



## Sea Rescue 2

### Seal Cove Coast Guard Heli station – CBY5 – 6:00 PM

« Sir, we have received a call from Department of Fisheries and Oceans, Pacific Region. Triple Island Light Station has problem. The main generator has failed to power the Light. Auxiliary generator is functional, but they are worried about it.

They need help. A specialist, John « Lighter » Ambleton is waiting for us aboard the Mermaid 2, a lightship mooring 8 NM WSW from Digby Island. Can you get him from the Mermaid 2 and bring him to the light station.

Please, be advised that KAS2, our RCAF Rescue helicopter has problem with landing gear.

We need another chopper, or, maybe, an amphibious plane to bring « Lighter » to the station !

We have flight plans from « Spud », CO, for both planes.

Please, this is an emergency flight, we need a confirmed pilot »



Suggested rotorcraft  
FSX EH 101  
Any amphibious plane

Don't forget to load your flight plan :

VFR CBY5 to Triple Island Light (Helo)  
VFR CZSW to Triple Island Light (Fix Wing)

### 1 – Installation

This scenery requires Microsoft Flight Simulator X – Acceleration pack AND Orbx Pacific Fjords PFJ.

#### Content :

Addon scenery folder : Sea Rescue 2 folder  
effects folder  
sound folder

#### Effects and Sound folders installation

1 - Copy/paste effects folder in your main FSX folder, confirm overwriting  
2 – Copy/paste sound folder in your main FSX folder, confirm overwriting

## Addon scenery installation

Place the **Sea Rescue 2** folder and it's sub level folder named "Scenery" and all files in that folder into your FSX "Addon Scenery" folder.

Start up FSX

Go to "Settings"

Then to "Scenery Library"

Click on "Add Area"

Click on "Addon Scenery"

Locate the newly installed folder for this package you just moved into your "Addon Scenery" folder of FSX

Click on the main folder only. You do NOT need to open the "scenery" folder.

Then click on "OK"

And then "OK" again.

FSX should begin to recompile your scenery library.

OR

You can add the 3 files included in the scenery sub-folder in your Misty Moorings sceneries folder, if you have created such a folder

## Flight plans :

VFR CBY5 to Triple Island Light (Helo).pln

VFR CZSW to Triple Island Light (Fix Wing).pln

There is an optional file included in the zip that you can add to your FSX folders. It's a VFR flight plan to the location in this file from a nearby airport. Just place the .pln file included in this zipfile wherever you keep all your flightplans for FSX at. Then you can call this up in FSX using the flight planner and have a flight plan on the aircraft GPS to help guide you to this destination. That's it.

=====  
PLAN G MAP

In the zip file, we've included a small flightplan map image from Plan G that shows where this area is located at from a nearby airport. We don't recommend use of the autopilot for any plans that take you "Low, Slow and Dangerous" Exercise your best judgment on usage of the autopilot. Plan G is a fantastic free flight planning tool every sim pilot should check out. See [Plan G TAsoftware](#) for more information.

=====

## 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](#) )
- RTMM Objects libraries

- 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](#)

Third part library you must have :

Sidney Schwartz Lights V2 : lights\_ss\_v2p.zip, available here at Flightsim [Lights\\_SS\\_V2 at Flightsim](#)

### **3 – Credits**

Scenery : Xavier Carré

Flight plans : Guy « Spud » Maricich

### **4 – Softwares used.**

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

Many thanks to all their great jobs

### **5- Legal stuff**

This software is freeware and may be distributed only with permission of the author.

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**