



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.**

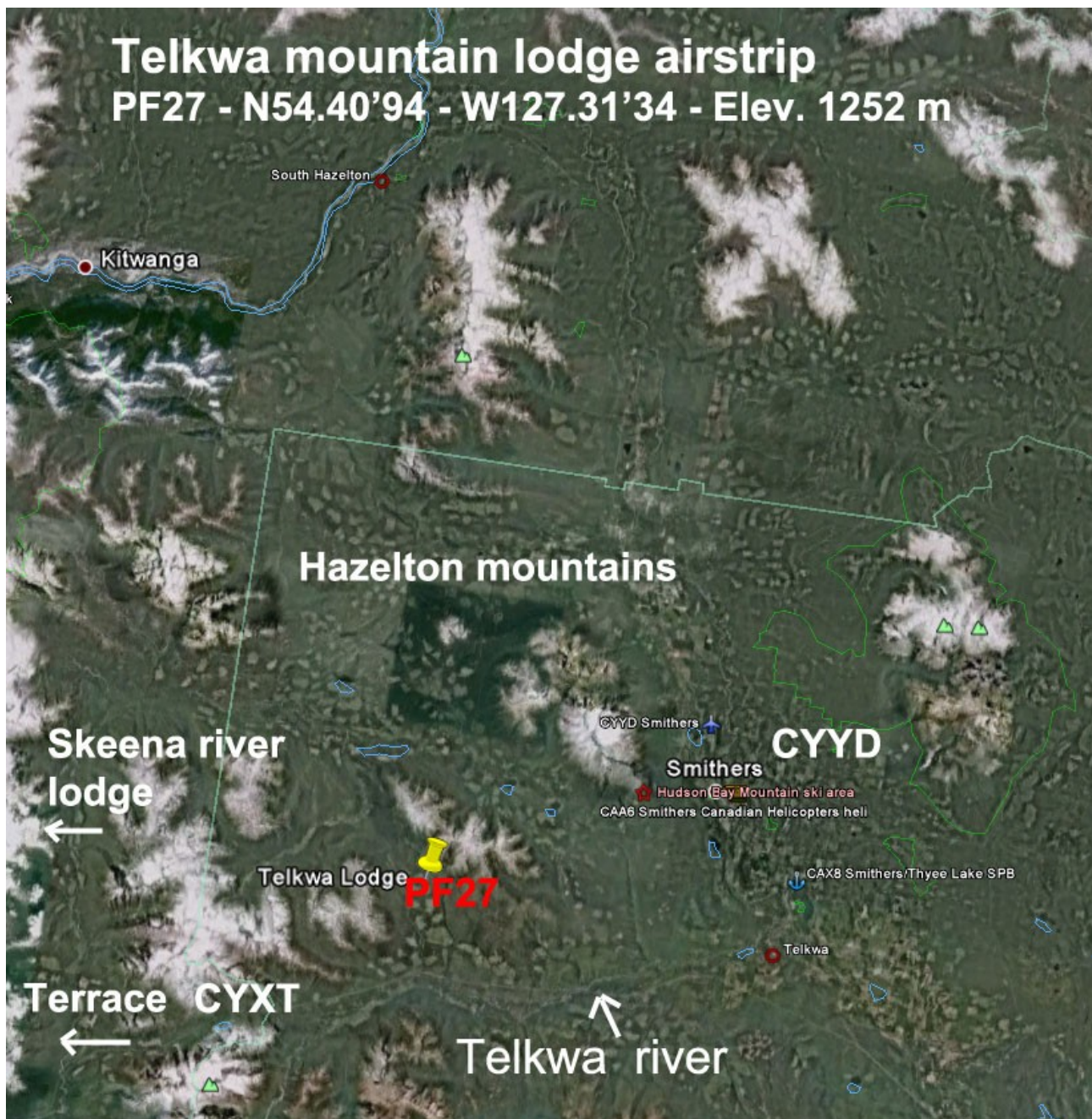
## 3 – Airfield data

**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

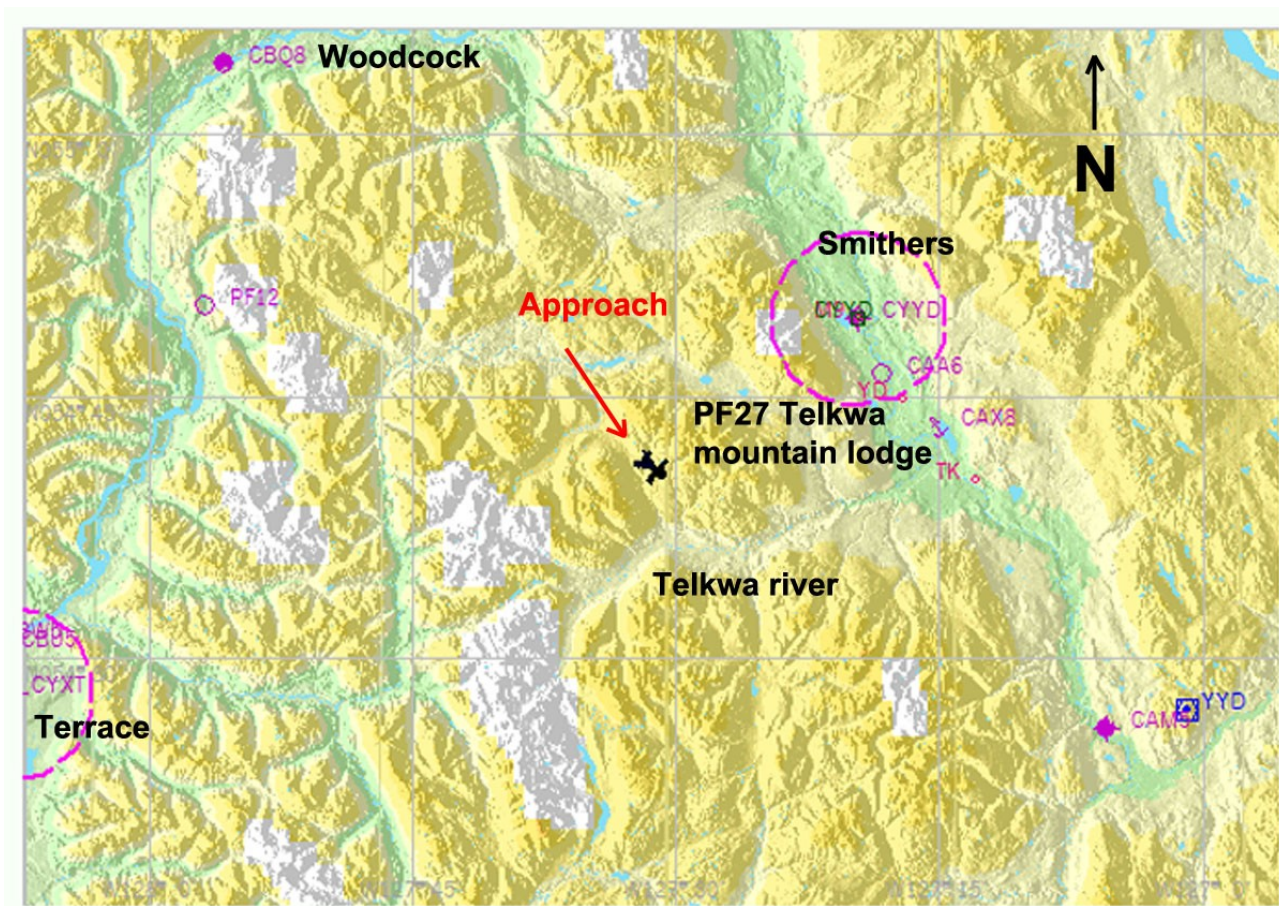
Objects placement : Instant Scenery 2

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

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