

This has been a labor of love. Fifty years ago, after I returned from Korea and was discharged from the Marine Corps, I moved back home. Every morning on my way to work I passed Commodore Air Service and watched the Luscombes and SeaBees taxi and take-off and land. Finally I decided I'd like to be flying those aircraft myself so I enrolled in their flight school and learn to fly those cute little Luscombes on floats. Shortly thereafter I soloed and began flying my cross countries to Clear Lake. In those days little aircraft like Luscombes had no radios or nav gear. We flew by strictly by pilotage with sectionals on our laps and eyeballed the pattern before entering it and landing.

This model of Commodore Center (as it is called now) was created from a 50 year old memory within the limits of available scenery objects and a good dose of artistic license. So it probably doesn't resemble what it looks like today. But it's somewhat close.

The rest of the bases are located at real world seaplane bases but the scenery I put there is strictly imaginary...my own fantasy of what it might look like since I've never been to any of them.

Four of these bases (Commodore, Homewood, Ferndale, and Bridge bay) are fairly well detailed. The rest have little more than a shack and a pier to taxi your float plane to.

This package includes 11 seaplane bases in Northern California; 10 real ones and 1 imaginary one. There is plenty of seaplane traffic included also.

I want to thank Tom Gibson for his help in creating AFCADs for water surfaces and general guidance while developing this scenery package.

<b>CALIFORNIA SEAPLANE BASES</b>						
<b>Location</b>	<b>Code</b>	<b>LAT</b>	<b>LON</b>	<b>Elev</b>	<b>PKG</b>	<b>UNICOM</b>
Bridgebay Resort (Shasta lake)	Q83	40* 45.46	122* 19.36	1065	4	122.7
Commodore Center (Sausalito)	22CA	37* 52.79	122* 30.84	0	7	122.8
Ferndale Resort (Clear Lake)	Q76	39* 00.18	122* 47.82	1326	4	123.0
Folsom Lake	C39	38* 42.42	121* 07.98	466	3	NONE
Homewood (Lake Tahoe)	Q74	39* 05.11	120* 09.36	6229	4	122.7
Konocti - Clear lake	5CA9	38* 58.62	122* 43.08	1326	2	NONE
Lake Berryessa	Q86	38* 35.50	122* 15.54	440	3	NONE
Lake Oroville	O06	39* 34.00	121* 28.08	900	3	NONE
Lost Isle (Stockton-Delta)	Q87	38* 03.50	121* 07.56	0	2	NONE
Pier 39 San Francisco (Fict)	22CX	37* 48.88	122* 24.71	0	4	123.0
San Luis Reservoir (Los Banos)	0O0	37* 03.50	121* 07.56	544	2	NONE

With the exception of Homewood on the shores of Lake Tahoe this scenery was created with Instant Scenery using scenery objects from EZ Scenery and RWY12. Homewood is an old scenery I made a number of years ago with an old scenery designer. But it still looks good so I decided not to re-invent it. If it ain't broke, don't fix it.

Just put the CA\_Seaplane\_Scenery folder to your addon scenery folder and then add it to FS9 through the scenery library.

Required scenery object files.

In addition to the three RWY12 scenery object libraries(rw12l112.zip, rw12l212.zip and rw12l312.zip) you will need:

ezlrghg.zip (ez\_large\_hangars\_ss.zip at AVSIM.com)

docks\_ss.zip

wdyezst2.zip (woody\_s\_ez\_stuff2.zip at AVSIM.com)

wdyezsrp.zip (woody\_s\_ez\_sirp\_campers.zip at AVSIM.com)

woodyca.zip (woody\_y\_ez\_cabine\_s.zip at AVSIM.com)

ve4\_r12.zip

gld\_obj2.zip

docks\_ss.zip

fbezobj.zip (frank\_betts\_ex-scenery\_objects.zip at AVSIM.com)

rwyl2-12.zip

ezoutd1.zip (ezoutdoors1.zip at AVSIM.com)

smallaptob2.zip

smallaptob3.zip

hw\_jetty.zip

The two files (AF2\_O06X.bgl and AF2\_Q83X.bgl) go in the scenery/world/scenery folder. They correct the mismatch between the airport elevation and the default MSFS mesh elevation.

There is a texture file that needs to be added to the Static Objects Library texture folder in the addon scenery/static objects library/texture folder..

### **Download instructions for AI seaplanes.**

1. Ai\_float.zip. Holger Sandmann's Starter Kit for AI Float Planes can be found at Flightsim.com and AVSIM.com. Place the ZZZA Floatplane CubF Lyons and the ZZZA Floatplane Waco Classic folders in your FS9 aircraft folder. Do not use AF2\_22CX AFCAD file since I have modified it for the Grumman Goose and the SeaBee. This is a fictional seaplane base at Pier 39 in San Francisco. I did not use the ZZZA Floatplane Aviat Husky because it was not manufactured until 1986 and therefore not in keeping with CA59's era. Do not use the traffic file either since I incorporated it into my traffic file along with other flights using the Pier 39 seaplane base.

2. The AI SeaBee is available from both AVSIM.com and Flightsim.com as seabaiwt.zip.

3. The AI Beaver is available from both AVSIM.com and Flightsim.com as beavfpai.zip.
4. The Cessna 140 is available from Flightsim.com (and maybe AVSIM.com) as dbc140.zip.
5. The Cessna 170A is available from Flightsim.com (and maybe AVSIM.com) as c170v2.zip.
6. The Monocupe is available from Flightsim.com (and maybe AVSIM.com) as mon4\_135.zip
7. The Norseman is available from Flightsim.com (and maybe AVSIM.com) as norsefv2.zip.
8. The Lucomsbe is available from Flightsim.com (and maybe AVSIM.com) as cc12lusf.zip.
8. If you have installed the CA59 ai flight plans (which I assume you have if you're reading this) then you already have the Grumman Goose.

All of these aircraft work well as ai floatplanes except for the Cessna 140 which takes a rather horrendous bounce upon landing and the Luscombe which creeps down the runway at about 5 mph and never takes off.

Copy the C170FLT.air file from the Cessna 170 and put it in the Cessna 140 folder. Then change the Cessna 140 aircraft.cfg files in notepad to read

```
[fltsim.0]
title=Cessna 140 Private
sim=C170FLT
```

Likewise with the Luscombe. After installing it as directed copy the C170FLT.air file from the Cessna 170 to the Luscombe folder. Then rename the aircraft.cfg file to aircraft.bak and copy the modified aircraft.cfg file in the Luscombe New CFG File folder to the Luscombe folder.

If you want to fly the Luscombe (and Bill Lyons' Luscombe is a delight to fly) then change the name of the ai Luscombe file and install the aircraft again. The Luscombe was one of the few aircraft of it's type that had a stick instead of a yoke.

You should also add parking codes to all the aircraft.cfg files because I have coded parking areas so aircraft with wing tip floats (SeaBee and Goose) won't sit next to a dock with the float stuck in the deck. This is optional of course, but here's how to do it.

Add these lines to each aircraft in the aircraft.cfg file:

```
atc_parking_types=
atc_parking_codes=C140 (or applicable code)
```

The codes for each aircraft are shown on the following page.

AI SEAPLANES		
Type	Title	Code
Cessna 140	Cessna 140 Private	C140
Cessna 170	C170FLT	C170
DeHaviland Beaver	DeHavilland DHC-2 Beaver_AI	BVR
Grumman Goose	G21 AI Avalon w	ATT
Luscombe 8A (Blue)	Luscombe 8AI Float	LUSC
Luscombe 8A (Yellow)	Luscombe 8AI Yellow Float	LUSC
Monocoupe (Teal)	Monocoupe 135 Teal	MC
Monocoupe (w/canoe)	Monocoupe 135 Morty's Outfitters floatplane w/canoe	MC
Noordyun Norseman	Norse_Floats BFU	NORS
Piper Cub	AI CUB Classic on Floats NCC4	CUB
Republic SeaBee	SeaBee_AI_Water	CB
Waco Classic	AI Waco Classic YMF Amphibian	WC

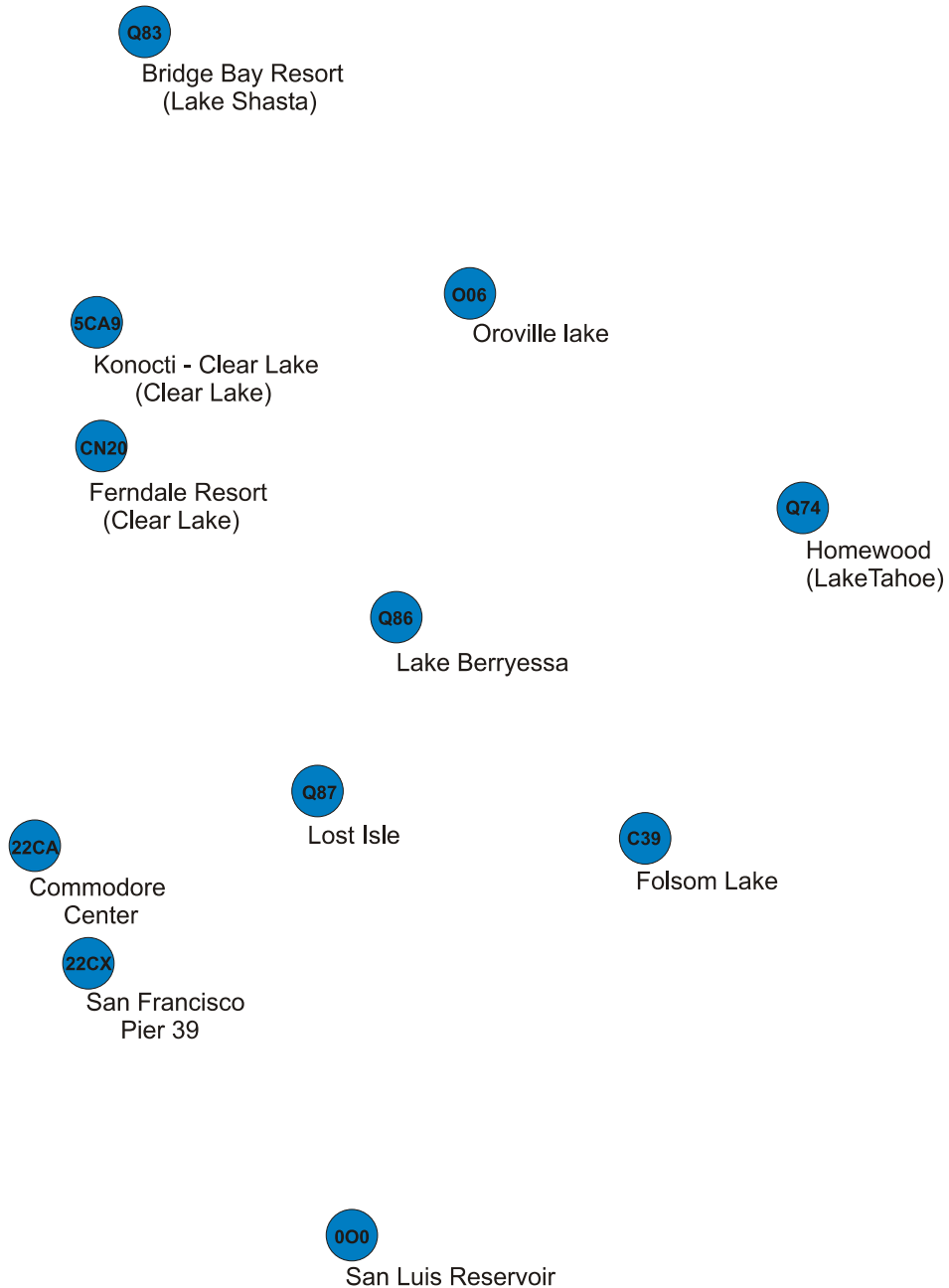
As a bonus I have added scenery for the Calistoga Glider Port. It adds some character to the bare runway and ai glider flights there now. It's included in the California Seaplane Bases scenery folder.

The effects files for the seaplanes should be installed at the same time the aircraft is installed. If they are not put the effects files in the effects folders into the effects folder in FS9.

A little note on navigating 1959. Very few general aviation aircraft had radios or nav receivers then. A few planes had 'coffee grinder' Narcos and received simple VOR signals. But mostly we had a sectional sitting on our laps and navigated by pilotage...looking for landmarks on the ground to match the landmarks on the chart. And we had no autopilots to lock into VORs to do the job for us.

You can still fly that way in CA59 by downloading Rana Hossain's Moving Map (fsmmm120.zip). Install the program into FS9 and then download the sectionals and terminal area charts that are available for the entire United States and Alaska. Once you have it installed you will have moving sectional displays on your kneeboard of the area you are flying over. The moving map sectional not only can display your own aircraft, but also the ai aircraft in your area.

# Northern California Seaplane Bases



While not to scale this depicts the relative locations of the Northern California seaplane bases. It is about 160 miles from Commodore to Homewood; 130 miles from Commodore to Lake Oroville; 80 miles from Commodore to Ferndale; and 190 miles from Commodore to Bridge Bay.