

Doug's Outfitters and Lodging [V 2.1]

by Doug Linn and Xavier Carré

Welcome to version 2.1 of Doug's Outfitters and Lodgings. This scenery package is primarily focused on two “river runs” on the Sparkling and Ecstall Rivers.

There are three parts to this package:

#1 - Doug's Outfitters and Lodging (Outfitters Base Operation)

You fly to Doug's Outfitters and Lodging*. Pictured below is the lodge, some fine little cabins and a base for the canoe operations. There is a helipad here and a float plane dock. The guy in the water is putting canoes on to the floats of the DHC-2 Beaver. In the RTMM world, canoes and people are flown from this site out to the two locations shown below where they will get into a canoe and float back to the lodge.



#2 - The Lake's End Facility (Sparkling River Run)

You fly west from Doug's Outfitters to the remote Lake's End facility [PF29]. You may go by float or wheeled plane as there is a short strip there or you can land on the water – your choice – just don't forget your canoes! Canoes are continually being shuttled “upriver” so they can be used for the downriver float trip. This river trip is only about 5 miles, but it will be a five miles full of smooth water and gorgeous scenery. Relax and enjoy the fresh air and beautiful scenery. The Facility is shown below.



#3 - The River's End Facility (Ecstall River Run)

This trip starts at the farthest headwaters of the Ecstall River where boats are stored so they will be ready for your trip - almost 20 miles of river mileage from Doug's Outfitters. There is also a caretaker's cabin up there with some fine fishing in the nearby lagoon. Flying to this location can be difficult. The landing zone is short and tricky as you are landing on the river itself. This river run has breath-taking scenery all the way. A floating helipad is provided. The Facility is shown below.



OTHER FEATURES



We've put in Warning Signs [see pic left] to help you navigate the more difficult turns in the rivers. Often it will be difficult to tell if you should bear left or right because you cannot see "around" the next turn. At each of these difficult points, we've placed warning signs so you'll be able to anticipate which way to turn.

You will also find marker buoys positioned so you can center your craft for a safe passage. These blink at night, so pilots can follow them.

Deliverance Cabin



Did you hear a banjo? Do you hear two banjos? If yes, then PADDLE FASTER and don't look back!

Deliverance Cabin [left] is one of Xavier Carre's "objects" from his "river houses" series. This one is placed on the Ecstall River Run and you will see it going to or from the River's End remote facility.

Along the way you will see wildlife and other interesting features that are tucked back into the scenery package.

TECHNICAL NOTES: Waterfalls and Rapids - replaced in Version 2.1

For those interested in how we made the river easier to navigate, the following may be of interest.

In version 2.1, the waterfalls and rapids are non-existent. These features were used to cover the water anomalies just like we did in the Dean River Run***. But now we have applied what are known as "hydro polygon alterations" to the 'river-scaping' and have "flattened and sloped" all of these difficult areas. This results in a smooth boat ride up or down Sparkling Creek heading for Land's End or the Ecstall River heading for River's End or returning to the lodge at Doug's Outfitters.



Shown above is an example of what one of the polygons looks like when programming and what the result looks like in the end. You can see the whole “River's End” area is now flat and smooth where before it was almost non-navigable. By using this new tool in our river-scaping, we can give you a very realistic voyage up any of these beautiful rivers. You will find a totem pole at the beginning and end of such a polygon area. The little bushes after the totem pole indicates the number of the flattened polygons so we can come back to edit if necessary later. Also, it lets you know where these were added. If we do it right, you won't know they are there!

Boating for Pilots

Even though RTMM is a “flight simulator” site and every scenery we make is intended to be enjoyed by the virtual pilot, we've discovered that there's a whole new world of beauty “down on the water”. Being in a boat on the rivers, streams and lakes that are recreated and placed by the sim and the Orbx software delivers a whole new perspective of what it is like to actually be ‘looking up’ from these beautiful places instead of ‘looking down’ on them.

For the pilot who would like to experience this but doesn't want to get into downloading boats, etc., fly to ‘Doug's’ and then use the ‘slew’ function to move the plane above Rae Lake and descend to the water's surface. Another, probably easier, way if you use Plan G**, is to position the mouse cursor over Rae Lake, left click [if you're right handed] and select ‘Move FS Aircraft to Here’. Then just “taxi” through Muddy Creek to Mitt Lake and the Lake's End Facility in an outside view. You then might appreciate why some pilots are finding this aspect of flight simulation so exciting. Give it a try, you might like it!

Given that you can use ‘Bob’ to explore, drive virtual buses and trains, explore underwater and ‘fly’ into space, it's not inconceivable that flight simulators may one day be called ‘World’ or ‘Planet’ ‘Simulators’

FINDING YOUR WAY

Download the file ‘RTMM-MFC_Flight_Plans.zip’ from here:
https://return.mistymooring.com/here_to_there/#plans extract and scroll down to the Doug's Outfitter plans.

*If you use the flight plans, we suggest installing the Prince Rupert Shipping Scenery package that you can explore prior to flying to Doug's Outfitters. It is available under 'P' on the Scenery page.

**We recommend using Plan G with Dieter's POIs installed plus the included map, these this will clearly show the start points for the river runs and the location of Deliverance Cabin.

Plan G: <https://www.tasoftware.co.uk/>

Dieter's POIs: <https://return.mistymooring.com/mistys/#dieter>

***The Dean River Run scenery can be downloaded from the Scenery page under "D".

NOTES:

If the this scenery package is your first experience of "Misty Moorings on the water", we strongly advise that you visit this page: <https://return.mistymooring.com/moorings>

All starting/mooring points are here: https://return.mistymooring.com/here_to_there/#start - scroll down the list to 'Doug's Outfitters'.

There are many suitable craft available on the internet; here are a few links to get you started:

<http://www.deltasimstudio.com/>

<http://www.fs-shipyards.org/index.php>

<https://flyawaysimulation.com/downloads/files/3001/fsx-donzi-28-zxo/>

<http://library.qualitysimulations.com/browse.php?cat=4&page=2>

INSTALLATION, MISCELLANEOUS AND LEGAL INFORMATION

Recommended method of Installation

Even if you are a seasoned installer of RTMM scenery files, you are advised to read the installation instructions where they exist - they are not always the same!

- Extract the contents of 'Doug's Outfitters and Lodging v2.1.zip' to the location where you store your scenery files
- Place a copy of the scenery folder, 'Doug's Outfitters', into your sim's scenery folder

RTMM recommends this folder structure: P3D or FSX\Addon Scenery\RTMM\ Doug's Outfitters

- Add the scenery to your sim's scenery library
- Start your sim, load the flight plan, take off and enjoy!

Miscellaneous

RTMM does not recommend use of the autopilot for any flights that require the pilot to fly "Low, Slow and Dangerous" - exercise 'best judgment' regarding use of the autopilot.

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