

# RTMM's Lighthouses of BC

## *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, 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 we are working on now are the Lighthouses of British Columbia. Using SketchUp and MCX for model conversion, we can finally create "likenesses" of the beautiful BC lighthouse structures. We attempt to make our scenery locations as realistic as possible. However, we give each of our locations an ICAO so you can navigate to it quickly and efficiently. The buildings around the BC Lighthouses are usually white-sided structures with red roofs all in the red/white Canadian color scheme. Those buildings are all very similar. The focus of our work is on the lighthouse structure itself making it as realistic as possible.

Helipads are often fictional. We have added helipads for our helicopter pilots. Often 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 work RTMM has completed in this feature and to document future progress. Mostly, the document consists of screenshots so you can see the realism involved in the project.

### **Document Index:**

|            |   |
|------------|---|
| Page 1     | Document Information                              |
| Page 2     | Active Pass, Addenbroke, Aphritrite               |
| Page 3     | Basllemas Islands, Boat Bluf, Bonilla Islands     |
| Page 4     | Brockton Pt, Cape Beale, Cape Mudge               |
| Page 5     | Cape Scott, Carmarah Point, Chatham Point         |
| Page 6     | Chrome Island, Discovery Island, Dryad Point      |
| Page 7     | East Point, Egg Island, Entrance Island           |
| Page 8     | Estevan Point, Fisgard, Green Island              |
| Page 9     | Holland Rock, Ivory Island, Langara Point         |
| Page 10    | Lawyer Islands, Lennard Island, Lucy Island       |
| Page 11    | McInnes Island, Merry Island, Nootka Point        |
| Page 12    | Pachena Point, Pine Island, Porlier Pass,         |
| Page 13    | Portlock Point, Prospect Point, Pulteney Point,   |
| Page 14    | Quatsino, Race Rocks, Sand heads,                 |
| Page 15    | Scarlett Point, Sheringham Point, Sisters Islets, |
| Page 16    | Trial Islands, Triple Islands                     |
| Page 17    | Known Problems - Installation                     |
| Page 18-19 | Installation and Copyright Information            |

# RTMM's Lighthouses of BC - In Alphabetical Order

Active Pass - APLH



Addenbroke Island - AIL1



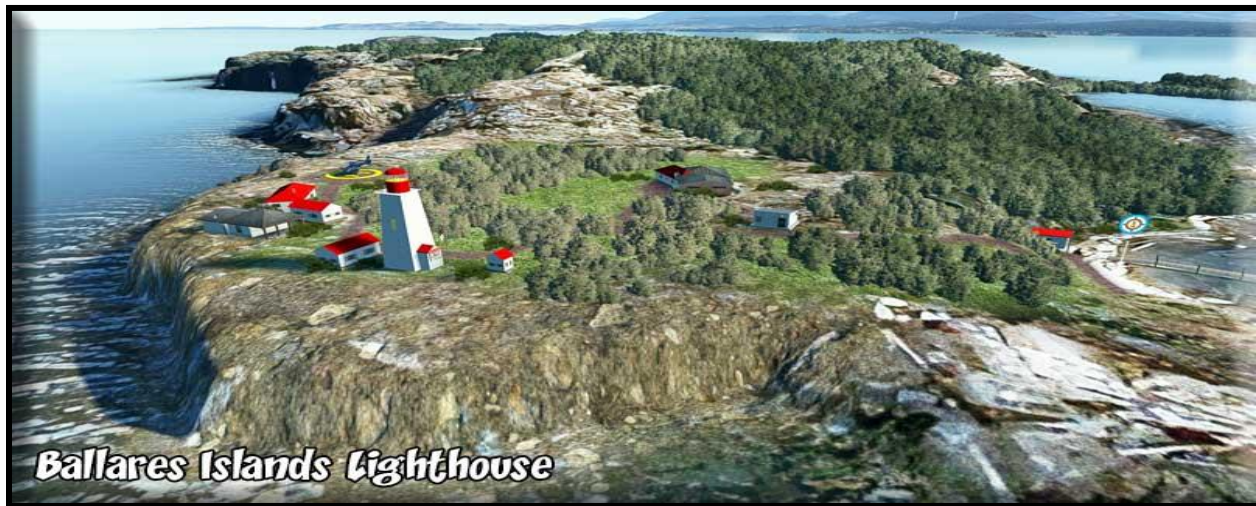
Amphitrite Point - AMLH



# RTMM's Lighthouses of BC - In Alphabetical Order



Ballenes Island - BIL1



Boat Bluff - BBLS



Bonilla Island - BILH



# RTMM's Lighthouses of BC - In Alphabetical Order



**Brockton Point - BPLH**



**Cape Beal - CBL1**



**Cape Mudge - MUL1**



## RTMM's Lighthouses of BC - In Alphabetical Order



Cape Scott - CSL1



Carmarah Point - CPLS

# RTMM's Lighthouses of BC - In Alphabetical Order



Chatham Point - CHAT



Chrome Island - CILS



# RTMM's Lighthouses of BC - In Alphabetical Order



**Chrome Island Lighthouse**

Discovery Island - DIS1



**Discovery Island Lighthouse**

Dryad Point - DPLS

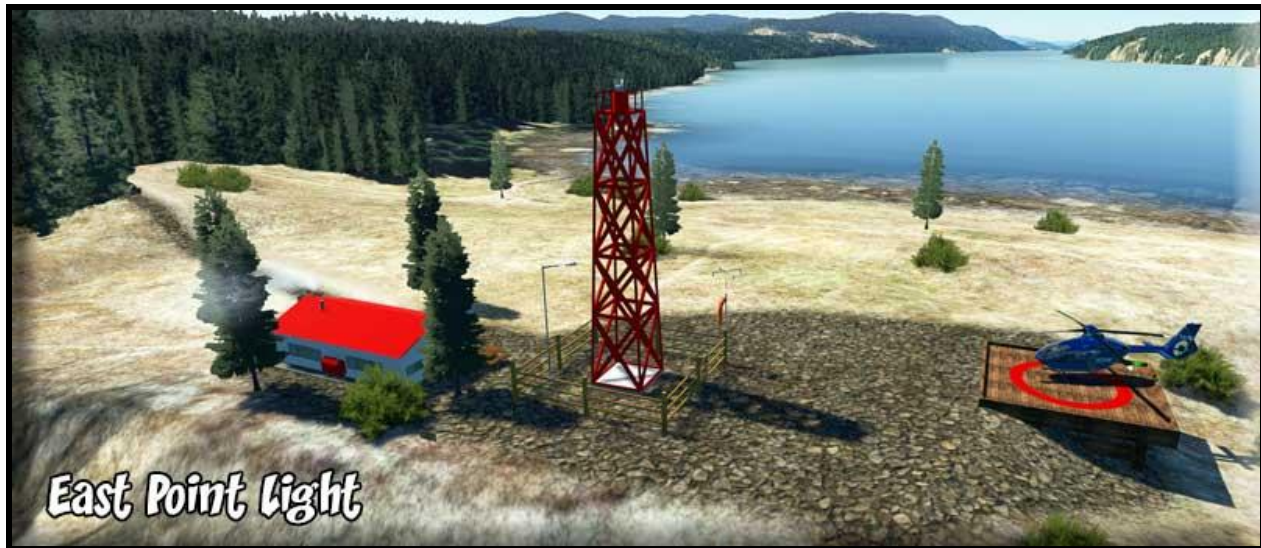


**Dryad Point Lighthouse**

East Point - EPL1



# RTMM's Lighthouses of BC - In Alphabetical Order



**East Point Light**

Egg Island - EIL1



**Egg Island Light**

Entrance Island - EILS



**Entrance Island Lighthouse**

Estevan Point - ESL1



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**Esstevan Point Lighthouse**

Fisgard - FIL1



**Fisgard Lighthouse**

Green Island - GILS



**Green Island Lighthouse**



# RTMM's Lighthouses of BC - In Alphabetical Order

Holland Rock - HRL1



Ivory Island - IILS



Langara Point - LPLH





# RTMM's Lighthouses of BC - In Alphabetical Order

Lawyers Islands - LILS



Lennard Island - LIL1



Lucy Island - LUL1





# RTMM's Lighthouses of BC - In Alphabetical Order

McInnes Island - MILS



Merry Island - MERR



Nootka - NOL1





# RTMM's Lighthouses of BC - In Alphabetical Order

Pachena Point - PPL1



Pine Island - PIL1



Porlier Pass - PPRL





# RTMM's Lighthouses of BC - In Alphabetical Order

Portlock Point - PPLH



Prospect Point - PRLH



Pulteney Point - PULT





# RTMM's Lighthouses of BC - In Alphabetical Order

## Quatsino



## Race Rocks



## Sand Heads





# RTMM's Lighthouses of BC - In Alphabetical Order

Scarlett Point



Sheringham Point



Sisters Islets





# RTMM's Lighthouses of BC - In Alphabetical Order

Trial Islands



**NOTAM:** Triangle Island - Dismantled, the lens is a museum piece now

Triple Island





# RTMM's Lighthouses of BC - In Alphabetical Order

## KNOWN PROBLEMS:

1. **Ogden Point Lighthouse** - It doesn't exist in our collection. The photogrammetry from ASOBO completely ruined the area. The water would not flatten and it has different elevations in the affected area. It is too bad because this would be an excellent addition.
2. **Prospect Point** - We got the lighthouse positioned correctly, but again because of the photogrammetry by ASOBO in the nearby area, everything is basically wrecked. The bridge is crooked, the road along the water is distorted, etc. We made the lighthouse object and placed it, but this is not one of our better locations.
3. **Addenbroke Island Lighthouse** - the polygon for the complex in SDK is 1/2 as elevated as in FS2020. I put some bushes near the end of the path coming from the lighthouse area to the dock. A stairway leading down to the dock area does not work because the elevation changes. Also the green landing lights for the helipad "float" with this problem, so they were taken out.
  - a. **THE PROBLEM:** Using only a single terrain polygon, there is a difference in the "final" elevation when one is designing in SDK and then after the work is compiled and viewed in FS2020. There is about a 5-foot difference in elevation. You can fix it to look correct in SDK, but in FS2020, it is misaligned.

## 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 BC\_by RTMM for MSFS

**ZIP File:** Use Winzip, Winrar, 7zip or 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-bc-jdl-v1.00` containing the folders and files for the Lighthouse for BC scenery plus a `Documentation-FP` folder.

The `Documentation-FP` contains all of the details of the scenery, lighthouse indexes, ICAO's for each light house, information regarding each of the 49 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 similar mapping application.)

**Scenery Prerequisites:**

**RTMM Object Library (Required):** **LINK:**

[https://return.mistymoorings.com/z20\\_scenery/index.php](https://return.mistymoorings.com/z20_scenery/index.php)

**Windy Things (by trfst0):** **LINK:** <https://flightsim.to/file/14024/windy-things>



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## **Lighthouses for BC-By RTMM: Scenery Installation:**

Extract the scenery folder zip direct to community folder (or extract to a temporary directory/folder and place (or link) folder " rtmmlighthousesbcjdlv1.00 " into the default 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 rtmmlighthousesbcjdlv1.00 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 British Columbia 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](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 vicinity 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 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

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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## COPYRIGHT and LICENSE

This scenery is released as Freeware. 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. Re-distributing this archive with any files added, removed or modified is prohibited.
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