



## 78K Yes Bay Lodge (Alaska)

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by Jacques Alluchon and Xavier Carré, with Dexter Thomas and Klaus Tröppner

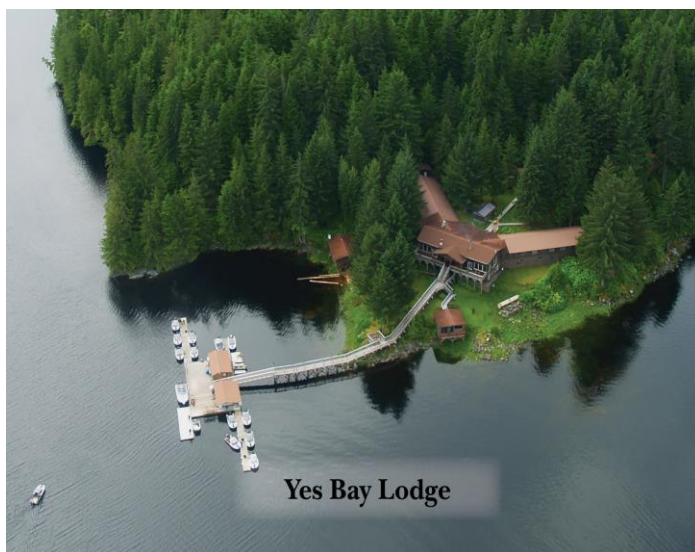
Yes Bay lodge is located 50 miles north of Ketchikan in the heart of the Tongass National Forest, in Southeast Alaska.

For over 30 years, the lodge has been the property of the Hack family, which welcomes fishermen and nature lovers.

The surrounding area provides an excellent opportunity for boating, hiking trails through beautiful landscapes, and abundant wildlife.

From 1887 until 1936, a cannery was at the site of lodge, and a hatchery (Yes Bay hatchery) was located a few miles north, on the north shore of Mc Donald lake, close to the Walter river and creek. Then, the hatchery and cannery were dismantled.

The lodge was built during the 50's, intended to be a casino! But, there was never any gambling at Yes Bay, as Alaska became a state, gambling was forbidden.



The real lodge



And now, in FSX/P3D

The lodge opened to fishermen in 1977, when the Hack family purchased the lodge.

## **How to get there.**

### **By float plane and helicopter only.**

From Ketchikan harbour (5KE), a Pirate Airworks (property of the Hack family), De Havilland Canada DHC-2 Beaver will transport you to the lodge.

Ketchikan real world floatplane and helicopter bases soon to follow this scenery, stay tuned at Return to Misty Moorings.

### **Flight and airport informations.**

Yes Bay lodge is located 34NM north from Ketchikan. Heading 352°.

Airport information.

**78K Yes Bay Lodge**, N 55°54.91' – W 131°47.86' - elevation 6ft

water NE – SW : 5000 x 2000 ft

Remark : OPERS SUMMER; BOATS TIED AT DOCK

Helicopters : landable areas : seaplane dock in front of the lodge, at rear of the lodge between the bushes – fictious ( see Yes Bay lodge facilities map)

[VFR map](#)

### **More informations about the Lodge :**

[Yes Bay Lodge web site](#)

[History of the Yes Bay cannery and hatchery](#) at Halliday, Kemmerich, von Pressentin families web site, with pictures of the hachery, today, from Hack family.

[Pirate Airworks](#) web site



The real lodge



In FSX



**Do you want more ?**

Around Yes Bay Lodge :



**Wolverine creek, one mile north from Yes Bay lodge**



**Yes Bay abandoned hatchery**



**Wilson creek waterfall, near the hatchery**

There are lots of things to see around the lodge, such as the the Wolverine creek, and the small lake, Mc Donald lake and its cabin, Yes Bay abandoned hatchery and Wilson creek waterfall, north end of Mc Donald lake.

Using any slow aircraft, or ultralight aircraft with floats, such as the [Drifter](#)



from Anthony Ant, Demo version, you will discover wildlife, all along the Wolverine Creek, birds, bears ( maybe 2 families, according to our photographer « Handie »), also some wolves. Pelicans (Tongass Fjords required).

There is also wildlife in the bay, some elks at north of the bay, and orcas, dolphins and whales have been reported in the inlet.

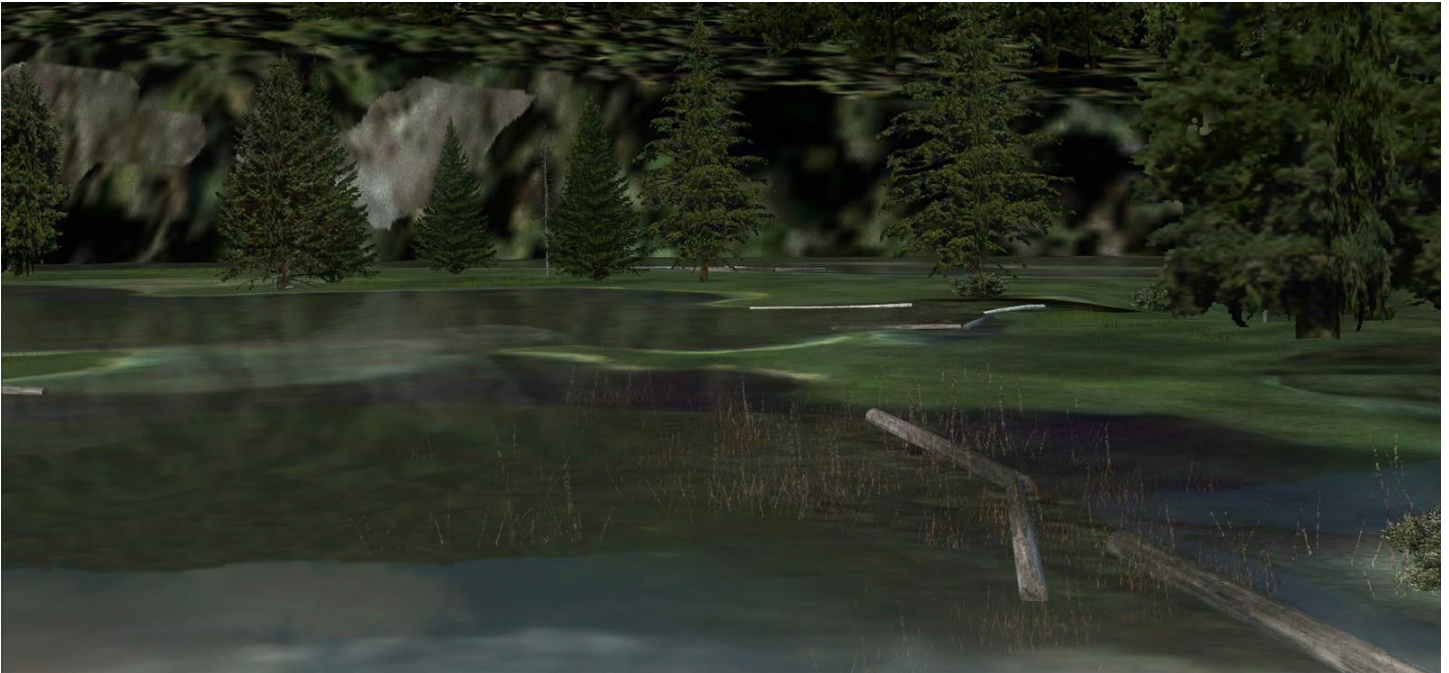
An Alaska piece of history may be shared by visiting remains of the hatchery ( Superintendent's house), at north of Mc Donald lake, close to the Wilson creek (small landable dock for helos). Also the Forest Service cabin at Mc Donald lake, and a Forest Service's shelter.

And much more...



Yes Bay lodge area, what to see !





Wolverine creek



Mc Donald cabin

**And More ?** We suggest you a flight sightseeing tour (flight plans included).

**Saltery Lodge – 13Z Loring**





Another famous Alaska fishing lodge, close to 13Z Loring SPB.



### **Flight and airport informations.**

Saltery lodge is located 16NM north from Ketchikan. Heading 1°.

Airport information.

**13Z Loring**, N 55°36.05' – W 131°38.12' - elevation 4ft  
water W – E : 5900 x 1800 ft

About Saltery Lodge : [web site](#)

**George Inlet cannery** ( part of the dock is landable by helo.)



« Opening in 1914, the George Inlet Cannery packed fish most years until 1927. In 1934 the main cannery was rebuilt adding a diesel engine, but closed during World War II. After the war it reopened and operated until 1958. Fishing remained the economy's mainstay and this cannery was one of seven, that combined, produced almost two million cases of salmon each year. For years the building was used for warehouse and fisherman's storage. The cannery reopened in 1996 as a historic landmark and tourism property. » From Brad Allen, RTMM original scenery.

## **1 - Before installation.**

1 - Before installation/ Requirements:

- FSX-Acceleration Pack or Prepar3D (Compatible with All P3D versions)
- OrbX Pacific Fjords PFJ .
- Tongass Fjords X libraries, from the excellent payware sceneries Tongass Fjords X by Holger Sandemann and Bill Womack (not a mandatory objects library, but some additional sceneries use them)
- RTMM Object Libraries: available at Return to Misty Moorings ([LINK](#))

### **Contents of the pack :**

Addon scenery folder

Scenery folder

SimObjects folder

Sound folder

## **2 - Installation**

**Addon the scenery folder – 1 folder: Yes Bay Lodge**

Copy the folder into your FSX\Addon Scenery folder

**Remember to add this folder to your FSX/P3D Scenery Library, above all OrbX sceneries, and above Return To Misty Moorings Library sceneries.**

### **Scenery folder**

**contains AI boat traffic files of the area.**

Copy Traffic\_Boats\_YBL.bgl, trafficYBLFish1.bgl and trafficYBLFish2.bgl into your FSX or P3D Scenery\World\Scenery folder.

### **SimObjects folder**

contains AI boats used by traffic ( 4 folders)

Copy AI\_JACX\_Fishing\_Boat, AI\_JACX\_Barge, veh\_JACX\_Barge\_sm and veh\_JACX\_Fishing\_Boat\_sm folders in your FSX or P3D \SimObjects\Boats folder.

### **Sound folder**

Copy the files in the sound folder into your FSX or P3D \Sound folder.

If files are presents, don't overwrite them, but it is not any problem if you do overwrite.

### **Note about AI Boat traffic**

**models by Jacques Alluchon and Xavier Carré, tweaked by Dexter Thomas.**

### **AI traffic by Dexter Thomas**



**Fishing boat at Yes Bay (picture from Dexter Thomas)**



### 3 - SETTINGS and TIPS

If you suffer from a loss of FPS, you can reduce scenery complexity, by adjusting FSX/P3D settings, to very dense or dense.

You can disable the sound effects : FX\_XXXX files, by adding .OFF after .BGL the AI traffic : trafficYBLFish1.bgl and trafficYBLFish2.bgl and from your FSX / Scenery / World / Scenery folder by adding .OFF after .BGL.

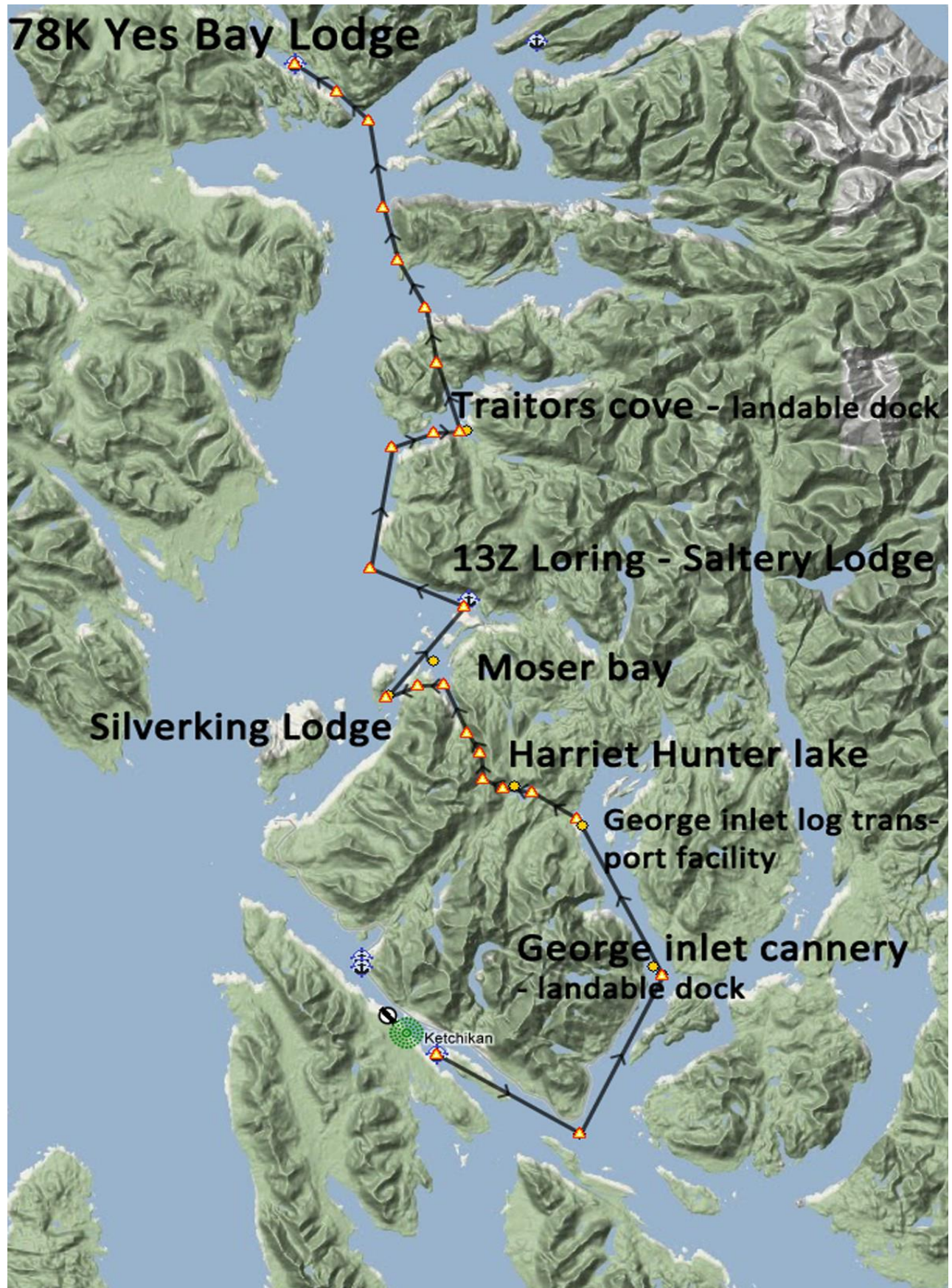


Kayak at Yes Bay Lodge



Canoe at Harriet Hunter Lake.





Plan G flight plan, from Ketchikan to Yes Bay lodge, a 30-45 mn flight



## 4 – Information

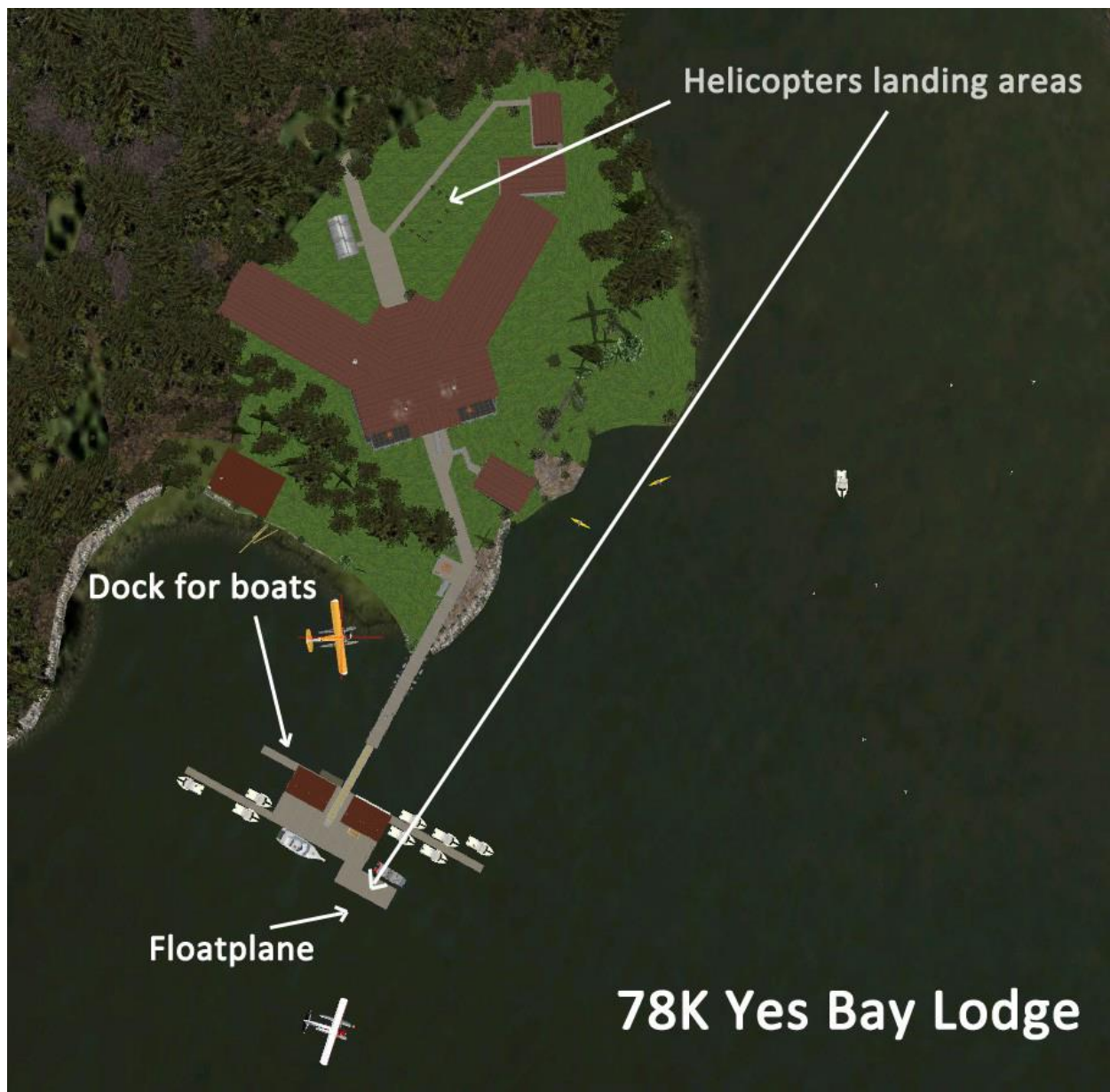
The lodge is closed during winter time.

### **Helo pilots info.** (fictious)

Dock at Yes Bay Old abandoned hatchery is landable, as the space between bushes at rear of the Yes Bay Lodge, and part of the dock in front of the lodge.

### **Boat users info.**

A dock is reserved to boat users.



## **Places to see in the area (from Ketchikan to Yes Bay – see flight plans)**

(GPS coordinates)

George Inlet cannery (landable dock) : N 55°22.99' – W 131°28.11'

George inlet log transportation facility : N 55°28.09' – W 131°31.88'

Harriet Hunt lake : N55°29.55' – W131°35.84'

Moser bay : N55°33.40' – W131°39.38'

Silverking lodge : N55°32.73' – W131°35.84'

Saltery Lodge at Loring (13Z) : N 55°36.05' – W 131°43.11'

Traitors cove (landable dock) : N55°42.11' – W131°38.11'

And don't forget to visit New Eddystone Rock, a little bit far, but a very beautiful place in Ketchikan area (cf. RTMM scenery page)

## **5 – Flight Plans**

**2 flight plans are provided** ( by Xavier Carré and Guy “Spud” Maririch)

Flight plan from Ketchikan harbour 5KE to Yes Bay lodge.

Float plane, amphibious plane or helicopter required.

**VFR Ketchikan Harbor to Yes Bay Lodge.plg ( PlanG )**

**VFR Ketchikan Harbor to Yes Bay Lodge.pln (FSX)**

There are optional files included in the zip that you can add to your FSX folders. They are VFR flight plans to the location in this file from a nearby airport. Just place the .plg and .pln files included in this zipfile wherever you keep all your flightplans for FSX. Then you can call this up in FSX using the flight planner to load the .pln file and have a flight plan on the aircraft GPS to help guide you to this destination.

OR you can use PlanG; a wonderful tool to help you during your flight.

Freeware from Tasoftware : [PlanG at Tasoftware](#)

And load the .plg file

## **6 – Softwares used.**

Airport edition : ADE Airport Design Editor by The ScruffyDuck Company

Photo-scenery, terrain and exclusion : Sbuilder X by Luis Sá

Objects design : Google Sketchup – Discreet Gmax

Objects libraries creation and compilation : ModelConverterX and Library creator

XML 2.0 by Arno Gerretsen / SceneryDesign.org

Objects placement : Instant Scenery 2

Effects placement : Whisplacer

Seasons textures compilation : resampler (Microsoft FSX SDK)

Many thanks to all their great jobs



## 7 – Credits and thanks

Yes Bay lodge custom buildings and objects Sketchup modelling and placement : Jacques Alluchon

additionnal objects Sketchup and Gmax modelling, ground and water photo/hand-crafted texturing, sound effects and placement : Xavier Carré

DHC-2 liveries : Klaus Tröppner, DHC-2 model : Steven Grant

AI boats : Jacques Alluchon, Dexter Thomas and Xavier Carré.

AI boat traffic : Dexter Thomas

We want to thanks especially our Beta testers : Nadine (Handie), Klaus “corbu1” Tröppner, Dieter Linde and Dexter Thomas.

## 8 - Legal stuff

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Objects libraries terms of use

Various dedicated objects of this scenery are not to be use elsewhere unless a written consent as been given (JA\_Yes\_Bay\_Lodge.BGL).

KTBeaver library (KTBeaver.BGL) may be used with credits given to authors : Steven Grant and Klaus Tröppner, and included readme.

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Wolverine creek : young bear learning to fish, with its mother, picture taken by Handie during a flight.