

The Western Chugach Part 2 – River Float Trip

This Addon Scenery can be added to the TWC-Part 2 scenery to simulate the locations necessary for a float trip down the beautiful Kenai River.

Courtesy: Alaska Tour and Travel

<https://www.alaskatravel.com/cooper-landing/kenai-river-float.html>

Kenai River Scenic Float from Cooper Landing



Don't miss this scenic float! Enjoy a leisurely, 3-hour float down the turquoise waters of the Kenai River in Cooper Landing. The river is surrounded by the peaks of the Kenai Mountains. Keep your binoculars handy as this relaxing, beautiful float down the Kenai River gives you ample opportunity for wildlife viewing. Your experienced and knowledgeable river guide will take you through one of Alaska's most beautiful areas, home to eagles, moose, Dall sheep and bears. Bask in the views and enjoy the rhythm of the river. Enjoy the peace of the upper Kenai River where no motorized boats are allowed. This is a great family trip suitable for all ages.

The length of the trip may vary depending on the water level fluctuations and time of year. Waterproof gear bags, rain gear and rubber boots are provided. Return transportation to the launch site is included.

...and if you can't make the trip in the "real" world ... then join us at RTMM Floats for a virtual trip down this beautiful river. Since you are flying in, land at Quartz Creek Airport (JLA). You then can take a taxi to the Cooper Landing Boat Launch. Here you can get into a "pilot-able" watercraft of your choice (or you can always use a Beaver aircraft and taxi the whole route - there is room for your small plane to fit!) and begin your journey down the river seeing all of the amazing and realistic scenery additions Rod Jackson has give us with his beautiful TWC-Part 2 scenery package. (Download it from the RTMM Scenery page).

1. Download and install TWC-Part 2 from Return to Misty Moorings
2. Download and install TWC-2 Floats from Return to Misty Moorings.

To start your trip, you need to "position" your watercraft at the RTMM Floats launch site.

Positioning your Watercraft: (locations on next page)

In you sim, go to "MAP". When the window opens, copy your "put in" location's latitude, paste in the latitude window, copy the longitude and past it in the longitude window. Set Altitude to "0" (zero). Copy the location's Heading and paste it into the heading window. Set airspeed at "0" (zero). Once finished, click OK. This will position you exactly at the starting point you selected. We suggest you start with the "put in" at Cooper landing Boat Launch.

Available Launch and Pull-out Sites along the way:

Cooper Landing Boat Launch: N60 29.5145 W149 48.7509 Heading: 269.2
Kenai River Drifter's Lodge: N60 29.4809 W149 49.4120 Heading: 333.2
Kenai Riverside Lodge Pullout: N60 29.2339 W149 52.5586 Heading: 178.7
Cooper Creek Camp Pullout: N60 29.1110 W149 53.1972 Heading: 271.1
Gwin's Lodge Pullout: N60 28.9409 W149 55.4674 Heading: 249.5
Sportsman's Landing: N60 29.1829 W150 0.1675 Heading: 138.8
Jims Landing Pullout: N60 28.8911 W150 6.8087 Heading: 040.6
Upper Skilak Lake Pullout: N60 26.2866 W150 19.2712 Heading: 091.6

The Route Map:



In a “real” float trip, the time between Cooper Landing Boat Launch and Jim's Landing is about 3 hours. The canyon area is a bit quicker because of the velocity of the river. In reality, no power boats are allowed on the Upper Kenai River. But since there is no current to move float boats in virtual reality, you should choose a small pilot-able boat to enjoy the trip.

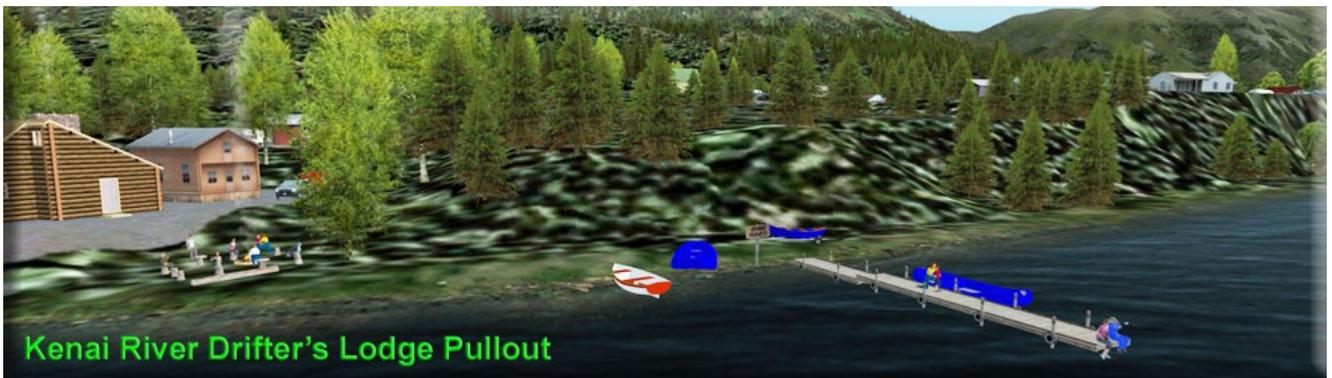
Along the way:

There are many natural sights to see along the way. There are rapids in two areas that are “dynamic”. “Floating” is different than flying because “down on the water” ... you actually are navigating in 2 dimensions rather than three. When you are flying, it is easy to see ahead at the turns and branching of the river. But on the water, you will find it is a more challenging perspective.

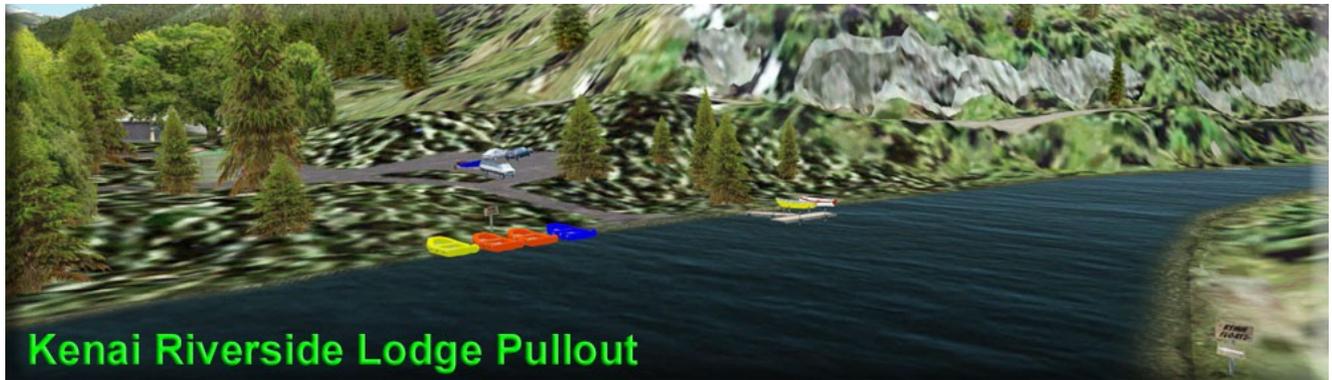
To help you navigate, there are a few river branches that, if you follow them, will become too narrow for any watercraft or simply deviate in a dangerous manner. We have placed navigational buoys (red and green ... green on right going down river). So when you come to a choice you are not sure of, look for the buoys and go between them. Of course the pullouts (they have “RTMM Floats” sign posted) will normally be on the left, or south side of the river except for Jim's Landing. If you are on the “other” side of the river, then watch for a sign with an arrow “RTMM FLOATS” pointing to the opposite shore. Then watch for these locations along the way:



Cooper Landing Boat Launch



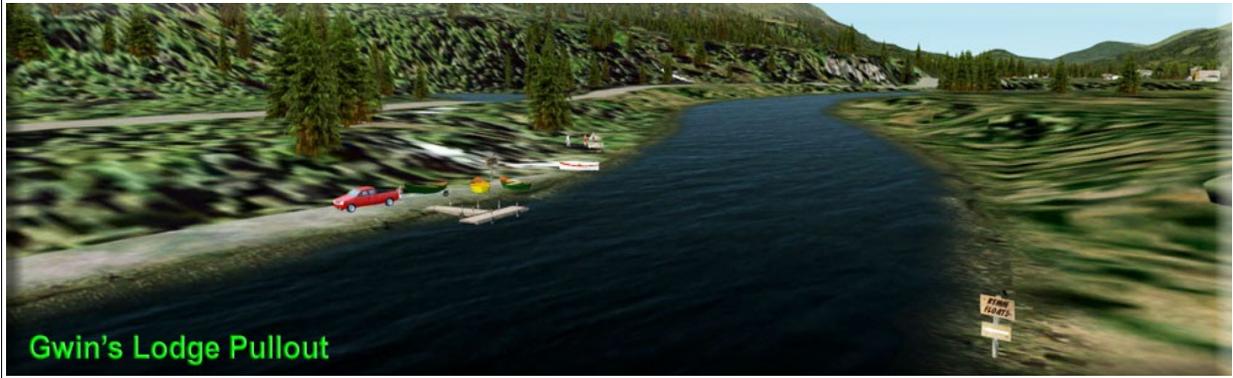
Kenai River Drifter's Lodge Pullout



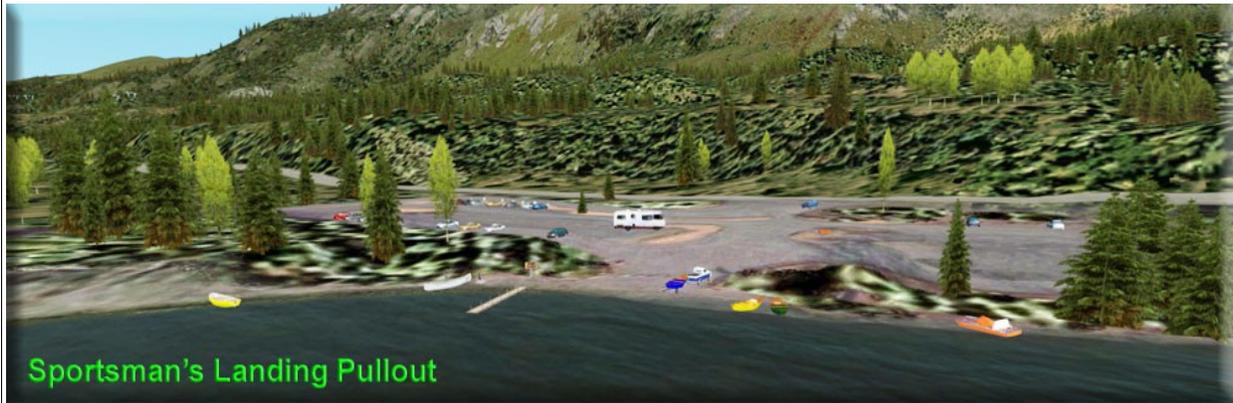
Kenai Riverside Lodge Pullout



Cooper Creek Camp Pullout



Gwin's Lodge Pullout



Sportsman's Landing Pullout



Jim's Landing Pullout



Upper Skilak Lake Pullout

ADDITIONAL NOTES:

For realism, we suggest you UN-check the TWC-2 Floats scenery folder in your scenery library in late fall, winter and early spring. The float trips do not run in the cold weather. TWC-2 is a "RTMM Season Switcher" scenery, so the scenery will change according to the season you select. So between using the season switcher and turning TWC-2 Floats On/Off at the proper times, your TWC Package tracks realism closely.

If you do not have a "pilot-able" watercraft, you can PURCHASE one at DeltaSim (or if funds are scarce, use your Beaver aircraft). If you do plan to purchase, then the little outboard Malibu is a good choice. They have larger cabin cruisers that do well, but you sacrifice a little realism with the comfort of such a craft.

DESIGNER CREDITS

Scenery created by Doug Linn

REQUIRED SCENERY

These scenery add-on's are for use with Microsoft Flight Simulator X and Prepar3D. The surrounding scenery this package is designed to work with and fit in is the incredible ORBX FTX scenery area called "Southern Alaska" If you haven't got this scenery installed by ORBX, this file will probably not work for you. I repeat, this is not for default FSX terrain, this is for the above mentioned package from ORBX/FTX.

You need to install TWC-Part 2 (The Western Chugach – Part 2) that you can download free from the Scenery Page at Return to Misty Moorings. The TWC-2 Floats scenery is an ADDON to that package.

BASIC INSTALLATION

Unzip the file to a temporary folder.

Place this scenery areas main folder and it's sub level folder named "Scenery" and all files in that folder into your FSX "Addon Scenery" folder.

Start up FSX or P3D

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.

SEASON SWITCHER - Settings for the Kenai River Area

FSX/P3D Month	RTMM Season Switcher Recommendation
January	Winter
February	Winter
March	Winter
April	Spring
May	Spring
June	Summer
July	Summer
August	Summer
September	Fall
October	Fall
November	Winter
December	Winter

The season switcher is set based on the table in the scenery documentation and the month set on your computer.

Examples: If your computer is set to October, then for this scenery location, you set the season switcher to "FALL." If your computer is set to November, you would set the Season Switcher to "Winter".

DOCUMENTATION

READ ALL OF THE INSTALLATION FILES IN EACH OF THE INCLUDED ZIP FILES WE PRODUCE. THEY ARE NOT ALWAYS GOING TO BE THE SAME!!

DISCLAIMER

User accepts all risk associated with this scenery file. AUTHORS WILL NOT BE HELD ACCOUNTABLE FOR ANY DAMAGE TO USER SYSTEM HARDWARE.

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Doug Linn/RTMM