

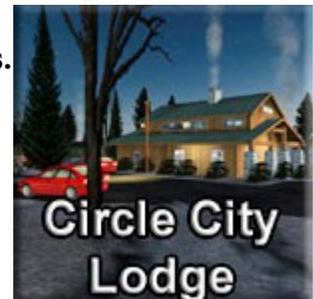
Circle City Lodge - PACR

Here is “Circle City Lodge” at near the Circle City Airport, AK (PACR). This scenery is fictional. The lodge has been added to the RMP airport complex and is situated on beautiful and wild Yukon river. The scenery consists of a lodge with outlying cabins, connected to the town of Circle City and to the airport by a road system. As we create the BWEP pipeline, we are adding “off the circuit” locations to give you places to fly “off” the pipeline circuit. Circle City Lodge is one of these.



The name “Circle City” was chosen because the original inhabitants believed they were on the Arctic Circle, but actually, their new “mining town” was 50 nm south of the Arctic Circle. Originally it was a mining town, and a “port” on the Yukon River (from the Bering Strait area) for shipping to bring in supplies for the miners.

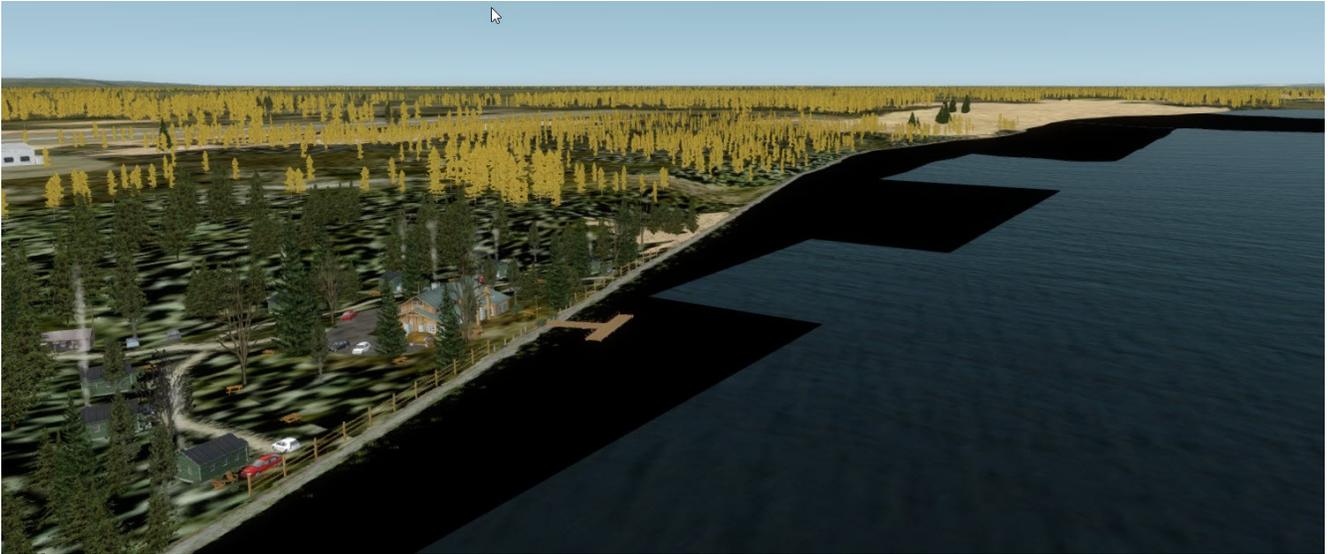
There are very few “outlying” locations in this area of the world. There simply are no lodges or cabins as we are used to in our other RTMM areas. But there are airports ... and a lot of them. Some are very well done by ORBX as “standard”. Basically runway and taxiway with a building or two. What we are going to do is “fix up” the airport, adding buildings and objects and put a lodge “nearby”. That way you can enjoy flying in this part of the world, navigation is easy because the lodges are near the airports. And the bonus is, you get an “updated” airport as part of the lodge scenery.



You can start at the dock by using: N65° 49.8334' - W144° 3.8581' Heading: 139*. This is “ice” in fall, winter and spring, water in summer. Or you can use the GO TO AIRPORT function in your sim and start on the runway at PACR. There is a road connecting the lodge to the airport complex.

There is adequate night lighting for low light flying and landing. Because of the northern position, even in winter, the stars may be out!

NOTAM: KNOWN ISSUE – Black Squares showing up along the shoreline. There appears to be an incompatibility between Vector and Prepar3D concerning “frozen water.” This is why Vector has taken many shorelines out of the scenery in these northern areas. If a shoreline is present, it causes a conflict and the black squares will appear when there is water. In this scenery location, I put in a manually-created shoreline. So you can encounter this problem with this location.



The fix for this is to go into VECTOR Configurations and under “Water Features” and uncheck the “frozen surface (in winter only)” option. The water now never “freezes” but you can enjoy the new shoreline without the black squares.

If this is a problem for you and you don't mind the “non-shoreline” look and want frozen water, you can go into the Circle City Lodge folder and turn the CVX_circle_city_shoreline.bgl from “.bgl” to “.off”. The shoreline disappears, but you do not have to uncheck the frozen surface option in Vector.

DESIGNER CREDITS

Scenery created by Doug Linn

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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Enjoy!

Doug Linn