

Sea Plane Bases for Return to Misty Moorings

by Doug Linn



WELCOME to the SPBs for RTMM. Our goal for this project is to have many of the missing sea plane bases in the RTMM area included in a single package for you to download. Our order of development will depend upon other RTMM scenery packages in the immediate area. This will give us SPBs to use to get to the new locations as they are added.

- **Known Problems:** FS2020 has left out a great deal of water in the area where we operate. The bay at Loring AK has no shoreline water and out in the bay, there are large "black dry areas". Sometimes we have to put a water polygon right next to FS2020's "water". That interface cannot be completely hidden because of the current limitations of the software. So you may see some darker linear areas where we have put in the water to "meet" with the water already there. Also, some shorelines are changed. In two areas at Loring, there are large dark dry areas coming off shore. We filled these areas in with vegetation. There are a couple of "dry spots" out in the bay. We have turned those into little islands. It is not quite "true to life", but it is "truer to life" than what FS2020 has given us.

Realism: If you've ever wondered how our scenery is designed, this is what we do. We start with Google Earth and grab a screenshot of what the area is supposed to look like from the air. We then go into the sim and position ourselves at altitude and compare, looking down, what we see. You will find a similarity between the two, but often they are not the same. You will see "white ghosts" of structures, you cannot tell exactly what they are, but you can see the location. We then begin placing "similar" (guessing) objects onto these locations, creating a simile of what we are seeing in Google Earth. If you live in one of these areas, you will spot differences between what we give you and what is real. But for those that have never seen these areas, the object placement will give the sim pilot a good idea what to expect were they to fly it in real life.

Also, the latitude and longitude of the water runway may be different than what you find on SkyVector and AirNav. Often the correct lat/long is actually on land (or in the case at Waterfall, in the center of the cannery building). So we move the airport to where it will work for you.

How we “try” for Realism:

In Little NavMap, Google Earth, and Bing, you can look at a satellite map of the location and match it up fairly well with what you are seeing in the sim. Often there are white “ghost” objects as mentioned above. In other satellite pictures, you can see fairly good details. The key to RTMM realism is to cover as many of the “white” spots with objects that aesthetically fit the location. They will never be perfect, but this is a close as you can get. Here is Hydaburg SPB (HYG) in the satellite and in the sim's screenshot. You can see the similarities.



Not perfect ... but close!

Adjunct Mods:

1. **Windy Things:** This mod gives us the animated flags and windsocks we are incorporating into our sea plane base scenery locations. You must download “Windy Things” from ([THIS LINK](#)). We extend a special thanks to “trfst0” for this excellent work.

Installation Instructions: Simply unzip the mod and put it into your Community folder for the Fs2020 Simulator.

SPB's included with this package to date:

1. Loring SPB (13Z)
2. Bell Island Hot Springs SPB (KBE)
3. Kasaan SPB (KXA)
4. Meyers Chuck SPB (84K)
5. Metlakatla SPB (PAMM)
6. Tangas Harbor SPB (Z43)
7. CoffmanCove SPB (PAKC)
8. Clark SPB (Hollis) – (HYL)
9. Craig SPB (Craig) – (CGA)
10. Waterfall SPB – (KWF)
11. Hydaburg SPB – (HYG)
12. Angoon SPB – (PAGN)
13. Hoonah SPB (OOH)
14. Yakutat SPB (2Y3)
15. Point Baker SPB (KPB1)

Known Problems:

1. **Loring SPB** – I had to put in water where the sim had placed dry land. The problem is meshing a “water” polygon with the sim's water that is already there. It does not interface correctly. You will see a dark area in the water (in a line) that defines that boundary, and right now there is no fix for it. Also, an occasional “dry spot” will show up on that boundary, again, no fix.
2. **Missing Objects** – It is possible you may not see all of the objects. When we place objects, we place them from a group that is given to us by Microsoft (except for the RTMM objects that WE control). A new update will add the new objects to the FS2020 object group. When placing an object, we do not know from which update the objects come.. If you have all updates, you will have all the objects.

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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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