Hollis Harbor - Gateway to Prince of Wales Island
A FSX/P3D Scenery Enhancement from Return To Misty Moorings (RTMM)

User Guide

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Lead Developer's Note: After installation of this scenery enhancement, the Hollis Alaska area is still true to life in terrain and water bodies except for waterfalls which have been created or significantly enhanced. The placement of many objects is somewhat arbitrary, though the Hollis dock, Ferry dock and Wolf Creek Boathouse are in their true real life locations.   Instead of being a deteriorating building (as in real life), the boathouse has been completely renovated. The real life owners of the boathouse are thought to have applied for a water usage license to run machinery via water power coming from the cascading movement of Wolf Creek.

The biggest change from real life Hollis is the amount of vehicle activity (cars, trucks, boats, floatplanes etc.) in the simulation. The activity has been greatly enhanced since Hollis is actually a very small and quiet community. The additional vehicle activity has been added to provide a better fun factor to enrich your enjoyment of the Hollis Harbor area.

This v2.1 release combines the v1.0 release with the v1.1 update and updates the documentation for FSX and P3D. There is no new scenery content added.

Hollis, Alaska

Founded in 1890s / unincorporated   **Population est. 140**

Hollis is the gateway to Prince of Wales Island and the home port for the Inter-Island ferry Authority that provides daily ferry service between Hollis and Ketchikan on the MV Prince of Wales and MV Stikine. **Hollis** is on the east side of the island, 22 miles east of Craig and 35 miles west of Ketchikan. Around 1900, **Hollis** was a bustling mining town with a population of more than 1,000. Gold and silver were mined nearby until about 1915. The town had a hotel, bank and a post office in it's heyday. The forest swallowed up the old mining town when eight mines closed by the 1940s. Speculators are considering reactivating one gold mine, waiting on results of core samples.

In 1953, **Hollis** became a logging camp when the U.S. Forest Service signed a long-term timber contract with Ketchikan Pulp Co. **Hollis** was the base for timber operation until 1962 when the camp moved to Thorne Bay. The area was settled after 1980 via state land sales.

Hollis has five subsivisions on six miles of road; recent state land sales have brought growth. More than 40 residential lots of three or four acres have sold in the past three years and at least 10 are scheduled for sale in 2011.

Hollis has a small public school, a well-stocked public library, a volunteer fire dept.,an emergency medical services unit and an emergency medivac heliport. The community boasts a boat & floatplane dock on Hollis Island. The floatplane dock has been recently rebuilt just to the northeast of the Hollis Ferry dock.

Source: Prince of Wales Chamber of Commerce

Developer's Note: The new floatplane dock and relocated seaplane base in Clark Bay, just to the northeast of the Hollis Ferry dock, is not depicted in the RTMM Hollis Harbor Scenery....the old location is a lot more interesting to fly in and out of. The M/V Stikene and M/V Prince of Wales will be represented by the M/V LeConte...on loan from the Alaska Marine Highway System

Additional real life material in scenery folder: The Lucky Nell Mine.

THE HOLLIS HARBOR STORYLINE (mostly fictional)

Well, Joe and Jack, the brothers from Eagle Air at Ketchikan Harbor have moved their office and floatplane base to quieter digs at Hollis, Alaska which is on Prince of Wales Island. They are planning on selling their Ketchikan Harbor location (which they are still running) to Carlin Air and still plan to make stops at the Carlin Air facility if Carlin Air buys them out.

Eagle Air is now transporting customers (and some cargo), who arrive in Hollis by ferry from the mainland, as well as locals to different places on Prince of Wales Island. The most common destinations are the seaplane bases at Craig, Hydaburg, Port Alexander and Coffman Cove. Of course, Eagle Air does make trips to Ketchikan also. Business is so good that Eagle Air now has its own "Eagle Air Network Map" (see Maps and Charts folder) and is contracting with locals to do extra floatplane trips each day. In addition, they have the only aviation gas pumps in Hollis. All of the nearby towns shown on the Eagle Air Network Map are "photoreal" areas created by the Tongass Fjords X scenery. A floatplane trip from Hollis to these little towns makes for a great scenic flight. Eagle Air Charters (EAC) is now available on the website and Hollis SPB is now a hub that makes a great central location for floatplane fliers.

Listed below are some of the general activities that Joe and Jack have seen going on around Hollis Harbor. Their list of activities is bound to inspire you to check out some of these interesting Hollis Harbor happenings. The big question, which is the best season to see them. Read on for your answer. Note: Map locations that are referenced are in Red and can be found in the Maps & Charts Section of this document. The RTMM Season Switcher must be installed and used to experience Joe and Jack's list of activities going on in the Hollis Harbor area.

<u>All Seasons</u>

In every season, there are AI Floatplanes operating in area of the Hollis and Eagle Air Docks, an AI Ferry and an AI Fishing Boat operating out of the Hollis Ferry Dock area. It is great fun to watch them in action. One of Joe's new friends, Bud Barnett, is a real nut on doing touch 'n go's with his floatplane. He is out there every day doing them and sometimes with "so-called" students in tow. In the past, it was always hard to know just what time to watch...not anymore....see Appendix at the end of this document for the seasonal departure times of all AI Floats and Boats.

You may have noticed when arriving that Hollis Road, has suffered a washout and a temporary road has been built for traffic while construction crews work on redoing the main road. As you made your approach in floatplane, you may have noticed the Harris River Falls. The width of the river and size of the falls, just before it outflows into Harris River Bay, seems to be greatly affected by the seasonal weather.

The locals and visitors enjoy hiking or flying up to Wolf Lake and many boat or fly over to the Karta River Wilderness area which includes Karta River, Karta Lake and Salmon Lake.   The Karta River is a great River Run to see wildlife especially during some seasons. In the Fall, you might even see cougars in the Hollis area. Brads B & B location & starting point is N55 34.17 W132 34.02 Heading 205 . You can also boat over to the Karta River from the Hollis Dock (a fairly long ride) by heading past the Hollis Ferry Dock and then following the shoreline on the left and the buoys in the water (mostly red) on past the big marker on top of the rocky point until you see Brads B &B in the distance.

There are a couple of USFS Cabins over on Karta River and the outflow end of Karta Lake that seem to have a little bit different look each season as different renters move in and out. It is even rumored that the grandson of Jerry Walker, one of the original investors in the Lucky Nell Mine, lives in a very nice house on the near shore of Salmon Lake where it outflows towards Karta Lake. Note: There is one other USFS cabin noted on the map at Salmon Lake. To get that cabin, you need to download the Salmon Lake Cabin file from the RTMM Scenery page.

Don't forget to fly up the length of Wolf Creek from the Wolf Creek Boathouse all the way up Wolf Creek Lake. There is a falls about halfway up. It is always interesting flying over that area since dead trees (logs) in the water are different every season.

If you have a helicopter, a flight up to the Fire Tower Helipad always provides a great view in any season.

Winter

Hollis Harbor can be beautiful in the winter. Ice is seen in much of the water....even at sea level. During this period, there is a winter survival camp operating near the southwest end of Wolf Lake. Usually, the Lucky Nell Mine** is inspected at this time for any abnormal situations. If you go out there, watch out for the drifting snow along the road as you near the mine.

Spring

The Prince of Wales Eagle Scouts like to camp up at Wolf Lake at this time of the year. Their campfires are pretty visible. You will find the Forest Service up at the southeast end of Wolf Lake and, at this time of the year, there are always hunters in the area of the Hunting Helipad. Also, the Lumber Rafting Station out at the end of Twelvemile Arm is usually pretty active during this period of time. Usually at this time of year, the tourists arrive and traffic can get downright dangerous. Many take busses to make their way up the very rough Lucky Nell Mine Access Road** just to see where the old gold mine used to operate.

Summer

Summer is here and Hollis is full of activity...or at least it is as busy as it gets. Each year, some of the local fliers who have grown tired of bouncing on the water, take advantage of the dry summer and clear out the brush on a flat area north of Harris River Bay. It is there that they resurrect a temporary airfield that is just dirt and grass. The dirt "runway" is almost 2000 feet and they even erect a washed out windsock until the Fall rains set in. During this period of time,

Klawock's paved airport is within easy reach. While this is going on at sea level, there are always campers higher up on the southwestern shore of Wolf Lake. There are also campers and boaters out all the way along Twelvemile Arm. At this time of the year, the foliage around Wolf Creek is very dense and there is a lot of recreational activity in the area of the Wolf Creek Boathouse. A ride up to the Lucky Nell Mine** in the summer seems to always find at least one rock slide caused by the changing temperature environment so be careful.

Fall

Things are pretty much slowing down for the approach of winter. There is less activity on "the Island".   This is a very rainy time of year in Hollis. The Temporary Airfield that the locals build every year is, once again, washing away. Be careful if you take a ride out to the Lucky Nell Mine** because sometimes the road is impassable due to water.

**The best way to see the Lucky Nell Mine is via car, truck or jeep. To do this, you will need a drivable vehicle that you can choose in FSX/P3D instead of an aircraft. Here are links for three vehicles which work in FSX and P3D.

https://flyawaysimulation.com/downloads/files/6163/fsx-bmw-760i/get/

https://flyawaysimulation.com/downloads/files/1773/fsx-mitsubishi-pajero/

https://flyawaysimulation.com/downloads/files/3007/fsx-vintage-jeep-wrangler/

FULL SEASONAL IMMERSION (FSI)

The Hollis Harbor scenery enhancement features RTMM FSI or RTMM Full Seasonal Immersion. This scenery uses the RTMM Season Switcher, which is available on the RTMM Installation and Getting Started Web Page, to support FSI. The Season Switcher can switch many different types of seasonal files in the scenery folder. The Season Switcher can even change AI Traffic files by season.

So, what does FSI provide? When the season changes so does a lot more than just foliage including just about anything that would normally change in real life. Each season change initiated by the user using the RTMM Season Switcher will cause a seasonally appropriate change without adjusting any other settings in FSX/P3D. Some examples of things that the Season Switcher changes by season or flight sim date are:
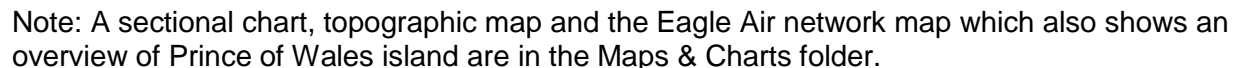
   - Tree foliage including some bushes
   - Number, types, and locations of:

        o docked boats, floatplanes
        o parked cars
        o people
        o boxes, crates, fallen tree branches and other miscellaneous objects
        o scenes that would not be fixed in place over time (e.g. campers, loggers,
           temporary landing strips etc.)

   - AI floatplane traffic volume according to the season
   - AI leisure boat traffic volume according to the season
   - Road Traffic volume according to the season
   - Water volume in the Harris River as it approach Harris River Bay with appropriate shoreline
     changes according to the season
   - The Hollis Ferry and Fishing Boat departure times according to the season
   - The Floatplane departure times according to the season

The seasonal changes will be consistent with the Hollis weather: cool winter (moderate snow, low activity), damp spring (snow melt off and some rain, a lot more activity), fairly dry cool summer (not much rain, most activity), very, very wet and cool fall (40+ inches of rain, more activity than winter but less than spring).

Note: Ice will also appear in the water in the colder months and change by month based on changes made using the Time & Season section of FSX/P3D.

So, if you combine seasonal file switching with a seasonal storyline, you, the user, experiences Full Seasonal Immersion....a first for Return To Misty Moorings.

MAPS & CHARTS (Hand annotated on some old maps by the Eagle Air brothers)

Hollis Harbor Scenery Enhancement Coverage Area (Larger Version in Maps & Charts Folder):

Hollis Harbor Scenery Overhead Detail Map (Larger Version in Maps & Charts Folder):

Note: A sectional chart, topographic map and the Eagle Air network map which also shows an overview of Prince of Wales island are in the Maps & Charts folder.

Hollis Seaplane Base Data

U.S. Landing Facility Information

HOLLIS-Hollis (HYL) W of Hollis, **Elev:** 0, **Attd:** Unattended, **Charts:** Ketchikan, **Comm:** CTAF 122.9, **Nav/Aids:** AKW (NDB/DME), **Runways:** Waterway 4000 X 500, **Notes:** Boats may be tied to seaplane dock. A beacon (not real life) also exists on the hill behind the SPB. Its FREQ is 621.0 and its ID is HHB (.... .... _...).
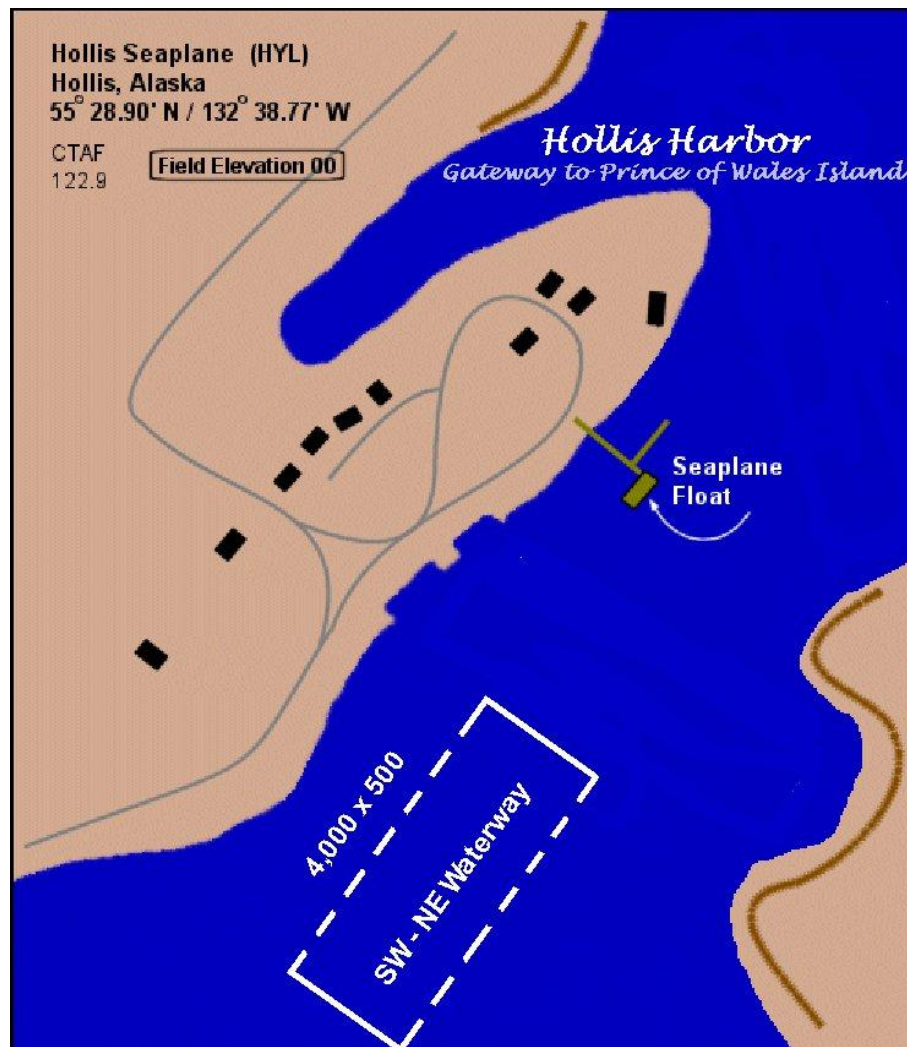
Note: The above chart is just for Hollis Harbor Scenery Enhancement use. In real life, the Hollis Seaplane Base has now been moved to just northeast of the Hollis Ferry Dock.

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

Prince of Wales Island (high level) map (Shows location of the Hollis Harbor enhanced area)
Sky Vector Sectional Zoomed for Hollis Area
Hollis Topographic Map

INSTALLATION

Hollis Harbor Scenery Enhancement Requirements:

Microsoft FSX (with Acceleration Pack) or Prepar3D
ORBX PFJ (Hollis Harbor straddles the ORBX PFJ/Tongass Fjords X scenery areas)
Tongass Fjords X (Hollis Harbor straddles the ORBX PFJ/Tongass Fjords X scenery areas)
Return To Misty Moorings Object Libraries
RTMM Season Switcher is required for Full Seasonal Immersion
(Also see Recommended and Required FSX/P3D Settings Section further down in this
document)

Optional: ORBX PAKT SP1

To install the Hollis Harbor Scenery Enhancement Package, unzip the Hollis Harbor folder to a
temporary folder. Inside this folder you will find five key folders. They are:

Hollis Harbor
Hollis Boats
Hollis Floats
Ketchikan IFA Office & Dock
Hollis Seagull Sounds

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 five key folders mentioned above.

The Hollis Harbor folder with the scenery folder inside of it is required.

Copy the main folder, "Hollis Harbor", and it's sub level folder named "Scenery" and all files in
that folder into your FSX/P3D "Addon Scenery" folder or a sub folder (such as "RTMM
Scenery") that is contained inside the FSX/P3D "Addon Scenery" folder.

Two files from one of the two folders inside the Ketchikan IFA Office & Dock Folder now need to
be added to the Hollis Harbor scenery folder. If you don't have ORBX PAKT SP1 installed, then
copy the two .bgl files from the PFJ Ketchikan folder into the Hollis Harbor\scenery folder.
These two files will create an Inter-Island Ferry Authority (IFA) dock in Ketchikan across from
the airport and also create a couple of cars and buildings at that location so the M/V LeConte
can depart when it begins its trip to Hollis. If you do have ORBX PAKT SP1 installed, then copy
the two .bgl files from the PAKT SP1 folder into the Hollis Harbor\scenery folder. In this case,
besides creating a couple of cars/buildings at the dock location, these files will also remove the
static ferry that is sitting in the dock.

The other three key Folders are optional but recommended:

Boat Traffic - In order to install the Ferry & Fishing Boat & Boat AI movement follow the Hollis
Boats install readme.txt located inside the Hollis Boats folder.

Floatplane Traffic - In order to install the Floatplane AI and the Eagle Air Logo Floatplanes
follow the Hollis Floats install readme.txt located inside the Hollis Floats folder.

Seagull Sounds - In order to hear seagull sounds in the area of the Hollis Ferry Dock follow the Hollis Sounds install readme.txt located inside the Hollis Seagull Sounds folder.

If you do install the AI Boat and Floatplane traffic don't forget to reference the time schedules in the Appendix at the end of this document.

Now let's start up FSX/P3D and install the Hollis Harbor scenery folder into the FSX/P3D Scenery Library.

Start up FSX/P3D
Go to the "Scenery Library"
Click on "Add Area"
Double Click on "Addon Scenery"
Locate the newly installed Hollis Harbor folder you just copied into your "Addon Scenery" or another subfolder in the "Addon Scenery" folder of FSX/P3D.
Click on the main Hollis Harbor folder only. You do NOT need to open the "scenery" folder.
Then click on "OK.
Then click on "OK" again.
FSX/P3D should begin to recompile your scenery library (You may need to click on OK again.)
Then exit FSX/P3D.

The next step is to install the RTMM Season Switcher if you don't have it already. It is optional but required in order to experience RTMM Full Seasonal Immersion (FSI). Don't forget to run it and set it to a season since the release version is set to "NoSeason".

Icy Hollis Harbor in Real Life

OTHER INCLUDED FOLDERS & FILES

There is an optional file included in the zip that you can add to your FSX/P3D folders. It's a VFR flight plan for a Floatplane flight from Ketchikan Harbor (5KE) to the Hollis Harbor Seaplane Base (HYL). Just place the .pln file wherever you keep all your flight plans for FSX/P3D. You can use this flight plan in FSX/P3D flight planner and have a flight plan on the aircraft GPS to help guide you from Ketchikan to Hollis. Alternately, you can just choose HYL as your airport location in FSX/P3D and you will be parked right next to the Hollis Dock. Don't forget that Hollis (HYL) is a *seaplane* base.

Also included is a Maps & Charts folder which provides lots of information on locations within the Hollis Harbor Scenery Enhancement coverage area as well as key airfield and seaplane bases in the surrounding area. Don't forget to look at the (very hard to read) Lucky Nell Mine .pdf file that, obviously, was poorly scanned by the State of Alaska sometime in the past.

The rest of the files are pictures or the standard RTMM README_FIRST.txt file.

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

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 PFJ recommendations

Airline Traffic Density 1% (minimum required for AI Floatplanes to work)

General Aviation Traffic Density 20% (1% minimum required to see Ferry & Fishing Boat at Hollis) but 20% required to see all ships and boats in Tongass Fjords X)

Road Vehicles 16% (optional but Hollis Harbor was designed for 16% - provides plenty of traffic depending on the season)

Ships & Ferries 0%

Leisure Boats 16% (optional but Hollis Harbor was designed for 16% - provides plenty of traffic depending on the season)

PERFORMANCE & KNOWN ISSUES
HOW TO REDUCE HOLLIS HARBOR CPU LOAD:

The Hollis Harbor scenery is fairly CPU intensive. However, see below for steps that can be taken to reduce the CPU load without taking away from the main visual and adventure experience of Hollis Harbor: (in no particular order)

1. Turn Road Vehicles and Leisure Boats FSX/P3D settings down to 12% or off completely.

2. Reduce Floatplane & Boat Traffic by using the CPU Load reduction options outlined in the Hollis Floatplanes and Hollis Boats folders.

3. Rename the PhotoHYLWater01.bgl located inside the installed Hollis Harbor\Scenery folder to PhotoHYLWater01.off.   This will turn off the water mask located beyond the Maybeso Creek outflow area of Harris River Bay.

4. Rename the CVX_Hollis_Harbor_Ice.bgl located inside the installed Hollis Harbor\Scenery folder to CVX_Hollis_Harbor_Ice.off. The CPU load reduction is small but it is an option if you don't like the look of the ice in the water at the lower elevations of Hollis Harbor.

5. Rename the 3 seasonal Hollis_Gulls_RTMM_<season>.* located inside the installed Hollis Harbor\Scenery folder to Hollis_Gulls_RTMM_<season>.off. Note: <season> presents all of the season names except winter. This will eliminate the sea gulls sounds by the Hollis Ferry Dock.

6. Rename the Hollis_karta _river_run_xtras.bgl to Hollis_karta_river_run_xtras.off. This eliminates a lot of extra trees and some markers on the Karta River Run but will potentially increase your frame rates.

KNOWN ISSUES

1. If, after you load Hollis Harbor, there are trees in the water around Hollis Island or in Wolf Lake, or if there are scenery areas missing in all of the area west of Hollis Island, a re-install of Tongass Fjords X is recommended. Several of the beta testers found that they needed to refresh/re-install their Tongass Fjords installation which had experienced some non-standard file changes over the years.

2. The M/V LeConte Ferry departs the docks in Hollis and Ketchikan on a regular schedule but when the Ferry reaches a somewhat central point between the two cities, it stops and then disappears...only to reappear at its respective dock when approaching the next scheduled departure. This is due to an AI limitation when using aircraft AI to operate boats which was necessary to portray a proper departure from the fairly unique Hollis Ferry Dock. As a result, the Ferry never pulls into a harbor...it only departs. This same issue is true for the fishing boat. Also, in P3Dv2, neither the Ferry or Fishing Boat have wakes. This is a problem still being worked on into the future.

3. In some cases, there may be shoreline showing instead of water....e.g. in front of the Wolf Creek Boathouse...this is to avoid the problem of removing miles of ORBX shoreline and then not being able to replace it with the same shoreline texture....so

therefore just think of the situation as low tide .....Hollis Harbor does have a big real life swing in tides.

4. When the Eagle Air planes return back to their Hollis base, they do not park at the dock....instead they park a number of yards away from the Eagle Air dock. This return problem is one Dex has looked at but no solution so far. Also, when the other floats return to the Hollis dock they generally are facing in the other direction...this is normal. All floatplanes return to normal position before they depart again the next day.

5. Though you can change the FSX/P3D Time & Season parameters while flying, a full scenery refresh (e.g when you go to the Scenery Library and select OK) will cause duplicate AI Floatplanes and/or Boats to be drawn and negatively affect frame rates. Always go back to the Main FSX/P3D screen before doing a scenery refresh. Reminder: the RTMM Season Switcher can only be run before you start FSX/P3D.

6. If you start flying at certain times that are just past the departure schedules for AI, a number of AI Floats or Boats may depart simultaneously to try to catch up to the schedule.

THE HOLLIS HARBOR TEAM

Lead Developer

Rod Jackson   Ground Poly, Road & Object Additions, Custom
                                      Textures, Maybeso Creek Outflow Water Mask,
                                      Seasonal Object & Terrain Additions, Storyline,
                                      Documentation & Overall Design

Development Team

Dexter Thomas   AI Floatplane Programming, Eagle Air Repaints,
                                      Seagull Sounds

Dexter Thomas and Rob Abernathy   AI Ferry & Fishing Boat Programming

Doug Linn   Karta River Run Extra Objects

Beta Testers

Rob Abernathy, Dieter Linde, Doug Linn, Guy "Spud" Maricich, Dexter Thomas

SBuilderX Advisor

Xavier Carrè   RTMM's SBuilderX Guru

Special Thanks

ORBX for their wonderful Pacific Fjords Scenery
Francois Dumas (FSAddon) for Tongass Fjords X and permission to use Tongass objects
Holger Sandmann and Bill Womack for creating the magic of Tongass Fjords X

APPENDIX - HOLLIS HARBOR AI FLOATS AND BOATS SCHEDULES (Times are in GMT)

If you set time to a minute or two before departure time and then just watch....the plane will depart within a few minutes of schedule. Other than the TNG* flights, the planes go to various destination points like 5KE and PAKX. Destination is shown right after the time.   Keep in mind that all planes do return though their return time is not always exact. Also, some planes originate at other seaplane bases and come in to Hollis and then leave again to return to their original point. This schedule only shows departures.

Floatplanes

Hollis Dock departures

Winter: 19:00 TNG* | 21:15 5KE | 22:00 TNG*
Spring: 17:15   Z43 | 19:00 TNG* | 21:25 HYG | 22:00 TNG*
Summer: 16:00 TNG* | 17:15   Z43 | 17:20 PF21 | 19:00 TNG* | 21:15 5KE | 21:15 PF21 |
          21:25 HYG | 22:00 TNG*
Fall***:   16:00 TNG* | 17:20 PF21 | 19:00 TNG* | 21:15 5KE | 21:15 PF21 |

Eagle Air Dock departures

Winter: 18:30 PAKX
Spring**: 18:10 5KE | 18:30 PAKX
Summer: 17:10 5KE | 18:30 PAKX
Fall***:   17:10 5KE | 18:30 PAKX

*TNG - This stands for touch and gos. The plane should depart around the time shown and do
          touch and gos circling around Hollis Harbor for 1 hour.
** If you want to see an Eagle Air float return...check Spring, between 21:20 & 21:30 GMT
*** Same schedule for Noseason

Boats

Hollis Ferry Dock departures for the IFA Ferry Dock in Ketchikan

Winter & Fall & Noseason: 19:00 | 21:30 | 00:00
Spring, Summer: 17:00 | 20:00 | 23:00 | 02:15

Ketchikan IFA Ferry Dock depatures for the Hollis Ferry Dock

Winter & Fall & Noseason : 20:15 | 22:45 | 01:15
Spring, Summer: 18:30 | 21:30 | 00:30 | 3:30

Note: In real life, the Hollis Ferry only runs between Hollis and Ketchikan once per day

The purse seiner fishing boat departs Hollis Fishing Dock 10 minutes after the Hollis Ferry departure time. The Lake Bay boat is used during the Spring and Summer season and the Zetuesemce boat is used during Winter, Fall & Noseason.