



1938 – A rich canadian farmer living near the Tatla lake, BC, decides to build an airfield with all comodities.

2011 – There are only rests of this airfield, but still in activity, used by a flying school.

This is a charming area, a plateau , a few people and many cows live here. The only point of interest is the Tatla lake, and quiet calm and beauty.

This airfield is fictitious, but you will appreciate such a calm.

Included LOD18 photo-realistic hand-crafted ground textures, night, seasons textures, sounds.

I have tried to match as closer as possible OrbX textures.



This scenery requires OrbX PFJ Pacific Fjords



1 – Installation

Copy / paste the scenery folder into your usual Return to Misty Moorings folder.
You can also

copy / paste PF28 Chilcotin folder into your FSX / Addon scenery folder , you must add this scenery folder in your FSX settings : add area, browse to the PF28 Chilcotin folder, then select it. Click OK, and restart FSX to enable this scenery.

Copy / paste effects folder into your FSX folder, confirm overwriting.

2 – Objects libraries

These sceneries and forthcoming ones use custom objects libraries.

- **As well as others RTMM sceneries, the EZ-1 libraries you must have.**
- **OZX libraries you must have, if you fly in Orbx NA areas : available here : [OZX Forum and downloads](#)**
- **The RWY12_library (you can found here : [RWY12 Library at FlightSim](#))**
- **Ceyx_Sceneries_Libraries : objects libraries from Xavier Carré which can be downloaded here : new version CeyX_Sceneries_Libraries_20110501 available at Return to Misty Moorings or here : [CeyX_Sceneries_Libraries_20110501](#)**

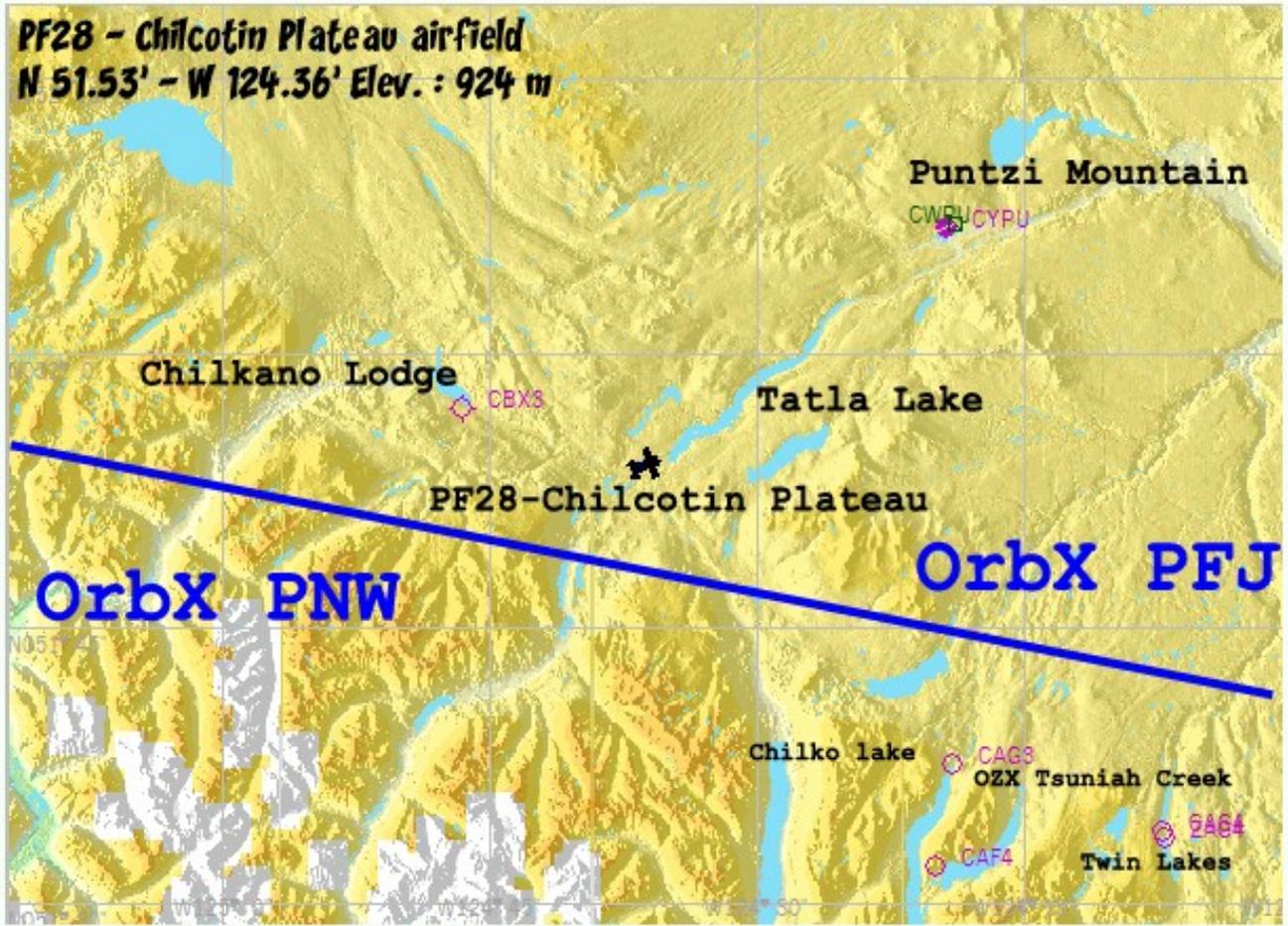
This scenery use objects from Mark Lee and Ken Hall (OZX team), many thanks !!

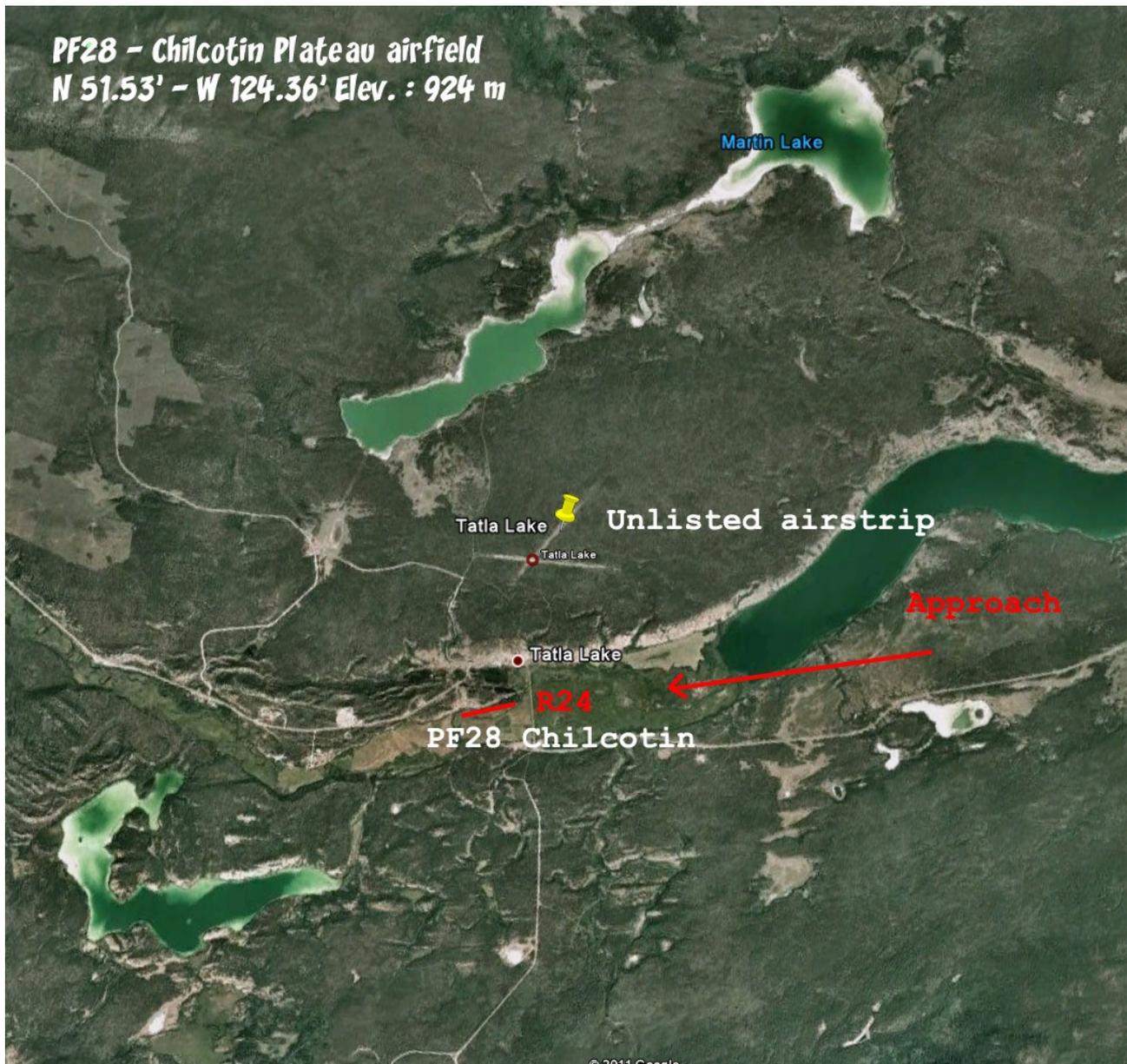
Copy/paste scenery and texture folders into your usual Objects libraries folder, maybe FSX / Addon scenery / scenery, confirm overwriting.

3 – Airfield data

**Chilcotin Plateau airfield : airport id. PF28 (3 km W of Tatla lake shore)
N 51° 53' - W 124° 36' - Elev : 3034 ft (925 m)**

Runway 24, 600 m, grass, no fuel, no lights
Caution to slope while taxiing to hangar.
Only land on runway 24, approach from East
Nearest airfields, only small airstrips : Chilcano lodge (CBX3)- Orbx PFJ,
Chilko lake airstrip (CAG3)-Orbx PNW.





4 – Softwares used.

Airport edition : ADE Airport Design Editor by The ScruffyDuck Company

Photo-scenery, terrain and exclusion : Sbuilder X by Luis Sá

Objects design : Google Sketchup

Objects libraries creation and compilation : ModelConverterX and Library creator

XML 2.0 by Arno Gerretsen / SceneryDesign.org

Objects placement : Instant Scenery 2

Effects placement : Whisplacer

Seasons textures compilation : resampler (Microsoft FSX SDK)

Many thanks to all their great jobs

5 - Legal stuff

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No commercial use is allowed.

This software is distributed without warranty of any kind either expressed or implied. The author and Return to Misty Moorings are not responsible, for any

damage caused by this software.

That's all....? Yes !

Xavier « Fishbone » Carré for Return to Misty Moorings

