

Wilson River Run

Version 1.1 by Doug Linn



Welcome to Version 1.1 of the Wilson River Run. You should start your trip by flying Xavier Carre's beautiful Wilson River Lodge. (See Misty's Place, Map Room for specific location or use the "Go To Airport" function in FSX and look for PF25). It is an easy flight from Misty's Place or PAKT Ketchikan.

Once at the lodge, place yourself at the Wilson Lodge dock in your favorite boat. You then head north up the Wilson River. Nothing like starting your trip by getting wet! You'll find a waterfall to the starboard side of the river, jump the falls and turn left. Watch for the red and green marker buoys to find the safe passage ahead.



Along your way, you will see totem poles, they are not decoration, they have a purpose. Each of these marks a special "river-scaping" area where we have changed the river to make it navigable. We have 7 such areas in this scenery package. All of them literally took hours to create ... changing the terrain, then "taming" the river by adjusting the hydro polygons, sloping them to keep the river smooth.



When you see a totem pole, you will know which “area” you are in by counting the bushes on the “far side” of the totem pole. If there is one bush, then you are in river-scaped area 1. Another totem pole will be at the end of the area with the bushes on the near side. For the techies among us, if you look at the BGL files in the scenery folder, each of these corresponds to the areas, and the totem's mark the area for us so we can find them again. The problem with getting this process correct is you can no longer “see” it. You'll pass some of these areas literally within a minute ... each took more than an average of 3 hours to develop properly.



Eventually you will come to a Brad's BBQ. This is the half-way point for your journey to Wilson Lake. (There is a helipad here for the low and slow helicopter pilots). Passing Brads, you come to the gateway for the “upper” river.



This next section was the most difficult to “river-scape”. We literally had to move a small mountain to make this area work correctly. As you can see from the picture below, we cut a pathway through the mountain then sloped the land so the river would rise 40 meters over about 2 miles. If you look at the contour of the mountain, the river went up over the top and down the other side! This gave us a severe “rapids” area that was almost not navigable. We rose 40 meters in about 1/4 mile!



This was then “river-scaped” adding vegetation, wildlife and even campsites. This is now a smooth run up to the beautiful Wilson Lake.



After the tedious twists and turns of the beautiful Wilson River, finally coming out into the open lake gives you a real feeling of freedom ... hit the throttle and enjoy. As you pass into the lake, you will pass a small cabin. When you go to the far end of the lake you will find the Forestry Service Cabin.



Once you find the second cabin, turn around and make the trip back ... it will look different coming from the opposite direction.

Installation:

NOTAM: If you have the previous Wilson River Run, delete that from your Addon Scenery folder in FSX. Then place the Wilson River Run scenery folder from this package into your Addon Scenery ... be sure to “activate” the scenery in FSX.

There is no “pln” file for this trip as you need no navigation, you simply follow the river and the lake to your destination.

We hope you enjoy the ride ...

Doug Linn
RTMM