



## **RNCS Chunilna Cabin Strip | MSFS 2020**

**v2.0.1 | March 31, 2025**

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## Thank you for your support!

Thank you for purchasing Chunilna Cabin Strip! Your support allows me to continue investing my time into these projects, as well as the maintenance of all of my freeware, Emerald Object Library, and of course, everything else expensive that comes with supporting this development hobby.



## Product Information

Chunilna Cabin Strip is an unregistered backcountry airport just 6 nm (11 km) to the Northeast of Talkeetna, Alaska. This private airstrip features a confined, short dirt runway at just 660 ft (201 m) usable. Departures and landings can be made going either direction for light aircraft, but anything past a Cub is almost entirely one way in, one way out!

### Installation

#### If purchased from the ESD Store

Unzip the downloaded **.zip** archive.

Make sure that Microsoft Flight Simulator is not running! Once unzipped, the included "**esd-airport-ak98-chunilna-cabin-strip**" folder should be placed into your MSFS "Packages\Community" folder. The scenery will load the next time you start MSFS!

#### If purchased from Marketplace

Once the addon has finished installing, you need to restart Microsoft Flight Simulator in order for the scenery to load and display correctly!

This is the case for *every* addon purchased through Marketplace, whether you are on PC or Xbox.

### Requirements

**Emerald Object Library (Also available on Marketplace) is required for this scenery to display as intended!** Not installing the library will result in most models not showing throughout the scenery. Emerald Object Library is our own in-house collection of static and dynamic models, materials, and VFX which allows us to push fixes for common assets across multiple products at once, as well as keep the required space of our addons to a minimum by eliminating duplicates in each project.

## Features

- ❖ One challenging Airstrip, including two creek Campsites.
- ❖ Reworked water, terraforming, & autogen vegetation, exposing multiple landable gravel bars along 6 mi (9.6 km) of Chunilna Creek.
- ❖ DEM & hand-crafted terraforming up to 2m/px, and fully compatible with ORBX's Alaska Mesh.
- ❖ All models use PBR textures, up to 4K resolution.
- ❖ Custom Dirt & Grass ground materials with NRM textures for PBR and added detail.
- ❖ Custom environmentals including Weeds, Wildflowers, Native Shrubs, 3D Trees, Rocks, and Logs.
- ❖ Custom animated wildlife: Bears, Fox, & Moose roam the coverage area.
- ❖ Dynamic SFX using Wwise.

## Dynamic Features

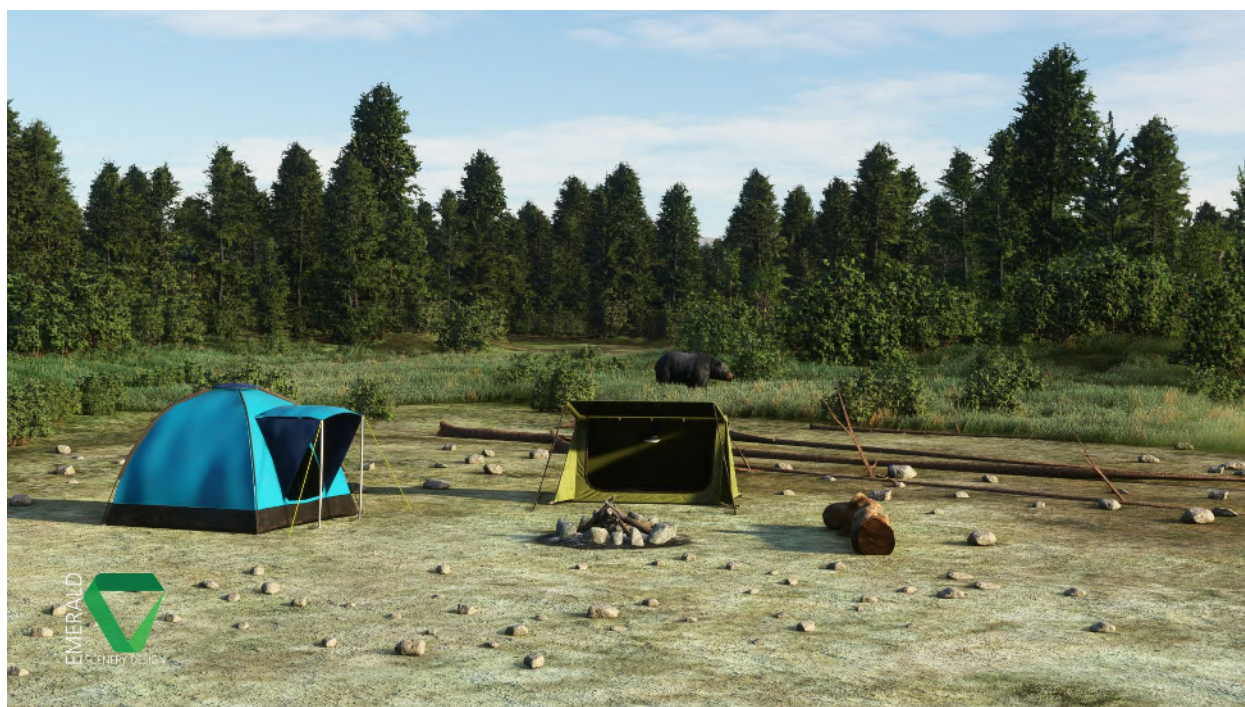
- ❖ **Bears** - Can be found roaming the scenery. Will go into hibernation when temperatures fall below freezing.
- ❖ **Birds SFX (Downy Woodpecker)** - Audible around the airstrip from Dawn to Dusk, but not when Rain or Snow is reported. Randomly switches between call and drumming sounds.
- ❖ **Birds SFX (Great Horned Owl)** - Audible near the Cabin at Night, but not when Rain or Snow is reported.
- ❖ **Birds SFX (Junco & Fox Sparrow)** - Audible around the airstrip from Dawn to Dusk, but not when Rain or Snow is reported.
- ❖ **Butterflies** - Visible around flowers from May through September. Includes 4 different Alaska native variations! Will not show when Rain or Snow is reported.
- ❖ **Fox** - Roams around the airstrip. Will call roughly every 6 minutes.
- ❖ **Morel Mushrooms** - Pop up around the airstrip from May to July.
- ❖ **Rain Puddles** - Appear when Rain has been reported in the area.
- ❖ **Roof Snow & Icicles** - 3D Snow & Icicles will appear on the airstrip building roofs when snow depth has been reported on the ground.
- ❖ **VFX** - Smoke and Campfire VFX will appear throughout the scenery once temperatures fall to 50°F (10°C) or below.

## Creek Camp North

Located 0.82 mi (1.32 km) to the South of Chunilna Cabin Strip, Creek Camp North is situated on a fairly skinny gravel bar. Approaches can be made from the North or South. The unimproved runway is approximately 370 ft (113 m) usable, however it is quite narrow with a boat pulled onto shore on one side and taller shrubs on the other. It also dog-legs in the center, but the angle is quite shallow.

### Fauna

- ❖ **Bear** – Always do a fly-over before landing! A Bear roams the area and will often cross the gravel bar!



## Creek Camp South

Located 2.3 mi (3.7 km) to the South of Chunilna Cabin Strip, Creek Camp South is situated on a fairly large dog-leg gravel bar. Approaches from the South should follow the creek, hooking to the right and land on the southernmost portion of the gravel bar. This area has an unimproved runway of approximately 400 ft (122 m) usable.

Approaches from the North are only recommended for light aircraft or as needed due to environmental factors. An approach to landing should be made between the Canoes and the Campsite. This area has an unimproved runway of approximately 300 ft (91 m) usable.

### Fauna

- ❖ **Moose** – Always do a fly-over before landing! A Moose roams the area and will often cross the gravel bar!



***Approaches should be made from the South when possible to avoid camp obstacles!***

## NOTAMs

We try our best to keep a running list of known issues involving limitations or conflicts when discovered. If possible, fixing these issues are our top priority. However, please note that the majority of these may be out of our control.

### 1. **Little Nav Map**

As LNM cannot read encrypted files, Chunilna Cabin Strip will not show up on it if purchased from the Marketplace! [Limitation - Not likely to be fixed]

### 2. **Animals Drop on Spawn**

WorldScript animals could spawn in the air and may be seen falling to the ground under certain loading conditions. [Still investigating – possible limitation]

## Credits & Support

Chunilna Cabin Strip designed by Chris "Rotornut44" of Emerald Scenery Design.

Visit Emerald Scenery Design on:

[Website](#) | [Facebook](#) | [Twitter](#) | [Discord](#)

Get in contact!

<https://emeraldscenerydesign.com/support/>

### Join the Discord!

Join me on Discord using the link above! My Discord is the first to know of any upcoming projects, previews, and insider information!

### Product Support

Product support is provided via [Discord](#) or our [contact page](#).

Please refrain from posting support queries in forum threads or PMs! It makes it hard to keep track of who asked what and where. Using the official support channels will always get you the fastest support!

### Beta Team

A very special thanks to those who helped test this scenery and provided feedback!

- ❖ Airpac1
- ❖ BurstixTV
- ❖ FrankiePoops
- ❖ TheDukeNewcomb

# Change Log

## **V2.0.1 | March 31, 2025**

- Backported some vegetation from the 2024 version for improved density and variation along the runway and a few other areas.
- Changed some autogen vegetation types that were using a duplicate template, bringing it in-line with what is used in MSFS 2024 (housekeeping).
- Reverted SimObjects to call needed templates directly instead of common.xml, as it was loading unnecessary templates.

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## **v2.0.0 | March 26, 2024**

- Added a second gravel bar campsite just North of where the creek dumps into the Talkeetna River.
- Added environmentally triggered roof snow for all airstrip buildings, including icicles on the cabin.
- Added native birds dynamic SFX: Great Horned Owl, Junco, Fox Sparrow, & Downy Woodpecker.
- Added new pathed SimObjects: Bear, Fox, & Moose.
- Added UTF-8 encoding headers to all XML, ensuring proper encoding for Xbox.
- Added water to a few nearby lakes and ponds.
- Campsites now have POI markers.
- Converted terraforming to new "precision" system.
- Coverage area now extends West to Snowflake Lake's coverage.
- ICAO changed to RNCS to prevent a conflict with AK98, which is now in use as a default airstrip (Folder not renamed - Marketplace limitation).
- Improvements to Cabin: Reduced textures to 4K (8K was overkill), improved textures, rebuilt materials, reworked LODs, improved shading, fixed glass wrong opacity and detail texture channel.
- Improvements to runway texture.
- Improvements to Services.xml code.
- Replaced Mud Puddles with newer Rain Puddles.
- Replaced stock rock groups with custom rock groups and adjusted positioning.
- Reworked 3D Trees around the airstrip: Now use tree groups for less CPU calls, increased density, improved blending, and the runway is now more confined - as it should be.
- Reworked a 6 mi (9.6 km) stretch of Chunilna Creek: Improved terraforming, overhauled vegetation placement, fixed some areas of poor water coverage, added more static clutter.

- Reworked creek campsite: Adjusted positions of some models, added a second tent, added more clutter (rocks & tree trunks).
  - Reworked custom vegetation around the airstrip: Added more wildflowers, adjusted weeds & wildflowers for new terraforming.
  - Reworked shrubs around the airstrip: Replaced all single-placed shrubs with groups for less CPU calls, added newer detailed shrub groups, removed stock shrub assets.
  - Snow and Icicles are now tied into the snow depth slider (Live Weather doesn't detect properly and uses the original temp/precip based code as a fallback).
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#### **v1.0.6 | October 6, 2022**

- Excluded new autogen house that was popping up over the Cabin.
  - Icicles: Rewrote visibility code to use modern template format.
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#### **v1.0.5 | July 5, 2022**

- Added Buckets around Cabin.
  - Improved Cabin: Adjusted glass material, optimized model, fixes and improvements to PBR textures, added light and emissive to lamp.
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#### **v1.0.4 | May 23, 2022**

- Reverted AirportServices change, as it had unintended affects. After testing, the previous version was actually working as intended. Sorry for the hiccup, folks!
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#### **v1.0.3 | May 19, 2022**

- Added new window detail texture with flags file for improved quality.
  - Changes to AirportServices to further ensure compatibility with nearby airports.
  - Fixed glass flickering inside of the Cabin when looking through an external window.
  - Fixed icicles showing year-round on small shed near runway.
  - Fixed some floating vegetation along the runway.
  - Temporarily removed collisions from the Cabin to allow internal navigation after SU9.
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#### **v1.0.2 | May 8, 2022**

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- Added dynamic icicles along roof edges (Show at or below 32°F/0°C).
- Fixed runway surface incorrectly labeled as asphalt.
- Fixed windsock orientation.
- Improved aerial imagery color-matching.
- SU9 changed the way that polygons are saved and compiled. Although there is backwards compatibility so far, Chunilna Cabin Strip has been recompiled to ensure future compatibility.

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**v1.0.1 | March 22, 2022**

- Cleaned up more stray trees along the Creek.
- Completely reworked terraforming along the entire Creek DEM coverage area.
- Expanded 2-meter DEM coverage area by ~4x.
- Fixed some floating vegetation.

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**v1.0.0 | March 19, 2022**

- Initial Release

# End User License Agreement

THIS END USER LICENSE AGREEMENT (the "Agreement") dated this 19th day of March, 2022 (the "Execution Date")

**BETWEEN:**

Emerald Scenery Design (the "Vendor") OF THE FIRST PART and the "Licensee" OF THE SECOND PART

**BACKGROUND:**

The Vendor wishes to license computer software to the Licensee and the Licensee desires to purchase the software license under the terms and conditions stated below.

**IN CONSIDERATION OF** the provisions contained in this Agreement and for other good and valuable consideration, the receipt and sufficiency of which is acknowledged, the parties agree as follows:

**License**

1. Under this Agreement the Vendor grants to the Licensee a non-exclusive and non-transferable license (the "License") to use Chunilna Cabin Strip (the "Software").
2. "Software" includes the executable computer programs and any related printed, electronic and online documentation and any other files that may accompany the product.
3. Title, copyright, intellectual property rights and distribution rights of the Software remain exclusively with the Vendor. Intellectual property rights include the look and feel of the Software. This Agreement constitutes a license for use only and is not in any way a transfer of ownership rights to the Software.
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11. The Vendor does not warrant that use of the Software will be uninterrupted or error-free. The Licensee accepts that software in general is prone to bugs and flaws within an acceptable level as determined in the industry.

**Warrants and Representations**

12. The Vendor warrants and represents that it is the copyright holder of the Software. The Vendor warrants and represents that granting the license to use this Software is not in violation of any other agreement, copyright or applicable statute.

**Acceptance**

13. All terms, conditions and obligations of this Agreement will be deemed to be accepted by the Licensee ("Acceptance") upon execution of this Agreement.

**User Support**

14. The Licensee will be entitled to one year of on site user support available 24 hours per day 7 days per week, at no additional cost.

15. The Licensee will be entitled to maintenance upgrades and bug fixes, at no additional cost, for a period of one year from the date of Acceptance.

**Term**

16. The term of this Agreement will begin on Acceptance and is perpetual.

**Termination**

17. This Agreement will be terminated and the License forfeited where the Licensee has failed to comply with any of the terms of this Agreement or is in breach of this Agreement. On termination of this Agreement for any reason, the Licensee will promptly destroy the Software.

**Force Majeure**

18. The Vendor will be free of liability to the Licensee where the Vendor is prevented from executing its obligations under this Agreement in whole or in part due to Force Majeure, such as earthquake, typhoon, flood, fire, and war or any other unforeseen and uncontrollable event where the Vendor has taken any and all appropriate action to mitigate such an event.

**Governing Law**

19. The Parties to this Agreement submit to the jurisdiction of the courts of the State of Florida for the enforcement of this Agreement or any arbitration award or decision arising from this Agreement. This Agreement will be enforced or construed according to the laws of the State of Florida.

**Miscellaneous**

20. This Agreement can only be modified in writing signed by both the Vendor and the Licensee.

21. This Agreement does not create or imply any relationship in agency or partnership between the Vendor and the Licensee.

22. Headings are inserted for the convenience of the parties only and are not to be considered when interpreting this Agreement. Words in the singular mean and include the plural and vice versa. Words in the masculine gender include the feminine gender and vice versa. Words in the neuter gender include the masculine gender and the feminine gender and vice versa.

23. If any term, covenant, condition or provision of this Agreement is held by a court of competent jurisdiction to be invalid, void or unenforceable, it is the parties' intent that such provision be reduced in scope by the court only to the extent deemed necessary by that court to render the provision reasonable and enforceable and the remainder of the provisions of this Agreement will in no way be affected, impaired or invalidated as a result.

24. This Agreement contains the entire agreement between the parties. All understandings have been included in this Agreement. Representations which may have been made by any party to this Agreement may in some way be inconsistent with this final written Agreement. All such statements are declared to be of no value in this Agreement. Only the written terms of this Agreement will bind the parties.

25. This Agreement and the terms and conditions contained in this Agreement apply to and are binding upon the Vendor's successors and assigns.