

Wasilla to Halibut Cove Flight-Seeing Trip Ticket

The new Halibut Cove Scenery Package from the RTMM team is about as true to real as could be accomplished in FSX. When you arrive at Halibut Cove, you will be amazed at the attention to detail and the obvious hours of work that has been put into this effort.

Of course we can give you the GPS co-ordinates and you can just go there and look around. But that wouldn't make it as "true to real" as by "going there in the simulator." With this flight-seeing tour, we give you a realistic way to "go to Halibut Cove."

The trip we have planned for you flies mostly at 1800 feet, although you may fly lower to land at any of the sites along the way. The route takes us over or to 22 different scenery locations that are embedded in the scenery. There are many USFS cabins and campgrounds in this area and as we fly to Halibut Cove, the route takes you to a few of them. Some you can land at, some are nearly impossible (except for helicopters). But all will give you the sense of the vastness of this area and how difficult it is for bush pilots flying that are to find the locations and land nearby them dropping off visitors or handling emergencies. This package will take you up over a glacier and out over a long glacial lake. The scenery is breath taking. And at the end of the journey ... Halibut Cove ... one of RTMM's new "crown jewels." We hope you enjoy the journey as well as the destination.

Scenery Needed: To view all of this correctly, you should have installed ORBX SAK, RTMM Missing Cabins (USFS Cabins page under "Installation", and Misty Moorings Air Taxi Service (Scenery Page under "M"). Of course you will need Halibut Cove, (under "H" on the Scenery page).

Step 1: On the Scenery Page for Halibut Cove, press the "FS" button. This will give you the "flight seeing" plan called: "VFR Wasilla to Halibut Cove.pln" Put this file into your "Flight Simulator X Files" folder found in your "Documents Library".

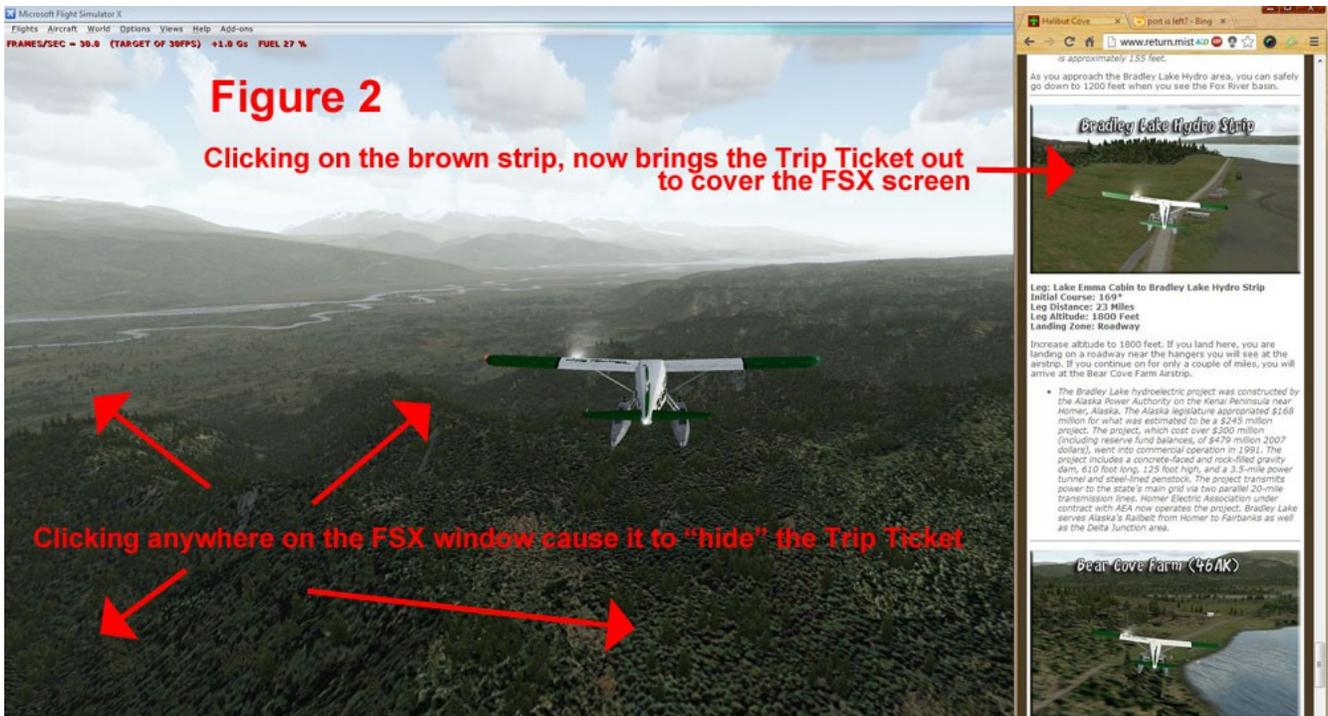
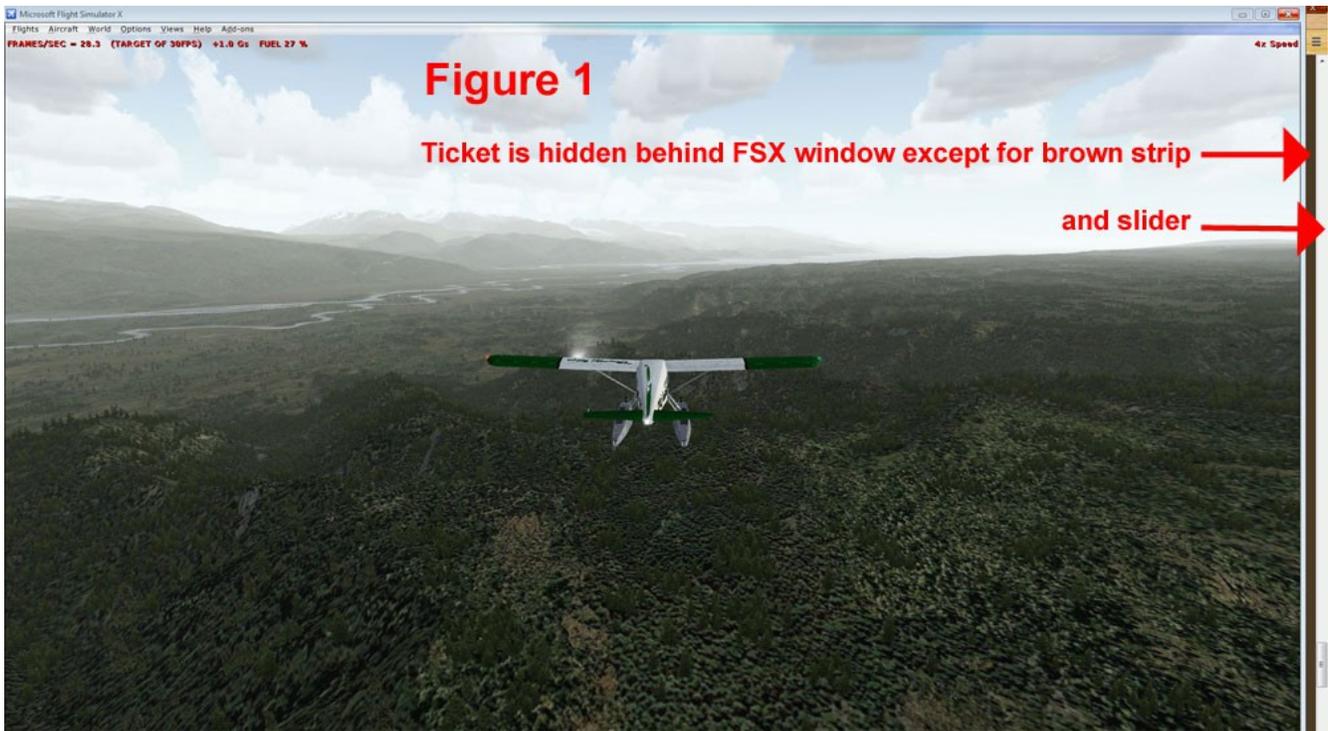
Step 2: Use the "Flight Planner" and select the "VFR Wasilla to Halibut Cove.pln" file. When you are asked to "go to airport" do it. You will find yourself on the runway at Wasilla.

Step 3: To make it more realistic, select "MAP" in FSX and put in the coordinates given at the top of the trip ticket for the Misty Moorings Air Taxi facility. You will put in the latitude, longitude and heading, leaving altitude and speed at "zero" (0). When you press the OK button on the MAP, FSX will refresh and put you in front of the Misty Moorings Air Taxi facility at the Wasilla Airport.

Step 4: Setting up the Trip Ticket properly. While connected to the internet, go to the Scenery Page, go to "H" to find Halibut Cove and when there, press the "Trip Ticket" button. This will bring up a web page that is your Trip Ticket. Drag the left edge of the window to the right until only a small tan/brown strip shows on each side of the ticket. Now move this re-sized window to the right side of the screen. Size it "up" to the top, "down" to the bottom and make sure the brown strip and the slider are showing to the right.

Now bring up your FSX window. Size this window so it covers all of the screen, including the Trip Ticket EXCEPT the brown strip and the slider on the right side of the Trip Ticket. So now you have FSX showing almost full screen, with a brown strip to the right. If you click on the brown strip, the Trip Ticket appears so you can read it. You can use the slider to move it up and down. When finished, click on the FSX screen and the Trip Ticket is again hidden except for the brown strip.

Look at Figures 1 and 2 below to visually see how this is set up.



The initial wording on each leg is for the pilot. It gives you information about the leg, helps you be ready for what is coming ... perhaps a difficult approach, a heading change, and altitude change, etc. The rest of the wording, in italics, is “narration” ... the kinds of facts a bush pilot might impart to you during the flight, telling you about the area or, in this case about the cabins you are flying over or approaching for a landing.

Also keep in mind all RTMM “flight seeing” tours are “autopilot-ready”. All you have to do is change the altitude. And an “altitude statement” is at the beginning of each leg. You can literally sit back and let the plane fly you to Halibut Cove while you enjoy the ride and the scenery below. It's always fun to see if you can spot the tiny cabins embedded in the scenery. We usually fly at 1200 feet at RTMM, but for this tour we will basically maintain 1800 feet. There are areas where you must fly higher and these are listed for you on the trip ticket.

If you are a more “seat of the pants” flier, then you can simply use the map at the top of the trip ticket. Also because you have entered the “pln” file, your GPS is active and you can follow the route on the gps.

There are many ways to enjoy the incredible scenery of this part of Alaska. RTMM is dedicated to helping you get the maximum enjoyment. As usual we will give you a great journey, but in this case, also a perfect ending. You will love Halibut Cove.

The RTMM Team