



Misty Moorings River Contest

A new challenge !

Misty Moorings is proud to organize our first river contest.

On Dean river, close to PF32 – Dean River lodge, this is a challenging competition : air boat race, and jumps.

Are you ready ? So get your air boat, and follow the Dean River, or take off from PF32 and reach the contest village by seaplane. Or, you can enter coordinates at FSX map : N52°49.01' – W126°54.36' or load the provided saved flight : MM_River_Contest.FLT (to be copy/paste in your user/documents/FSX folder)



1 – Installation

This scenery requires Orbx Pacific Fjords

Copy / paste the file included in / MM_River_Contest / scenery subfolder into your usual Return to Misty Moorings scenery folder.

You can also

copy / paste **MM_River_Contest** folder into your FSX / Addon scenery folder (confirm overwriting, in case) , you must add this scenery folder in your FSX settings : add area, browse to the **MM_River_Contest** folder, then select it. Click OK, and restart FSX to enable this scenery.



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_20110925 available at Return to Misty Moorings or here : [CeyX_Sceneries_Libraries_20110925](#)

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.

All objects libraries links are available here : [Objects libraries](#)

3 – 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 – Discreet Gmax

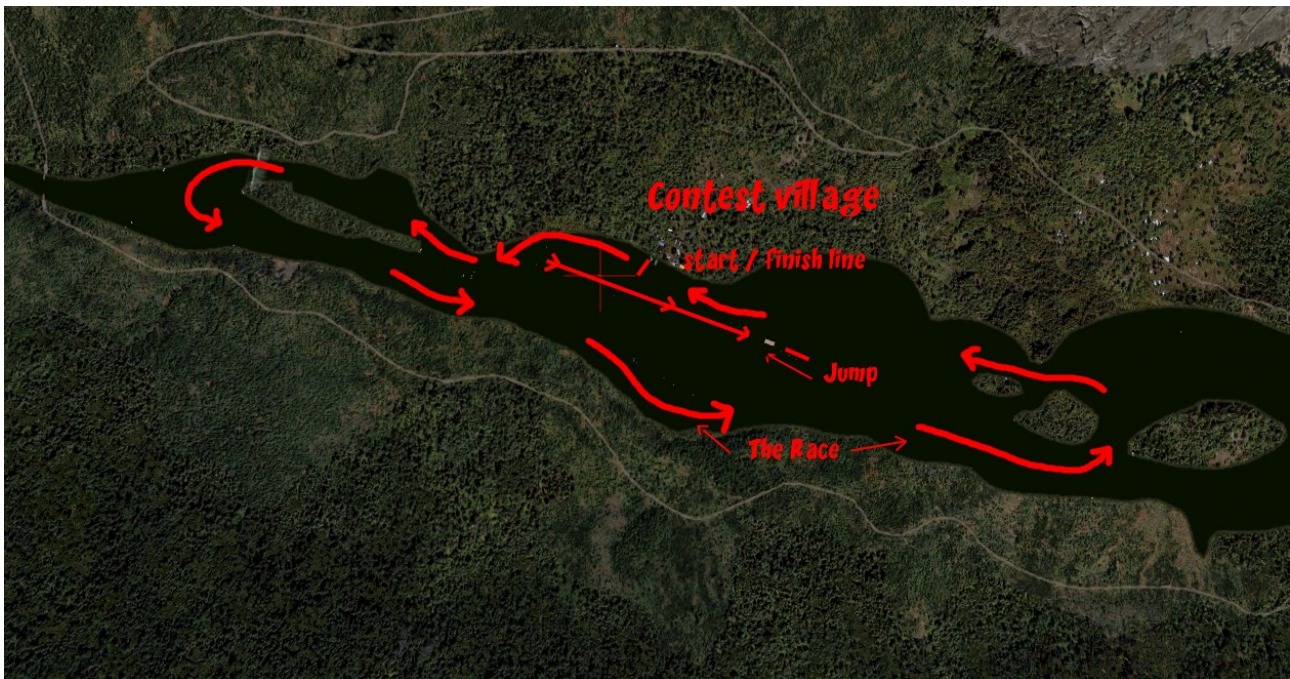
Objects libraries creation and compilation : ModelConverterX and Library creator XML 2.0 by Arno Gerretsen / SceneryDesign.org

Objects placement : Instant Scenery 2

Effects placement : Whisplacer

Seasons textures compilation : resampler (Microsoft FSX SDK)

Many thanks to all their great jobs



4 - Legal stuff

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That's all....? Yes !

Xavier "Fishbone" Carré for Return to Misty Moorings

