

The RTMM Missing Cabins Project

Readme Text

by Doug Linn

NOTAM: Before you Install, read the installation instructions for this package below.



You can view the most recent “log” of activity on this project [HERE](#). This document gives background for the project and will keep you updated.

When you unzip the RTMM Missing Cabins.zip Folder, you will have this pdf document and a folder labeled RTMM_Missing_Cabins.

Place the RTMM Missing Cabins folder into your normal scenery addon area (just like you do a new location). Go to FSX / Settings / Scenery Library and ADD AREA for this folder.

NOTAM #1: If you have installed Brad Allen's Missing Cabins, you must delete those from the scenery library. They are:

Honker Lake Cabin
Salmon Bay Cabin
Salmon Lake Cabin
Sarker Lake Cabin
Sweetwater Lake Cabin

These 5 locations are now INCLUDED in this package, so you will still have Brad's work. Go into your scenery library and either uncheck them there or do a “DELETE AREA” on each of them.

NOTAM #2 Also there are some third party “missing cabins” files that are offered by other people. You should also uncheck those locations or delete them. If you do not, you will have double cabins in most areas

Here is a list of the cabins we have added which completes the list of cabins indicated on the United States Forest Service Page:

<http://www.fs.usda.gov/activity/tongass/recreation/camping-cabins/?recid=78613&actid=101>

NOTAM #3 If you have the “USFS Cabins” scenery folder (downloaded from RTMM), you must delete/deactivate that folder too. This includes Nooya Lake Shelter and Punchbowl Lake Shelter. Both of these are in the new “RTMM Missing Cabins.zip” file.

The Original Missing Cabins added by RTMM initially (See Addendum A for More)

1. Berg Bay Cabin
2. Binkley Slough Cabin
3. Garnet Ledge Cabin
4. Gut Island Cabin
5. Honker Cabin
6. Karta River Cabin
7. Kolnuk Cabin
8. Kunk Lake Shelter
9. Lake Shelokum Shelter
10. Little Dry Island Cabin
11. Long Lake Shelter
12. Long Lake Shelter (Wrangell)
13. McDonald Lake Shelter
14. Mt. Flemer Cabin
15. Mt Rynda Cabin
16. One Duck Shelter
17. Petersburg Lake Cabin
18. Punchbowl Lake Shelter
19. Nooya Lake Shelter
20. Red Alders Cabin (Not USFS, but came in with PFJ SP1)
21. Reflection Lake Shelter
22. Salmon Bay Cabin
23. Sarkar Lake Cabin
24. Sergief Island Cabin
25. Stanley Creek Cabin
26. Sweetwater Lake Cabin
27. Twelvemile Cove Cabin
28. Twin Lakes Cabin
29. Wolf Lake Shelter
30. Wolfe's Cabin (Not USFS, but came in with PFJ SP1)

The only difference you will find, on our Cabin Page, all our areas are alphabetical, the USFS page is not, but you will find the cabins and shelters match up nicely.

What to Expect

You will find all of the cabins for PFJ, Tongass X and SAK listed by area on The Cabins Page of Return to Misty Moorings. (Go to Misty's Place and click on the "USFS Cabins" button). The buttons at the top of the page take you to each of the areas covered by PFJ, Tongass X and SAK.

The Designators: You will be able to tell where the cabin came from by the "designator" after each cabin name. It will be in GREEN. "P" if it comes from PFJ, "T" if it comes from Tongass X, "S" if it comes from SAK and "R" if it is one of the missing cabins coming to you from this package from RTMM (Return to Misty Moorings).

The Links: You will see links in parentheses. (P) will give you a screen shot picture of the cabin. (M) (if it is present) will give you a USFS map for the location of the cabin. (G) will give you a Plan G map with waypoints indicated. (F) allows you to download a 1200 foot (unless otherwise indicated) AUTOPILOT FRIENDLY flight plan that will take you safely to your destination.

Positions: There are two positions of latitude and longitude for each cabin or shelter. The first one is for the actual structure, often the altitude is included here. The second column is for a "mooring" or "starting point". If you want to start at that location, those are the coordinates you use, notice a "heading" (MAG) is included.

Using the FSX MAP feature: To get to the FSX map, go to the WORLD drop-down, and you will find it as the third entry from the top. Click on "map" and the following table appears:

The screenshot shows the 'MAP' dialog box in FSX. On the left, there are input fields for Latitude, Longitude, Altitude (set to 0), Heading (set to 0), and Airspeed (set to 0). On the right is a map of the Pacific Northwest. Red arrows point from text instructions to each input field and the OK button. The instructions are: 'Enter Latitude Nxx xx.xx here', 'Enter Longitude Wxx xx.xx here', 'Always enter Altitude as "0"', 'Enter the "Mag" Heading suggested', 'Enter KIAS or Airspeed as "0"', and 'Then click "OK" and your aircraft will be repositioned'. At the bottom are buttons for HELP, CANCEL, and OK.

Field	Instruction
Latitude	Enter Latitude Nxx xx.xx here
Longitude	Enter Longitude Wxx xx.xx here
Altitude	Always enter Altitude as "0"
Heading	Enter the "Mag" Heading suggested
Airspeed	Enter KIAS or Airspeed as "0"
OK Button	Then click "OK" and your aircraft will be repositioned

Using the MAP feature, you can start at a remote location and fly back to an airport or to another location in the area. (You do not have to start at an airport).

Flying the Cabins: There are now almost 100 cabins and shelters on the Cabin Page, all documented properly. All of the flight plans have been flown and all will get you from “here to there” safely. The cabins are not easy to spot. Keep in mind you are flying over a VAST area and these cabins and shelters are 20 feet wide and 20 feet long! A small needle in a very large haystack!

The most realistic way to fly them, (the way the real bush pilots fly) is by using the GPS to help with the turns (rarely do they use autopilot). Also, once you are familiar with the area, knowing the names of things, you can use the maps and turn off the GPS and just fly “by the seat of your pants.”

The autopilot is there for those who just want to SEE this beautiful part of the world and not worry about piloting the aircraft. That's why we call these “FS” or “Flight Seeing” plans. You can just ride along and enjoy the sites as though a bush pilot was flying for you.

FSDiscover! Files: There is an FSDiscover! “dat” file named “mistycabins.dat” and it can be downloaded from the top of The Cabins web page or from the Top of the Map Room in the database download area. Every cabin and shelter is in this database (all 100 of them). And when you see the designator on your screen there will be an (MC) after each name that is coming into FSDiscover! From this “dat” file.

At RTMM, we thoroughly enjoy putting in locations for you to go find and see. That is the whole purpose of the site. But a KEY part of the site is The Cabins page. If you want to see the real wilderness and imagine what it is like to be flying tourists back into the various cabin areas, this will satisfy that need. Add the “weather” that this area offers the pilot, and the mountains, glaciers, rocky rivers and short (landing strip) lakes ... you will find plenty of challenges awaiting you on The Cabins page.

Credits:

McDonald Lake Shelter – Xavier Carre'
Honker Lake Cabin – Brad Allen
Salmon Bay Cabin – Brad Allen
Salmon Lake Cabin – Brad Allen
Sarker Lake Cabin – Brad Allen
Sweetwater Lake Cabin Brad Allen

And of course we must thank Holger Sandmann and Bill Womack for the wonderful locations they have put into PFJ, Tongass X and SAK.

Enjoy the ride!

Doug Linn
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