

Tongass Narrows

Welcome to “Tongass Narrows”

This will be an on-going process for a while. We are attempting to duplicate, as carefully as possible, the shoreline along the Tongass Narrows. Jan De Jong's SPB's by Jan was the initial effort in this, and that should be loaded before Tongass Narrows. With the excellent work Jan has done on the SPBs in this area and many of the docks.

This is the “Base Work Map” - the areas done by Jan De Jong:



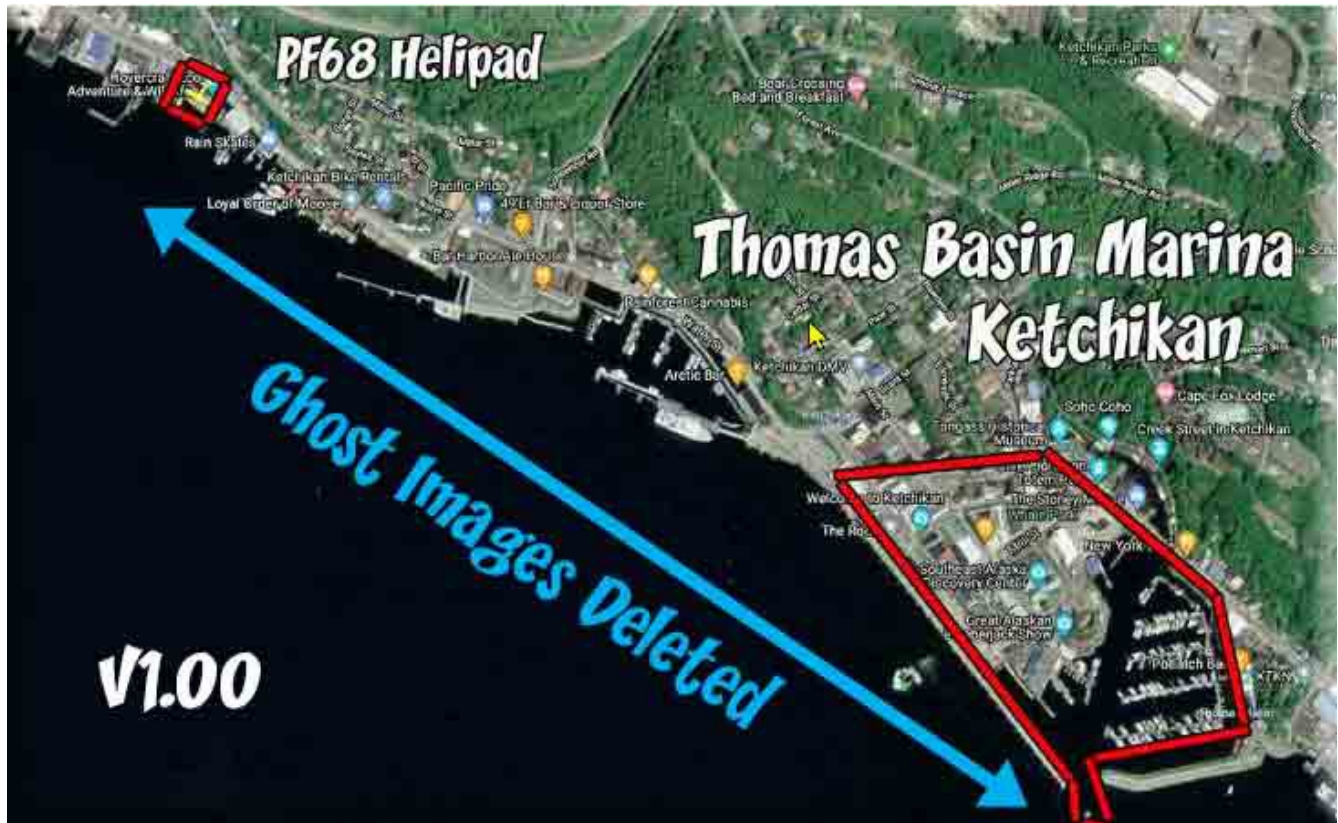
This is the “Master Map” ... all updates will be portrayed on this map. We will be using the base improvements that Jan has put in for Peninsula Pullout and Ketchikan SPB, adding detailed areas along the Narrows. All additions will be put onto this map:



NOTAM: This is basically a 'beta' and will often be edited and updated. If you see flagrant errors, let us know ... but this has not fully passed through our QC process and will not until it

is completed. The “version” number will change as we make additions. We give you the version number so you will know if you have the latest. As we add entries, they will be depicted in order, below. We are also keeping the each “version” in the master (cloud) file so we can get to it for editing and correction

V1.00 – Air Alaska Heliport and Thomas Basin Marina/Ketchikan (Town).



The first entry for Tongass Narrows is the Air Alaska Heliport, the Thomas Basin Marina and the Air Alaska Heliport. Here are the features:

1. The marina dockage is now completed (exact per Google Earth) and is night-lighted.
2. The wooden dock along the cruise ship dockage area is installed and lighted.
3. Many of the towns parking lots were “paved” (asphalt texture) and cars were placed on them.
4. The helipad for Air Alaska is installed and operational with a windsock. We have designated this as ICAO = PF68. By putting this in its proper position it gave us an “airport” we could use to place aprons easily in the surrounding area. These aprons are used to (1) get rid of white ghost images in the water and (2) add pavement and other ground textures in the area. This also gives us one of our first hard-surfaced helipads from updated scenery objects in the new RTMM Object Library Download.
5. White Ghost areas have been “aproned-out” between the PF68 Helipad and the

Thomas Basin Marina.

6. Vegetation was added where indicated by Google Earth in the town area.

We will continue to add to this package and those additions will be reflect as we update this README.

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