Sewall airstrip
Queen Charlotte Island - British Columbia - Canada

While flying over Graham Island, Queen Charlotte Islands (British Columbia, Canada)
you will find very large areas without trees, squares of earth ground.
For decades, trees were downed and used in the very numerous sawmills of Queen
Charlotte islands.

Today, you can see some greats sawmills around Port Clements, opposite to Sewall.
Sewall is and old small sawmill, still in activity, but a very occasionnal activity, only, two
people still work here.

But Sewall has changed, there is a beach, The Beach, the only beach in the Masset inlet
and lake.

Some people came here to fish, to hunt, building at first some cabins, then small houses,
and larger ones. Hikers are numerous, as the area has retrieved his beauty.

And to welcome hikers, hunters and more, woodcutters and wives have build a lodge.

There are also holiday houses which need to be supplied by air (the only way, there might
be by boat, but we are pilots !!!)

1 – Installation
Copy / paste the scenery folder into your usual Return to Misty Moorings folder.

2 – Objects libraries
These sceneries and forthcoming ones use custom objects libraries.

- As well as others RTMM sceneries, the EZ-1 libraries you must have.
- The RWY12_library (you can found here : <u>RWY12 Library at FlightSim</u>
- Ceyx_Sceneries_Libraries : objects libraries from Xavier Carré which are <u>included</u>
<u>in the Jordan lake – Old Yacht Club pack available here, at Return to Misty Moorings</u>

This scenery also use the Lights V2 library from Sidney Schwartz, if not installed, they are included in the pack, many thanks Sidney !!

3 – Airfield data

Sewall airstrip : airport id. PF24 (31 km, 200° SW Masset airport CZMT)
N 53° 45' - W 132° 17' - Elev : 7 ft (2 m)
Runway 09/27 - dirt / grass (may be slicy)
Length : 1640 ft (500 m) - Width : humh, generally 30 ft (10 m)
Landing : R27   - take off : R09
Fuel near hangar, serve yourself !
Nearest airfields : Masset airport (CZMT) and Sandspit airport (CYZP)

4 – Softwares used.

Airport edition : ADE Airport Design Editor by The ScruffyDuck Company
Photo-scenery, terrain and landclass : Sbuilder X by Luis Sá
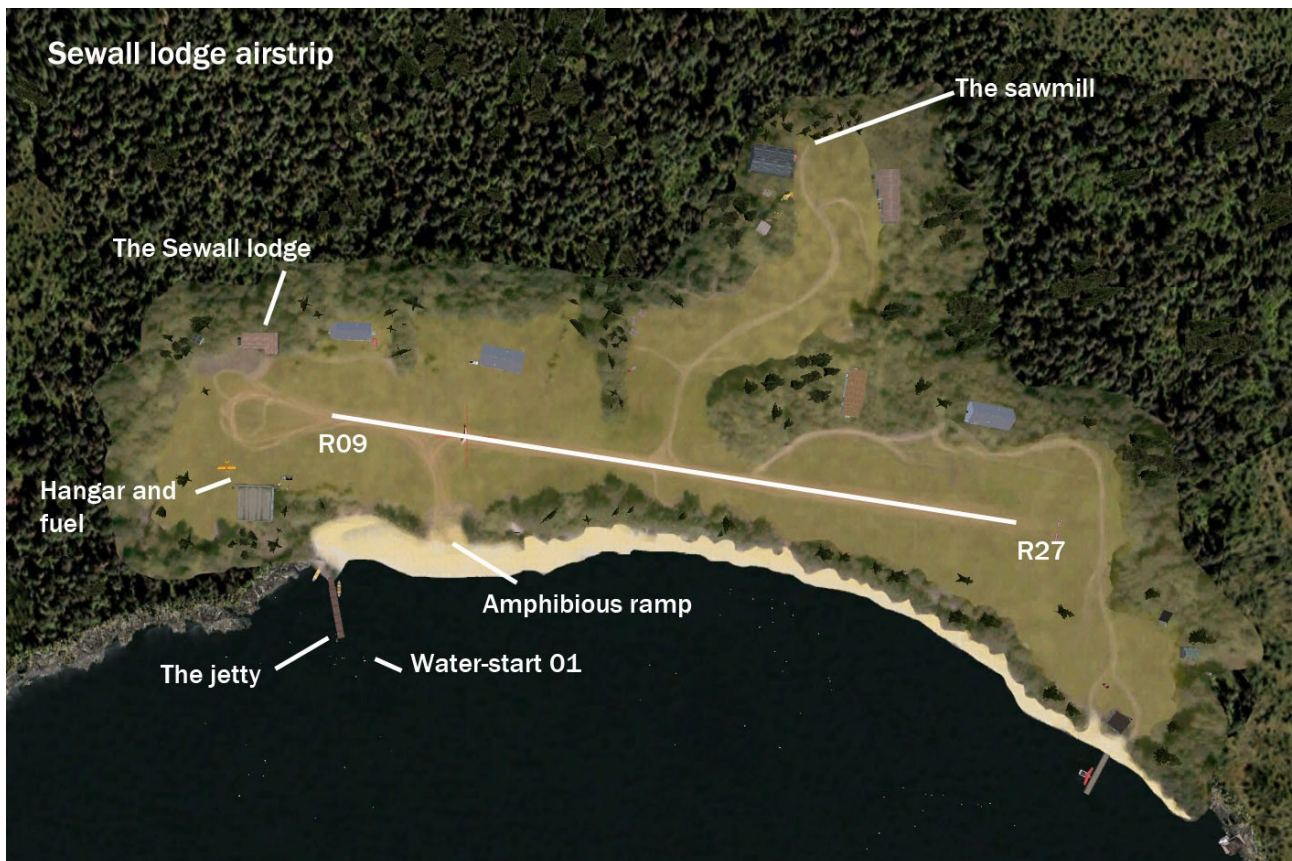**Objects design : Google Sketchup**
Objects libraries creation and compilation : ModelConverterX and Library creator
XML 2.0 by Arno Gerretsen / SceneryDesign.org
Many thanks to all their great jobs

Don't forget to set mesh resolution to 5 m, as required by OrbX PFJ !

Sewall lodge airstrip

- The sawmill
- The Sewall lodge
- R09
- Hangar and fuel
- R27
- Amphibious ramp
- The jetty
- Water-start 01

5 – Thanks

To Bruno "BLB" and Pepe Pompero tor testing.
To all Return to Misty Moorings Team to welcome me.

6 – About scenery

Ground textures, custom objects design : Xavier Carré
Scenery design : Brad Allen and Xavier Carré

7 - Legal stuff

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That's all....? Yes !