

RTMM AI Shipping Project (RTMMAISP) V2.0

A FSX Traffic Enhancement from Return To Misty Moorings (RTMM)



RTMM AI SHIPPING PROJECT V2.0

Return To Misty Moorings (RTMM) is proud to bring you the Return To Misty Moorings AI Shipping Project (RTMMAISP) Version 2.0. It is called V2.0 since it combines the original set of 4 RTMM shipping packages (PNWAISP v1.1, PFJAISP v1.0, TFAISP v1.0 and SAKAISP v1.0) while also adding P3D support along with FSX. If you use FSX and already have the 4 packages noted above then you do not require this newly combined package. However, if you are new to RTMM or now use or plan to use P3D, then this package is for you.

STORYLINE

This combined package is an extensive AI shipping enhancement project for the areas of coverage where RTMM operates. Conceived by Brad Allen but made possible by the combined talents of Dexter Thomas, Jan de Jong and Henrik Nielsen, RTMMAISP v2.0 will add many ships to the ORBX Southern Alaska (SAK), ORBX Pacific Fjords (PFJ) and ORBX Pacific Northwest (PNW) Regions as well as to the area covered by the FSAddon Tongass Fjords X (TFX) software package. You'll see moving cargo ships in action as well as several static vessels all along the Pacific Coastline as well as throughout the inside passage. Very large supertankers arrive and depart the busy Valdez Marine Terminal. Cruise ships visit inside Glacier Bay and move passengers up into the Anchorage passageways as well as through the Behm Canal and many other areas. All around and inside the narrow fjords and larger bodies of water in this wonderful area, you'll find some type of seagoing vessels at work. You will even see a few "Tribute" ships to honor Dex, JJ and some of RTMM's friends.

You'll see custom ships that Jan repainted and models from Henrik as well as default FSX and other great looking vessels. Dex has put together about 370 different traffic routes (tracks) that will populate the larger bodies of water throughout the area. This package also highlights a couple of bonus features up in the Skagway and Anchorage area.

There are two active ships that pull away from the mooring point and then depart the Skagway docks. You will see an AI Floatplane doing Touch 'N Go's along the Skagway harbor front. There's also an active ship departing from the Anchorage harbor on a regular basis. So not only will you see ships traveling up and down the various waterways, but you will see a few operating very close to shore giving this entire package a special touch.

INSTALLATION

RTMM AI Shipping Project (RTMMAISP) V2.0

To install this package simply click on the RTMMAISpv2Installer.exe file and follow the instructions. The installer will ask if you want to automatically install to FSX or if you want to install into a temporary folder of your choice in order to do a manual installation. If you do choose to do a manual installation, instructions will be provided in the temporary folder.

During automatic installation, the installer will ask if you want to turn off (disable) an ORBX Object Flow file that only exists to show a static cruise ship in the docks at PAGY from May through October. If you choose to turn it off (choose number 1), you will then be able to see the AI Banzai bulk carrier ship depart the Skagway docks on a regular basis. If you choose number 2, then the installer will disable the AI Banzai bulk carrier departure from the Skagway docks and leave the seasonal appearance of the ORBX static cruise ship in place. The option on is solely up to you.

Once the files have been installed, just start up FSX and enjoy enhanced shipping in the entire RTMM operating area as shown in the shipping track diagrams located on the next pages. There are no scenery library changes to make this AI traffic enhancement work but the FSAddon Tongass Fjords FSX and ORBX SAK scenery products are required for full enjoyment.

Bonus AI Departure Times: (All time in GMT)

Banzai at Skagway 1630, 1830, 2030, 2230

Norwegian Star at Skagway 1600, 1800, 2000, 2200

Container Ship at Anchorage 1700, 1900, 2100, 2300

Floatplane at Skagway 1900, 2100, 2300

If you find you need help, please direct your questions to the RTMM forum:

<http://forum.mistymoorings.com/>

IMPORTANT NOTE: FSX/P3D AI Traffic will not function if there are any FS9 traffic files in the folder with your FSX/P3D Traffic Files! Also, make sure your Traffic Settings in FSX or P3D for Airline Traffic Density and General Aviation Traffic Density are at least 1% or greater and make sure Ships and Ferries is at least 10% or greater.

RTMM AI SHIPPING TRACKS

With almost 370 shipping tracks in operation, we have included a set of maps for each major region. These maps display where the shipping tracks are as well as the type of ships to be seen in that track area.

The Pacific Northwest shipping track maps can be found on pages 5 through 15.

The Pacific Fjords shipping track maps can be found on pages 16 through 31.

The Tongass Fjords shipping track maps can be found on pages 32 through 34.

The Southern Alaska shipping track maps can be found on pages 35 through 40.

PACIFIC NORTHWEST SHIPPING TRACKS

102 individual shipping tracks have been added to the larger bodies of water in the Pacific Northwest Region. The shipping track routes were made with Google Earth. Many customized shipping objects have been created exclusively for this project by Jan de Jong.

The map below shows the enormous area that PNWAISP covers. On the next pages, the map below will be broken down into North and South Regions and then each of those regions will be broken down to specific shipping track areas.

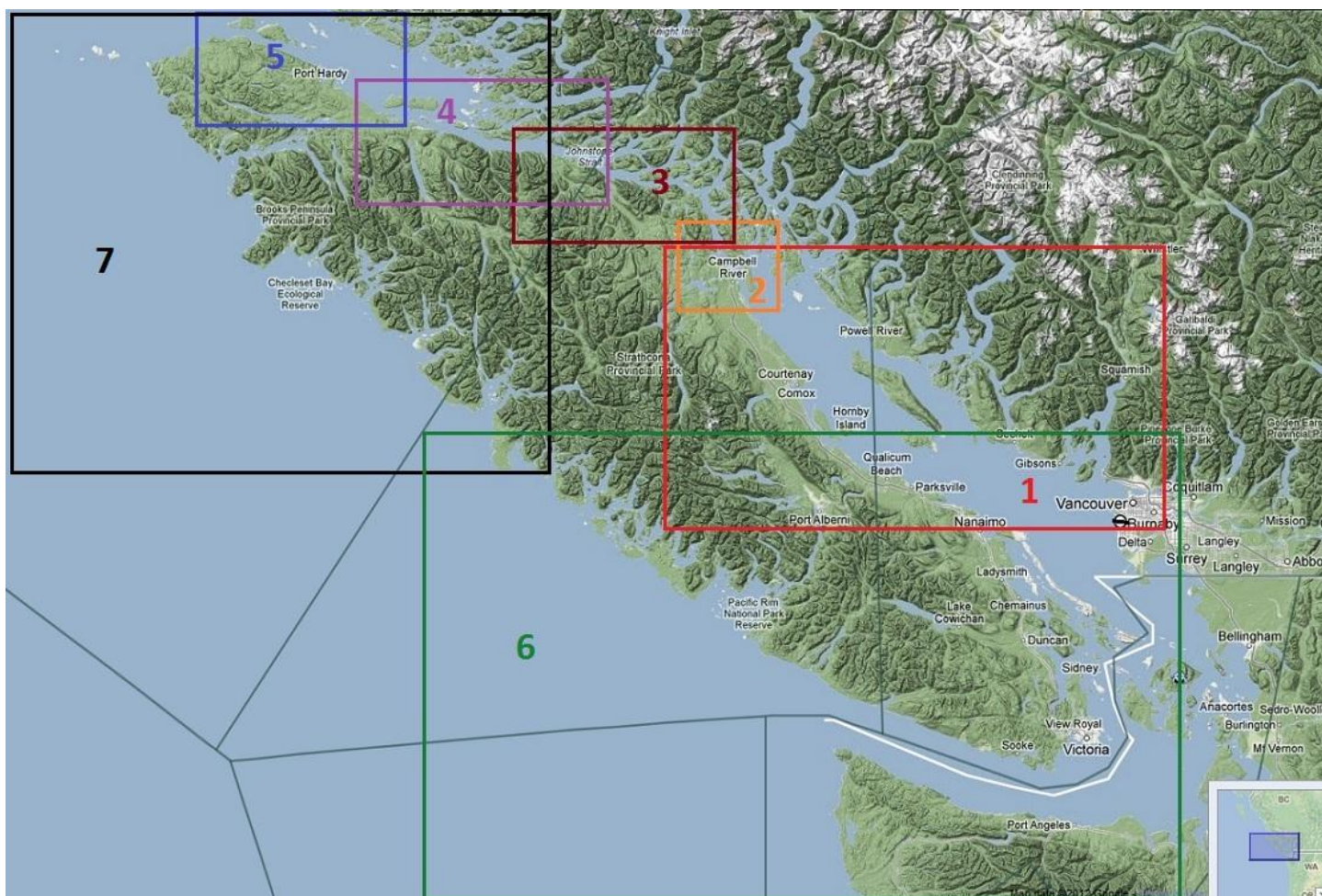


Northern Region Map

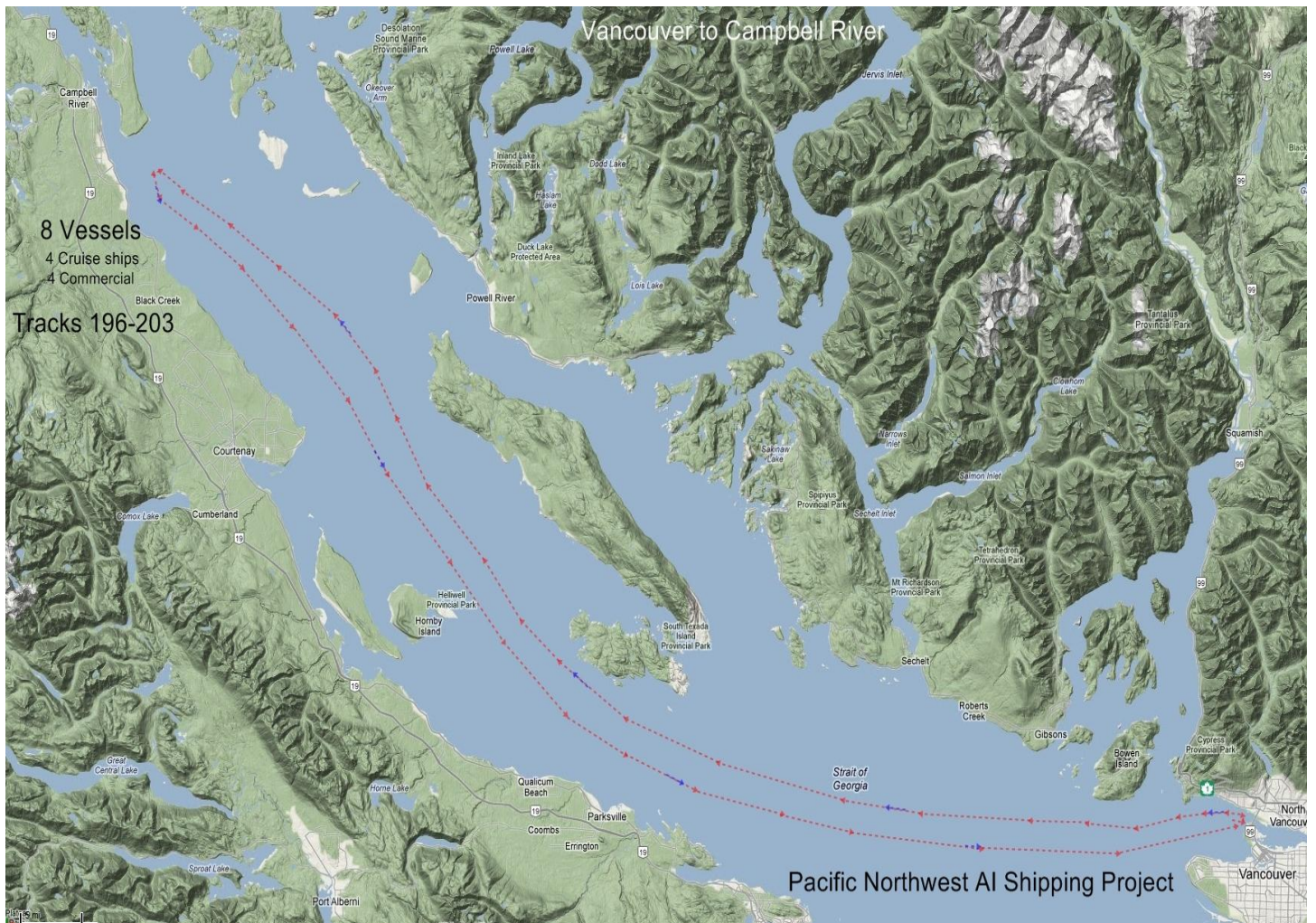
The PNWAISP Northern Region Tracks are broken down into 7 numbered sub-diagrams (listed below). In each of the sub-diagrams (found on the following pages), the tracks shown feature AI vessels navigating those local waters. Sometimes the vessels will be stopped and sometimes on the move....a bit like real life.

The PNWAISP Northern Region Tracks are broken down into 7 numbered sub-diagrams (listed below).

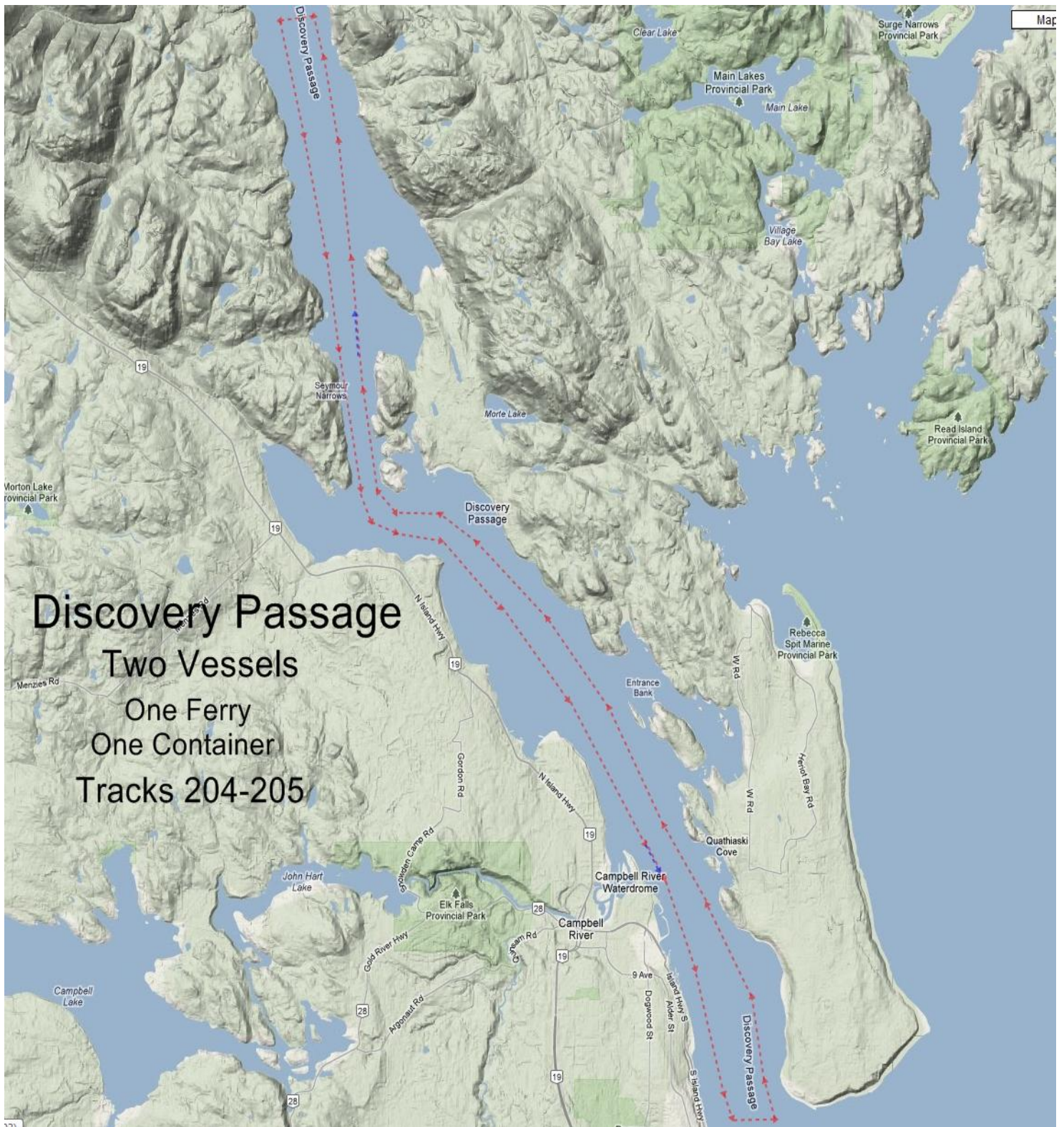
1. Vancouver to Campbell River
2. Discovery Passage
3. Johnstone Strait
4. Port McNeill
5. Port Hardy
6. Vancouver Island SE
7. Vancouver Island NW



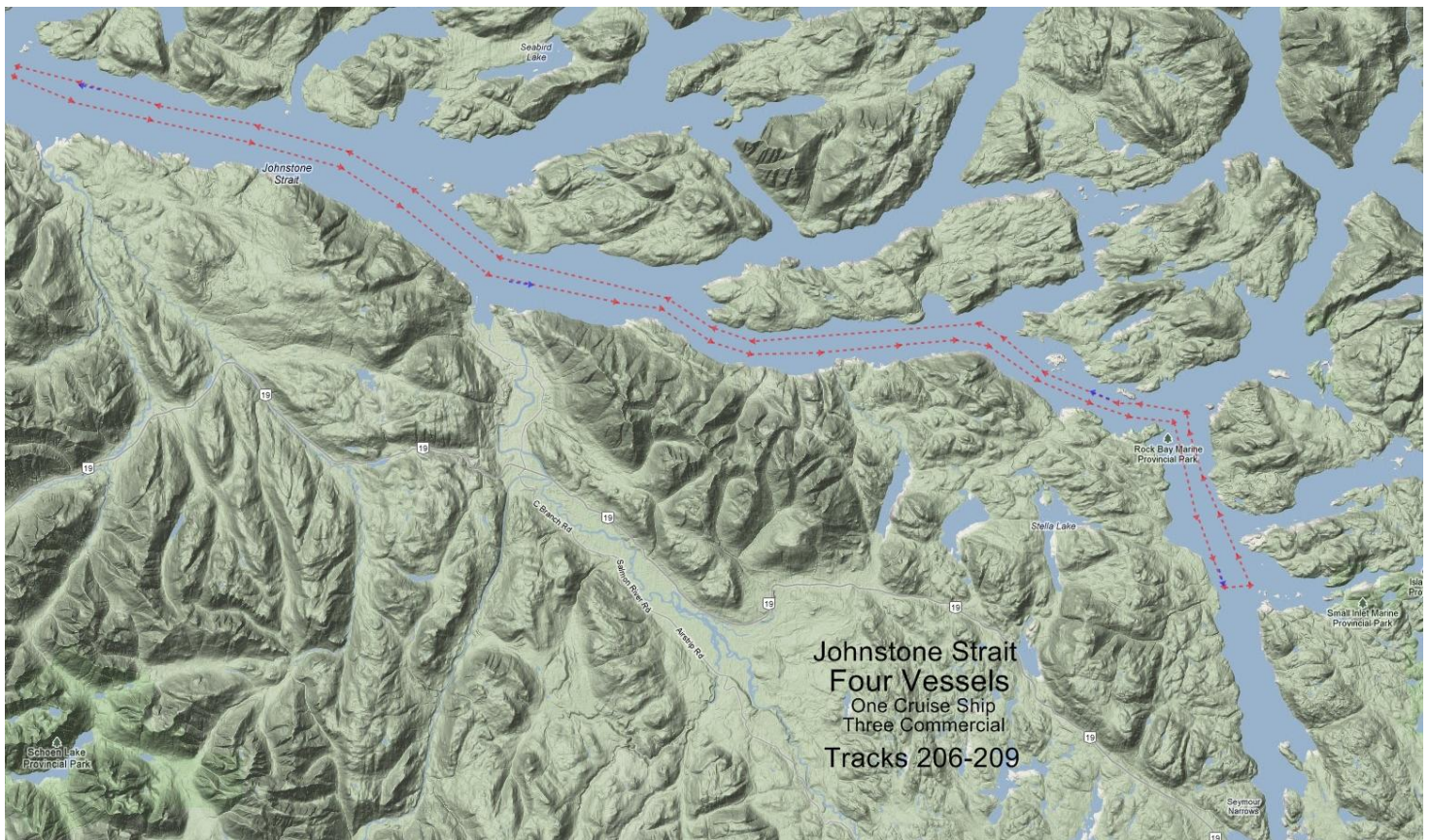
1. The Vancouver to Campbell River Area



2. The Discovery Passage Area



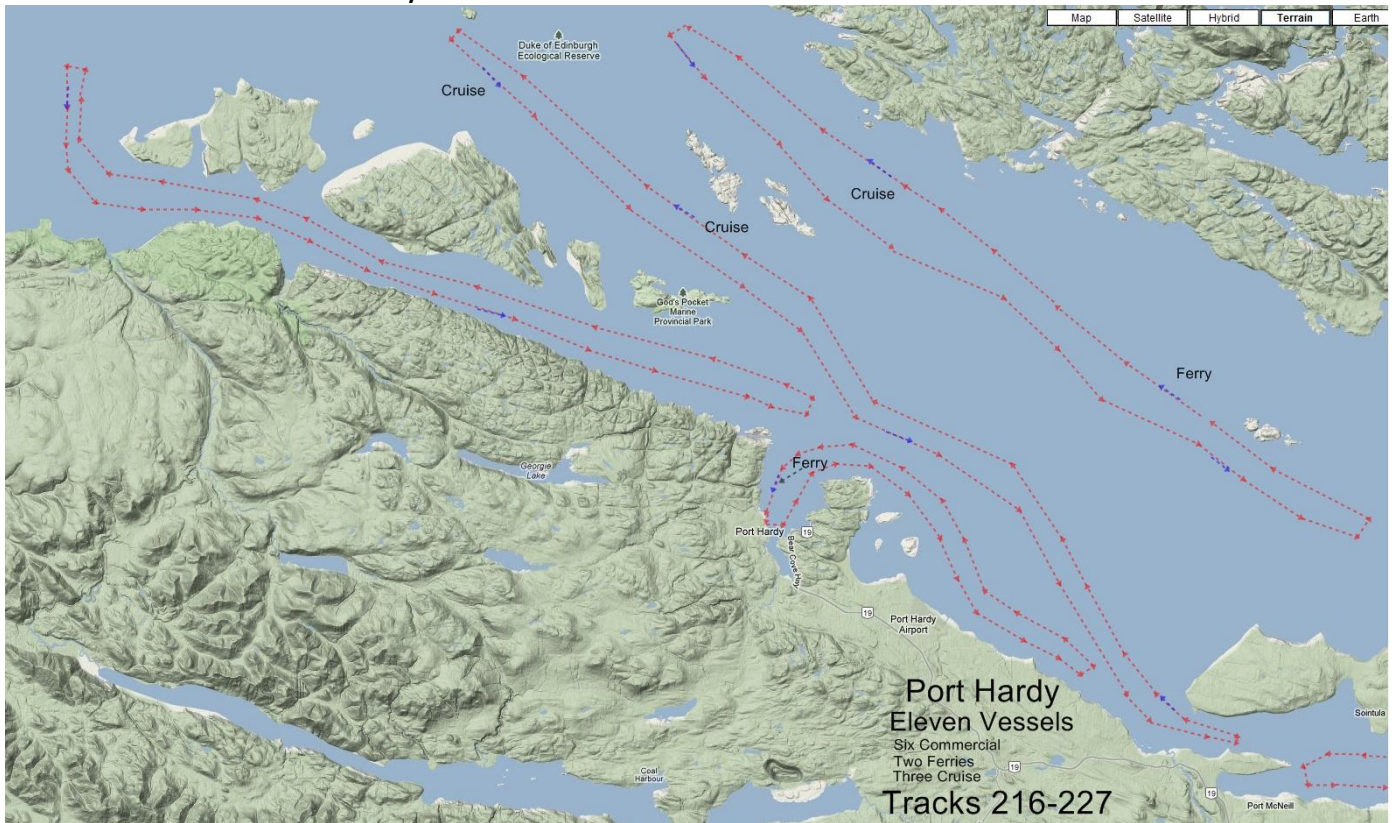
3. The Johnstone Strait Area



4. The Port McNeill Area



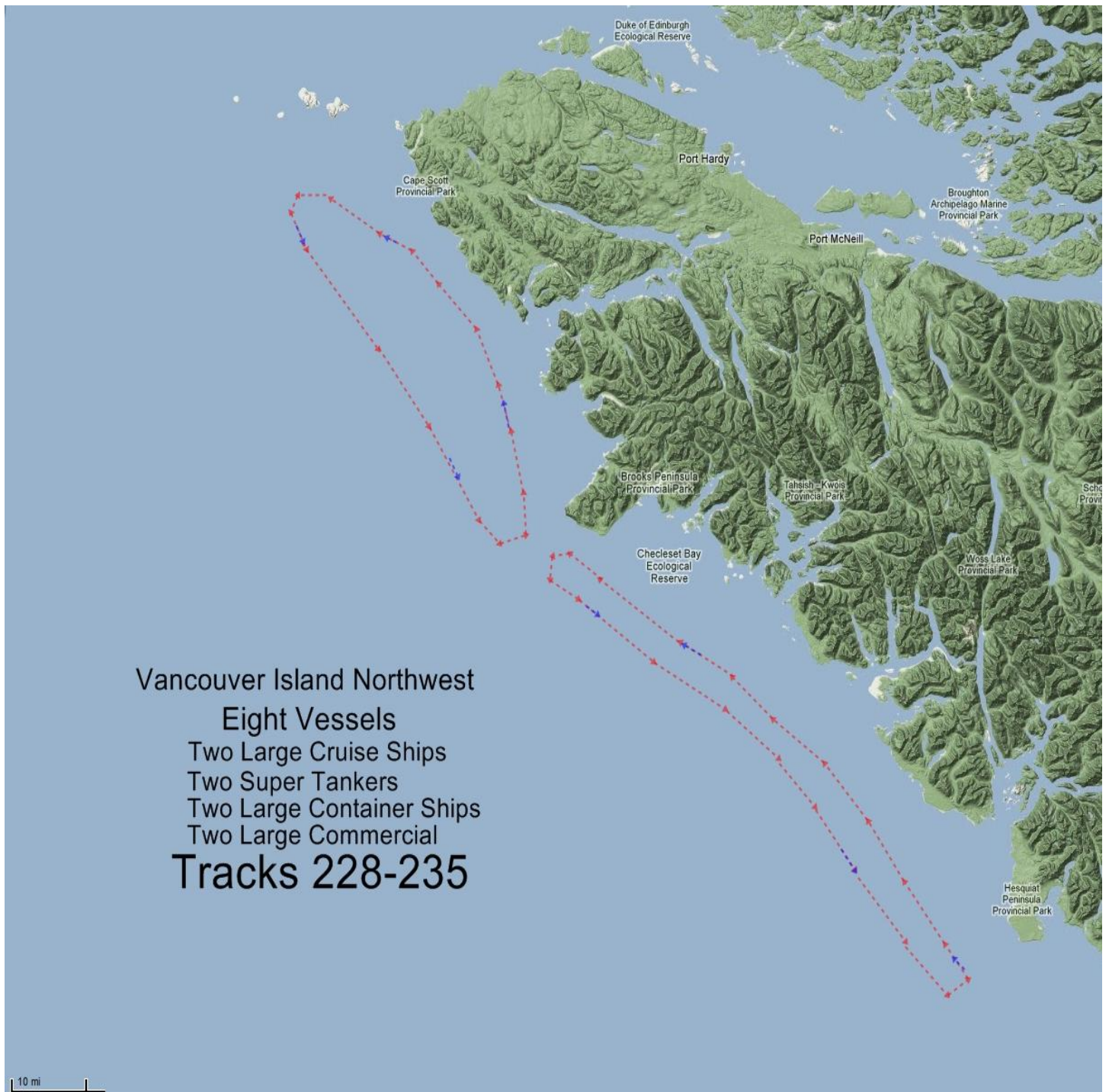
5. The Port Hardy Area



6. Vancouver Island SE



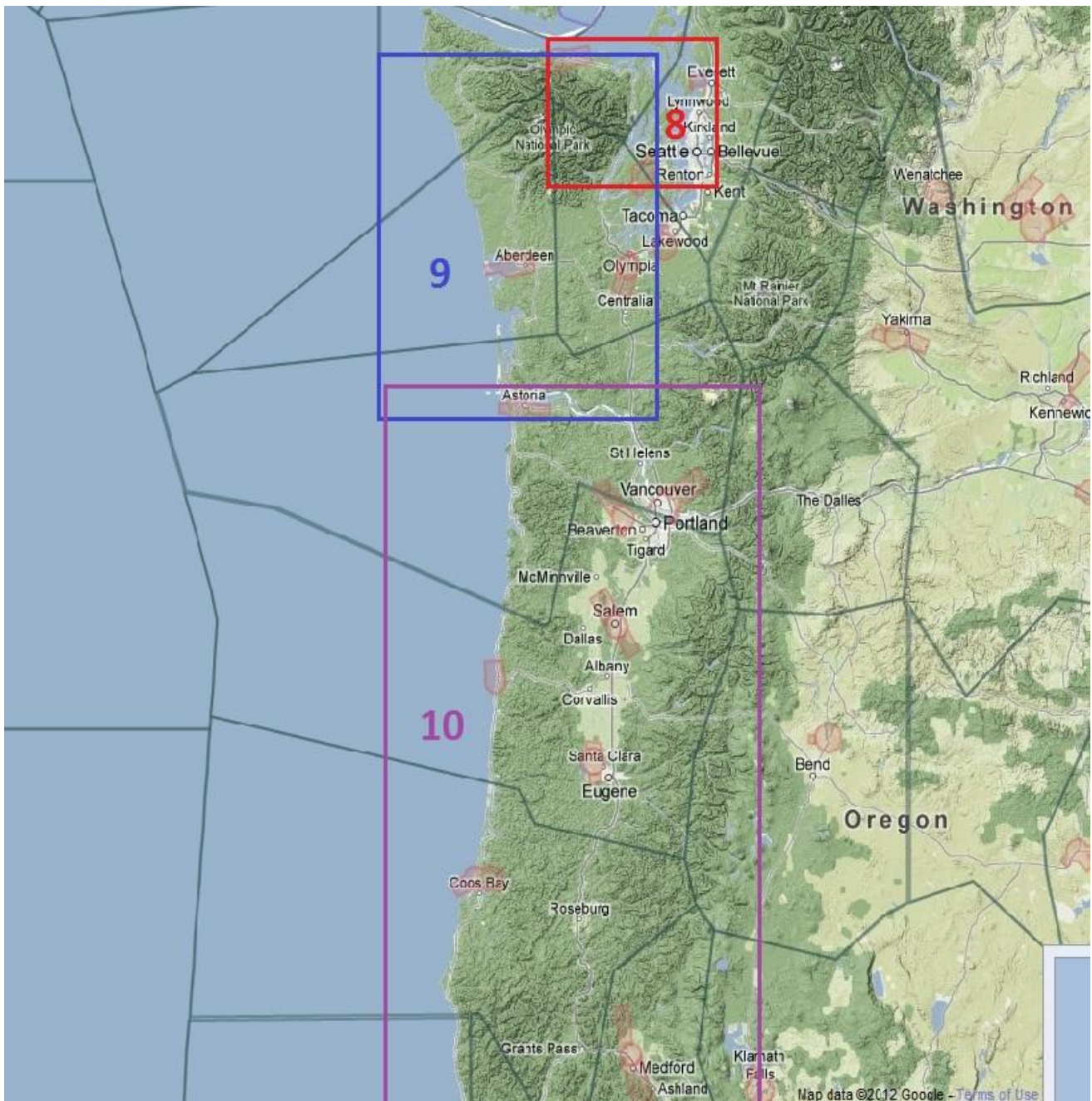
7. Vancouver Island NW



Southern Region Map

The PNWAISP Southern Region Tracks are broken down into 3 numbered sub-diagrams (listed below).

- 8. Seattle
- 9. North Bay
- 10. Oregon Coast



8. Seattle



9. North Bay



10. Oregon Coast



PACIFIC FJORDS SHIPPING TRACKS

128 individual shipping tracks have been to the larger bodies of water in the Pacific Fjords Region. The shipping track routes were made with Google Earth. Many customized shipping objects have been created exclusively for this project by Jan de Jong.

The map below shows the enormous area that PFJAISP covers. On the next pages, the map below will be broken down into North and South Regions and then each of those regions will be broken down to specific shipping track areas.

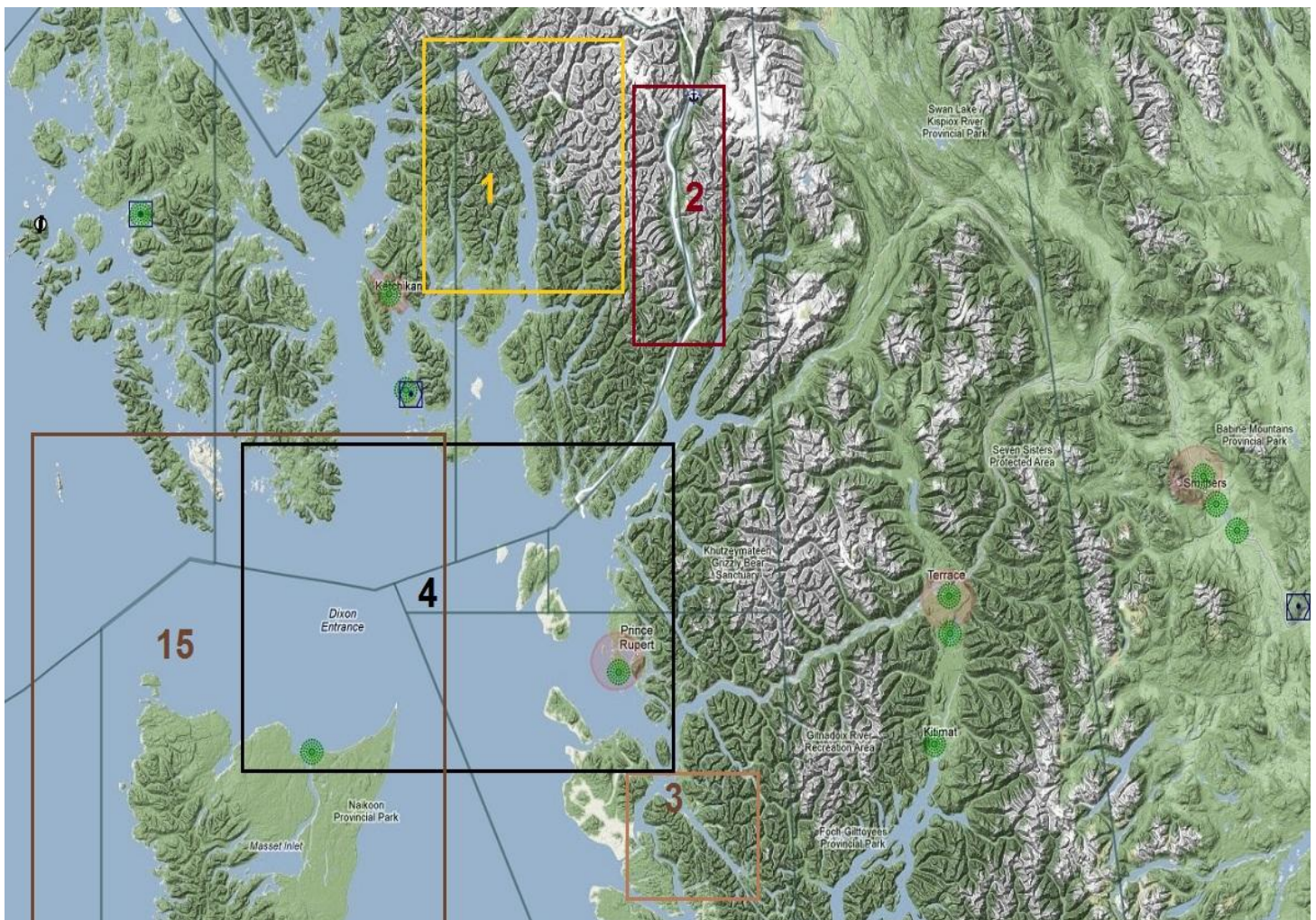


Northern Region Map

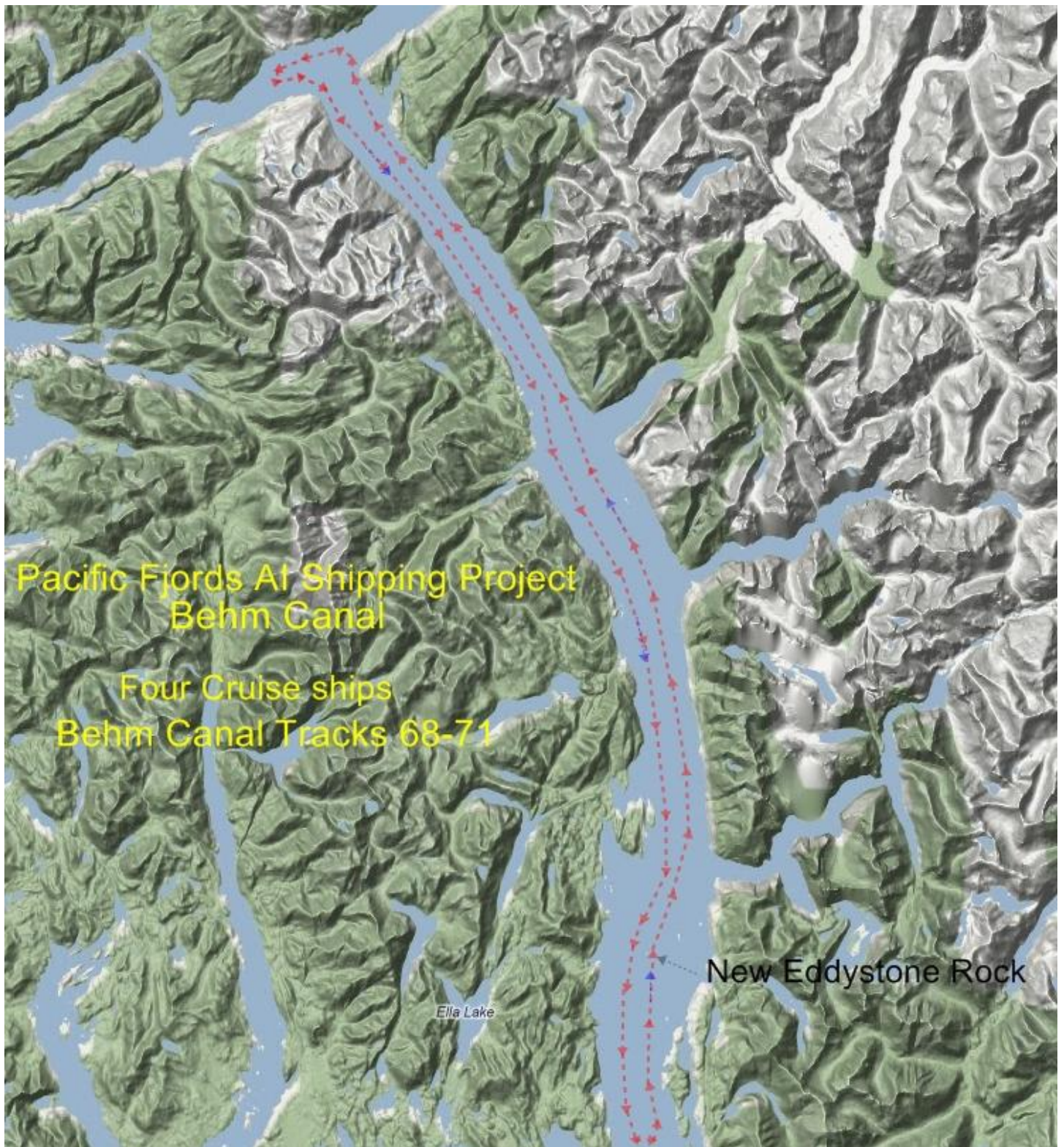
The PFJAISP Northern Region Tracks are broken down into 4 numbered sub-diagrams (listed below). In each of the sub-diagrams (found on the following pages), the tracks shown feature AI vessels navigating those local waters. Sometimes the vessels will be stopped and sometimes on the move....a bit like real life.

1. Behm Canal Area
2. Portland Canal Area
3. Grenville Channel North Area
4. Dixon Entrance Area

Note: Sub-diagram #15 is covered under the Southern Region



1. The Behm Canal Area



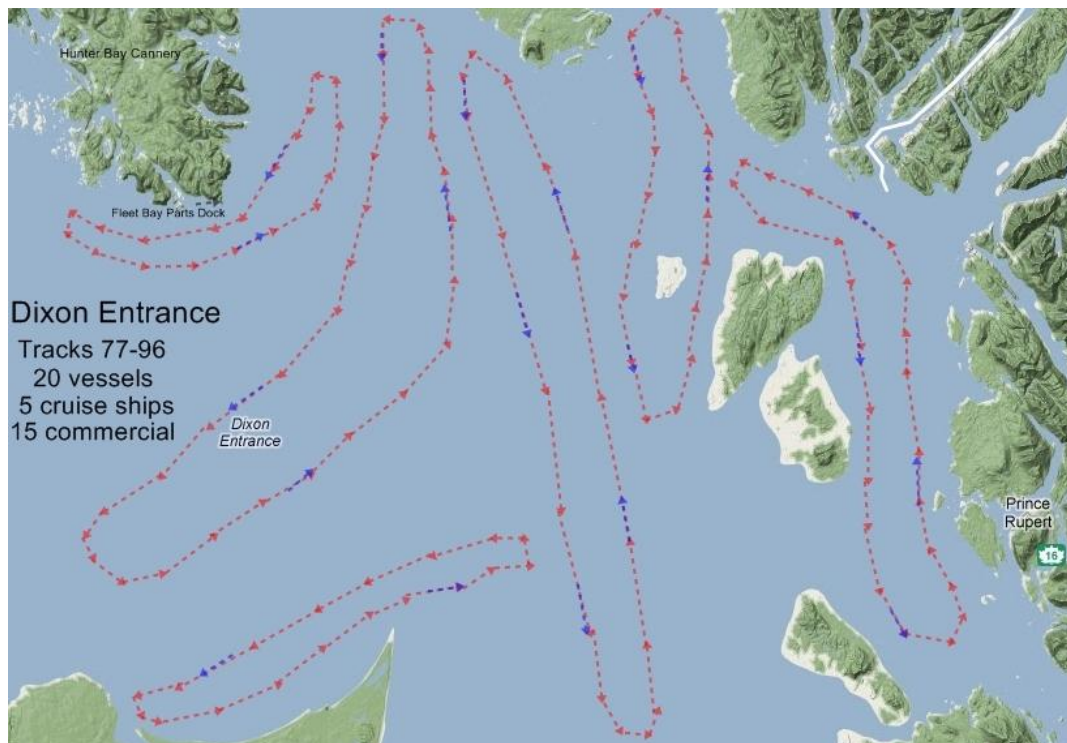
2. The Portland Canal Area



3. The Grenville Channel North Area



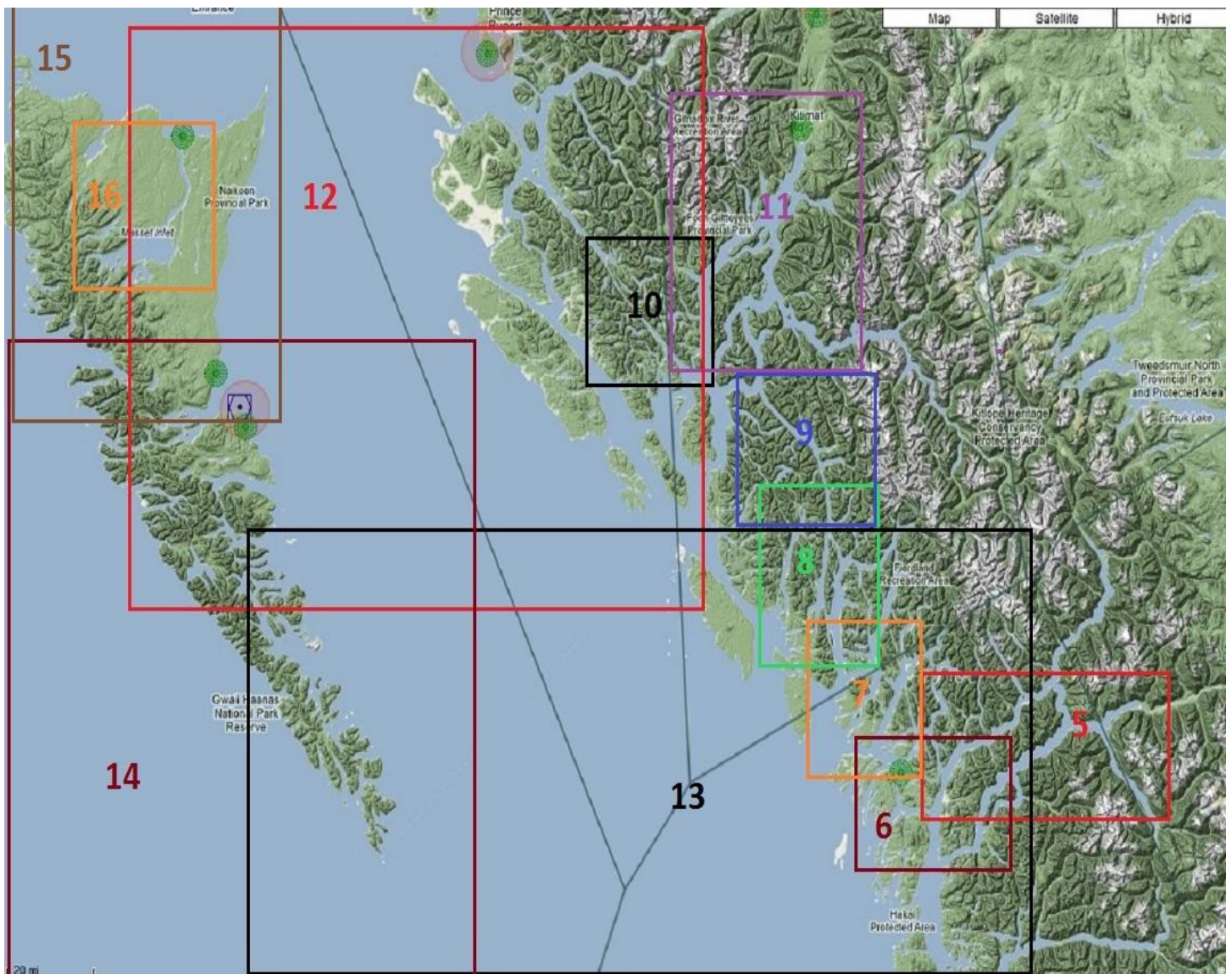
4. The Dixon Entrance Area



Southern Region Map

The PFJAISP Southern Region Tracks are broken down into 12 numbered sub-diagrams (listed below).

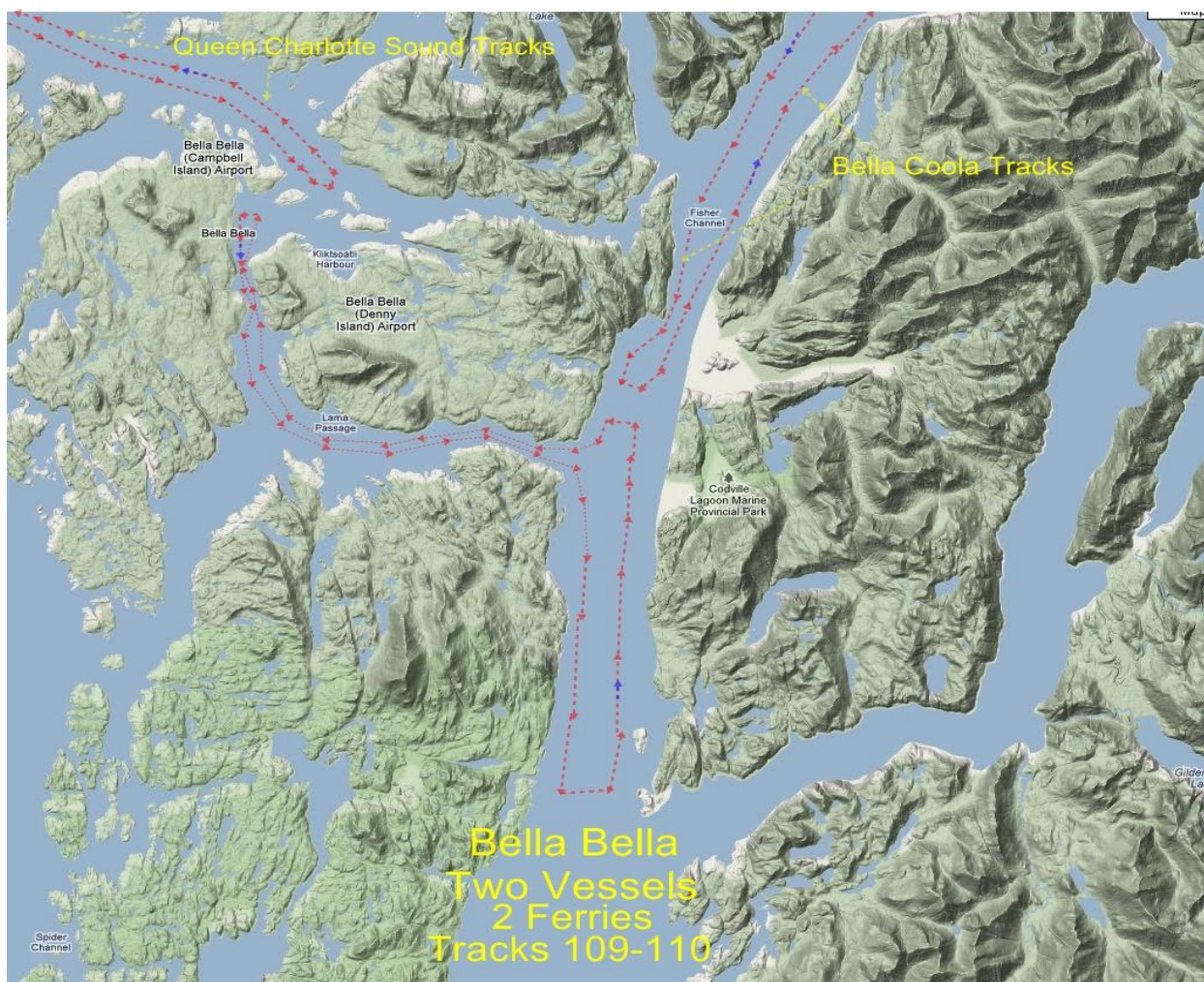
- | | |
|---|----------------------------------|
| 5. Bella Coola Area | 10. Grenville Channel South Area |
| 6. Bella Bella Area | 11. Kitimat Area |
| 7. Klemtu Area | 12. Hecate Strait Area |
| 8. Princess Royal Channel
South Area | 13. Queen Charlotte Sound Area |
| 9. Princess Royal Channel
North Area | 14. Haida Gwaii South Area |
| | 15. Haida Gwaii North Area |
| | 16. Masset Inlet Area |



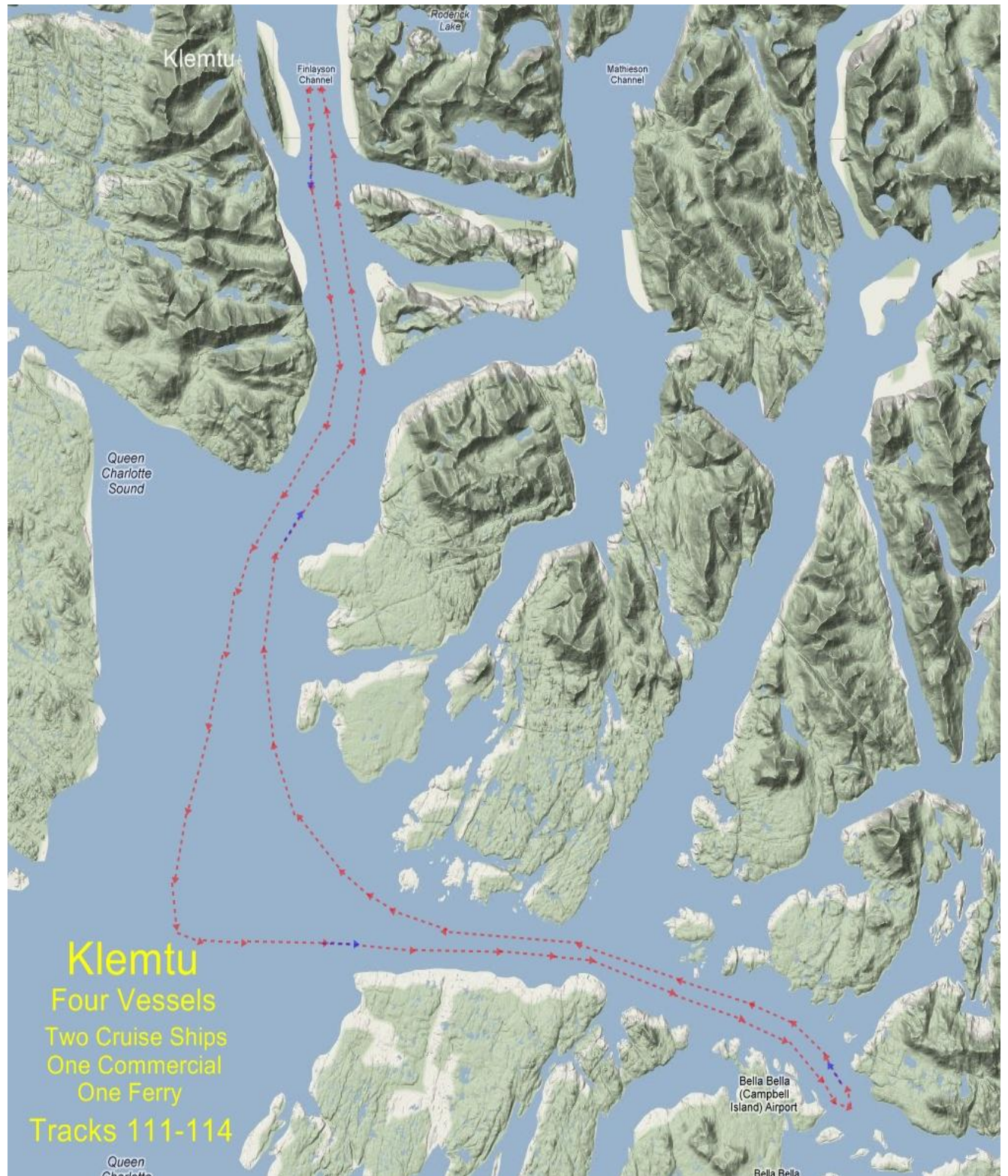
5. The Bella Coola Area



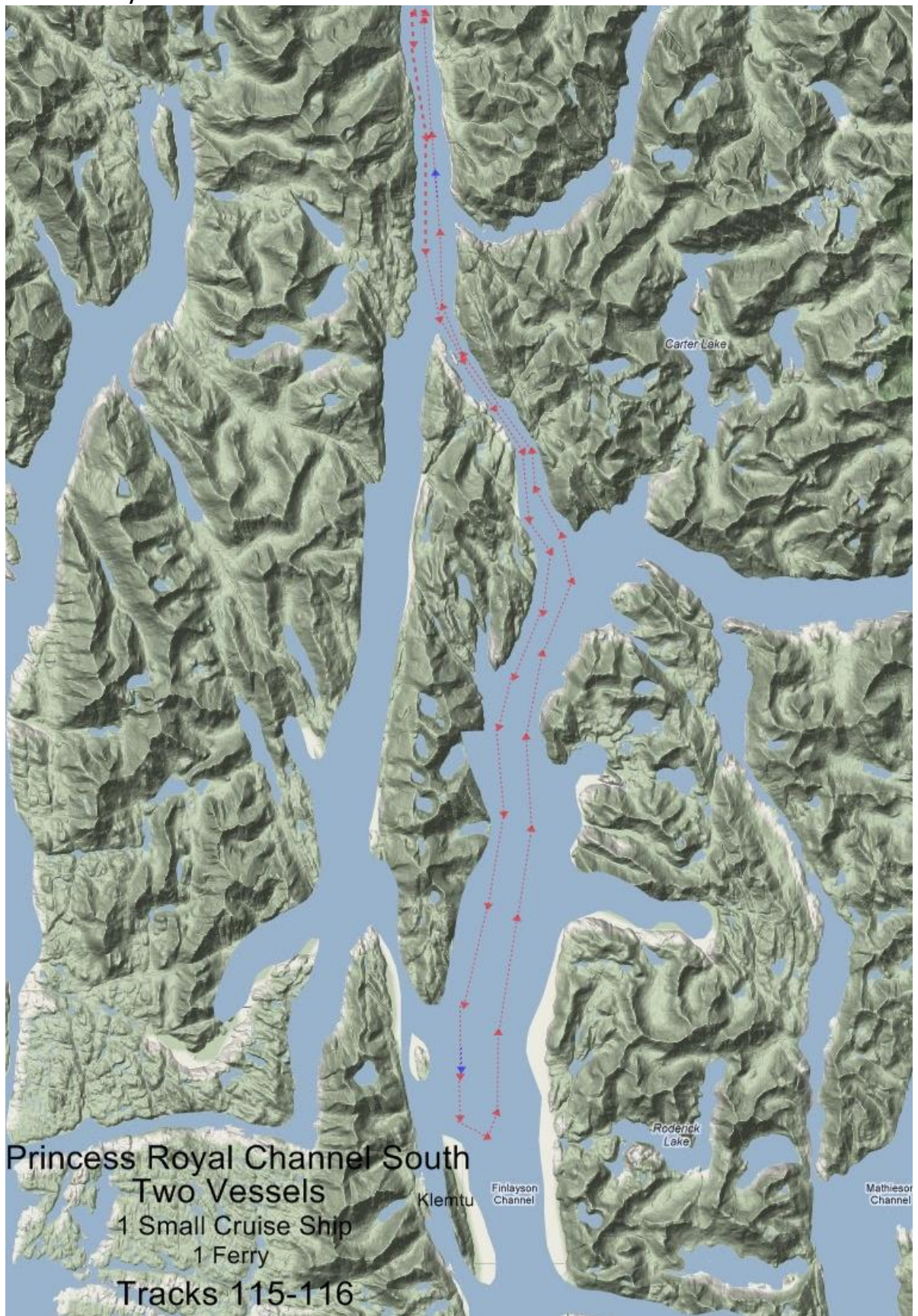
6. The Bella Bella Area



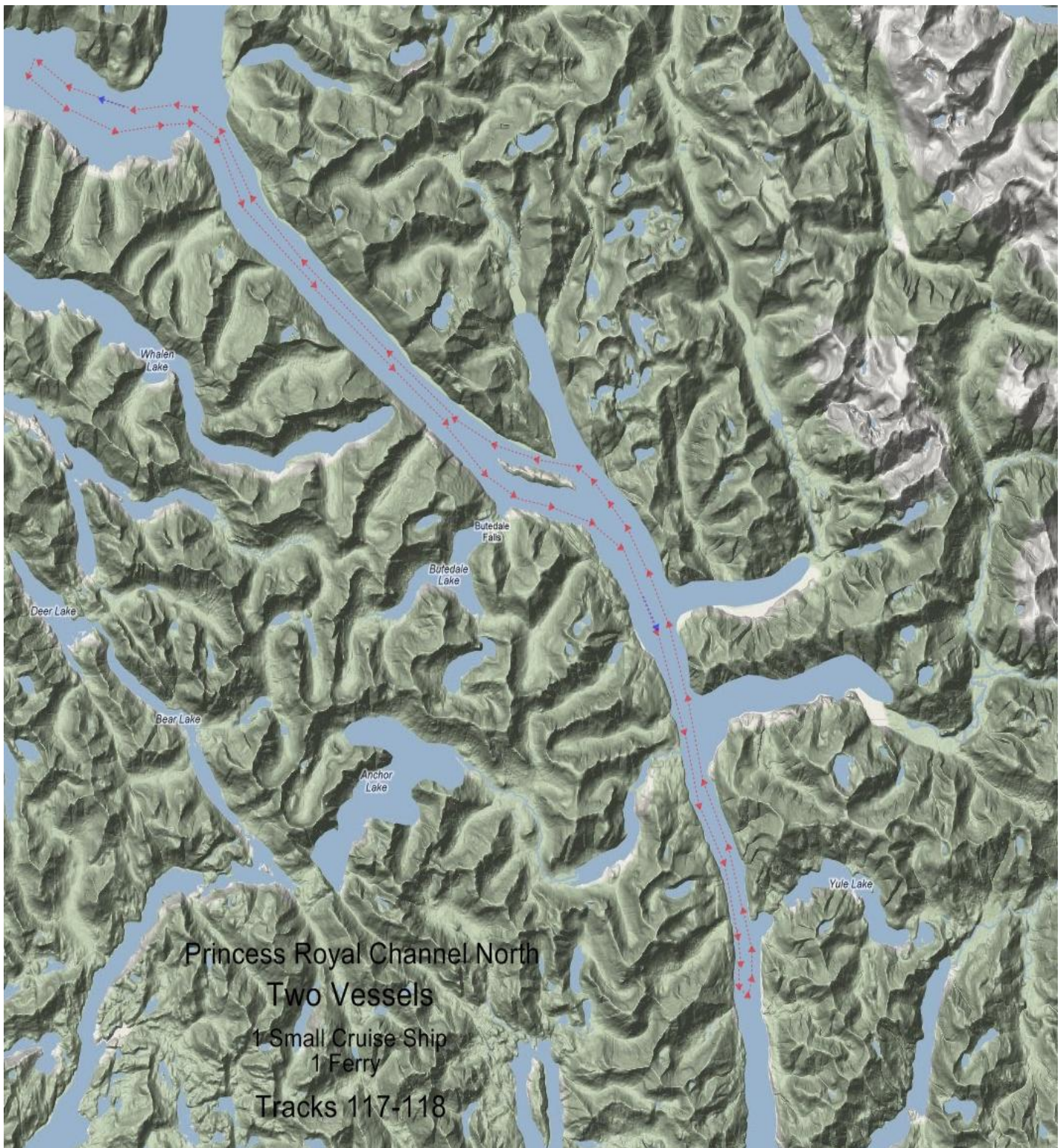
7. The Klemtu Area



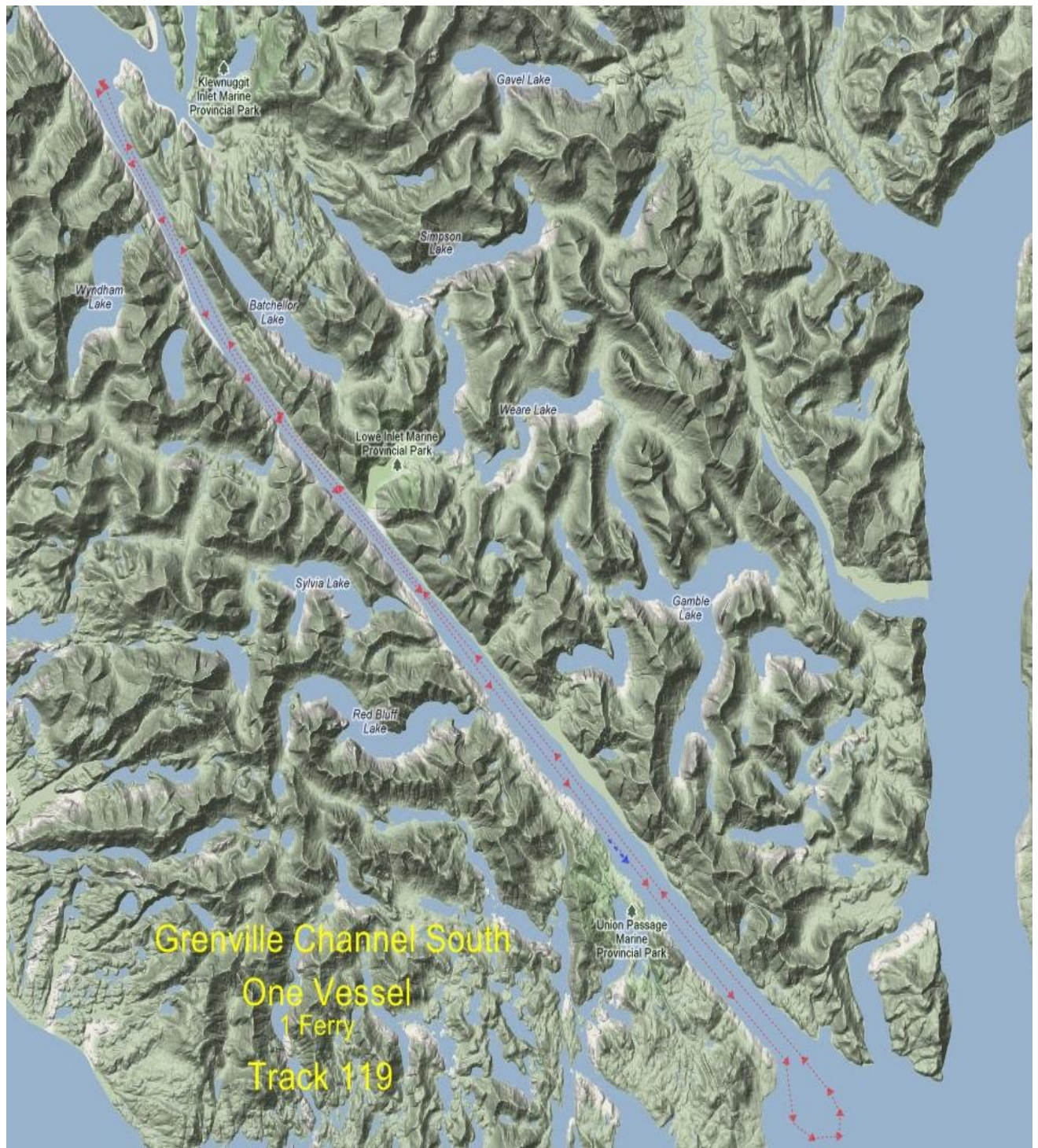
8. The Princess Royal Channel South Area



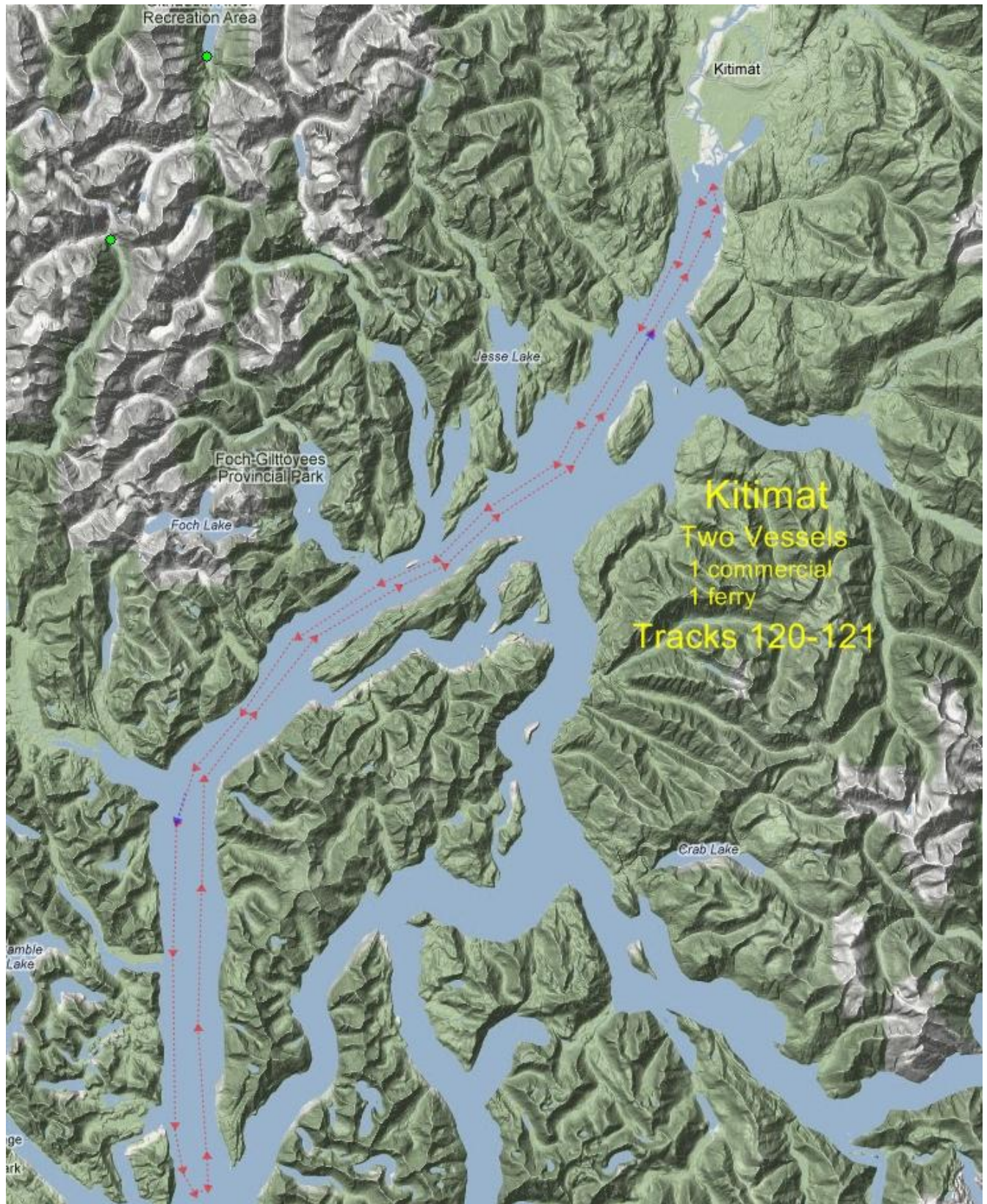
9. The Princess Royal Channel North Area



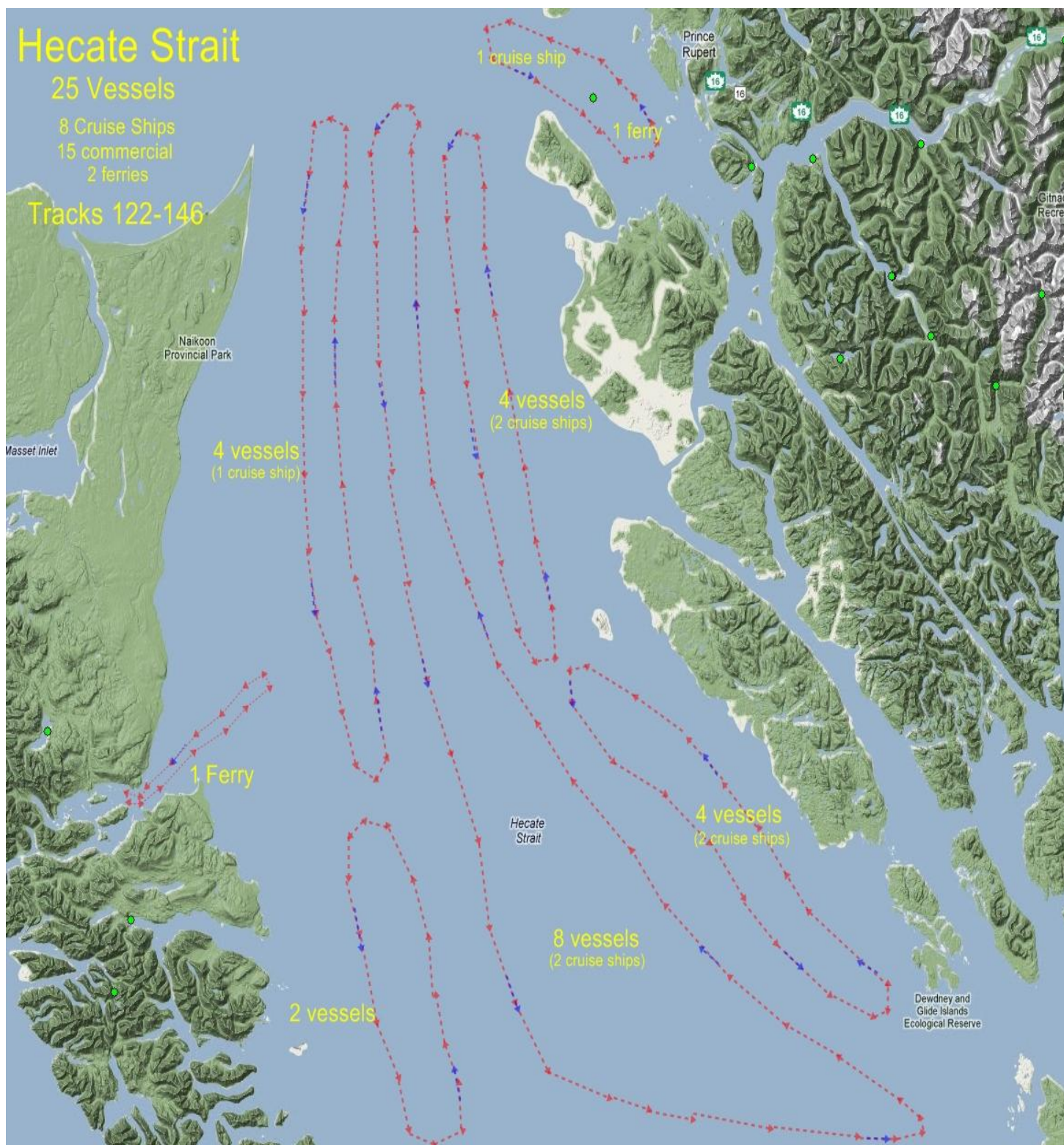
10. The Grenville Channel South Area



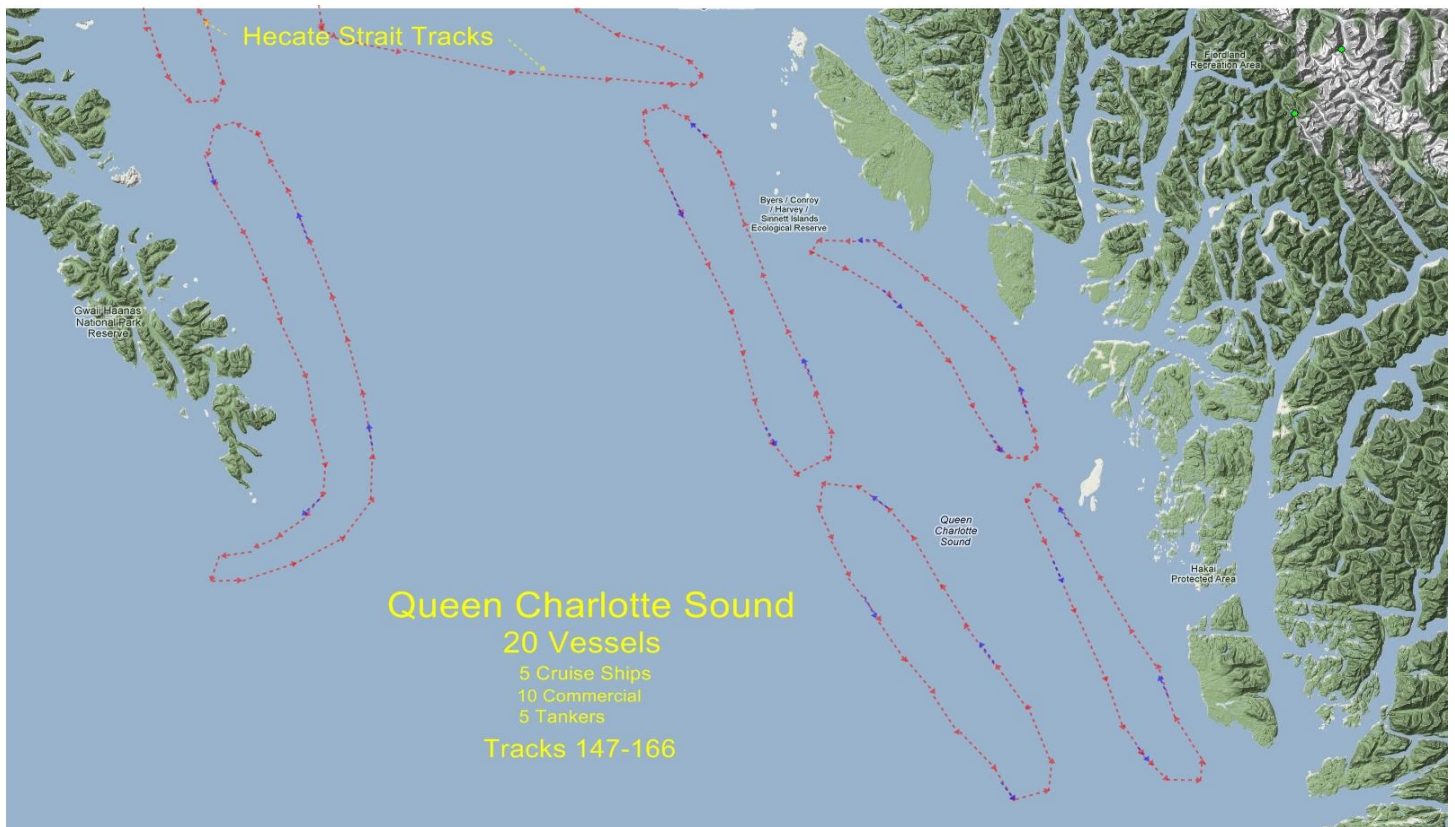
11. The Kitimat Area



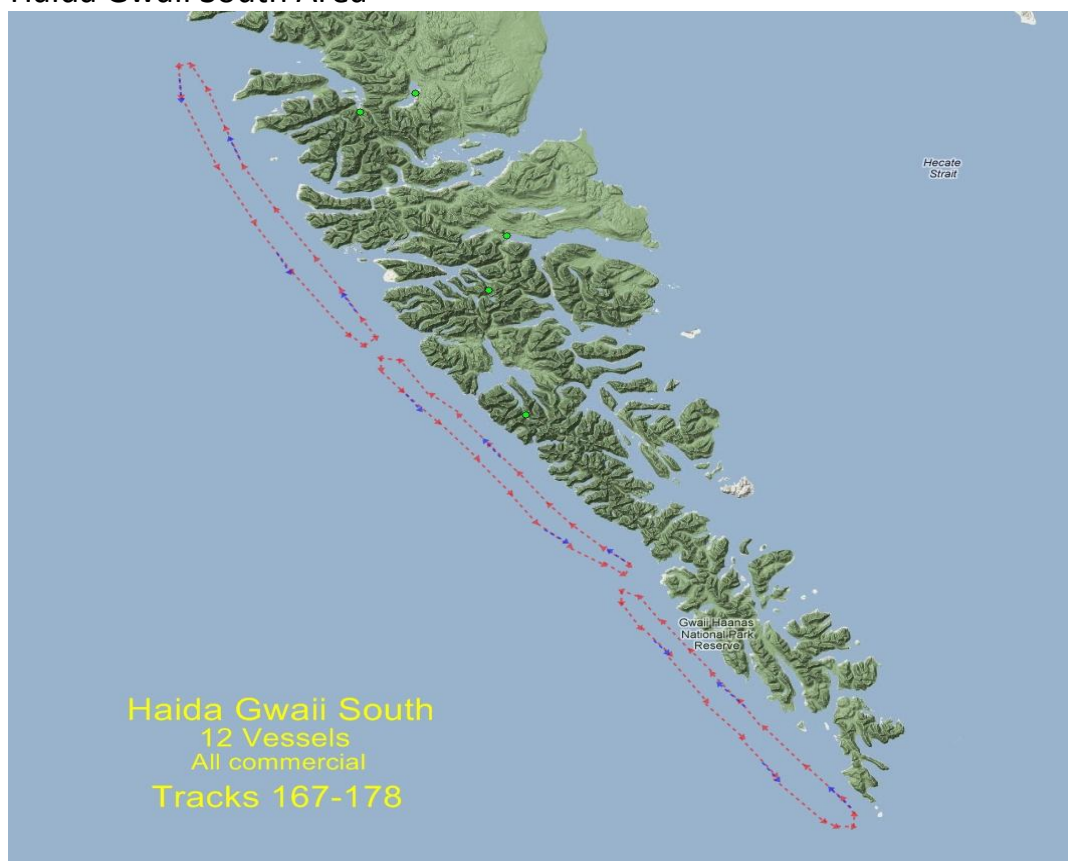
12. The Hecate Strait Area



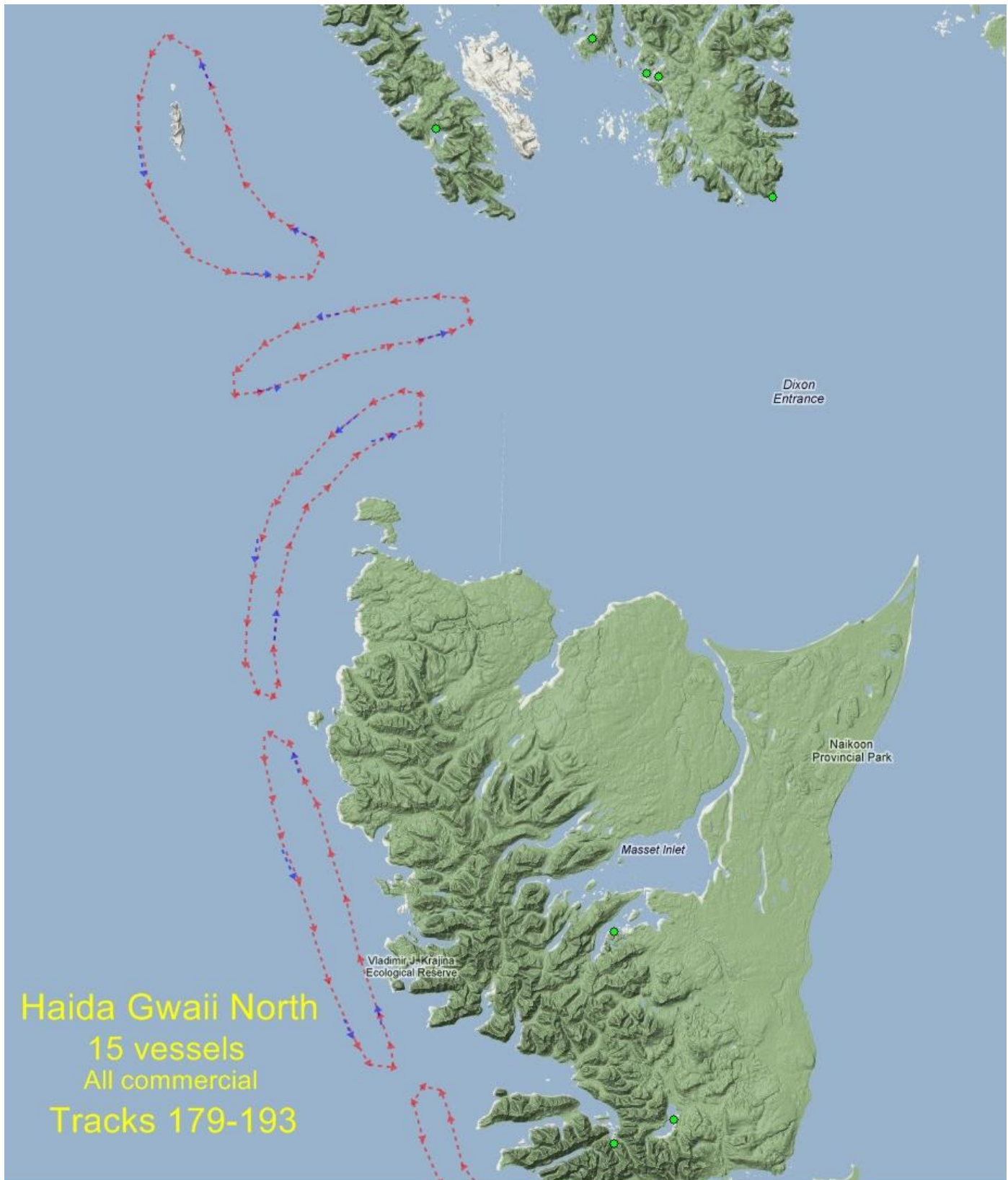
13. The Queen Charlotte Sound Area



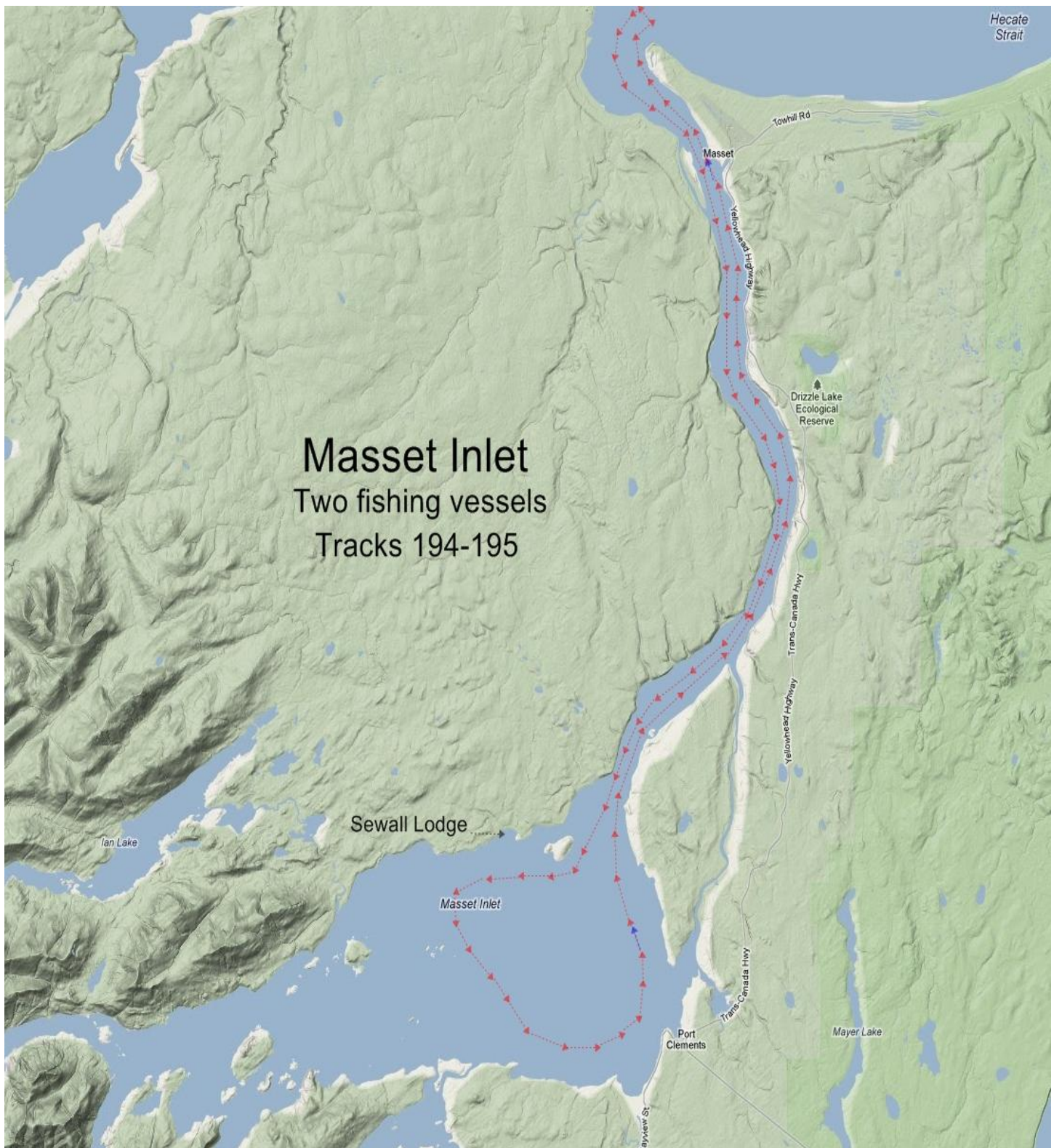
14. The Haida Gwaii South Area



15. The Haida Gwaii North Area

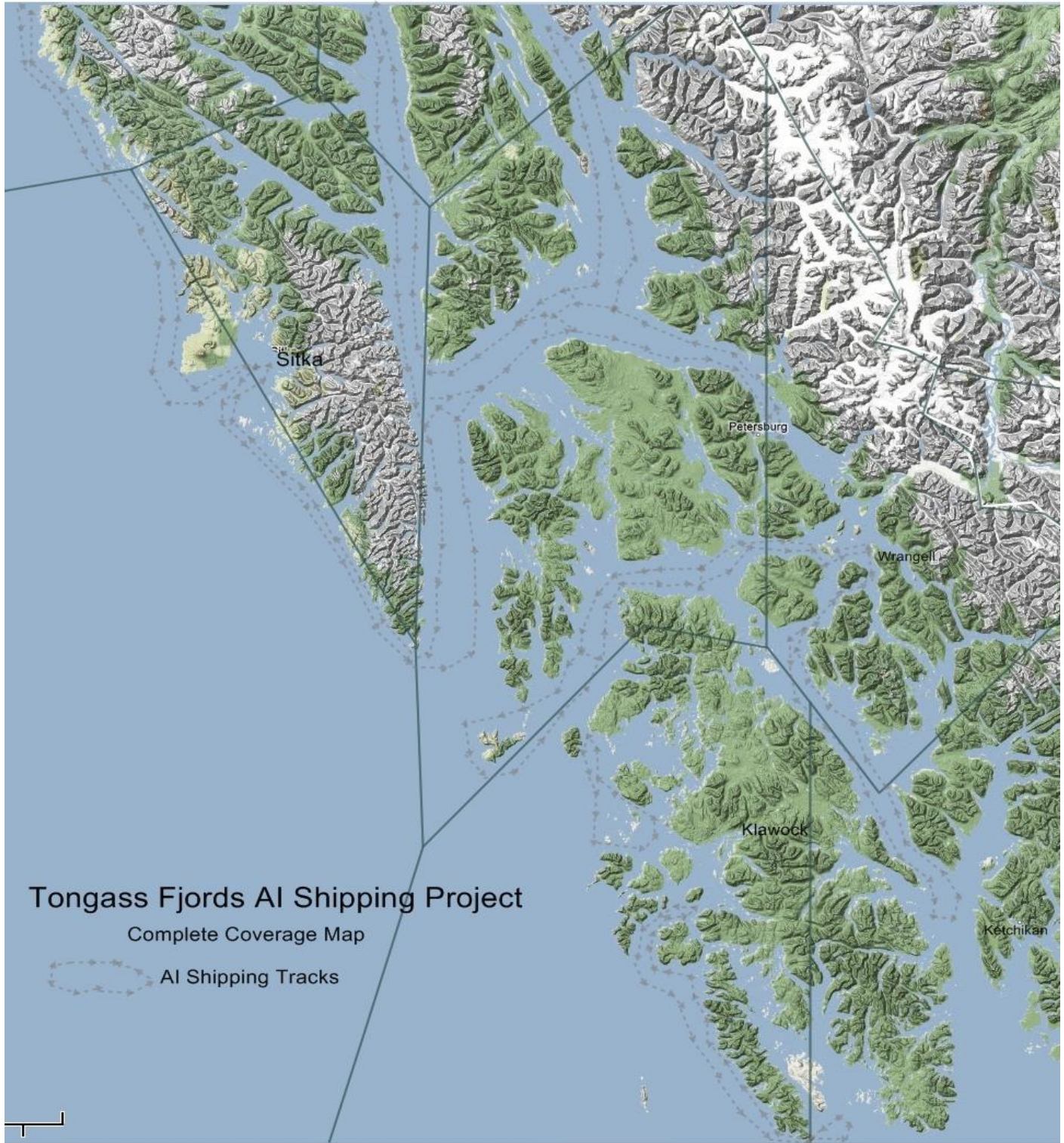


16. The Masset Inlet Area

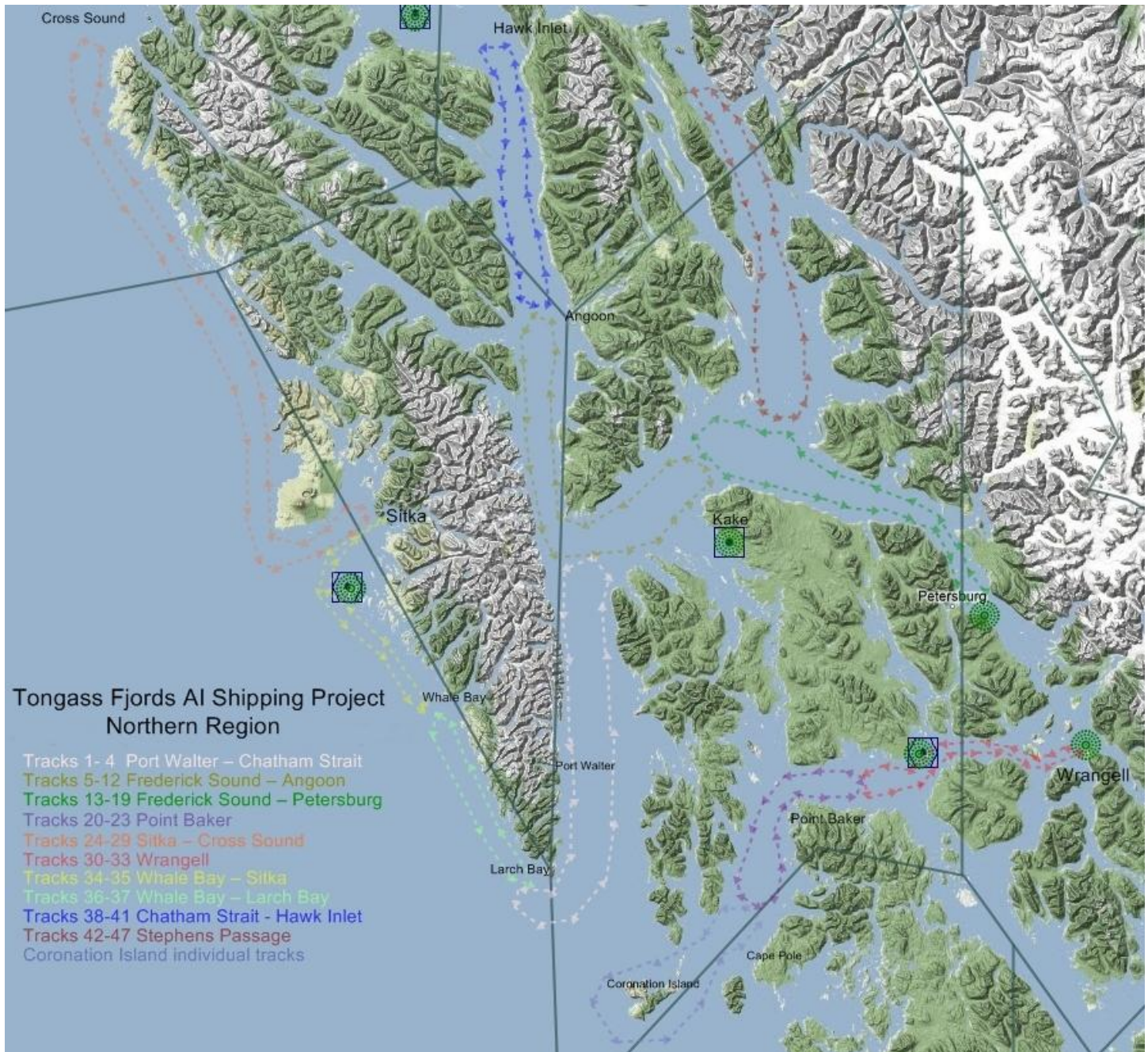


TONGASS FJORDS SHIPPING TRACKS

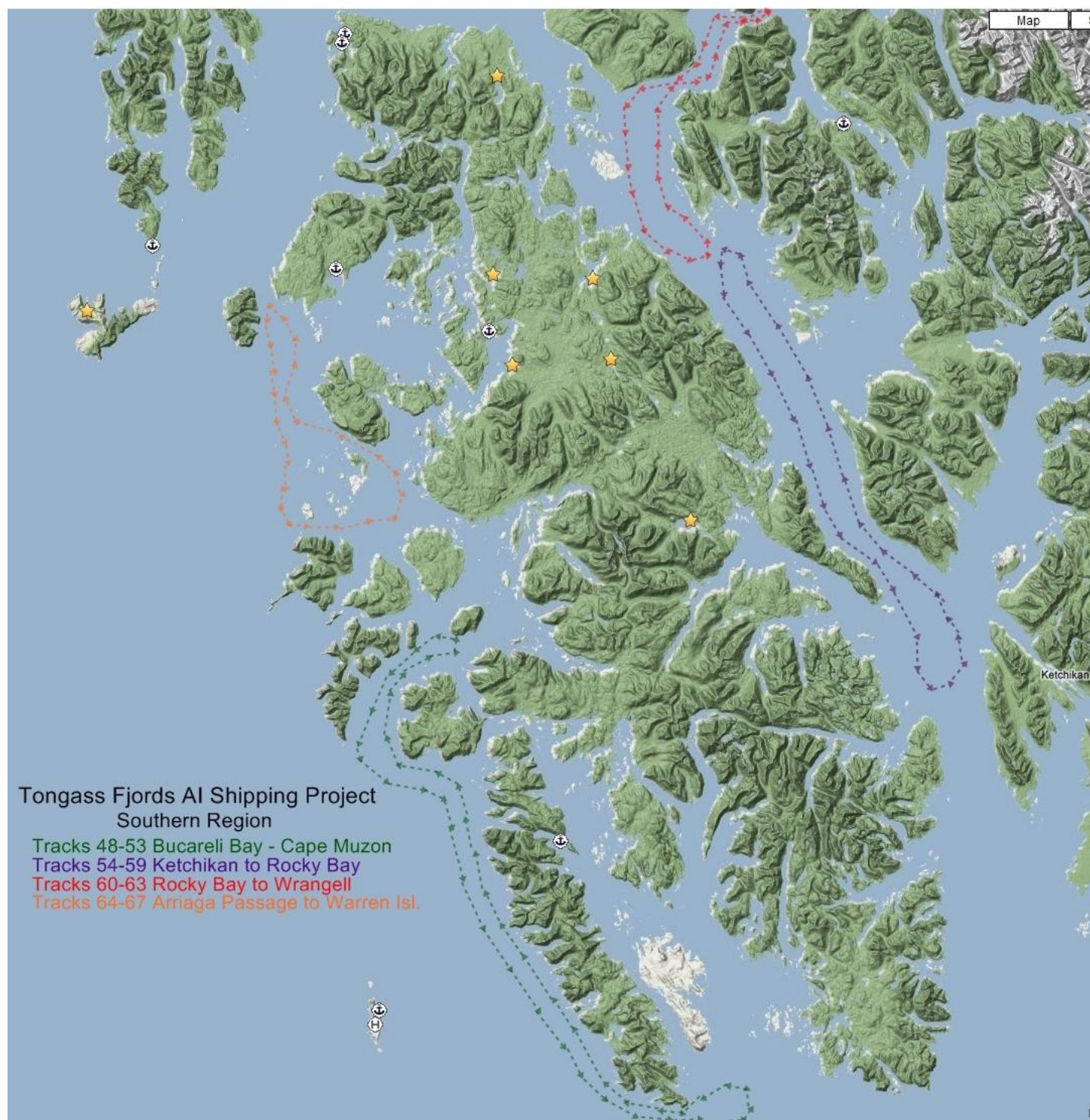
Over 70 individual shipping tracks have been added to the larger bodies of water in the Tongass Fjords Region. The shipping track routes were made with Google Earth. Several customized shipping objects have been created exclusively for this project by Jan de Jong.



The TFAISP Northern Region Tracks are detailed in the following diagram. Note color codes to identify the track. Each track features AI vessels navigating those local waters. Sometimes the vessels will be stopped and sometimes on the move....a bit like real life.



The TFAISP Southern Tracks diagram features 20 more tracks covering the southern part of Tongass Fjords.

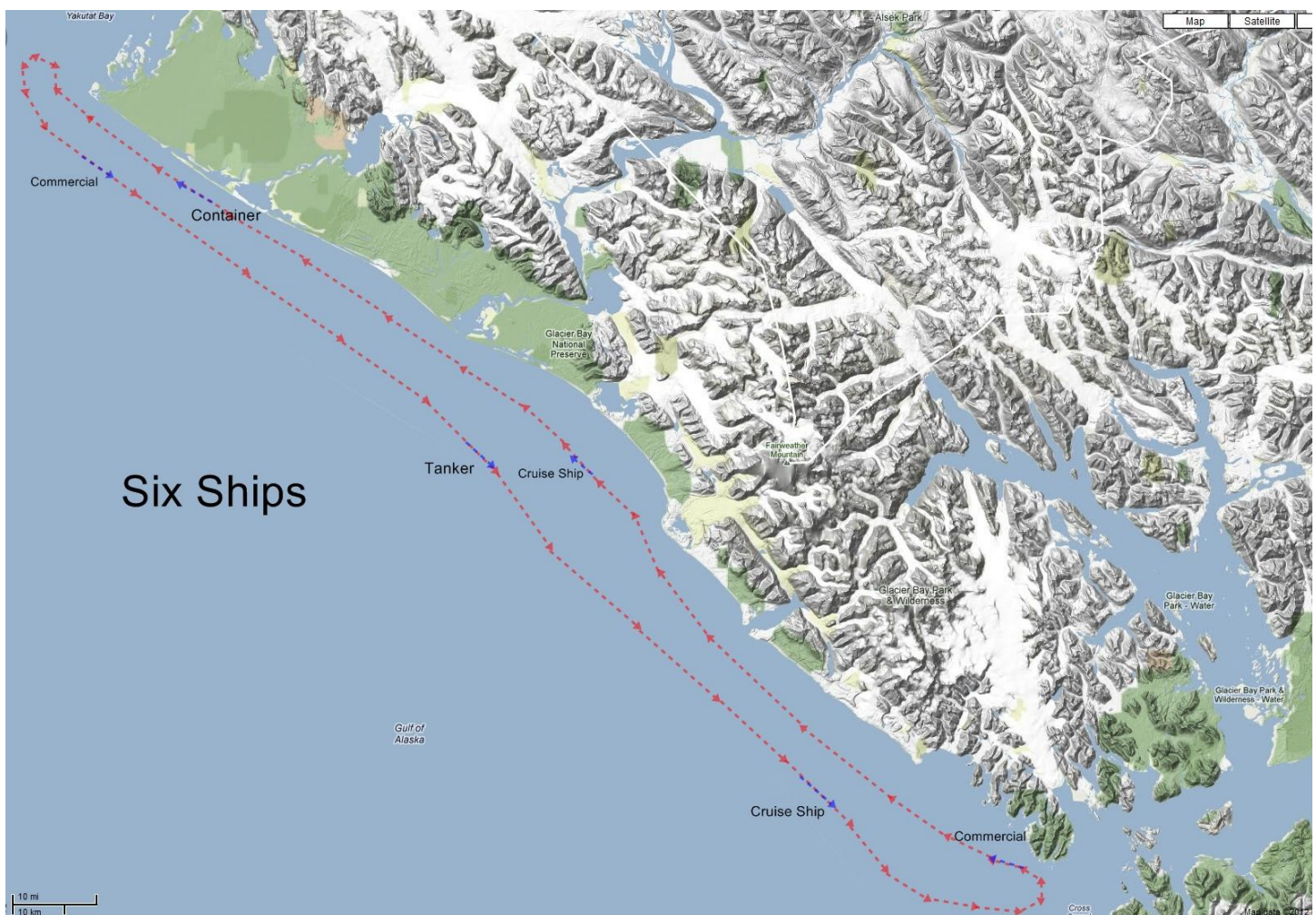


SOUTHERN ALASKA SHIPPING TRACKS

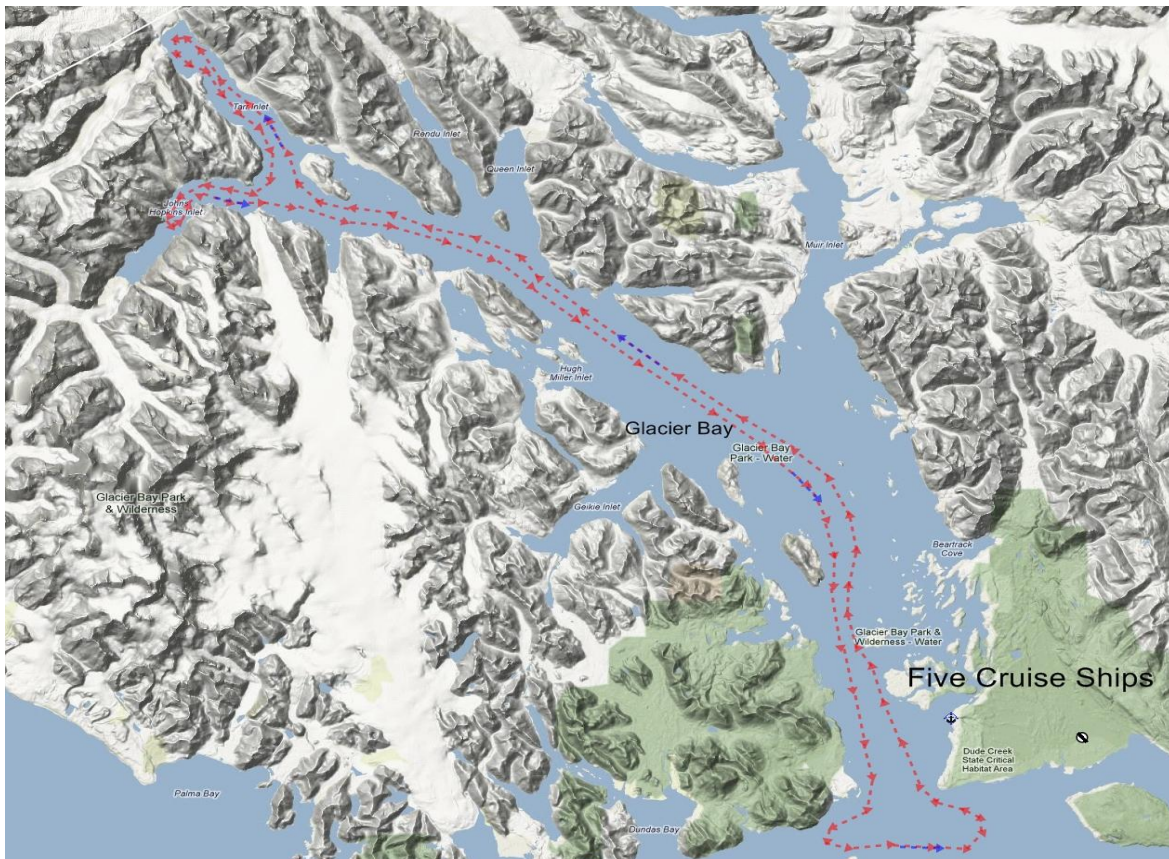
65 individual shipping tracks have been added to the larger bodies of water in the Southern Alaska Region. The shipping track routes were made with Google Earth. Many customized shipping objects have been created exclusively for this project by Jan de Jong.

On the next pages, the maps for the Southern Alaska Shipping Areas can be found which show most of the AI shipping traffic. There are 8 maps. Please note that for SAKAISP, these maps are approximations and the actual FSX installation will not produce a one for one match in ship tracks, types or quantity.

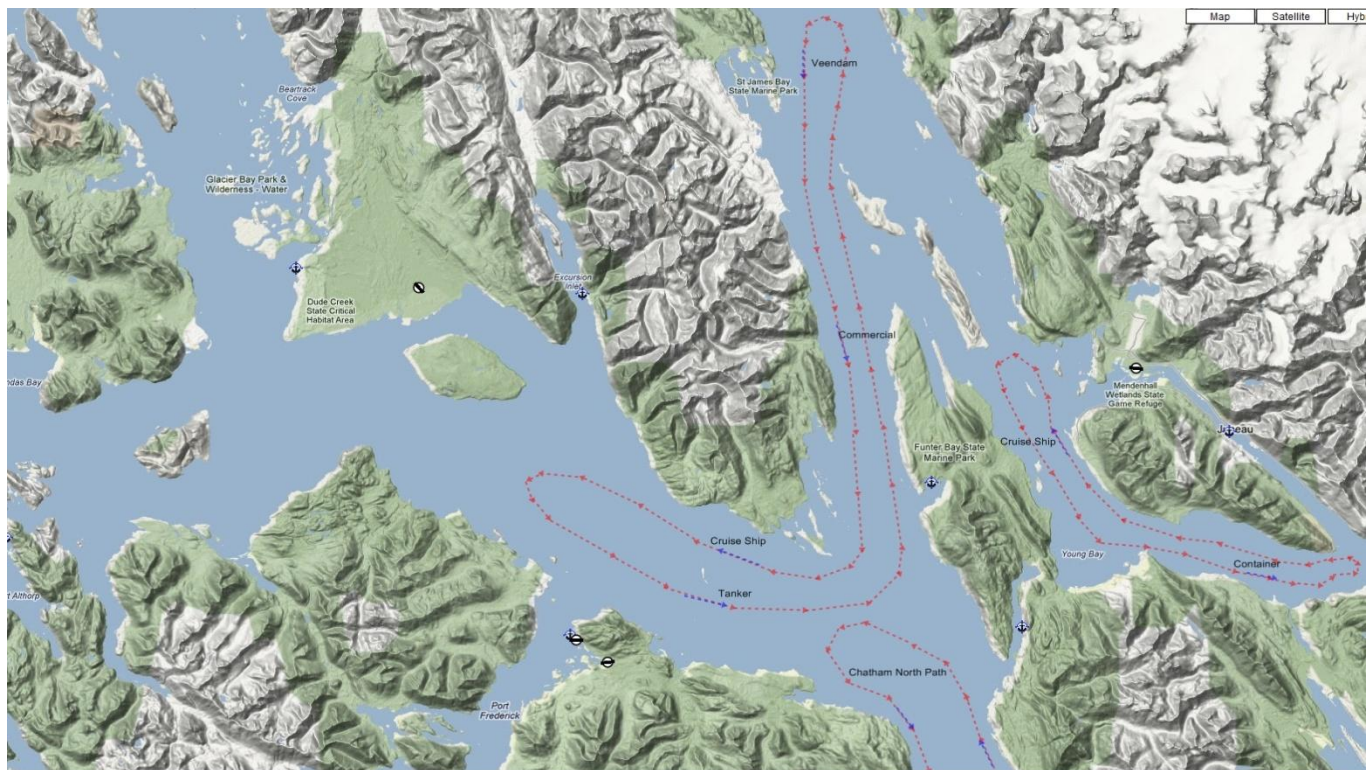
1. Glacier Bay to Yakutat



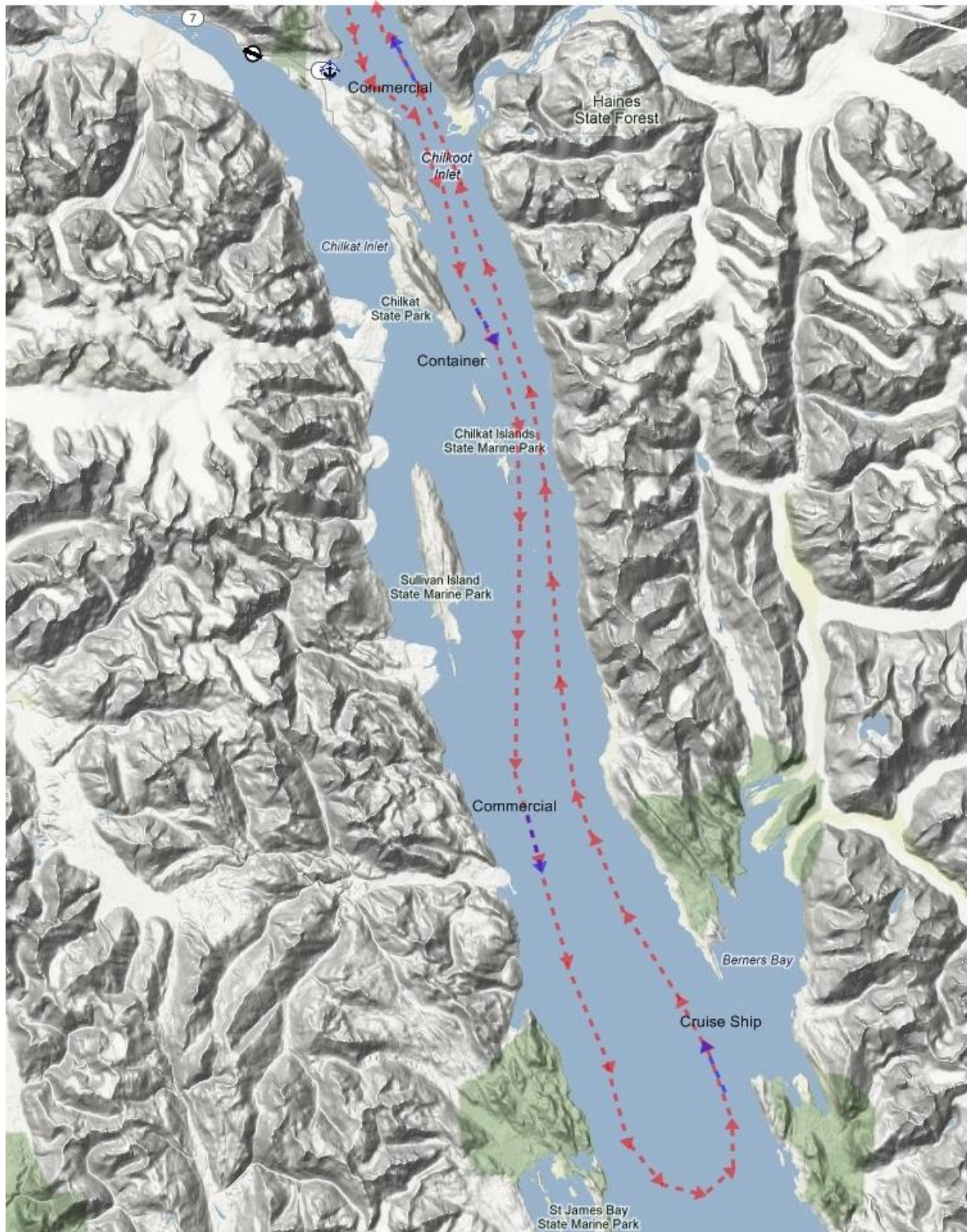
2. Glacier Bay



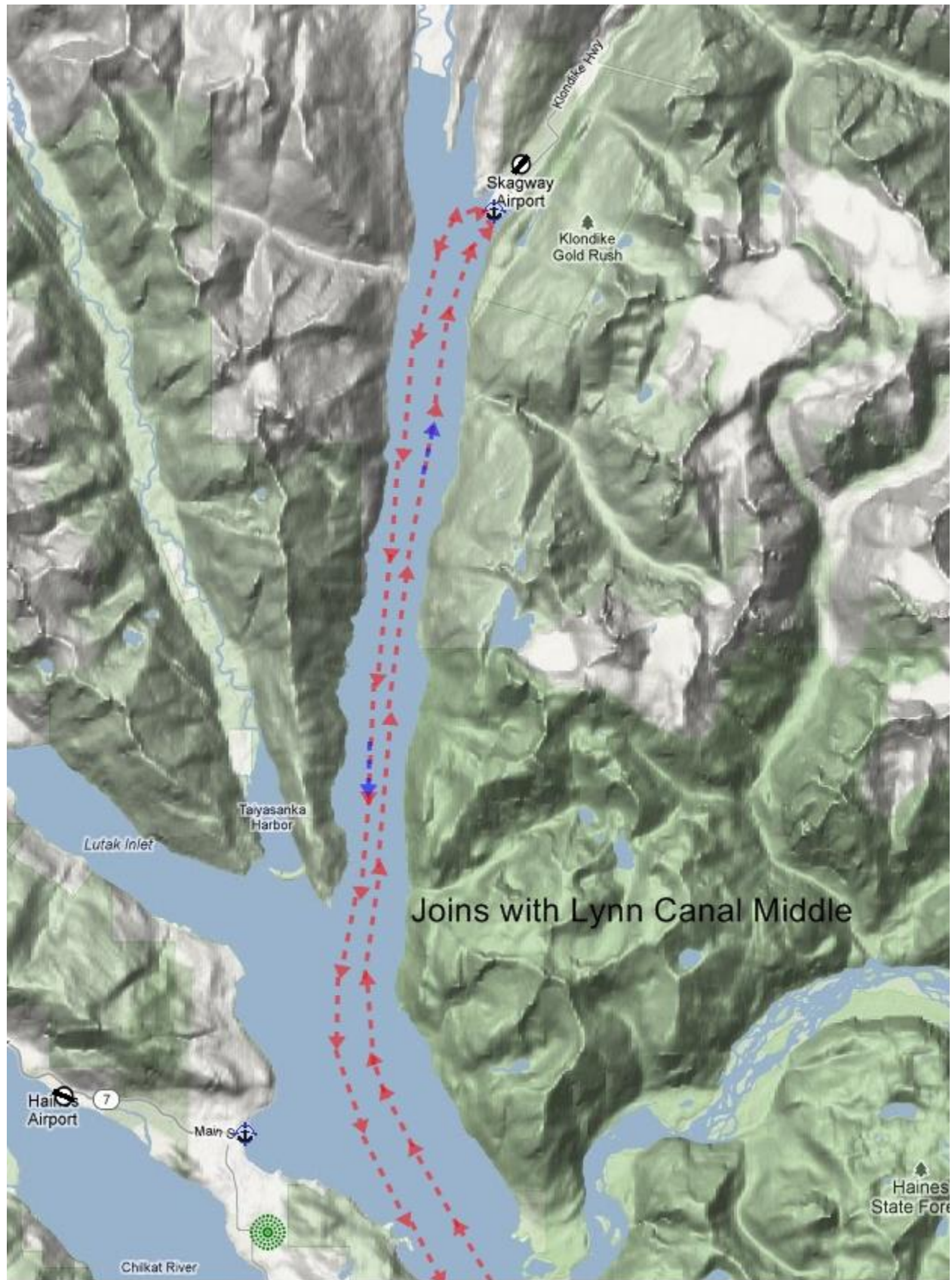
3. Juneau Area



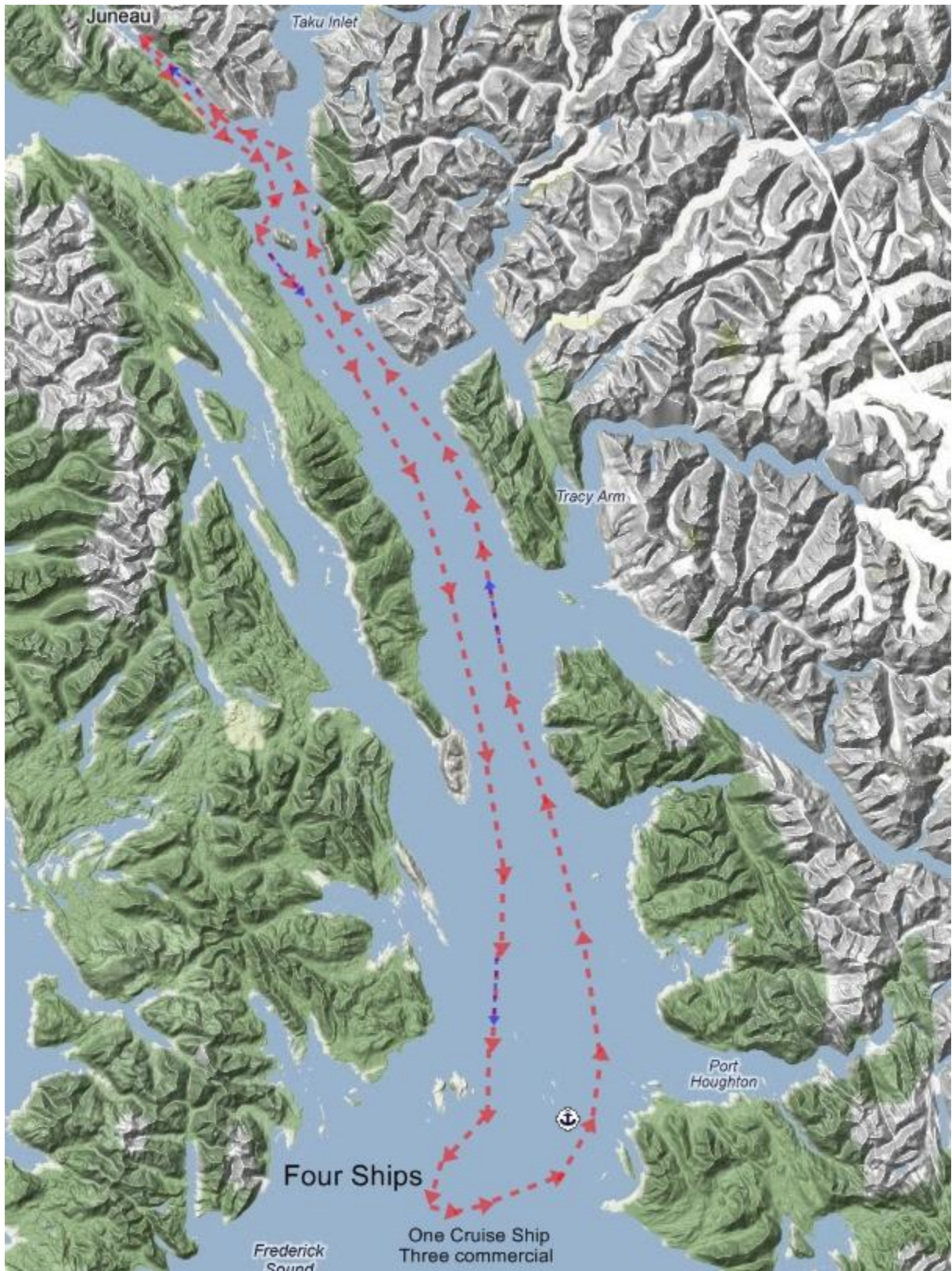
4. Lynn Canal Middle



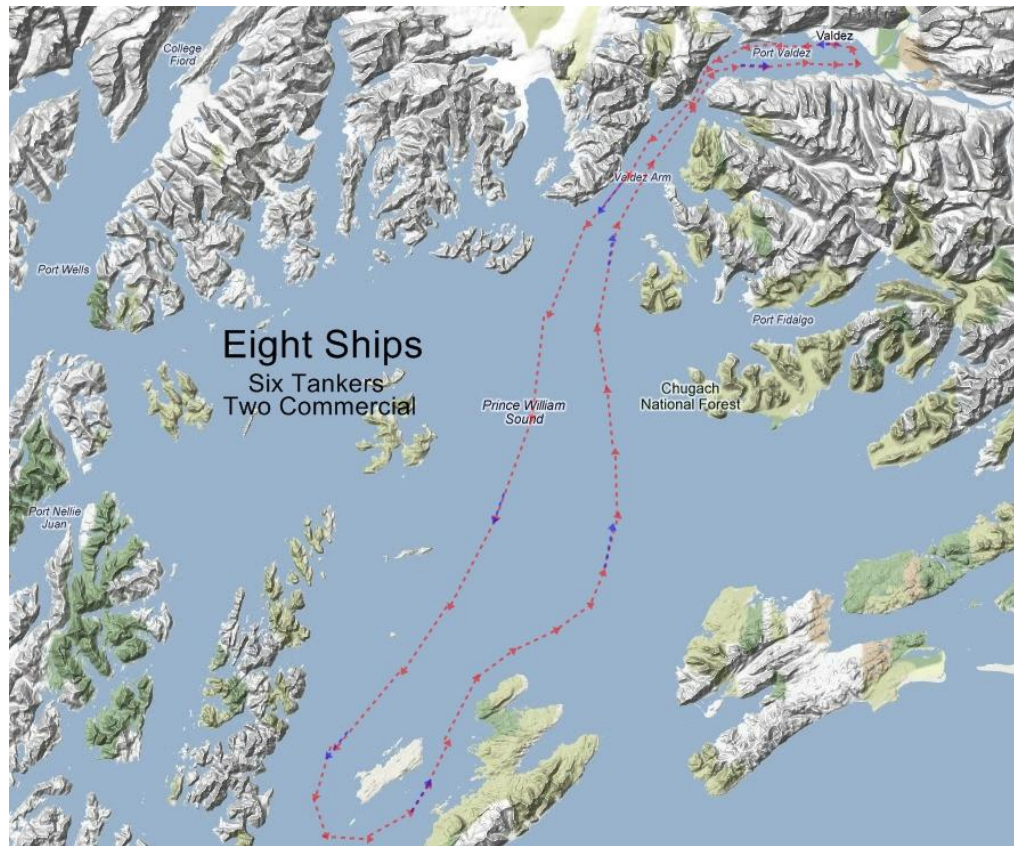
5. Lynn Canal North



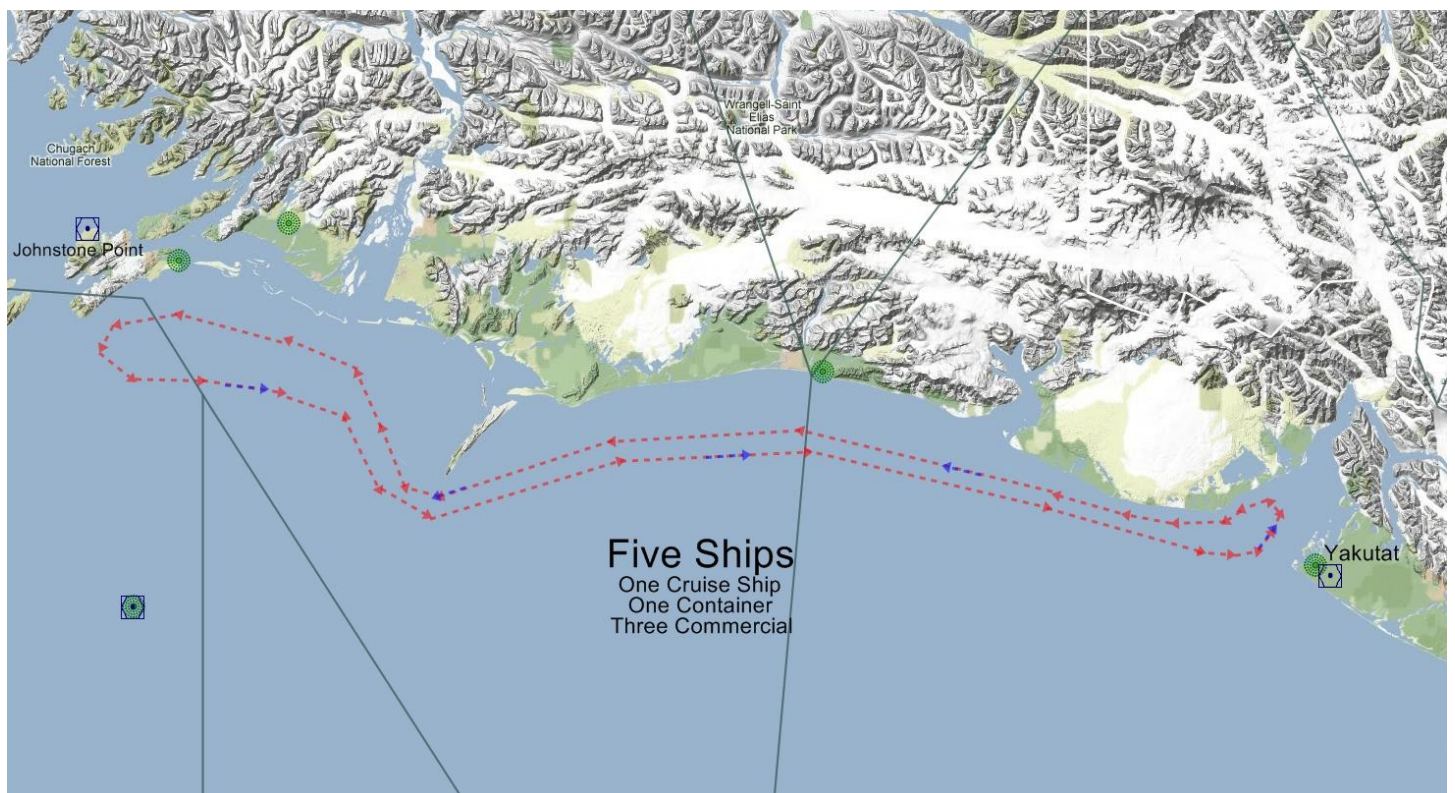
6. Stephens Passage



7. Valdez and Prince William Sound



8. Yakutat to Johnstone Pt.



GENERAL COMMENTS

It is expected that there should be very minimal or no frame rate penalty for enjoying this gorgeous representation of ships navigating from the Pacific Northwest to Southern Alaska.



DESIGNER CREDITS

AI Shipping project idea and plan maps by Brad Allen.

AI Shipping earth tracks and plans created by Dexter Thomas.

Custom ship repaints designed by Jan de Jong.

Additional Ship models created by Henrik Nielsen.

Self-Extracting (SFX) Installer & Documentation developed and assembled by Rod Jackson.

DESIGNER NOTES & REQUIRED SCENERY

This freeware scenery enhancement is for use with Microsoft Flight Simulator X or Prepar3D. This enhancement requires the ORBX "Pacific Northwest" region, the ORBX "Pacific Fjords" region, the ORBX "Southern Alaska" region and the FSAddon "Tongass Fjords X" region. If you do not have these scenery regions installed this file will not work properly for you.

The RTMM AI Shipping Project is not a representation of any real world shipping activity and any similarities are purely coincidental.

Bon Voyage!!



Copyright 2014 by Return to Misty Moorings. All Rights Reserved.