

# Owikeno Lake Area

By Doug Linn, Rod Jackson, Brad Allen  
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**Welcome** to the Owikeno Lake Area. This general area can be found near the “southern border” PFJ ... about 44 miles from Bella Coola on a 176 heading or 51 miles from Bella Bella on 102 heading. This is a beautiful “dogleg” lake about 40 miles long including the dogleg.



**Scenery:** There are 33 (documented) scenery locations in this package. We designed this package keeping three things in mind ... helicopters, boats and airplanes! The linkage of all the scenery location follows our standard of believing that “getting from here to there” is probably more important than what you left behind in the rear-view mirror or see in the windshield ahead. It is the journey that counts. With this package, you can get in a boat and tour a beautiful lake, make many river runs and make long distance trips ... even to Misty's Place ... miles and miles to the north.

**River Runs:** There are several “river runs” (or float plans) that are included in this scenery package. Some of the rivers are accessible by only fishing boats and some can handle larger craft. All of the rivers are “river-scaped” meaning we have added interesting things for you to see along the way. You will have a “starting point” (mooring point) for each river trip. You use the “MAP” feature in FSX and put in the latitude and longitude coordinates along with the heading, setting the altitude at zero, and you will be ready to begin your adventure. Those coordinates are given for each float trip. All coordinates or “starting points” are in the Map Room at Misty's Place.

## Installation Instructions:

We recommend you put the Owikeno Lake Area folder into your Addon Scenery Folder in FSX. (Our folders are set up to have a subfolder called Misty Moorings, where we place all our scenery locations. C:/FSX/Addon Scenery/Misty Moorings/RTMM location folders). Once you have placed the folders, go to “Settings” in FSX and add the location to the FSX library.

- *NOTAM: if you have previously downloaded and installed Brad Allen's Owikeno Lake addons, or his Kinch Mtn Ice Station scenery, please delete them from the scenery library. Those files are included in this scenery set. This will keep you from having “double vision!”*



## Owikeno Maritime ... (AI Boat Traffic)

Included in the downloaded file you will find "Owikeno Boat Traffic.zip". Unzip this and follow the instructions in the readme. This makes sure you have the AI Boats, and routes for them.

There are four boat models involved, a fishing boat, a ferry, the MegaYachts and a little sailboat. The MegaYacht cruises the northern shore of the east/west Owikeno dogleg. A second MegaYacht cruises around the north/south lower leg of Owikeno. A fishing boat works along the southern shore of the east/west dogleg and a Ferry Boat goes basically down the middle of the lake. The Ferry Boat has two docking stations ... it goes back and forth, one to the other. The first one is at the West Airstrip near the Brad's BBQ. The second one is at Machmel Village. You will see that one when you fly into the South Airstrip, you'll fly right over it. So as you are traveling around on the lake, be sure to watch out for the special AI Traffic that has been added.



### Installation:

Simply follow the instructions in the readme in the "Owikeno Boat Traffic" folder.



## Owikeno Lake Scenery Locations

There are 33 scenery locations in the Owikeno Lake Area, (actually more are hidden...for you to find). All of the mooring points (starting points) for 33 of these can be found in the Map Room at Misty's Place. Also, if you click on any of those there, a larger map appears so you can find your way. Here is a list of the various locations with the kind of craft the scenery location can handle. Almost all locations are available by helicopter. Also, all locations are available by boat except those locations high in the mountains (Three Sisters and Falling Creek areas). By plane, there are 4 land-based airstrips.

1. Ashlulm Creek Lodge	N51 45.26	W126 55.11	Heli/Boat/Plane
2. Brad's BBQ North	N51 50.63	W126 39.90	Heli/Boat/Plane
3. Brad's BBQ West	N51 41.01	W127 10.48	Heli/Boat/Plane
4. Brad's BBQ Ashlulm Creek	N51 41.29	W126 53.98	Heli/Boat/Plane
5. Canyon Cabin	N51 35.81	W126 26.59	Heli/Boat
6. Dallery's Cabin	N51 40.36	W127 2.42	Heli/Boat/Plane
7. Dallery End Cabin	N51 36.08	W127 3.51	Heli/Boat
8. Doos Creek Cabin	N51 39.42	W126 53.93	Heli/Boat/Plane
9. Falling Creek Cabin upper	N51 32.29	W126 59.25	Heli/Plane
10. Falling Creek Cabin lower	N51 32.31	W126 58.58	Heli/Plane
11. Keet's Creek Cabin	N51 50.15	W126 41.11	Heli/Boat/Plane
12. Machmel Village	N51 39.32	W126 41.79	Heli/Boat/Plane
13. Machmel Falls Cabin	N51 36.56	W126 23.21	Heli/Boat/Plane
14. Monastery Lake	N51 45.41	W125 59.90	Heli/Boat/Plane
15. Mount Kinch Ice Stn.	N51 27.70	W126 8.65	Heli/Plane
16. Owikeno Casino & Resort	N51 41.59	W127 9.84	Heli/Boat/Plane
17. Owikeno N. Airstrip	N51 44.45	W126 37.91	Heli/Boat/Plane
18. Owikeno S. Airstrip	N51 39.37	W126 40.96	Heli/Boat/Plane
19. Owikeno W. Airstrip	N51 40.93	W127 11.50	Heli/Boat/Plane
20. Pacific Fjords Gateway Canal	N51 56.47	W126 41.88	Heli/Boat
21. PFJ Access Control	N51 57.71	W126 40.31	Heli/Boat
22. PNW Access Control	N51 55.06	W126 42.56	Heli/Boat
23. PFJ Canal Lodge	N51 57.79	W126 40.31	Heli/Boat/Plane
24. PFJ Canal Airstrip	N51 57.74	W126 40.90	Heli/Plane
25. PFJ Canal Cabin 1	N51 56.64	W126 41.73	Boat/Heli
26. PFJ Canal Cabin 2	N51 55.68	W126 41.72	Boat/Heli
27. River House (Machmel)	N51 38.98	W126 16.23	Heli/Boat
28. Sheemahant Lake Cabin	N51 51.27	W126 5.84	Heli/Plane
29. Three Sisters (small)	N51 48.91	W126 52.42	Heli/Plane
30. Three Sisters (middle)	N51 47.54	W126 53.35	Heli/Plane
31. Three Sisters (big)	N51 47.47	W126 54.80	Heli/Plane
32. West Fishing Village	N51 30.79	W127 16.37	Heli/Boat/Float
33. Wuikinuxv Falls	N51 51.45	W126 38.81	Boat

These are the physical locations for these locations. If you want "moorings" (starting points) that will put you at a pier, on a runway or a helipad for the location, then go to Misty's Place (at Return to Misty Mornings) and go to the Map Room. The starting locations for all of these are there waiting for you. You then use the FSX "map" feature, put in the latitude and longitude, and you will find yourself "there" and ready. Also, the RTMM.Dat file is updated in the Map Room to show all these new destinations in FSDiscover! Below are pictures and descriptions of all locations in the same alphabetical order:



You will find the Ashlulm Creek Lodge at the end of a short river run from Brad's Ashlulm Creek. This is an easy river to navigate and beautiful along the way. At 3200 feet above the lodge are the peaks where the Three Sisters Cabins reside. The creek and waterfall starting the "headwaters" come from the Three Sisters Area, about 2000 feet above this location. For a helicopter, this is a nice starting place to go to the Three Sisters Cabins.



This little restaurant and hangout is located at the north end of the Owikeno Lake's dogleg. This is a good place to start for a trip to the Wuikinuxv Falls, about four miles north. It is also a great starting place for the Sheemahant River Run.

If you want the full experience of the Pacific Fjords Gateway Canal, this is a great starting point. You will pull out of Brad's and go about a half mile west to the Tzeo River. There you will find LARGE red and green buoys that are your guides to the canal.



Brad's BBQ West is located at the West Airstrip. Folks can fly to this area, take the pickup down to Brads and start a great float trip of the lake or can rent an amphibian to explore the back country of Owikeno Lake. About a mile to the north west is the Owikeno Casino and Resort, this makes Brads' another great location for a short boat trip to the resort.

You will find us putting a Brad's BBQ at the mouth of many of the rivers in RTMM. They provide the starting point (mooring point) for boats to “spawn” and start a float trip.



This Brad's BBQ is located at the mouth of the Ashlulm Creek. This is a great starting point for a river run up Ashlulm Creek. An easy river to navigate and a relatively short trip ending at the Ashlulm Lodge about 5 miles upstream. This Brad's is equipped with a helipad (as is the lodge) so a great low-level flight for heli pilots. You can land a float plane at the lodge, but it is difficult.

Keep in mind the Three Sisters Cabins are 2500 feet “above” this navigable “end” of Ashlulm creek. So if you start a helicopter or float plane flight from here, you can continue ahead and climb steeply to reach the Three Sisters Cabins.



We literally had to “move a mountain” to add this location. You will find this cabin when you cruise or fly up the Machmel River. There is a helipad for the more adventurous among us and those who have flown this enjoy “flying the canyon”. Klaus: “Now I know how Luke Skywalker felt flying the Death Star Canyons in Star Wars.” A beautiful location with some extra cabins you can rent for an overnight.

You can start the Machmel River Run at Machmel Village. From there you can head south for a half mile and turn to the east heading up the river. This river is about 40 miles long. There are some difficult places, but also some very relaxing places. There are several places to stop and rest along this River Run.

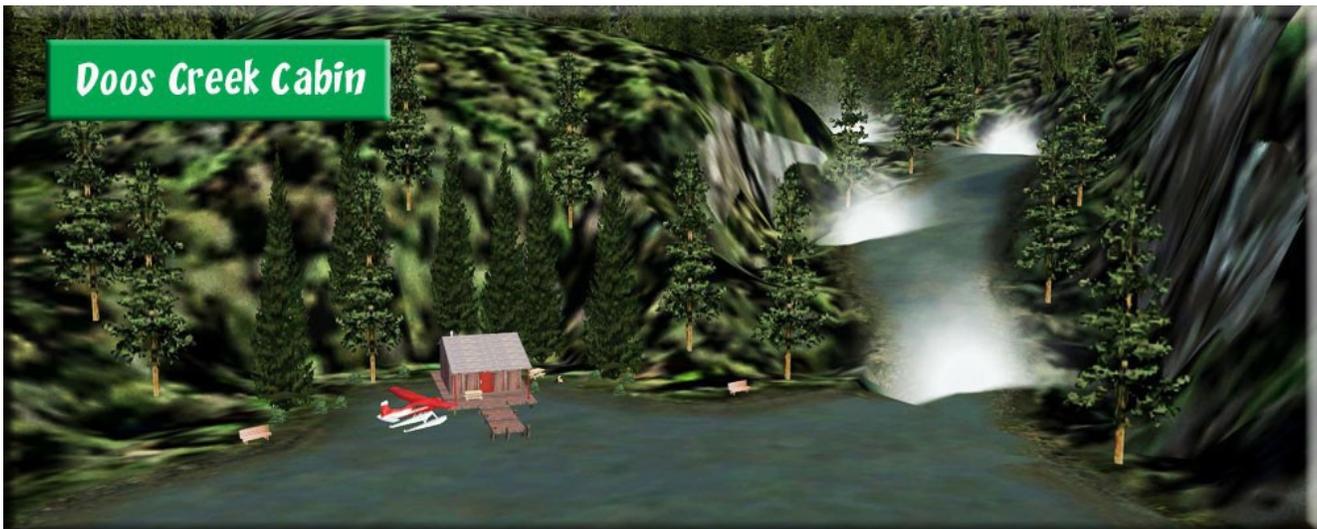


Dallary's Creek is a short river run, a good one for beginners in FSX nautical navigation. The Dallary's Creek Cabin is the starting place for the short float trip up Dallary Creek. You can navigate from Brad's BBQ West to here giving you a nice easy boat right across the lake.

Also, the Casino and Resort are across the lake from this location, (northwest), so you can start from either Brad's West or the Casino to arrive here. If you go straight to south from the Casino and follow the south shoreline, you'll find another pretty waterfall on your way to Dallary's Creek Cabin.



This is your destination for the short float trip up Dallery Creek from the Dallery's Creek Cabin. An easy river run of about 4 miles, a good "beginner" boat trip. There is a helipad on a raft for the heli pilots. You can land a float plane, but it will frighten your passengers!



A picturesque stopping point on a boat trip around the lake. This is located on the south shore of the east/west dogleg of Owikeno Lake. Just a nice place to rest before traveling on to Machmel Village a few miles to the east. A kayak going up these rapids would be a lot of fun.

There is no river run for Doos Creek, the river above the rapids is not navigable, but this is a great place to stop if you are running along the southern shore of Owikeno Lake.



One of two tiny cabins perched high in the mountains south of Owikeno Lake. The lake behind this cabin is about 1500 feet lower, the creek leaving this lake falls down the mountain making a pretty waterfall that you can better view from the “lower” Falling Creek Cabin. There is a helipad and flying from the upper to the lower cabin can be a real “elevator” ride! Both cabins are accessible by float plan, but not by boat.



Below the Upper Falling Creek Cabin, you will find the Lower Falling Creek Cabin, tucked into the rising scenery complete with dual waterfalls. A beautiful location, equipped with helipad. This location is accessible by float plane, but not by boat.

There is another waterfall you will see if you fly off this lower lake to the west. Then turning north, you will again arrive at the lake.



Keet's Creek is not far from Brad's BBQ North, good place to start when visiting Keet's Creek. There are two waterfalls in this area. Some people have navigated this creek, but it is not "river-scaped". It eventually leads to the Three Sister's Area near Ashlum Creek. There is a helipad, this is accessible by helicopter, float plane and boat.



Machmel Village is located at the outfall of the Machmel River. It is the starting point for a great river run up the Machmel. The village is complete with a hospital with a helipad for emergencies in the area, there is a fish-processing factory and a lodge. Also, some of the locals have built their own river houses and perched them on the edge of the lake ... a great place to work and relax too. Connected to the South Airstrip (in the background to the upper left), it is accessible by wheel-based aircraft. The village is accessible by helicopter, boat and float plane.



You will find this cabin near a beautiful waterfall on the Machmel River. There is a helipad for the more adventurous pilots. You can land a float plane here, but it is a tricky landing and takeoff. You are flying down into a canyon to accomplish the feat. The Machmel River Run is a long one starting at Machmel Village and going all the way to Monastery Lake. The entire river is “river-scaped” to make it enjoyable for the boaters. Some of the rough spots of this river have been left intact, but many places have been “flattened” to make it navigable.



At the glacial headwaters of the Machmel River is Monastery Lake with a fully “operation” monastery complete with brandy-manufacturing. The Monastery grounds are all landscaped, a beautiful place to walk around and relax taking in the amazing scenery in this area. The area is only accessible by boat and helicopter. There are some roads in the area, but nothing safe to land upon for wheel-equipped aircraft.



The Mt Kinch Ice Station was one of the original scenery locations in this area, originally created by Brad Allen. Since it was so close to Owikeno Lake, it makes a nice special flight to go visit. What a difference in the summertime from the lush green forests of Owikeno Lake to the stark and cold contrast of a glacial ice station.



Located near the Owikeno West Airstrip at the western edge of the south dogleg of the lake, the casino has road access (lit at night) from the airport and from Brad's BBQ West. The facility can handle boats of any size, helicopters and float planes. If you are in a wheel-equipped aircraft, land at Owikeno West Airstrip and take a boat from Brad's.



This was one of the original scenery locations in this area previously done by Brad Allen. I added a little mooring area that makes a good start for the Sheemahant River Run. But in the distance near the lake, Brad has placed a small farm. (I think this is where the BBQ comes from for the "Brad's BBQ!".) A well-positioned little airstrip that gives you access to the north end of the lake. From here you can fly to the South Airstrip then on to the West Airstrip.



This is one of Brad Allen's original scenery locations in this area. This depicts an ongoing (animated) logging operation. The far end of the runway connects to a road that leads to Machmel Village about 2 miles distant. In the picture above, you are looking west down the south dogleg of Owikeno Lake. This airstrip is another well-positioned location for flying the area in a wheel-equipped aircraft.



The third little airstrip for the Owikeno Lake Area. This is where you would fly in to go to the Casino about 2 miles distant or to go to the Brad's BBQ West where you can rent a float plane or a boat to explore the beautiful Owikeno Lake. In the picture above, you are looking east down the south dogleg of Owikeno Lake, the Casino is to port, and Dallary's Creek to starboard as you go down the lake.



Certainly among the most amazing features of the Owikeno Lake Area has to be the Pacific Fjords Gateway Canal. This man-made canal was created by Rod Jackson who was able to give us a canal linking the PNW scenery to PFJ. The canal is fully river-scaped. You will find a lodge and an airstrip on the PFJ end of the canal with an Access Control Station. A similar Access Control station can be found on the PNW end of the canal. During the trip you'll encounter other boats, find places to dock your boat or land your helicopter. You can come to the canal from Bella Bella or Bella Coola. From Owikeno Lake, you start at Brad's BBQ North and take the river past the Wuikinuxv Falls tributary and continue until you find the Access Control station, then turn to starboard into the canal.



At the north end of the PFJ Canal, you will find a lodge, a marina, float plane parking, a 2000 foot airstrip (twin engines can land here) and the Access Control station for the canal. You enter the canal here and it takes you to the tributary that enters Owikeno Lake. A great starting point for your exploration of the Owikeno Lake Area. This area includes the Pacific Gateway Airport PF50. It has an NDB (PAGA) on 344 that you can use while you fly in the area.



There are two cabins to stop at during your scenic trip of the Pacific Fjords Gateway Canal. Above is one of the two. A nice place to stop for a little fuel and enjoy the waterfall in the background. There are many things to see as you cruise the canal, keep your eyes open and watch for other boats in the waterway.



Another stopping point along the Machmel River Run. As you can see from the above picture, the entire river (almost 50 miles) is fully river-scaped and well-marked so you will not lose your way on this long journey.



At the end of the long Sheemahant River Run, you will find a beautiful lake where the water is tumbling down from the glacier area above. This is another long river run, almost 35 miles, all fully river-scaped. As usual, there are many things to see along the way. The entire route is marked with river buoys (red and green) to keep you on track as you explore the beautiful Sheemahant River. You can start at Brad's BBQ North, or the mooring at the Owikeno North Airstrip.

This lake had a 5 meter wall of water barring entrance to the lake from the river. Here, we flattened and sloped the hydro polygons in the scenery to make the lake accessible for you. You will "float" across an area in about 20 seconds that took nearly 3 hours to flatten and landscape.



There are 3 little scenery locations high in the mountains north of the east/west dogleg of Owikeno Lake. This is the first of the three ... this is "Little Sister" Cabin. It is on a small lake and, if you are careful, is accessible by float plane. Flying these three cabin areas, which are very close, is breathtaking in a helicopter or an ultralight. You fly off the lake and you are over a 3000 foot drop to go to the next one.

There are two good heli/float plane starting points to reach "the sisters" ... the first is Brad's at Ashlulm Creek, and the second is the Ashlulm Creek Lodge at the headwaters of Ashlulm Creek. The water from these lakes actually forms the stream that becomes Ashlulm Creek.



The second of the three "sisters" cabins. This one also is at high altitude, far above Ashlulm Creek, north of the east/west dogleg of Owikeno Lake. Flying off the back yard of this cabin, you'll find a fire circle and a large drop off complete with a long waterfall. This facility can handle a helicopter or a float plane, no boat access.



The largest lake of the three sisters series. Easily landed upon by float plane. There is a helipad on the raft, this is not accessible by boat. Flying this scenery location in an ultralight or a helicopter is the best way to get the feel of the depth of the Three Sisters scenery area.

An ultralight ride off one of these lake cabin areas will give you a real thrill when the world below you drops breathtakingly away from you. But you can maintain altitude and fly to either of the other two cabins experiencing that thrill over and over.



This is a small fishing village that gives the "fishing boat" a place to dock on the west end of the lake. It has a helipad. You will find it to the southeast of Brad's West (W Airstrip) .. about a mile distant. An easy boat commute from Brads or the Casino directly across the lake.



A short boat trip from Brad's BBQ North, this is a must-see waterfall. As you can see, you can bring your tent and camp in the area. You can rent the canoes at Brad's. There is no helicopter access here, but you can hover to see the falls nicely. A float plane could land here, but it is not recommended, this one is mostly for boat traffic.

When you leave Brad's BBQ North, go west for 1/2 mile then turn to the north up the Tzeo River. You'll find the LARGE Red and Green buoys there (marking the Canal Route). About 2 miles up the river and you will see a marked tributary coming in from starboard ... turn into that tributary, the falls is ahead about 1.5 miles.

### **The Owikeno Lake Boat Tour:**

If you are a boater, be sure to take the "Owikeno Lake Boat Tour" that is included with the zip package at the RTMM Scenery Page.

This tour will take you to all the shoreline locations from the Western Airstrip area all along the lake and up through the new Pacific Fjords Gateway Canal.

The trip is designed to familiarize you with the lake and show you where the starting points are for the 6 river runs that are ready for your enjoyment.

Along the way, you'll have to be watching out for AI Boat traffic adding another level of realism to the package.



## The Owikeno River Runs (Float Trips for boats)



Built into this scenery are six “river runs” or float trips:

1. **The Machmel River** – This starts at Machmel village and you come away from the village and turn to port to go up the Machmel river 1/2 mile away. This river is 50 miles long ... it has some narrow places, but the “Daisy” (DeltaSim Yacht) made it all the way. This river becomes a canyon run about halfway up the river. There is a suspension bridge to go under, waterfalls and wildlife all along the way abound. The whole river is “river-scaped”. There are 12 “flattens” in this run that you will never notice (because they are flat!). There anomalies would have prevented the river from being used by a boater. The run ends at Monastery Lake where there is a “working” Monastery set on a flattened hilltop just below a glacier.
  2. **The Sheemahant River** – This is also a 40 plus mile trip up a beautiful winding river. There are many things to see along the way as the whole route has been “river-scaped” adding vegetation, flattening the “problem” areas, adding wildlife, cabins, and other things to an already beautiful river. You start this run at Brad's North or at the mooring at the North Airstrip. This is a wide river and can easily be run by a yacht.
  3. **The Ashlulm River** – This is a short river. You'll start at Brad's Ashlulm Creek and go up the river for about 5 miles ending at the Ashlulm River Lodge. This is a good float trip for beginning boaters ... few rapids and a nice wide river to enjoy.
  4. **Dallarys Creek** – Another short river run, good for beginners. This wide-enough-to-travel creek meanders back into the wilderness finally ending at the Dallary's End Cabin. You start at the Dallary Creek Cabin and go up the creek from there. Plenty of things to see along the way.
  5. **Keets Creek** – This is the shortest river run ... only 2 miles. But a beautiful area with 2 waterfalls. If you go up the rapids past the first waterfall, the river there is NOT river-scaped. If you are interested, you can see a “raw” river ... this one is mostly navigable.
  6. **The Pacific Fjords Gateway Canal Run** – This starts at Brad's BBQ North. Coming out of Brad's you turn to starboard to go to the mouth of the Tzeo River. About a mile up this river, you will see a tributary coming in from starboard. That leads to the Wuikinuxv Falls. A short side trip (about a mile) to see the falls tucked back into the scenery there. You will continue up the Tzeo watching for other boats along the way and will finally arrive at the PNW Canal Access Station. There you turn to starboard into the canal. The canal uses lakes that were in the “middle area” of the canal and some of the most beautiful scenery in this package is located in that area. You can follow the canal all the way to the PFJ Access Control Station. You will find a lodge there and an airstrip. You can also start at the PFJ Canal Lodge and run the canal from north to south ending at Brad's North.
- **NOTAM:** For those of you who have not seen a “water anomaly”, continue north on the Tseo River beyond the Control Access Station. You will immediately run into the problems we typically encounter and it will give you an understanding of the work that went into making over 100 miles of “river-scaped” river runs for you. The magic of this package is as much in what you “don't see” as well as what you “do see”.

All of the starting points mentioned above can be found at Misty's Place (Return to Misty Moorings) in the Map Room. The latitude and longitude coordinates are there. In FSX, you go to “Map” and put the coordinates into latitude and longitude. You set the altitude for zero and enter the heading provided. When you press OK, that takes you exactly to that mooring/starting point.

## Land & Ferry Adventure



You will start at the Casino, drive to the West Airstrip, then down to the West Ferry Dock. There you will board the Ferry and ride it to the East Dock at Machmel Village. Once you've landed at the East Dock, you can drive off the ferry onto the East Dock and then on to Machmel Village.

To start, use the "MAP" feature in FSX to position yourself at the parking lot for the MegaYacht at the Casino:

N51 41.64 W127 9.81 Heading 037

Stop at the vending machine and throw some soft drinks into the ice bucket for your trip. Then drive behind the casino. Eventually the road will curve to the left and you will encounter an intersection. Orange cones mark your turns. Take the left leg and head to the south side of the airport. Street lights light your way at night. Once there, follow the runway to the right and you will find a road that takes you to the Ferry Dock. Waiting on the ferry can take some time, you can speed up the simulation rate to 4X if you like. The ferry leaves the east dock on the EVEN hour, the west dock on the ODD hour, the crossing takes 58 minutes.

Drive onto the ferry and turn around facing the front. (Don't position yourself too close to the front edge (bow)). When the ferry makes turns, make sure you have your parking brake on or your foot on the brake pedal. Depending on the vehicle, it may move around a little on the turns.

At the East Dock, drive off. You can go left to the MegaYacht parking lot, or you can go to the right to follow the road to Machmel Village. It is an enjoyable ground adventure.



## Addendum

### Credits:

**Brad Allen** discovered this area long before RTMM came into existence. He had placed 2 airstrips and an ice station in the area. Coming to "explore" those I discovered the amazing beauty of this Pacific Northwest Area.

**Holger Sandmann** gave me the encouragement and direction I needed to begin working on the polygons ... sometimes you need a little "nudge" in the right direction.

**Xavier Carre'** wrote a manual for us on how to "place" and "change" polygons for the "flattens" we need. This is a most helpful document that we will post in our FAQ section.

**Jeff Greene** helped us with the wakes on the ferry boat and other boats.

**Rod Jackson** gave us the beautiful (and amazing) Pacific Fjords Gateway Canal. This is quite an "engineering" feat and Rod dug his way through the scenery to bring you something never seen before in FSX ... a "home made" canal! Rod, too, wrote a fine manual for the manipulation of sloped polygons, we will include that in our FAQ area also for those who are interested.

**Guy "Spud" Maricich** has been with me on this project since its inception, pointing out the problems and spotting the things we needed to edit to keep the RTMM quality standards at an all time high.

**Klaus Troppner** ... our resident helicopter expert flew all of the locations in the beta making sure I didn't put a tree beside the helipad! Few can add quality control for helicopters as Klaus can do for us.

**Dex Thomas** ... for his guidance helping me learn how to manipulate "AI-Traffic".

### The "Flattens"

When you look at your scenery folder, you will see many CVX files. These are what we call "flattens" ... they are adjustments for the polygon "underneath" the scenery that help us with contour, altitude, etc. You want to make a runway on a hilly terrain, this is how you do it. For us, the flattening of or sloping of the "hydro polygons" is very important. By accident, the software sometimes does not know how to handle the flatness/curvature of a river. So we encounter "water anomalies" ... these are waves in the river, many impassable by boat. (You don't notice them from the air). As we made the river runs, part of the "river-scaping" was getting rid of these major problems. We left many of the "minor" problems there as rapids which you would normally encounter in a river. To see the water anomalies "untouched" float north on the Tzeo River north of the PNW Control Access Station. You will get an appreciation for the work that went into the river-scaping.

For the Canyon Cabin, we literally moved an entire mountain ridge to open up that area and allow the canyon behind it to become part of the main canyon. Coming into Sheemahant Lake from the river, we encountered a 10 foot wall of water ... there is now a rapids leading up to that lake ... a sloped hydro polygon so the wall of water disappears and the stream can be navigated. Owikeno Lake is about 3 meters above the rest of the water scenery around the lake. So at each tributary coming into the lake, we need to make a "sloped polygon" ... you are actually going "up" 3 meters as you approach the lake from any river. You won't notice it, but it is there. That is what all those CVX files are doing in your scenery folder.

Hope you enjoy the scenery package as much as we enjoyed bringing it to you.

**Doug Linn/RTMM Team**