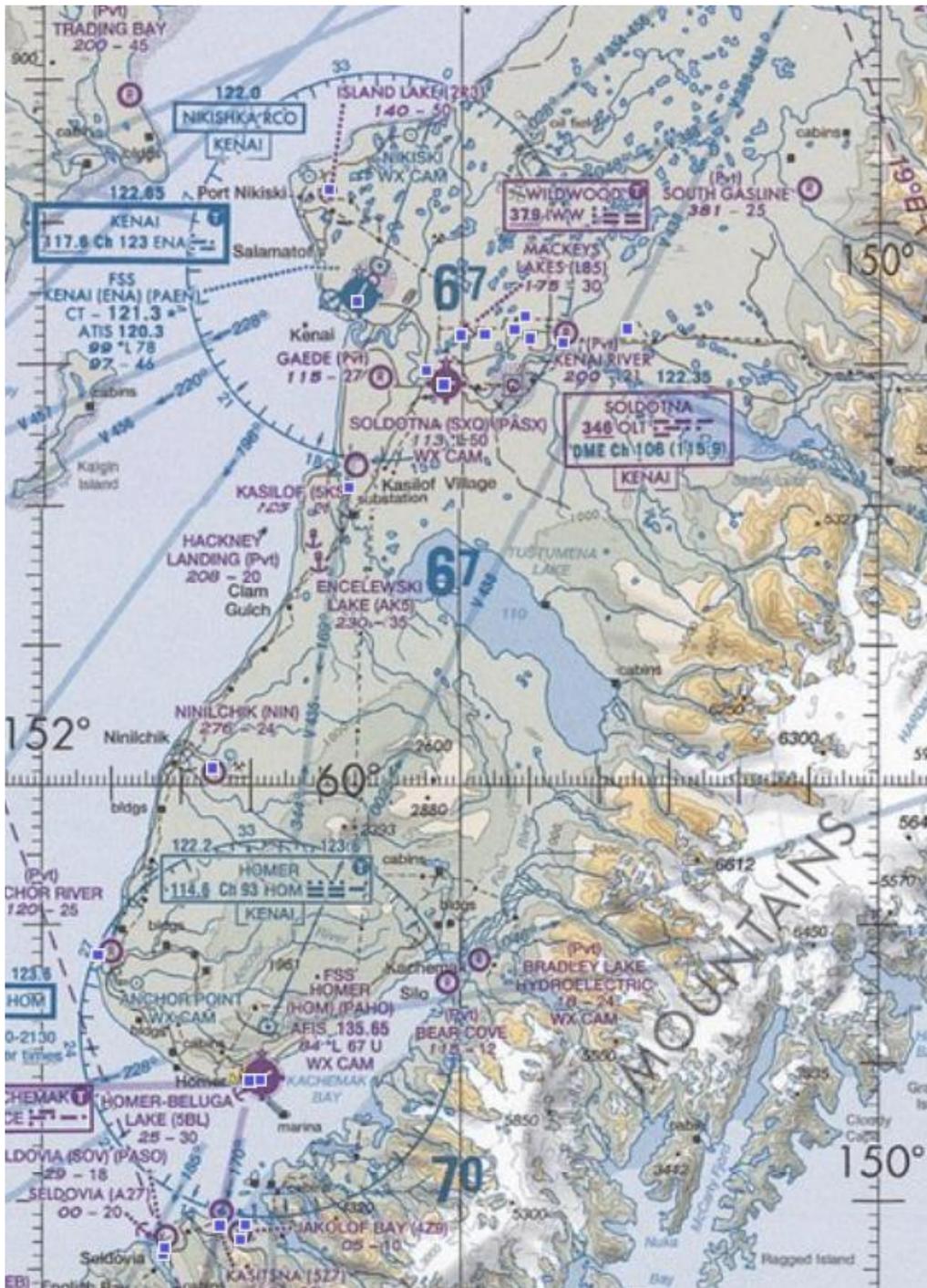
MAPS & CHARTS

Kenai Peninsula



Kenai Alaska Sectional Zoom

Halibut Cove V2.1



Other Maps & Charts (found in the HC Maps & Charts Folder)

- Halibut Cove Structure Map
- SkyVector Seward Sectional - Zoomed
- Kenai Peninsula - Alaska Tourism

INSTALLATION INSTRUCTIONS

Halibut Cove Scenery Enhancement Requirements:

Microsoft FSX/P3D (with Acceleration Pack) or P3D

ORBX SAK

Tongass Fjords X (Numerous Tongass Fjords X Objects are used in this enhancement)

Return To Misty Moorings Object Libraries

RTMM Season Switcher or RTMM eSwitcher - Optional but highly recommend (also see Recommended and Required FSX/P3D Settings Section further down in this document)

To install the Halibut Cove scenery enhancement package, unzip the Halibut Cove folder to a temporary folder. Inside this folder you will find four key folders. They are:

Halibut Cove

Halibut Cove AI Boats (zipped)

Halibut Cove AI Floats (zipped)

Jonas Bros PAHO Location

There will also be other informational folders and files that will be discussed a little bit later. Let's review the installation instructions for the four key folders mentioned above.

Note: The Halibut AI Boats and AI Floats must be installed whether you plan to use AI or not, otherwise the Halibut Cove Control Panel will generate errors when used.

1. After unzipping the main release package to a temporary folder, unzip the Halibut Cove AI Boats folder and follow the installation guide inside.
2. Unzip the Halibut Cove AI Floats folder and follow the installation guide inside.
3. Move the Halibut Cove folder and all of its contents into your FSX/P3D Addon Scenery folder area or to wherever you install all of your RTMM sceneries. If you don't have Orbx PAHO installed then copy JonasBrosV1_1.bgl file from the Jonas Bros PAHO Location folder to the main Halibut Cove folder. If you do have ORBX PAHO then copy JonasBrosPAHOV1_1.bgl to the main Halibut Cove folder.
4. Startup FSX/P3D, go to "Settings" and then to "Scenery Library". Click on "Add Area". Click on "Addon Scenery" and locate the newly installed Halibut Cove folder. Click on the Halibut Cove folder and then click on "OK" (if using Windows 7 - then click on white space) and then "OK" again. FSX/P3D should begin to recompile the newly added Halibut Cove Library.
5. Next, Make sure you have the latest versions of the RTMM Object Libraries installed.
6. After installing the Halibut Cove Scenery folder into your Addon Scenery Library and activating it exit FSX/P3D and make a shortcut of the RTMM Halibut Cove Control Panel.exe that is inside the Halibut Cove\Scenery folder and move it to your desktop. If you now have more than one Control Panel for the various RTMM sceneries you may want to read the document that is included in this scenery release named Creating an RTMM Control Center. It can be found in the folder named RTMM Control Center.
7. This scenery also uses the RTMM Season Switcher/eSwitcher so your next step should be to read the **Halibut Cove Control Panel & Season Selection** section in the Halibut Control User Guide before you set the season you want in the RTMM Season Switcher/eSwitcher and choose the options that you prefer in the Halibut Cove Control

Panel. If you don't have the RTMM Season Switcher/eSwitcher installed, see below for instructions on how to obtain it.

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OTHER INCLUDED FOLDERS & FILES NOT MENTIONED ABOVE

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A HC Maps & Charts folder is included which provides additional location information in the scenery coverage area.

A folder named Bart Jonas Notebook is included in support of the storyline. Inside the folder, a map and a couple of pictures will be found showing Jonas Brothers' regular airfield and seaplane base locations as well as a couple of pictures showing the small shipping locations at Kenai Municipal (PAEN) and Seldovia (A27). Also included is Bart's latest flight plan named VFR Homer-Beluga Lake to Kenai Mun.pln (see the **Halibut Cove Storyline** section in the Halibut Cove User Guide).

The standard RTMM README_FIRST.txt file is included along with a couple of pictures and a Plan G picture. Note. There are no .plg files for Plan G included but you can input the .pln files from the Bart Jonas Notebook into Plan G.

Now on to the final step. Starting FSX/P3D and making sure your FSX/P3D setting are consistent with the next section.

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RTMM Season Switcher INSTALLATION INSTRUCTIONS (The Halibut Cove Scenery is able to use the RTMM Season Switcher V3.3 or eSwitcher)

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The latest version of the RTMM Season Switcher or eSwitcher is available as a link on the RTMM Getting Started page. Please download the RTMM Scenery Switcher or eSwitcher using that link and read the included readme file for detailed installation and operating instructions.

When you run the RTMM Season Switcher.exe or RTMMeSwitcher.exe shortcut for the season you plan to visit, some of the objects (e.g. trees, people, AI Boat and Float traffic etc.) may change accordingly and the scenery, in most cases, will be displayed to match the season better. When you're ready to change seasons, make sure FSX/P3D is not running and simply rerun the RTMM Season Switcher.exe or RTMMeSwitcher.exe shortcut and make your new choice as explained in the appropriate readme file.

If you never run the RTMM Season Switcher or eSwitcher, the default (No Season chosen) scenery will display and, though it will look okay in any season, it will not have the best integrated look and you will not be able to experience the season the way the scenery developer intended you to see them.

RECOMMENDED & REQUIRED FSX/P3D SETTINGS (IN SYNC WITH ORBX STANDARDS)

Level of detail radius: Large (Reduces blurring of textures)

Global Texture Resolution: Max (Best display of photoreal textures)

Mesh Complexity: 100

Mesh Resolution: 5m is **required** for this scenery

Texture Resolution: 7cm (use for sharpest road textures but set this to 15cm if you experience micro stutters)

Scenery Complexity: Extremely Dense

Autogen Density: Normal to Very Dense as per ORBX SAK recommendations

Airline Traffic Density: 10% (**10% is minimum required for AI Floats to work at Halibut Cove**)

General Aviation Traffic Density: 20% (**1% is minimum required for AI Boats to work at Halibut Cove**)

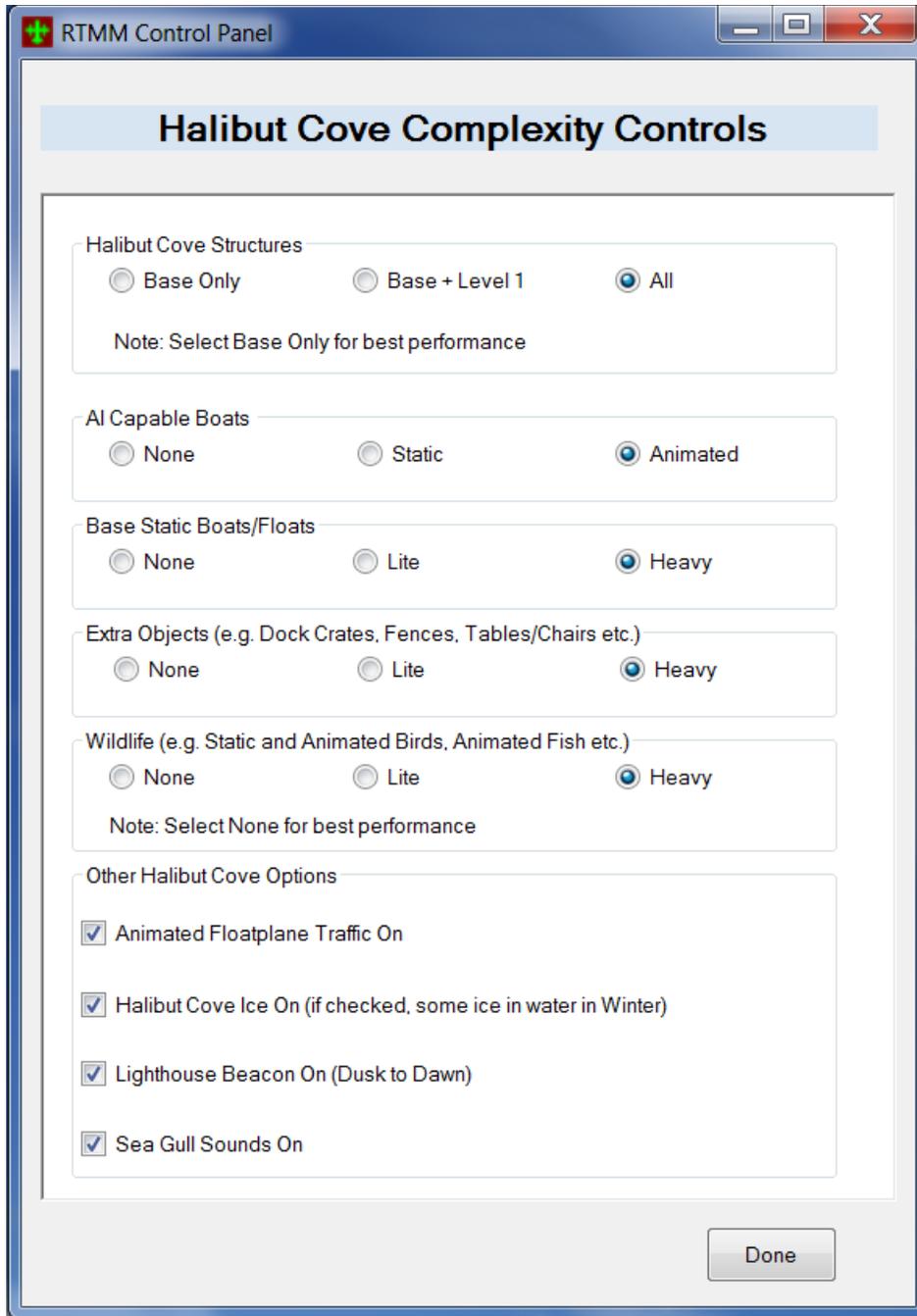


THE HALIBUT COVE CONTROL PANEL & SEASON SELECTION

Halibut Cove Control Panel - Usage Guide

The Halibut Cove Control Panel was designed to give the user maximum flexibility in what objects are displayed to either improve frame rates, better match a given season or just suit the user's fancy.

Here is what the Control Panel looks like:



There are two types of selections. In the top section, the selections are "radio buttons". This means that only one of the buttons (on a line) can be chosen at a time. In the Other Halibut Cove Options section, the user must check the box to turn the indicated option on.

Besides the general description next to each button, the user can obtain additional information by hovering the mouse over a choice which will cause a pop-up message to appear.

Halibut Cove Control Panel Choices:

Halibut Cove Structures - This option allows the user to determine how many Halibut Cove structures will show up. If you are trying to limit frame rate load, choosing "base only" will ensure that the 15 "base" structures listed on page 7 will show up and nothing more. Moving your choice further to the right will add Level 1 structures to the "base" display and choosing "All" will display all structures (Base, Level 1 & Level 2). The further right the choice, the more degradation in performance could occur. Please refer to the Halibut Cove Structure Map file located in the HC Maps & Charts folder which shows what structures appear depending on what choice is made in this section. Also, please note that the Level 1 & 2 structures also have fixed boats/float attached to them when they appear and this cannot be changed. Halibut Cove looks best with "All" chosen but best performance occurs with "Base Only" chosen.

AI Capable Boats - This option allows the user to choose No AI Boats (best performance), Animated which generates normal AI Boat activity according the schedule in the Appendix and looks the best, or Static which is a new feature for RTMM. The Static choice still displays the AI Boats at their docks but they never move. In this way, a user with a slow system can still see the beautifully re-painted AI boats but not suffer any increased frame rate load since they do not move. Note: AI Boat activity is limited by Season. Please see Appendix.

Base Static Boats/Floats - This option allows the user to choose None, which suppresses all static boats & floats (non AI-Capable) from appearing by the "base" structures (best performance). Lite displays some boats & floats and Heavy displays all the boats & floats by the "base" structures. The decision on this option could depend on the speed of a user's system or a desired seasonal look. See below for advice on Seasonal Settings.

Extra Objects - This option allows the user to choose "None" for extra objects (best performance), "Lite" and "Heavy". "Lite" displays some extra objects and "Heavy" displays all extra objects. Since the extra objects displayed are things like crates, boxes, tables etc., the decision on this option could depend on the speed of a user's system or a desired seasonal look. See below for advice on Seasonal Settings.

Wildlife - This option allows the user to choose "None" for Wildlife (best performance), "Lite" (some animated birds and static birds) and "Heavy" (all static birds, lots of animated birds, animated fish, animated animals etc.). The "Heavy" option looks the best but there may be a significant reduction in performance if this option is chosen.

Animated Float Traffic On - This option allows the user to turn the AI Float Traffic On (when checked) or Off (best performance). Note: AI Float activity is limited by Season. Please see Appendix.

Halibut Cove Ice On - This option allows the user to turn on the Halibut Cove Ice that appears only in Winter. It will not appear in other seasons even if this box is checked. If this box is not checked then the ice will not appear in winter. There is no performance penalty.

Light House Beacon On - This option allows the user to turn on the Lighthouse beacon if they wish. See **Performance & Known Issues section** of this User Guide for problems with the beacon.

Sea Gull Sounds On - This option allows the user to turn on the Sea Gull sounds in the center of Halibut Cove though there could be a small performance reduction on some systems.

Done button - When the user is finished with the Control Panel, they can select the "Done" button or simply close out the panel using the "X" at the top of the page. Either way works fine.

Season Selection at Halibut Cove

Because of Halibut Cove's northern location, the Season Switcher choice for season needs to be modified a bit from the norm. And, for the most realistic seasonal look, the Halibut Cove Control Panel should be part of the seasonal choice. Here are the recommended settings for the Control Panel & RTMM Season Switcher for each FSX/P3D Month when using seasons at Halibut Cove (note - the RTMM eSwitcher will make the adjustment automatically based on the date you enter so you will only need to manually set the HC Control Panel):

----- HC Control Panel Settings* -----

FSX/P3D Month	Base Static Boats/Floats	Extra Objects	Wildlife	RTMM Season Switcher
January	None	None	None**	Winter
February	None	None	None**	Winter
March	None	None	Lite	Winter
April	Lite	None	Lite	Spring
May	Lite	Lite	Heavy	Spring
June	Heavy	Heavy	Heavy	Spring
July	Heavy	Heavy	Heavy	Summer
August	Heavy	Heavy	Heavy	Summer
September	Lite	Lite	Heavy	Fall
October	Lite	Lite	Lite	Fall
November	None	None	Lite	Winter
December	None	None	None**	Winter

*Note: All Boats & Floats adjust to the seasons automatically based on the Season Switcher Setting. Also, Level 1 & Level 2 Structures do display their own boats/floats so there will be some visible in any season.

**Normally when "Wildlife" is set to "None" in the Halibut Cove Control Panel, it is recommended that the "Sea Gull Sounds On" option be unchecked.

PERFORMANCE & KNOWN ISSUES

HOW TO REDUCE HALIBUT COVE CPU LOAD:

It is actually quite simple to quickly reduce CPU load by using the RTMM Halibut Cove Control Panel. The following options can all reduce CPU load if they are turned down or off (CPU Load impact is in parentheses):

Wildlife (major)
Halibut Cove Structures (major)
Base Static Boats/Floats (medium)
Extra Objects (minor)
AI Capable Boats (minor)
Sea Gull Sounds (minor)

Note: Individual systems may vary on which options are best to turn down so some experimentation is a good idea.

KNOWN ISSUES

1. Lighthouse Rotating Beacon is not the right colors (should be white/white) and many times doesn't look right in the way it lights up objects. There is a known FSX/P3D limitation where the rotating beacon facility looks like it is behind whatever objects it comes into contact with. This isn't too noticeable when it is high on a tower but you do see it when it is inside a lighthouse. On the plus side, when approaching HC from the West or from Homer, you can't miss seeing the rotating beacon which leads you right to the West entrance area. Also, the Lighthouse beacon is White/Green instead of all white due to the lack of availability of a standard all white beacon option in FSX/P3D.
2. To enable the ability to allow the user to see the Halibut Cove AI boats but not choose active AI, a Static AI feature has been developed. Beginning at 0800 GMT or 2200 Local (night), all of the Static AI Boats that are active will reset themselves by moving into one of the coves and stopping. Some may or may not disappear or sink. The Static AI Boats will be back in their normal places once a scenery reload occurs and the time is around 2330 Local (0930 GMT) or later. Normally, the user will not see this unless they are in the immediate HC area at that time of night. This only will happen when the AI Capable Boats option in the Halibut Cove Control Panel is set to Static.
3. Since object display in FSX/P3D was designed with the idea that most objects would be seen from above, the likelihood of roof flashing and other texture flashes are increased when taxiing or boating by structures and other objects at the same elevation level. Wherever objects are joined together there may be shimmering at some of the joints. And, depending on the angle, other small texture areas on objects may occasionally flash. This flashing effect will be more noticeable for users with a multiple screen view, since the viewing angle of objects can be even more extreme.

4. One of the objects that does not display correctly in DX10 is the motorcycle object. This object is used a few times since Halibut Cove does not have cars. Even though it does not display correctly, a few motorcycle objects were left in since they are important to the overall Halibut Cove scene and are not very distracting when running under DX10.
5. Halibut Cove has not been extensively designed for night operations. As a result, the custom buildings are not lit up at night. Though Halibut Cove is easy to navigate in the daytime, at night, some lighted buoys would normally be required. At this time, lighted buoys have not been implemented.
6. Some docks, may "bump" up your floatplane or boat when you come along side.



APPENDIX - HALIBUT COVE AI BOATS AND FLOATS SCHEDULES

(All times are Zulu or GMT - Subtract 10 hours for local time)

If you set time to a minute or two before departure time and then just watch....the AI Boat or Plane will depart within a few minutes of schedule. If you jump into FSX/P3D at a given time, FSX/P3D AI tends to also start any AI that was due to depart in the past 80 minutes before your current time so don't be surprised. If you want to see all AI parked and not departed, jump into FSX/P3D at a few minutes before the earliest AI departure scheduled for the day (local time).

A. Active or Static* AI Boats (Visible according to season set by RTMM Season Switcher)

	Summer	Fall	Winter	Spring	NoSeason**
Lucky Star departs 1800Z & 2300Z	X	X			
Sea Maid departs 1830Z & 2330Z	X			X	X
Danny J departs 1930Z & 0200Z	X	X	X	X	X
Stormbird departs 2000Z & 0100Z	X	X		X	X
Kachemak departs 2100Z & 0030Z	X			X	
Gold 'N Sea departs 2200Z & 0230Z	X	X			
Lady L departs 2030Z & 0130Z	X			X	X

Note: For AI Boats to be visible, FSX/P3D Settings - General Aviation Traffic Density must be set to a minimum of 1%. Also, due to FSX/P3D AI parking limitations, the AI Boats only depart for the Homer, Alaska area and then later, after a scenery refresh of some kind, will re-appear. You do not see the AI boats "steam" into Halibut Cove.

*Control Panel has option to make AI Boats static or non-moving (user can see boats at dock but no frame rate hit for AI movement, since they are static)

**NoSeason is default if user does not use the RTMM Season Switcher/eSwitcher

B. AI Floats (Visible according to season set by RTMM Season Switcher/eSwitcher)

	Summer	Fall	Winter	Spring	NoSeason*
Alaska Air departs floating docks for HYG at 1900Z (Note: The Alaska Air floatplane will return later in the day)	X	X		X	X
Halibut Cove Service departs Big Yellow House docks to do one hour of Touch 'N Go's at 2230Z & 0100Z	X				

Note: For AI Floats to be visible, FSX/P3D Settings - Airline Traffic Density must be set to a minimum of 10%.

*NoSeason is default if user does not use the RTMM Season Switcher/eSwitcher

