RTMM WayPoints Program

The RTMM WayPoints program will give you a different and more difficult aspect of flight planning. All RTMM locations will have an "R" number or a "way point" number. Here is the project methodology:

Purpose: To give the sim pilot a method of flying DIRECT to an RTMM location.

Process: Each RTMM location is given an "R" number. The number will be posted on the Scenery Page for each location. A bgl is created for each location and put into the RTMM WayPoints folder. This folder is then added to the simulator's "addon scenery and activated like a normal scenery location. Also in the downloaded folder will be instructions for installing and using the RTMM WayPoints … (this document).

Payoff: The sim pilot no longer is "bound" to the typical RTMM routes that can take you to every location on autopilot. This is a great method of flying for the newer pilots, however the more experienced pilots might rather find there own way. If the weather is good, rather than traveling the 1200 foot (typical) route, the pilot may go to altitude and fly direct to the location.

Flying the RTMM Area – Most of RTMM is critically weather-dependent. The weather around Ketchikan is typically misty, rainy and with low cloud cover. Flying in this area, because of the mountains is usually done "low and slow" to stay below the ceiling. Doing this, you don't have to guess where the next mountain is located, you stay low enough to avoid them. But in doing this, you are actually flying sort of a maze which is fun and, view-wise, more interesting. So we suggest that people use the RTMM Flight Plans to be guided to the various locations.

For the more experienced pilots, finding their OWN way to the way point can be more of a challenge. You will be watching the GPS map and trying to avoid the mountains. Or if you go above the weather ceiling, using the GPS map to know when and where it is safe to come back down through the cloud ceiling to reach your destination. The RTMM Way Point program is for these more adventurous and experienced sim pilots.

Installing RTMM WayPoints -

Download the RTMM WayPoints (zip) folder from the top of the RTMM Scenery page. When you unzip the folder, you will see a folder named "RTMM WayPoints" inside that folder is another sub folder named "scenery" and inside that folder are the way point "bgl" files. To install RTMM WayPoints in your sim, put the "RTMM WayPoints" folder into your addon scenery and activate in your simulator. That is all you have to do.

Little NavMap Data and Usage -

RTMM will be adopting Little NavMap … (Found Here Free) … for flight planning and user location data. You can download the RTMM WayPoints information HERE (above the Location Information Table). This package has ALL RTMM locations and all of the USFS cabins. All WayPoints show up on the Little NavMap map and all have the RTMM "R" number for the WayPoint). You can use the map to select your next destination then add it to your GPS and you are on your way.

Finding the "R" Number for a location:

1. Look for the "R" Number (WayPoint) at the scenery's location on the scenery page
2. Look on the Here2There Location Info table
   ○ https://return.mistymoorings.com/here_to_there/#info

Using the RTMM WayPoints -

To put the way point onto your GPS, do the following:

1. Press the "Direct to" button
2. Click on one of the two little arrows on the INNER circle of the GPS knob
3. NOT USING CAPITALS … type in the "R" number for the way point.

In the above example, R001A (Aiken Creek Camp) has been put into the GPS. You will see a direct line from where you are (Misty's Place in this case) that leads to the location of your target. HOWEVER, if you simply turn right coming of the runway at Misty's Place, you run into a mountain. So you need to use your GPS to go around things to get to the target location.

Often you can fly the valleys that are depicted.

As you fly, the red line stays where it was. So as you fly, you will want to update the GPS as to your aircraft's position relative to the target location.

Resetting the Direct To red line:

1. Press the Direct to button once
2. Press the ENT button twice

This will give you a new DIRECT LINE to your target. You may do this as often as you like during the flight. On good weather days, you can go above the mountains using the Direct To line and then decide how to approach your target location using the GPS.

From Location to Location …

As of this writing, all of Owikeno Lake is up to date in the Location Information Table. Place yourself at Pacific Gateway Airport. Now look at your Plan G map and note the various Owikeno locations around you. Pick one you would like to visit. Notice its name and find it on the Location Information Table ...

(at RTMM: https://return.mistymoorings.com/here_to_there/#info)

… Find the location on the table (it is alphabetical by location), and note the "R" WayPoint number for the location. Now put that into your GPS and you will have a direct route from WHERE YOU ARE to that NEXT place you want to visit. (Follow the instructions above to put the "R" number into the GPS). Update it as you fly. (D, ENT, ENT) and fly toward your target location. Once there, you can pick another location. You don't have to start back at the original route starting point.

Flying with the Misty Flying Club – MFC

Although you can use the "Charter" function at MFC, there is really no need. MFC is set up to know you LEFT an airport and you ARRIVED at the destination "airport" (location). "How" you get there is up to you. Most people will follow the RTMM Flight Plans. But you can also use the wayPoint for your destination, put int the flight plan number into MFC (cigar box), then fly any way you want to get to your location.

Keeping the Location Information Table "Handy" …

There are two ways to keep the RTMM WayPoints easily accessed:

1. Print out all 27 pages and keep it on your desktop.
2. Make a "shortcut" on your desktop to the Location table;
   ○ Use this url: https://return.mistymoorings.com/here_to_there/#info
3. You can download the PDF of the table, leave it on your desktop, Use CTRL-F

If you are using Windows, once you have the Location Information Table running, you can

press CTRL-F and type in what you are looking for, it will immediately jump to that location.

Hope you enjoy the RTMM WayPoints program.

Doug