Misty Moorings River Contest

A new challenge!
Misty Moorings is proud to organize our first river contest.
On Dean river, close to PF32 – Dean River lodge, this is a challenging competition: air boat race, and jumps.
Are you ready? So get your air boat, and follow the Dean River, or take off from PF32 and reach the contest village by seaplane. Or, you can enter coordinates at FSX map: N52°49.01’ – W126°54.36’ or load the provided saved flight: MM_River_Contest.FLT (to be copy/paste in your user/documents/FSX folder)

1 – Installation

This scenery requires Orbx Pacific Fjords
Copy / paste the file included in / MM_River_Contest / scenery subfolder into your usual Return to Misty Moorings scenery folder.
You can also
copy / paste MM_River_Contest folder into your FSX / Addon scenery folder (confirm overwriting, in case), you must add this scenery folder in your FSX settings: add area, browse to the MM_River_Contest folder, then select it. Click OK, and restart FSX to enable this scenery.
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 : new version CeyX_Sceneries_Libraries_20110925 available at
  Return to Misty Moorings or here : CeyX_Sceneries_Libraries_20110925

This scenery use objects from Mark Lee and Ken Hall ( OZX team), many thanks !

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

All objects libraries links are available here : Objects libraries

3 – 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 – Discreet Gmax
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

4 - Legal stuff

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That's all....? Yes!

Xavier “Fishbone” Carré for Return to Misty Moorings