Welcome to Hang 'Em High Resorts brought to you from Return to Misty Moorings.

Hang 'Em High
Upper Lodge Complex

First of all, for some of our international fans, what does “Hang 'em High” mean? Why that name? In the “old west” of the United States, when cowboys were chasing Indians (and cowgirls), the sheriff was always chasing the cattle rustlers (those who stole cattle!). And what did they do with them when they caught them? Well, they would “Hang 'Em High” (hang them high) in an old Oak Tree! Our virtual lodge takes on an old western décor and menu and since this is about hang gliders and ultralites, the “Hang 'em High” takes on a new meaning.

The lodges are located on an arm of Dora Bay near Miller Lake (Starting points and Maps are below). The Upper Lodge is located on a mountain top and you can fly an ultralite, small aircraft or helicopter up to it from the Lower Lodge, 2000 feet below! There is an ultralite runway at the lower lodge. At both complexes you will find A.I. Parasails flying around, so be careful landing and taking off … there is “company” in the sky with you.

• NOTAM: As a warning to new-comers. This is not a “beginner’s” scenery location. This will take all of your flight sim skills to land and maneuver correctly. The approaches are difficult and curving on the lower lodge, on the upper lodge, it is like landing on an aircraft carrier … so be careful. You will need the correct equipment (ultralite or helicopter) and every slight sim skill you possess to safely enjoy Hang 'Em High.
Where is Hang 'Em High Resorts and how to get there!

The Starting Points:

For Lower Lodge watercraft starts, you will want to manually position your vehicle to N55 10.80 W132 14.60 on a heading of 166°. This puts you near the dock and the fuel pump IN THE WATER. If you are starting an ultralite, use the ground starting point for the lower lodge of N55 10.77 W132 14.54. This will place you on the apron near the fuel pumps.

For the Upper Lodge starting point you position your vehicle at N55 10.20 W132 15.26 on a heading of 016°. NOTAM: Only ultralights, helicopters and very small wheeled aircraft will operate here because of the short runway. The helipad starting point on the Upper Lodge is N55 10.68 W132 15.33.

The Flight Plans:

As with all of our newer scenery locations, there is a “to” and “from” flight plan.

The “to” plan (prefix =) In this case Misty's Place is your starting point (so you will need the Misty's Place Scenery also). As you approach the lower lodge, you will fly directly over the lodge to land in the water beyond, then turn around and taxi back to the dock.

For the “from” plan (prefix #) you will need manually place yourself at the Lower Lodge starting point (listed above, and also listed on the Here2There page at at Return to Misty Moorings). This will place you near the dock. You must turn around, taxi away from the lodge a safe distance, then turn around and take off … you will be flying over the lodge. (Please don't misjudge this, lodges are expensive to repair!).
Lower Lodge/Upper Lodge

There are two lodges in this package, the lower lodge on an arm of Dora Bay at sea level and an upper lodge situated on a nearby cliff at an altitude of 2083 feet or 635 meters. There are helicopter shuttles taking visitors between the lodges.

The Lower Lodge on Dora Bay is equipped with a small, and dangerously short runway, positioned to necessitate an “S” turn to land. Also, it is NOT designed for any aircraft larger than a J-3 Cub or an ultralite. The Lower Lodge is accessed by float plane only (or helicopter). Larger “wheeled” aircraft will not land here safely. There is a raised helipad for helo pilots.

Behind the lodge, there is a roadway that connects to a dock on the nearby lake. If you approach from that direction, you can land there more safely than in front of the lodge.
The Upper Lodge is on top of the nearby cliff. There is a helipad and a short grass runway for ultralites and very small wheeled aircraft. There are three observations towers, one near the lodge, one on the crest above the lodge and another one by the “Cliff Launch Facility”.

The cliff launch is basically a ramp that has been built out over the edge of the cliff. It can be used by base jumpers and ultralites. Using the ramp to take off, and having the bottom drop out from under you to 2000 feet is quite a thrill. You can push a glider off of it too. Then these can make their way down to the lower lodge for a landing.

The Cliff Launch

You place your ultralite on the arrow on the “launcher” and take off. The view and the thrill of the earth opening up under you is breathtaking and a real thrill. There are simobjects that will work well from this launcher, they are discussed in a later section. This is a whole new “simming” experience.
The cliff launcher is a ramp that has been built from the flat top of the mountain out over the edge of the cliff. It is about 20 feet wide (very narrow) and if you misjudge it or run off the ramp, you'll crash onto the rocks below. If you wish to stay “up” in the cliff area, you can circle and land on the little runway there. In this picture, you can see the Lower Lodge below.

From the Cliff Launch, the Dora Bay Logging Facility is visable about 10 degrees to the left of the launcher. There is a large concrete working area there that you can land at with an ultralite.

Misty's Place and PAKT are easily reached with the ultralites if you like a long flight over water.

Watch the (special for P3D Windsocks by Rod Jackson), especially on the cliff launch. The wind can affect the ultralites significantly and you will want to be ready for a gust that could blow you off the side of the launcher (not a pretty site … rocks!!!).

**A. I. Parasails and Pilot-able Sim Objects**

Watch out for parasails in the area. There are three flying around the upper lodge. Two are circling and one is coming down for a landing at the helipad. At the lower lodge, there is a single one that comes down from the direction of Dora Bay and lands on the apron beside the lodge.

**Simobjects for Hang ’Em High**

There are many wonderful “simobjects” you can download that you can “fly” when using the cliff launcher. Here are some of our favorites:
The “Para-Motor” Object:

This is freeware and a great simobject that is controlled similar to a helicopter. This can be found at:

http://www.libertysim.net/forum/viewtopic.php?f=23&t=37025

The Parachute Jumper

Brad's BBQ at Hang Em High

Below the cliff, and on the waterway leading to the lower resort from Dora Bay, you will find a new “floating” Brad's BBQ! This is a new object from Steve Weinkamer Installation and Legal. You will see several boats “moored” around the facility, then you will see a small boat, the “Rita” a brown launch, which is the “tender” for the facility. It goes out to the moored boats, over to the Dora Bay Logging Camp, and to the Lower Hang Em High lodge to bring people to the landing area beside the Brad's BBQ Barge. The barage is equipped with an operational windsock to help the helicopter pilots (and paraglider) people land on the hardened helipad at the rear of the facility.

Unzip the Hang 'Em High zip and place the “Hang 'Em High” folder where you normally place your addon scenery. (We recommend FSX or P3D / Addon Scenery / Misty Moorings/ Hang 'Em High

Go to "World"
Then to "Scenery Library"
Click on "Add Area"
Find the new folder and add the scenery location

FOR FSX ONLY:
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.

FOR P3D ONLY:
Locate the new scenery folder and click on the name (not on “scenery”)

You will find two flight plans in the zip folder. Those are placed in the documents folder for your simulator.
FLIGHT PLANS PLACEMENT
=================================
Place the two flight plans in your simulator's "documents" folder

FOR FSX: Libraries/Documents/Flight Simulator X/

or

FOR P3D: Libraries/Documents/Prepare 3D/

=================================

PLAN G MAP

In the zip file, we've included a small flightplan map image from Plan G that shows where this area is located at from a nearby airport and two flight plans. One “TO” Hang 'Em High from Misty's Place with a “=” prefix and another one “From” Hang 'Em High to Misty's Place with a “#” prefix.

=================================

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. AUTHOR WILL NOT BE HELD ACCOUNTABLE FOR ANY DAMAGE TO USER SYSTEM HARDWARE.

COPYRIGHT and LICENCE

This scenery is released as Freeware. Copyright Brad Allen and Return to Misty Moorings. As freeware you are permitted to distribute this archive subject to the following conditions:

- The archive must be distributed without modification to the contents of the archive. Redistributing this archive with any files added, removed or modified is prohibited.

- The inclusion of any individual file from this archive in another archive without the prior permission of the author is prohibited. This means, for example, that you may not upload an archive that uses this texture set with your own scenery or include it in a package containing any other scenery without first obtaining the authors’ permission.
- No charge, fee or monetary amount may be made from this archive. It's free and must remain that way!!

- The authors' rights and wishes concerning this archive must be respected.

- Flightplan and map created with Plan-G. http://www.tasoftware.co.uk

Copyright 2010, 2011 by Brad Allen and Return to Misty Moorings. All Rights Reserved..