

JEDWAY bay seabase



Located in a very isolated area, south of Charlotte islands, BC, the bay housed a small settlement dedicated to a copper mine, during few years. Look at the color of the water hole !

Today, looking for a location in this remote area, Misty Moorings has send some reconnaissance flights over the bay.

As the bay looks OK for a base, works start.

To provide some comodities to guests, sailors and pilots, a inn has been built. Some people, with humor, called this base Ghost harbour, to refer at a wreck, the old settlement, and rumors reporting some strange events during some nights.

Despite these events, seabase is now open, and pleased to welcome you.

Notam : Please

Do not walk along the water hole at night.
Do not walk through the inlet beach at night.
Don't rest at night on the small island.

And enjoy your holidays here.

In fact, all is fictitious except the old settlement and the copper mine, but ...

Jedway bay seabase includes photoreal/hand-craft LOD 17 texture, Night, Winter and Hard Winter textures, sounds and autogen.



1 – Installation

Copy / paste the both scenery and texture folders into your usual Return to Misty Moorings folder.

You may add texture folder and contents (autogen files)

Copy / paste effects and sound folders into your FSX folder.

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.

- The RWY12_library (you can found here : [RWY12 Library at FlightSim](#))

- Ceyx_Sceneries_Libraries : objects libraries from Xavier Carré which are included in the present pack :

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

This scenery also use the Lights V2 library from Sidney Schwartz, if not installed, they are included in the pack, many thanks Sidney !!

3 – Airfield data

Jedway bay seabase : airport id. PF26 (113 km south of Sandspit airport CYZP)

N 52° 18' - W 131° 13' - Elev : 0 ft (0 m)

Water start

Fuel on jetty, serve yourself !

Take care of boats, beware to sailors !

Nearest airfields : Sewall Lodge (PF24 - fictitious) and Sandspit airport (CYZP) – Seabases : CAQ6, CBE7



4 – Softwares used.

Airport edition : ADE Airport Design Editor by The ScruffyDuck Company

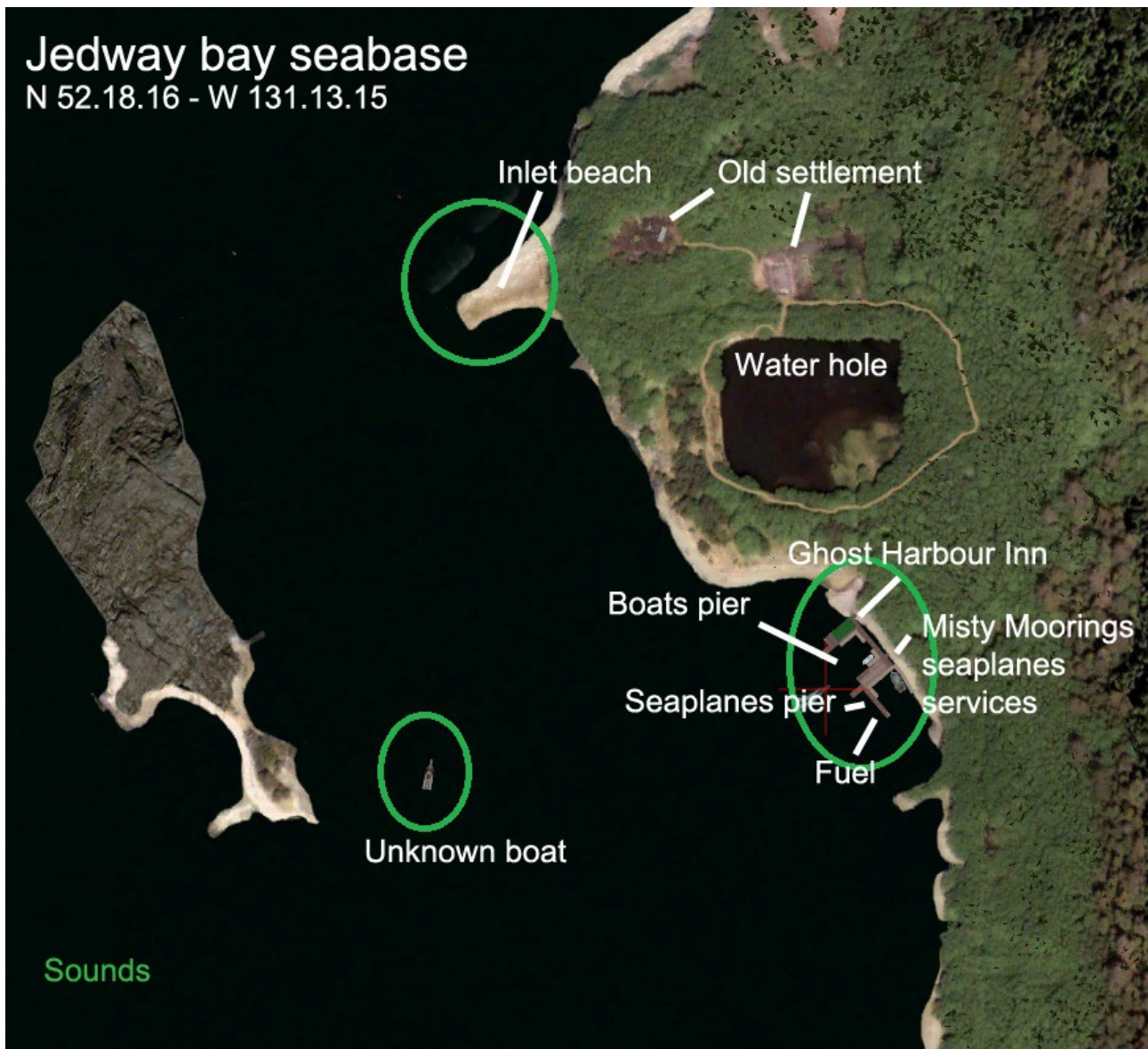
Photo-scenery, terrain and exclusion : Sbuilder X by Luis Sá

Objects design : Google Sketchup

Objects libraries creation and compilation : ModelConverterX and Library creator

XML 2.0 by Arno Gerretsen / SceneryDesign.org

Many thanks to all their great jobs



NOTAM – VERY IMPORTANT

Don't forget to set mesh resolution to 5 m, as required by OrbX PFJ !

Coastlines exclude

A few miles around Jedway bay scene, coastlines has disappeared, don't worry, it is normal, I have to add an exclude box around the small island, so due to this exclusion (and nothing else) a small area is affected, I have add a coastline around the island, but not enough time to repair all area !

5 – Thanks

A very special thank to Brad Allen

6 - Legal stuff

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That's all....? Yes !

Xavier « Fishbone » Carré for Return to Misty Moorings

