RTMM Lighthouses of AK
By Doug Linn

Return to Misty Moorings has been a part of the flight simulator community for almost 20 years. We've come through FS9, FSX, and P3D and now we are deeply into Microsoft's FS2020. Our operational area is basically Alaska in the Misty Fjords area where we have established our "Misty Moorings" scenery packages. We have created over 600 locations, mostly cabins, and Sea Plane Bases that duplicate the real world. All of our locations are FREEware and can be downloaded with an EXPRESS PACKAGE from RTMM's Website.

One of the many features of the site is the "RTMM Lighthouses for AK". Using SketchUp and MCX for model conversion, we can finally create "likenesses" of the beautiful AK lighthouse structures. We try to make our scenery locations as realistic as possible. We give each of our locations a fictional ICAO so you can navigate to it quickly and efficiently. The buildings are all very similar. The focus of our work is on the lighthouse structure itself making it as realistic as possible.

We have added helipads for our helicopter pilots, many are fictional. Often, in real life, a helipad is present just for maintenance, but sometimes there is no indication of one from Google Earth. In those cases, we have added one. This document's purpose is to give you an opportunity to see the lighthouse work RTMM has completed and to document future progress. Mostly, this document consists of screenshots so you can see the realism involved in the project.

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Cape Decision - TF01 (One of the Tongas Fjords Docks locations)

Cape Decision - TF01

Cape Hitchenbrook - CHLI

Cape Hitchenbrook Lighthouse

Cape Sarichef - CSLH

Cape Sarichef Light
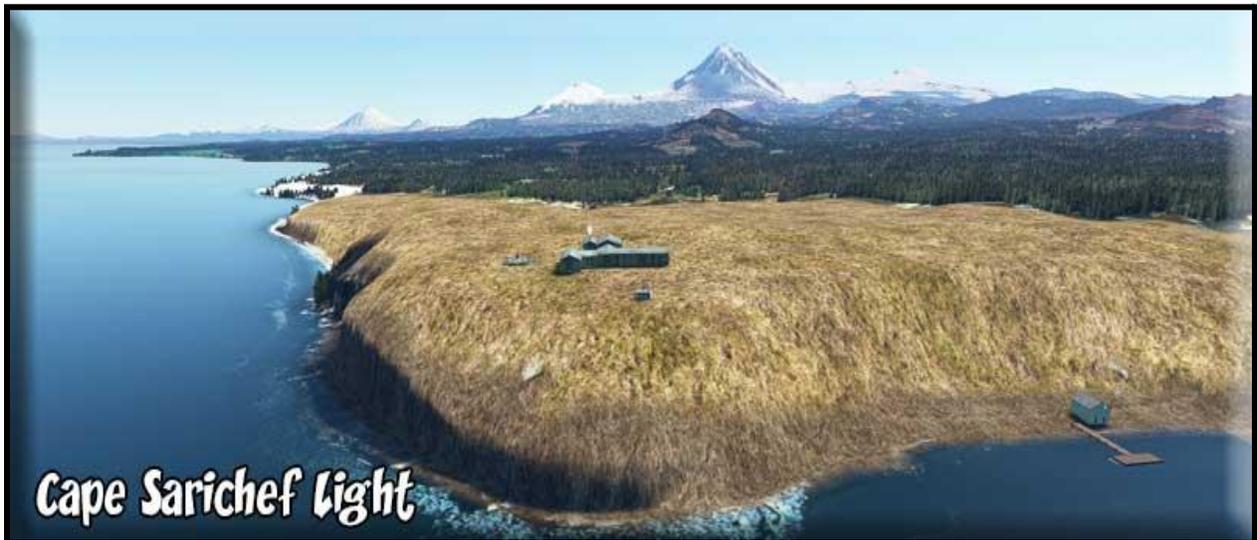
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Cape Spencer - CPSL

Cape Spencer Light

Cape St Elias - CPEL

Cape St Elias Lighthouse

Eldred Rock Light - ERLS

Eldred Rock Lighthouse

Fairway Island - FILH

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Fairway Island Lighthouse - FILH

Fairway Island Light

Five Finger Light - TF05 (Part of Tongas Fjords Docks program)

Five Finger Lighthouse

Guard Lighthouse - GUAR

Guard Lighthouse

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Lincoln Rock Lighthouse - LRLH

Lincoln Rock Light

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Mary Island Lighthouse | 0.07NM

Mary Island Lighthouse

Minor LIght - ODIA (Odiak Light of Cordova)

Minor Light (Odiak Light)

Point Retreat - PIRL

Point Retreat Lighthouse

Point Sherman - PISH

Point Sherman Light

Scotch Cap - SIL3

Scotch Cap Light

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Sentinal Island - SIL2

Tree Point - TPLH

KNOWN PROBLEMS

1. **Cape Decision Light** - this one is a fictional layout, not like the actual one which is very sparse. This is part of the Tongass Fjords Docks (A) series and was created for a different reason.
2. **Five Finger Light** - This terrain is as close as we could get to the real thing. We are using the Mousa Rocks as foundations for the island. You will not see this correctly if you have not installed all of Asobo's World Updates.
3. **Scotch Cap Light** - the old lighthouse was hit by a 100' tsunami, now it is only a skeleton tower with a flashing light on it. There is a large building "above" the light. It shows on Google Earth, so we left it in, but we have no idea what it is. Supposedly all of the buildings were destroyed and the 1950s buildings were replaced by the skeleton tower.
4. **Mary Lighthouse-Tree Point Lighthouse**. - Both of these still exist as concrete structures but they have been abandoned. I've taken the liberty to fix them up as they

KNOWN PROBLEMS CONTINUED…

> would have looked had they been restored. There was a 60-foot diameter wooden helipad in front of Tree Point Lighthouse that was wiped out in a storm. I have restored that and the walkway that went over to it. So there is a bit of fiction involved in these. (But if I had the money and time, I'd buy them and paint them and make them look just like those I've created for you!).

5. **Helipads and Docks** - Where a dock or a helipad is indicated in Google Earth, they are put exactly where they should be. However, if none are displayed, I've still put in a dock or a helipad. These, of course, are fictional, but they make this more fun for the RTMM fans flying these locations.

6. **Yellow Interiors and Streetlights** - my technique for "lighting" the windows on the structures at night is to paint the entire inside of an object yellow. Then put a streetlight inside the building that turns on at night. The result is lighted windows. To see this, look at Five Fingers Lighthouse - TF05.

INSTALLATION:

There is an EXTENSIVE combination of scenery locations, simobject repaints and navigational plans for the various sims.

This scenery is for MSFS (Microsoft Flight Simulator (2020)

Return to Misty Moorings Presents: Lighthouses for AK_by RTMM for MSFS

ZIP File: Use Winzip, Winrar, 7zip or an alternative compression program to extract the zip file. (Compressed using Winrar 6.02 64bit)

When the zip file is extracted contains this readme file and a master scenery folder rtmm-lighthouses-ak-jdl-v1.6 containing the folders and files for the Lighthouse for AK scenery plus a Documentation-FP folder.

The Documentation-FP contains all of the details of the scenery, lighthouse indexes, ICAOs for each lighthouse, information regarding each of the 16 lighthouses, a complete flight plan circuit of the lighthouses of British Columbia as well as a shortcut link to a Google map index of all the lighthouses. (The flight plan can be used in the sim as well as in LittleNavMap or Plan G or a similar mapping application.)

Scenery Prerequisites:
RTMM Object Library (Required): LINK:
https://return.mistymoorings.com/z20_scenery/index.php
Windy Things (by trfsto): LINK: https://flightsim.to/file/14024/windy-things

Lighthouses for AK-By RTMM: Scenery Installation:
Extract the scenery folder zip direct to the community folder (or extract to a temporary directory/folder and place (or link) folder " rtmm-lighthouses-ak-jdl-v1.6 " into the default

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MSFS community folder. Link the scenery, Restart the sim and you will have the lighthouses present identified by their ICAO. (Refer to the index document for the ICAO)

Adding scenery identifiers (ICAO) to LittleNavMap or Plan G:
For LittleNavMap or Plan G or similar mapping application: after linking or placing the scenery folder rtmm-lighthouses-ak-jdl-v1.6 in the community folder:
LittleNavMap-Select MSFS and Load Scenery Library.
Plan G - Select MSFS and Build Database.

After the scan/build database is complete, the lighthouses will be available in your mapping software using their ICAOs. (Refer to the index document for the ICAO)

We hope you thoroughly enjoy having the Lighthouses for Alkaska in MSFS.

Be sure to get all of the RTMM Add-on Scenery for MSFS: from Airports and Seaplane Bases to cabins, dockages, lodge locations, to AI ships traffic, and more. Join us at https://return.mistymoorings.com/z20_homepage/index.php for scenery, liveries, ai components, a forum, our Misty Flying Club Virtual Airline, and much more.

A Misty Flying Club, excursion will definitely be in order to fully explore all of these lighthouses. If you like flying/logging your bush trips in Alaska, British Columbia, Yukon, NWT, PNW, Washington and the vacinity of, please join us at Misty Flying Club.

Stay tuned for more at RTMM and MFC.

Doug Linn/Norm Richards
Return to Misty Moorings: https://return.mistymoorings.com/
Misty Flying Club: http://www.mistymooringsflyingclub.com/

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Copyright Information

COPYRIGHT AND LEGAL STATEMENTS

Return to Misty Moorings (RTMM) is a freeware site made up of a volunteer team that creates fascinating and beautiful scenery locations in the RTMM "area". The RTMM area is currently defined as southern Alaska (bounded by Anchorage to the north and Homer to the west), southwestern British Columbia, and western Washington State.

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DISCLAIMER

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

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