

Pan Am's Fabled Gateway to The Pacific by Doug Miller



In 1935 Pan American Airways bridged the world's biggest ocean, reaching out across eight thousand miles of the Pacific linking North America with Asia regularly by air for the first time. The accomplishment was magnificent but the original U.S. terminal for the route was anything but. The China Clipper and her two sister Martin M-130 flying boats came and went from a man-made harbor constructed from the rusting hulks of decommissioned navy destroyers at Alameda Island on the eastern shore of San Francisco Bay. The on-shore facilities were just simple structures adequate to the task of handling a handful of passengers on the once-per-week schedule (after passenger service commenced in October 1936), along with the all-important sacks of airmail, which thanks to government airmail subsidies had higher priority.

There was a lot of civic energy in the air in mid-1930's San Francisco - constructive and otherwise. The Depression was making life tough for a lot of people. The city had experienced a cathartic and violent general strike in 1934. But there were tangible symbols of what a better future might bring too. Two magnificent bridges were under construction: the San Francisco-Oakland Bay Bridge and the even more spectacular Golden Gate Bridge. Civic leaders decided to boost San Francisco's up-and-coming image even further with a world's fair. And to add utility to the concept, (and get Federal dollars committed to the project) the plan called for an intermodal airport on the proposed 400-acre man-made island that would be the site of the fair.

Within sight of Pan Am's Alameda base, just north of Yerba Buena Island (also known as Goat Island) was a shallow area known as Yerba Buena Shoals. This maritime navigation hazard would be transformed into the site of the world's fair, officially known as the Golden Gate International Exposition. Work began in 1937, with a bulwark being driven into the shallow depths to form the island's perimeter. Massive amounts of rock and sand scooped up from the Bay were dumped into the enclosure, to be topped off with thousands of tons of topsoil to complete what would be known as "Treasure Island" in a tip of the hat to California's gold rush past.

Absolutely integral to the plan was Pan American's new flying boat terminal, consisting of two large hangars and a magnificent terminal building. This development was in keeping with the future plans of the airline. It was obvious from the early days of the transpacific service that the Martin M-130 flying boats, as advanced as they were in 1935, would soon need to be augmented with aircraft that could carry more payload and fly farther. In 1936, Pan Am signed a contract with Boeing Aircraft for six new flying boats, the Boeing B-314's. It was these aircraft - with three more added later - that would really showcase the Treasure Island base.

Treasure Island was a joint project of the Federal WPA, PWA, the City of San Francisco, and private funds. The US Army Corps of Engineers oversaw the engineering of the island. The construction, like many Depression-era public projects, was completed in record time. The world's fair, it was hoped, would turn a profit by offering all sorts of attractions to lure both high-minded seekers of culture, as well as those just wanting some diversion. But one attraction that appealed to every sort of visitor was the Pan American Airways operation. When the fair opened, the big Boeing and Martin flying boats were on display in the hangars, as they underwent routine maintenance in between flights. If visitors were lucky, they might even witness an arrival, or even more exciting, the departure of a clipper.

FSX Treasure Island Scenery Project Bata 1.0



The terminal and hangars are not historically accurate, I used a little artistic liberty in that area.

Install:

There are two folders in this download..... “Kennys_Library” and “Treasure Island”.

1. Copy the “Kennys_Library” and “Treasure Island” folders and paste them into your Flight Sim’s **Addon-Scenery** folder.
2. Start FSX.
3. Click “Settings – Scenery Library – Add Area.
4. Navigate to your Addon Scenery folder and add each of the two folders “Kennys_Library” and “Treasure Island”.
5. Restart Flight Sim and load in at **314B**.

Credits:

I used the static Catalina model by Guy Diotte.

http://www.sim-outhouse.com/sohforums/local_links.php?catid=177&sort=d&page=5&pp=20

FSX Custom Scenery library by Mike Stevens and Tom Gibson at California Classics

<http://www.calclassic.com>

Thank you,
FSV1142 Kenny.

For Support:

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