

Victory Valley [PF30]

by

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In British Columbia, Mount Kastberg [6890ft/2100m], the Chatsquot Mountain [7759ft/2365m] and the Sharks Teeth Peaks [7474ft/2278m] combine to make Victory Valley beautiful. The recent history of this spot goes like this: first, there was a very isolated Rangers' station, so an airstrip was added during the 1950's. During the subsequent years, hikers came here in growing numbers and the Rangers' station became a lodge to provide some amenities and accommodation. As time marched on, the number of hikers got even higher, resulting in an additional new lodge being built about half a mile NE from the main buildings. If you look closely at the wooden bridge by the new lodge you'll see a kayaker coming to stay and play.

Unfortunately, several airplane accidents have occurred here due to crosswinds and it was decided to add a new runway to mitigate that risk plus a small hangar. Parts of the runways, the hangar and the old Rangers' station are shown in the screenshots above and below.



You must go there! And if you do, beware the treacherous mist and fog!
AIRFIELD DATA & SCENERY POSITIONS [see top down screenshot below]:

- N53°06. 68' W 127° 10.23'
- Elevation 198 m
- Runway 09/27 dirt 400 m
- Runway 02/20 dirt 450 m



If you catch a tantalizing whiff of grilling meat floating on the clean Canadian air as you ease your plane down, that'll be originating from the nearby Brad's BBQ. Get yourself down to the dock after landing and 'borrow' one of the canoes there to traverse the narrow stretch of water to grab some delicious food. Then just find a comfortable spot, kick back and enjoy your surroundings. We suggest strolling down to the beautiful arched bridge behind Brad's.

If you fly in with your helicopter, the helipad, which extends over the water, is close to the dock, as you can see in the screenshot above.



Like we said – beware the fog and mist.....happens in winter too.



ACKNOWLEDGEMENTS

Resources utilized:

- **Airport edition : ‘ADE Airport Design Editor’ by ‘The ScruffyDuck Company’**
- **Photo-scenery, terrain and exclusion : ‘Sbuilder X’ by Luis Sá**
- **Objects design : ‘Google Sketchup’ – ‘Discreet Gmax’**
- **Objects libraries creation and compilation: ‘ModelConverterX’ and ‘Library Create’**
- **XML 2.0 by Arno Gerretsen / SceneryDesign.org**
- **Objects placement: ‘Instant Scenery 2’**
- **Effects placement: ‘Whisplacer’**
- **Seasonal textures compilation: ‘Resampler’ (Microsoft FSX SDK)**

Many thanks to all the above for the great work and also to Orbx for beautiful scenery.

We hope you enjoy your trip to Victory Valley.

Xavier.

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