



Located in the Hazelton mountains area, British Columbia, Canada, this small and dangerous airstrip is mainly used to « drop » hikers.

But, also, as a base to rescue those hikers, when lost or wounded.

But, also, as a base to watch for forest fires.

And, also, to train bush pilots at difficult landings.

So, as a bush pilot, you must have to try landing here !

What else ? Nothing here, nothing at all !

Except humpty doos.

If you look for a party, a bar, or a « rendez-vous galant » as we say in France, please go away !

Here you can find « hot beers » in summer, « very iced beers » during winter times...

This airfield is fictitious, but it is a dream for bush pilots

Night and Hard Winter textures, sounds.





This scenery requires OrbX PFJ Pacific Fjords

1 – Installation

Copy / paste the scenery folder into your usual Return to Misty Moorings folder.

You can also

copy / paste PF27 Telkwa folder into your FSX / Addon scenery folder , you must add this scenery folder in your FSX settings : add area, browse to the PF27 Telkwa folder, then select it. Click OK, and restart FSX to enable this scenery.

Copy / paste effects folder into your FSX folder, confirm overwriting.

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 : [Ceyx_Sceneries_Libraries](#)

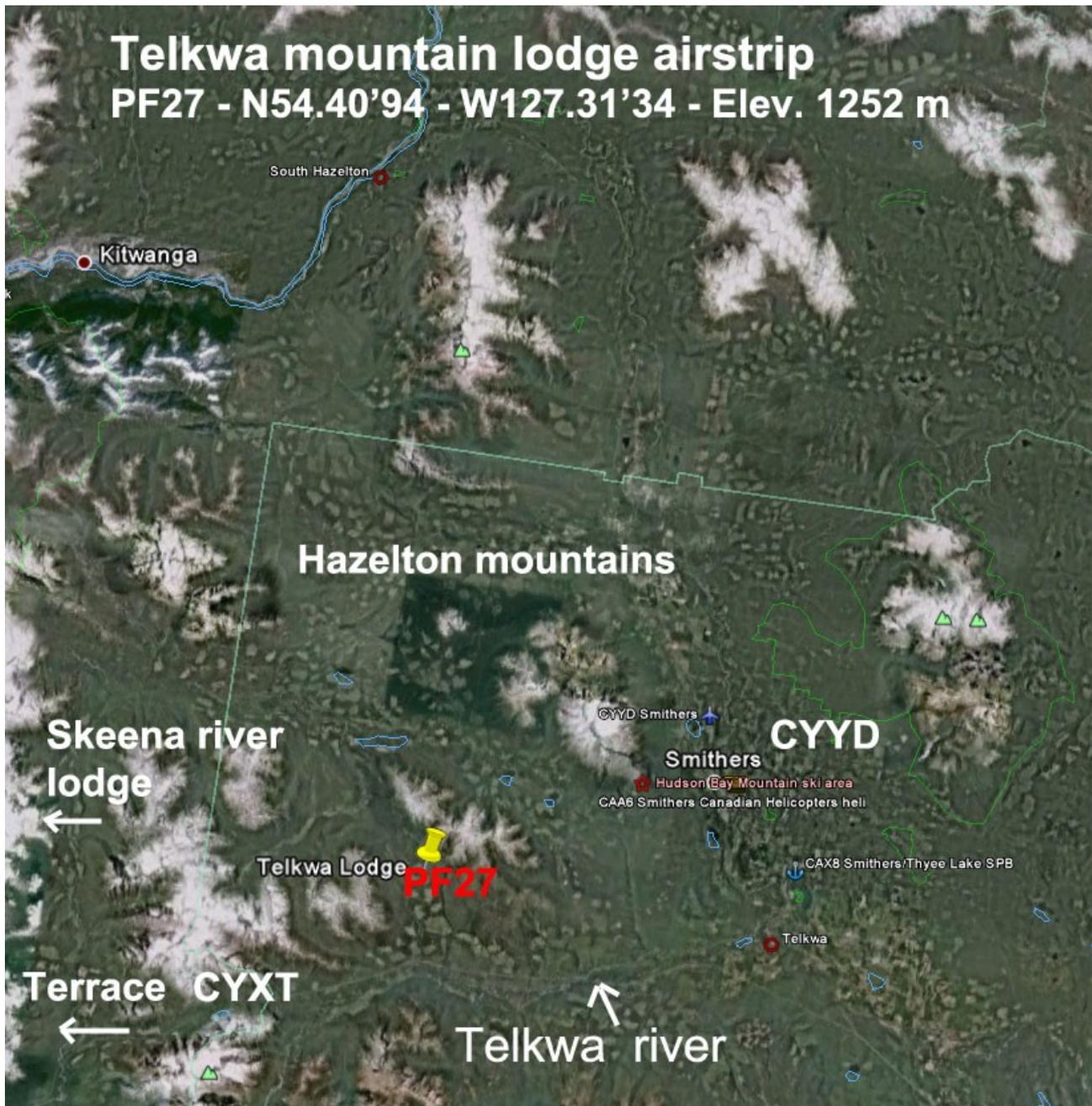
Copy/paste scenery and texture folders into your usual Objects libraries folder, maybe FSX / Addon scenery / , confirm overwriting.

3 – Airfield data

Telkwa mountain lodge airstrip : airport id. PF27 (30 km west of Smithers airport CYYD)

N 54° 40' - W 127° 31' - Elev : 4107 ft (1252 m)

Nearest airfields : Smithers airport (CYYD), Terrace (CYXT)



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

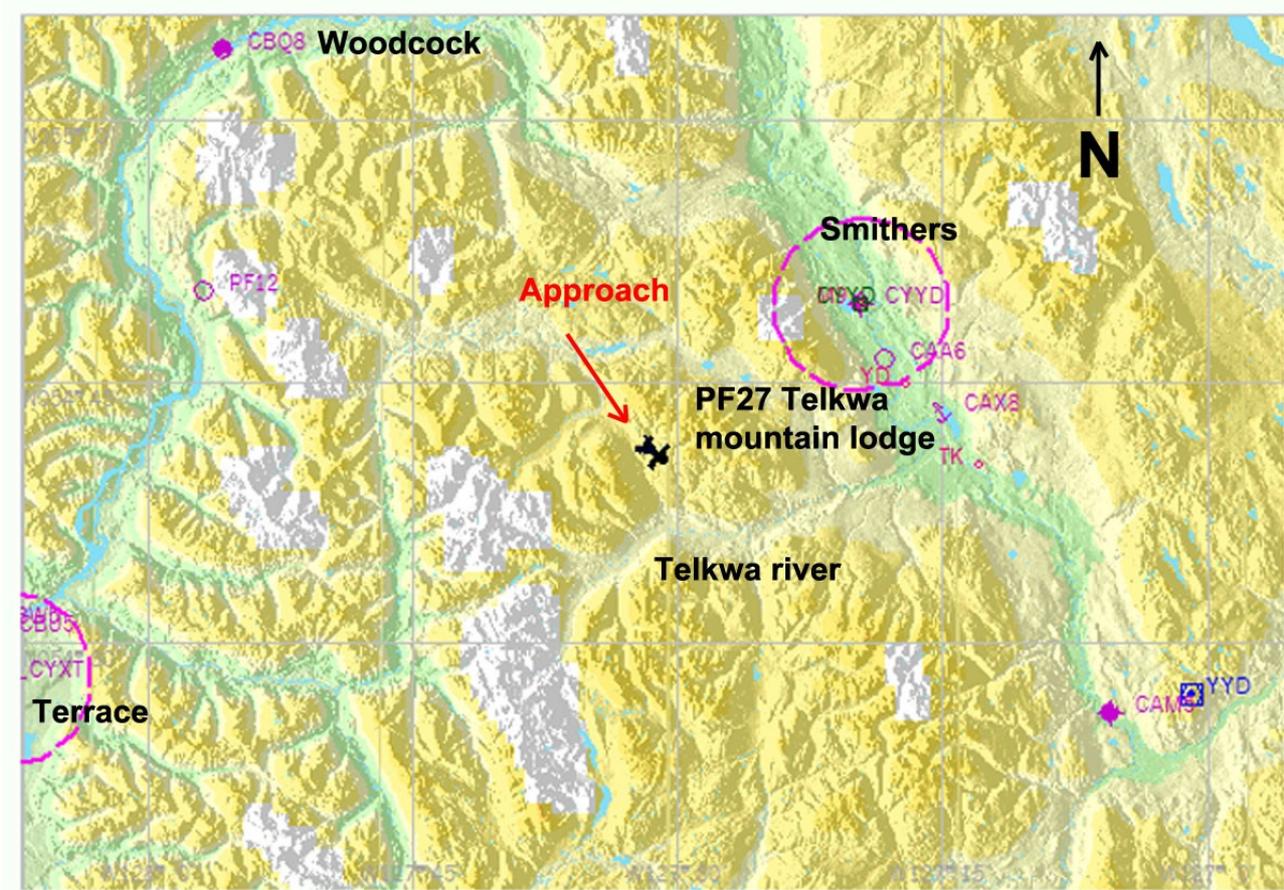
XML 2.0 by Arno Gerretsen / SceneryDesign.org

Objects placement : Instant Scenery 2

Effects placement : Whisplacer

Seasons textures compilation : resampler (Microsoft FSX SDK)

Many thanks to all their great jobs



5 – Thanks

Special thank to Dexter Thomas and Guy “Spud” - Return to Misty Moorings

6 - Legal stuff

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That's all....? Yes !

Xavier « Fishbone » Carré for Return to Misty Moorings