SKAGWAY for RTMM and SAK

NOTAM:

This is an UPDATED scenery location. If you previously had the fix for Skagway Floating Houses, you must:

1. Delete the original "SAK Skagway for RTMM" (Floating Houses Fix) from your sim's Scenery Library
2. Delete the folder from your computer

Next, add "Skagway for RTMM and SAK" the same way you add all RTMM locations. Then Activate it in your scenery library.

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"Skagway City"

Updated for RTMM and ORBX SAK

In less than 20 years, Skagway grew from a tent city of gold stampeders to an established town, the major economic and political center of the District of Alaska (1884-1912). This history is embodied in Skagway's architecture.

Reflecting the general American culture brought into the region during the gold rush, the construction, style, and features of the buildings contrasted sharply with the earlier traditional Native structures and the massive buildings of Russian America. Basically Victorian, many of the structures still stand — making Skagway one of the best preserved examples of turn-of-the-century architecture in North America.

The port of Skagway is a popular stop for cruise ships, and the tourist trade is a big part of the business of Skagway. The White Pass and Yukon Route narrow gauge railroad, part of the area's mining past, is now in operation purely for the tourist trade and runs throughout the summer months.

This scenery attempts to give the city a more turn of the century look and also helps remove any Autogen buildings that sometimes float above the surrounding terrain. Look for more scenery details around the city area and we were careful to make sure that our additions do not infringe on what's been placed already by the ORBX team.

We added train objects from our libraries to help enhance the railroad areas around the city. Especially where the narrow gauge White Pass train currently picks up passengers at the Cruise Ship dock area. The nighttime lighting around the city is also enhanced and gives the area a new look and feel so be sure to see this area when it's dark.

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(Hat Tip to Brad Allen for all the fine object placement and the floating houses fix for Skagway).

Doug/RTMM