# The Lodge at Black Rapids

Welcome to The Lodge at Black Rapids a REAL lodge you can find along the Richardson Highway. You can find their website here: <a href="http://www.lodgeatblackrapids.com/">http://www.lodgeatblackrapids.com/</a>. We suggest that you go to the website and explore it thoroughly. If you are ever going to this area of Alaska, this one MUST be on your Alaska Bucket List. But until you get there, you can go there now with RTMM!



Here is a picture of the actual Road House and Lodge



Here is a screenshot of the RTMM rendition of the Road House and Lodge

As you can see from the above pictures, we have tried to duplicate it as best we can, Steve Weinkamer gave us some new objects for this that depict lodge structures. The lodge is up on the hill. And down along side the Richardson Highway is the historic Roadhouse. You should go to their website and read about it, the history and reconstruction of it is fascinating. We positioned the lodge and the road house where they actually reside.

We did add some fictional accessories to the package (because we are a flight sim site!). So we've added a small airstrip, a "float" dock and a helipad to make sure RTMM fans get a chance to see the beautiful lodge up close. There is also a built in way point BLKRP that you can put into your GPS to find the lodge. It is actually located just a few miles north of Black Rapids Airport 5BK.

# The Lodge at Black Rapids (in their words)

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Rugged Luxury in the Alaska Range. Open Year Round: A unique Alaskan property located 38 miles south of Delta Junction that combines accessibility with unspoiled wilderness in the heart of the Alaska Range. The Lodge at Black Rapids promises the outdoor enthusiasts everything they hope to experience—glaciers, mountains, wildlife in a fresh, clean environment. Experience Alaska on the road less traveled.....Experience real Alaska, where anything is possible and accessible.



The Lodge offers an invaluable opportunity for solitude and escape while embracing the beauty of this handmade, timber framed oasis. We encapsulate the history of this area while being deeply attached to the wilderness experience. Our ten room lodge offers easy access to hiking trails, river walking, or any easy afternoon on the deck sipping something delicious. Our food is homemade, with much of it grown organically in Delta Junction.

Construction began here, in summer of 2001, on the new Black Rapids Lodge. In addition to saving a piece of Alaska's pioneer past, we are committed to creating a new tradition of affordable hospitality at the gateway of this most accessible, wild mountain wilderness. The two-story timber-frame Lodge has come off the drawing board and begun its vigil for the next hundred years. The lodge is a great showcase for Alaskan wood, all local, with Alaskan artists showcasing their talents and wares throughout the lodge.

**The Rapids Roadhouse,** variously know as Black Rapids Roadhouse or Rapids Hunting Lodge, opened at least by 1904 to serve travelers on the new Valdez-Fairbanks Trail.

Roadhouses could be found along all Alaska trails in the first quarter of the twentieth century. Along the 386-mile Valdez-Fairbanks Trail, which at the time was Alaska's principal travel corridor, roadhouses were typically spaced a day's travel between each other. Of the more than thirty roadhouses that operated along the route between 1902 and 1923, Rapids Roadhouse is one of only a few that survives.

The Alaska Road Commission improved the Valdez-Fairbanks trail over the years and renamed it the Richardson Road. In 1923, when the Alaska Railroad offered an alternative year-round route connecting interior Alaska with an ice-free port on the south-central coast, traffic on the road declined.

Rapids Roadhouse continued to operate until 1993, although its peak years had been during the first decades of the twentieth century. Because of this, the period of significance is ended in 1923.

Our special thanks to the management at The Lodge at Black Rapids for giving us permission to use their website pictures to make this a more realistic location for your enjoyment. You can contact ther

their website pictures to make this a more realistic location for your enjoyment. You can contact them at: 877-825-9413 | 907-388-8391 or make reservations through their website listed above.

# RTMM SEASON SWITCHER

This package comes with the RTMM Season Switcher giving you all four seasons. You will have to set you computer to the proper season as the seasons in this are different for this area of the world:

FSX/P3D RTMM Season
 Month Switcher Recommendation

January Winter
February Winter
March Winter
April Spring
May Spring
June Summer
July Summer
August Summer
September Fall
October Fall
November Winter
December Winter

- The season switcher is set based on the table in the scenery documentation and the month set on your computer.
- Examples: If your computer is set to October, then for this scenery location, you set the season switcher to "FALL." If your computer is set to November, you would set the Season Switcher to "Winter".

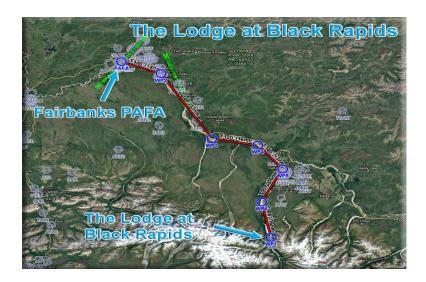
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### PHYSICAL LOCATION:

Starting Point: N63° 33.1491' W145° 51.8532' Mag 64

Lodge: N63° 33.1035' W145° 51.9162' Altitude: 2096 Feet

RTMM Way Point: BLKRP



#### DESIGNER CREDITS

Scenery created by Doug Linn Special Objects by Steve Weinkamer

Special thanks to Dex Thomas for the AI Aircraft at this location

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## REQUIRED SCENERY

This scenery requires ORBX Global/Vector to work properly. This was created for the BWEP pipeline project. Having the pipeline scenery will enhance this location for you.

#### **INSTALLATION**

Unzip the file to a temporary folder.

Place this scenery areas main folder and it's sub level folder named "Scenery" and all files in that folder into your FSX/P3D "Addon Scenery" folder.

Start up FSX or P3D

Go to "Settings"

Then to "Scenery Library"

Click on "Add Area"

Click on "Addon Scenery"

Locate the newly installed folder for this package you just moved into your "Addon Scenery" folder of FSX/P3D

Click on the main folder only. You do NOT need to open the "scenery" folder.

Then click on "OK"

And then "OK" again.

FSX/P3D should begin to recompile your scenery library.

#### **OBJECT LIBRARY**

Be sure you have downloaded the latest BWEP Object Library found on the BWEP page or on the Object Library Page. Dated at or later than 11.21.2016.

The flight plan is located in RTMM Flight Plans.zip that you can download from the Here2There page. "To Lodge at Black Rapids from Fairbanks.pln" It's a VFR flight plan to the location up over Valdez Glacier from Valdez. Then you can call this up in FSX using the flight planner and have a flight plan on the aircraft GPS to help guide you to this destination. That's it.

# **DOCUMENTATION**

READ ALL OF THE INSTALLATION FILES IN EACH OF THE INCLUDED ZIP FILES WE PRODUCE. THEY ARE NOT ALWAYS GOING TO BE THE SAME!!

#### DISCLAIMER

User accepts all risk associated with this scenery file. AUTHORS WILL NOT BE HELD ACCOUNTABLE FOR ANY DAMAGE TO USER SYSTEM HARDWARE.

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Doug Linn and Steve Weinkamer/RTMM