Mouseviator Private Island

scenery for FSX and Prepar3D

some thoughts someone may find helpful

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List of changes

Mouseviator Private Island scenery version 1.1 (10/2018)

- Removed most of the static ships. They were replaced to “traffic plans” for AI boats to see some boats sailing near the island. Cheated via the AI boat traffic, there is Fire Chief vehicle driving on the island.
- Added configurator to enable/disable some scenery features.
- Changed folder structure for FSX version to match the one for P3D Addon version. Added notes about this to the ***Installation*** chapter. These are in red.
- Added the ***Scenery configurator*** chapter.

Mouseviator Private Island scenery version 1.02

- Deleted “b” from version number :)
- Fixed runway lights synchronization with runway platform. This is the second issue from version 1.02b. The first one persists.
- Required SODE version is now 1.4.1 which fixes issue with runway platform disappearing.
- Added the ***Scenery Limitations*** chapter.

Mouseviator Private Island scenery version 1.02b

- Land-able platform lights are now PCL controlled along with runway and taxiway lights. If you want them ON, use PCL lighting (See ***Turn On the taxi lights and runway lights.***). Oh, and don’t forget to raise the platform, there is no reason for the light to be on when platform is sank. (SODE version at least 1.4.0 is required)
- Added some Speed Trees for you to enjoy if you have Prepar3D v3.
- Updated airport chart with new heliport added in version 1.01. Forgot to do this in previous release…
- Updated XML file for SODE so the texts in the menu include airport ICAO code: WA93. So you know which airport the action belongs to if you have more sceneries using SODE near Mouseviator Island.
- Updated this documentation. Added a couple of words to ***Installation***->***The harder way*** chapter and created new ***Install as Prepar3D Add-On*** chapter which describes how to install scenery as Prepar3D add-on package.

Known issues:

The synchronization of PCL lights with runway platform brought some issues which I was not able to overcome yet. But I do not think they are something that would cause it unusable, thus, the 1.02 release is marked beta. If anyone knows how to fix these, would be happy if that person lets me know.

- Lights on platform “disappears” when you "run" next to them (but they “reappear” once you are away from the platform).
- Imperfect synchronization with lights and runway platform animation. The lights may be turned on earlier before the platform is fully raised and may go off later after the platform is sank. This seems to be worse with FSX than with Prepar3D.

Mouseviator Private Island scenery version 1.01

- It was not overly wise to place the static helicopter on the only available heliport, so second heliport was added next to the Mouseviator statue. This heliport is available for users instead of the one next to the fire station.

- Added *IgnoreRadiusFilter* to the configuration file for SODE to be able to to control some things from within 24km radius of the airport. (Works just with PAPI lights).

Mouseviator Private Island scenery version 1.0

- First release...

1. License

Well, it is always hard to specify everything without killing at least four threes to write 400 pages license agreement that nobody reads. Lets try to put it the simple way.

You cannot

Use this scenery in commercial project, sell it or distribute it for money. Simply saying, you cannot make money on this in any way.

You can

This scenery is a hobby project I used to learn something about scenery development. I don't care if you will copy the scenery to your friends or even modify it to make it "your" private island. You can do these things with respect to the third party resources used. And when you modify the scenery, or make it available at your website, please keep the credits somewhere. Like in the README document, so the people knows who contributed to this project and how (if possible).

2. Introduction

Hi,

Have you ever wondered what it would be like to have a private island with small airport? Well, if you are something like me (and probably most of people), you can turn this in reality if you happen to continue working like another 2000 years. But luckily, we have a virtual world within our favorite flight simulators, where the costs of work, building materials and last, but not least, the island itself, are kind of insignificant.

So here I come with my freeware scenery project – the Mouseviator Private Island scenery. As name suggests, it is a scenery of small private island I made for myself (and for others to visit) for FSX and Prepar3D. If you are interested, pay a visit to this festival of wasted money (as I would call the island if I would be building it in real life).

Just to note: I used this project to learn about scenery development and to have fun. It is not my imagination of how my private island should look like :) It is a combination of scenery development subjects I wanted to learn about, such as photo-real terrain, object modeling, object placing and much more. I tried to assemble this into enjoyable result. Whether I succeeded or not is upon your judgment. I am happy with the result.

3. Island background

Did you read an introduction? Good. Ok, lets put in some facts about the island. I chose an existing island to build Mouseviator Private Island on. In reality, the island is called Eliza Island and is located 8 miles south of Bellingham, Washington. The area of the island is about 10 acres of land. It is stone throw distance from Orcas Island, Friday Harbor, Whidbey Island and other nice places to visit. There is a private airport in reality with ICAO identifier: WA93. Of course, as I turned the island into Mouseviator Private Island, I upgraded the airport to the "rich man" likings.

3.1. Scenery features

- Custom edited Photo-real coverage of the island (Eliza Island, WA), Resolution: about 30cm/pixel (LOD17), Source: US. Geological Survey (http://www.usgs.gov/)
- Custom elevation data, Resolution: 1/3 arc-second (about 10 meters), Valid: 2013, Source: US. Geological Survey (http://www.usgs.gov/)
- Four seasons supported – Summer, Spring, Fall and Winter
- Custom runway ground polygon
- PCL Lighting controlled using SODE with LIRL, MIRL and HIRL option.
- Raise-able landing platform that extends runway 16 of another 300m (about 985ft), controlled using SODE
- Animated windsocks and landing T aligned to runway in use based on wind, controlled using SODE

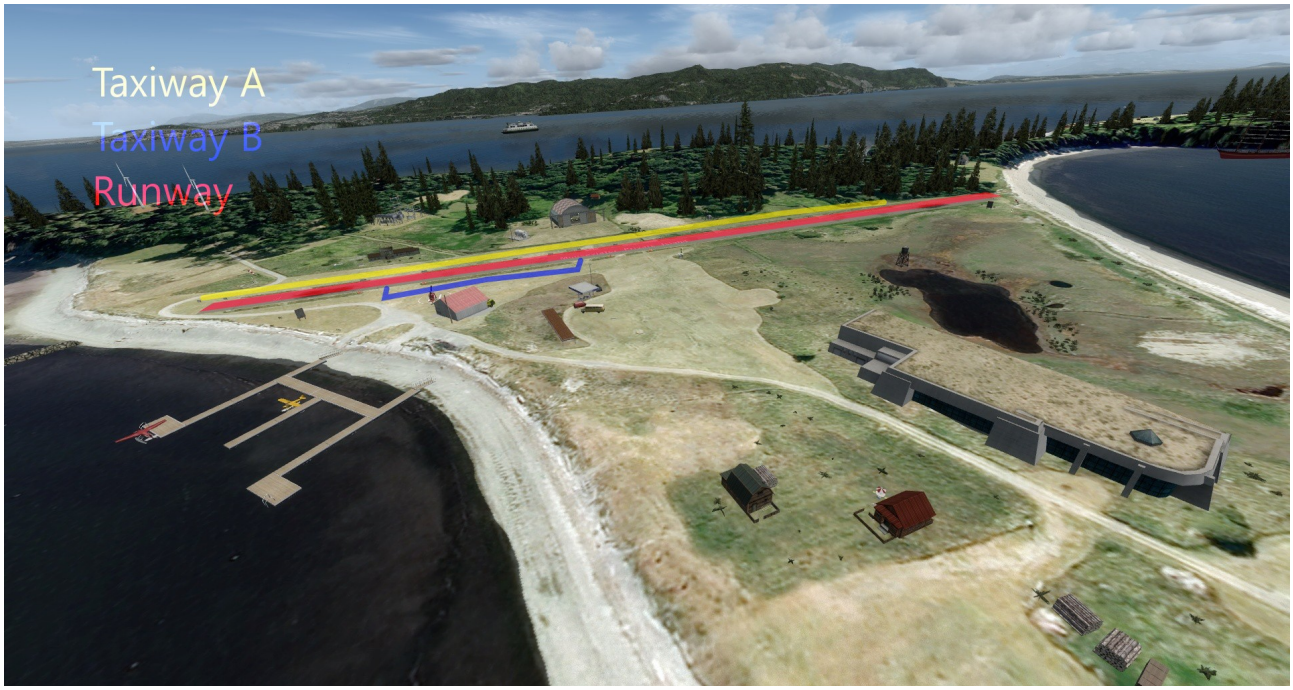
3.2. Meet the island

Here follows the short description of what the island contains. I know I wrote the island is not the representation of my idea of how my private island should look like. But, I love airplanes and firefighters, so what do you think cannot be missing on the island?

3.2.1 Airport and runways

As a rich owner of private island, I let rebuild the original turf runway to kind of concrete one. The length stayed the same – about 1580×50 ft. Runway threshold and edge lights were added for night operation. Lights are controlled by radio and you can choose from LIRL, MIRL and HIRL intensities. Runway is designated as 16/34.

The runway is not that long and not very wide, close to the trees on the south-east edge. If you overrun any end of the runway you will be immediately swimming. Thus I think the landing on the island would present a fun challenge.



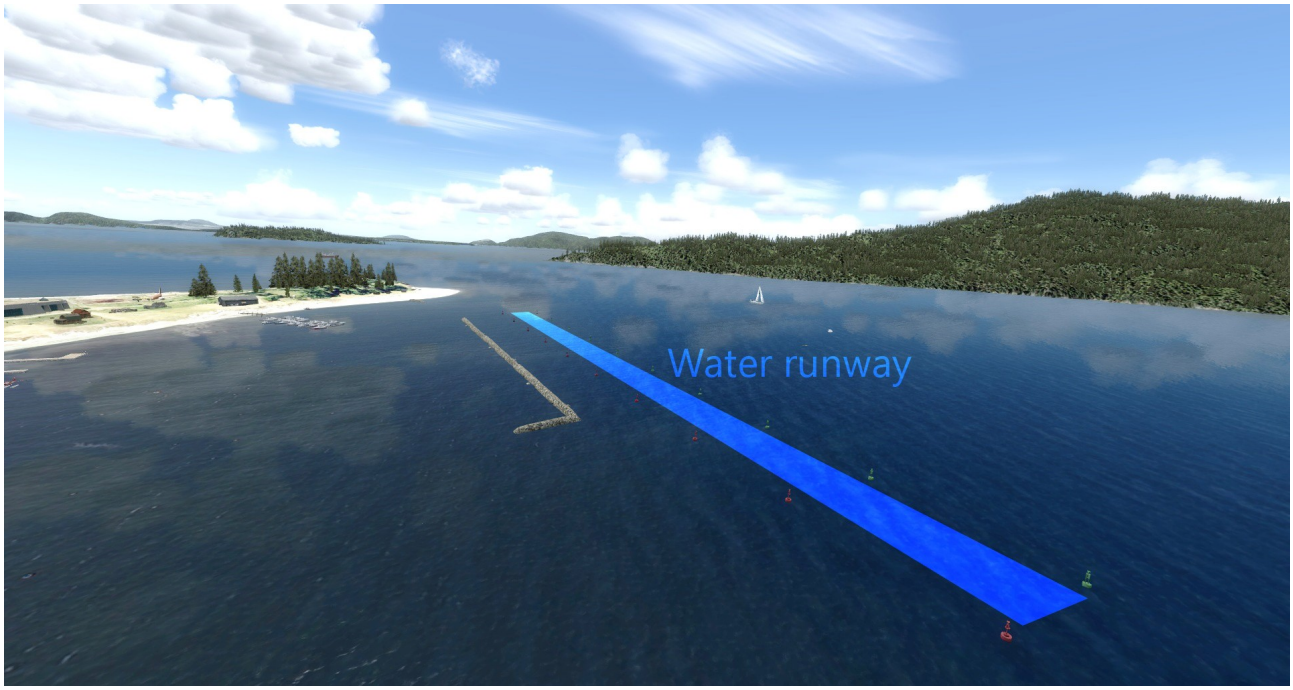
Picture 1: Runway and taxiways. Runway highlighted in red, taxiway A in yellow and taxiway B in blue.

In the case you find the runway too short or difficult, there is a backup. The runway can be extend by another ~1000 ft for landing in direction of RW 16 (or takeoff from RW 34) by **raise-able platform.** This platform will be raised from water at the threshold of RW 16 – see airport diagram.

The airport also contains two taxiways – A and B. Taxiway A goes around the east edge of runway, taxiway B is just short connection on the west side of the runways. See ***Picture 1: Runway and taxiways. Runway highlighted in red, taxiway A in yellow and taxiway B in blue.*** above.

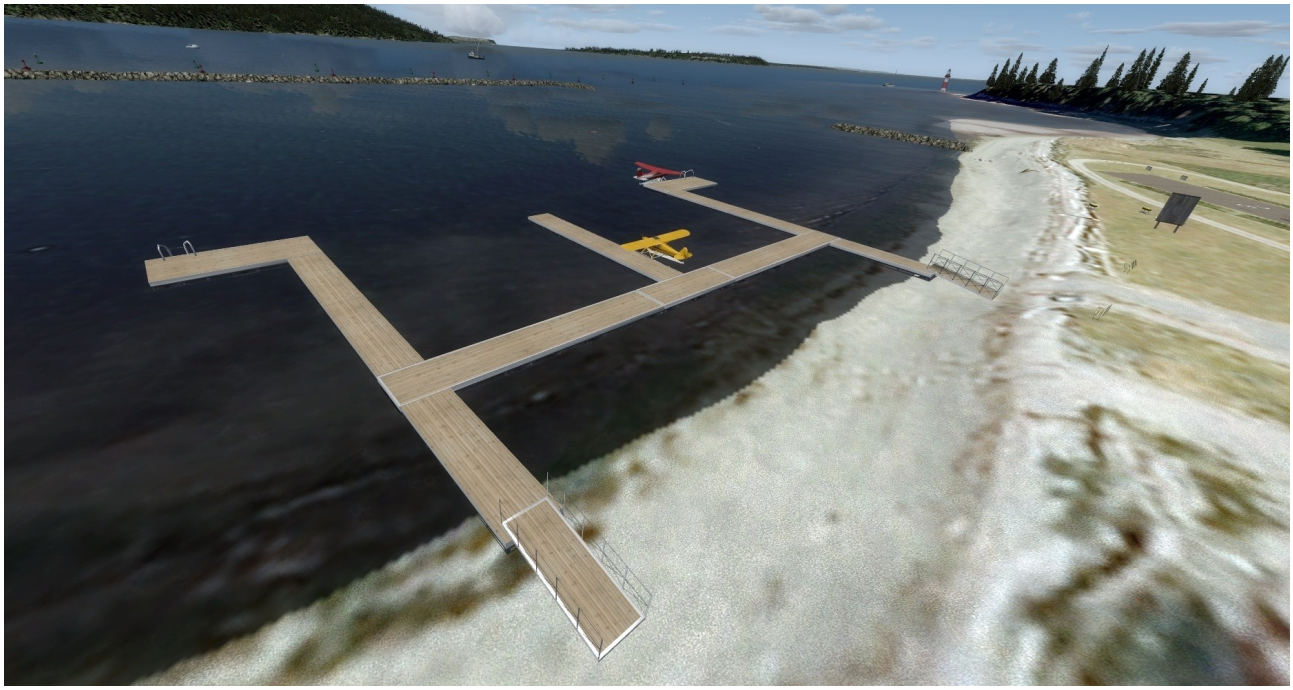
If you feel more comfortable in the seaplane, no problem, we are prepared for that. On the north-west side of the island there is water RW 02/20 marked with buoys. Its dimension is 1500×50 ft officially, but you know, its water runway…

CONTENT FOLLOWS ON NEXT PAGE DUE TO THOSE BIG PICTURES

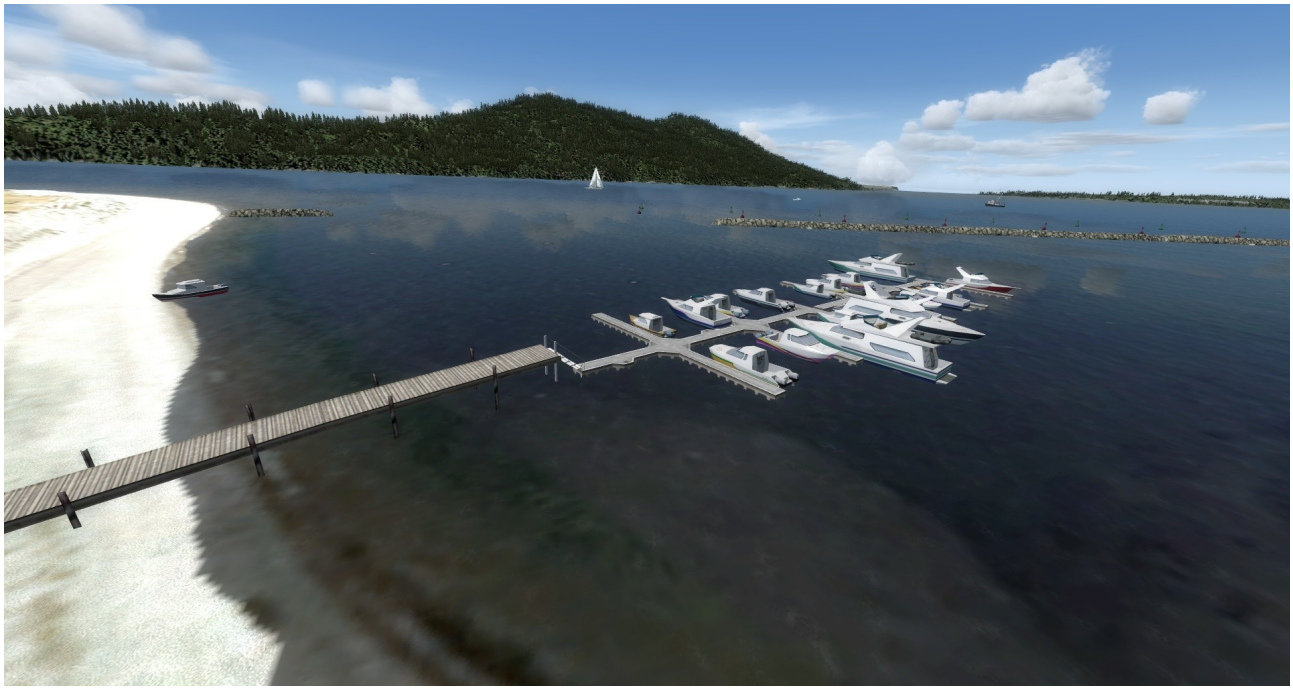


Picture 2: Water runway...

Since you can land a seaplane, a seaplane dock cannot be missing. It is at the north-west shore of the island.

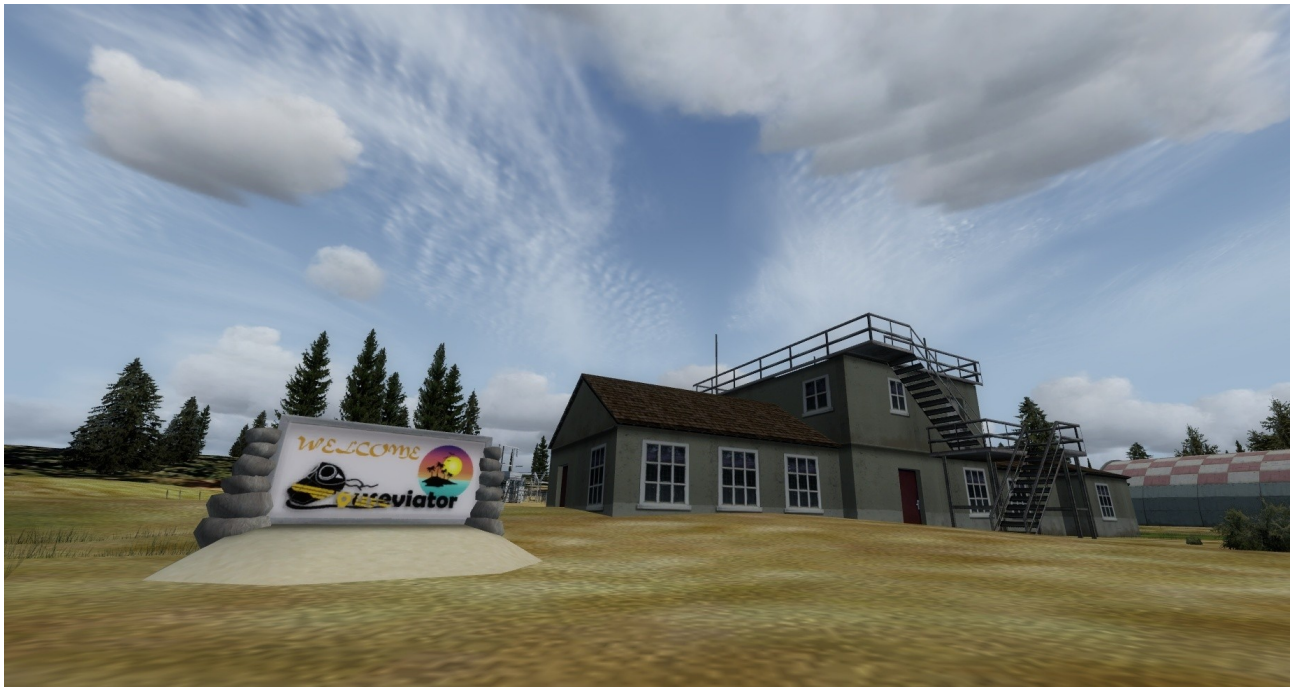

Picture 3: Seaplane dock

There is 10 parking places for land airplanes at the airport plus a seaplane base and boat dock (primarily for employees) - so enough space for friends and visitors toys.



Picture 4: Boat dock, mainly for employees...

Tower (AFIS) is located east of runway 16/34 and is part-time operated. See the airport chart for operation hours.



Picture 5: Welcome to Mouseviator Island sign and AFIS building...

Don't forget the **airport is private**, you need to place a request before landing here (expect emergency of course). Don't try cheat on this, we have two couples of security guys (See ***Security***).

3.2.2 Fire station

On the west of the runway 16/34 there is a fire station with two vehicles and full time service. Wonder how did they get there and why they are there? Then can have like what, five calls in 10 years you think? And common, the ladder truck? How can it ride in that terrain? Forget it, I wrote I also love firefighters…

Picture 6: Fire station with two fire trucks (from which one is completely inappropriate for our island terrain) and rescue helicopter...

3.2.3 Accommodation

Friends and visitors can spend a night at my private antinuclear bunker, a beach house, beach tent or in sleeping bag at beach itself.

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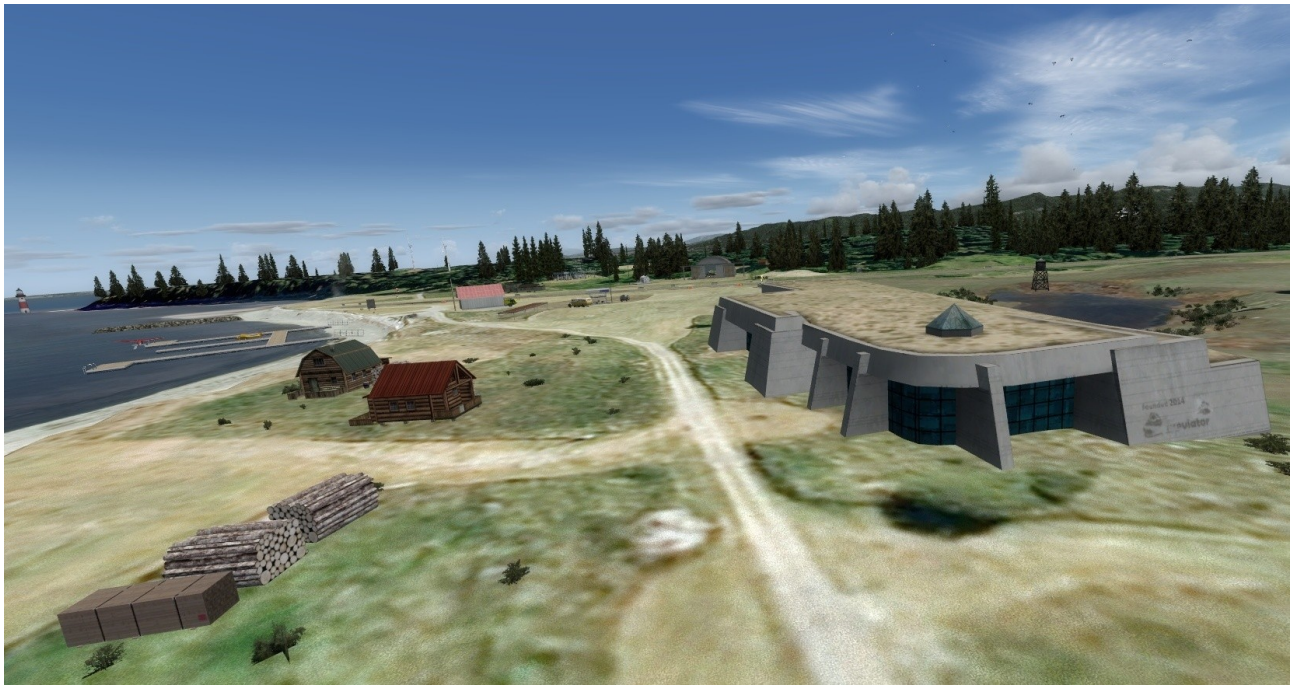


Picture 7: The antinuclear bunker (most of it is under the terrain of course) and beach houses...

3.2.4 Food

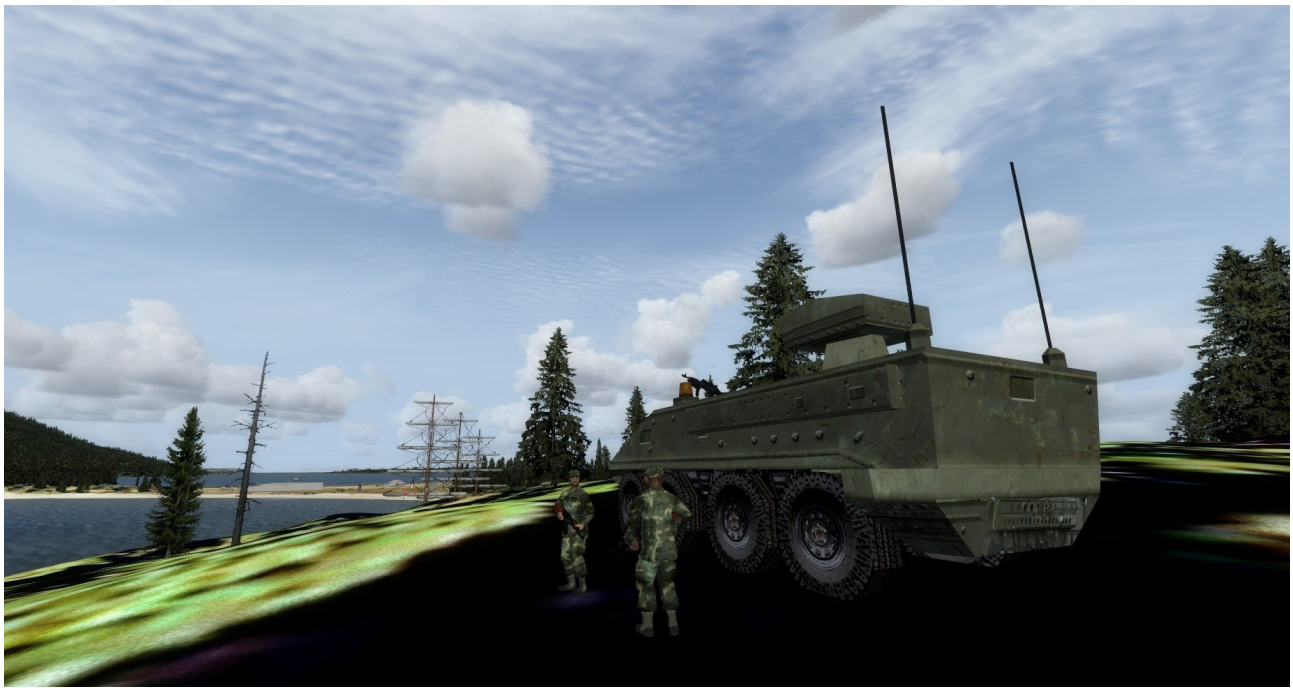
FF Air Fast Food restaurant is located in old Boeing 737 located on south-west side of the island. You can have a plenty of unhealthy meals and drinks here, as you are used to from another fast foods. Of course, coffee is available here and the best thing is, you get 10, 20 or 40 gallons of fuel for every coffee, depending on its size. Th second best thing is (and this should be written in really small font), that the coffee is really expensive, depending on coffee size chosen and fuel prices :)

Picture 8: FFAir Fast Food

By the way, if you cannot read the motto of FF Air Fast Food, it is: ***Makes you FAT, makes it FAST.***

3.2.5 Security

Noticed we have a couple of security guys. Would not try to land at Mouseviator Private Island without prior request if I were you.



Picture 9: A couple of security guys...

3.3. Scenery Limitations

Given the way SODE works, there are some limitations that you should respect in order the scenery to behave as expected. I do not want to bother you with "why", trying to explain "behind the curtains" stuff. So, respect these:

Operate the runway platform from distance that is less than 10nm from the airport (island). Technically, if you are departing from the island, raise the platform and fly more than 10nm away and return, the platform will be sank when you return. It will remain raised if you stay within the 10nm radius of the island. When you are coming from outside to island, the platform should remain raised if you raise it from no more than 20nm away of the island. In other cases, it might happen that it will be sank even thought you raised it. Thus, operate it from within 10nm from the island. Anyway, the best fun is to raise the platform from downwind position, so it is ready when you are about final. It takes 20 seconds to raise. SODE version at least 1.4.1 is required for this to work.

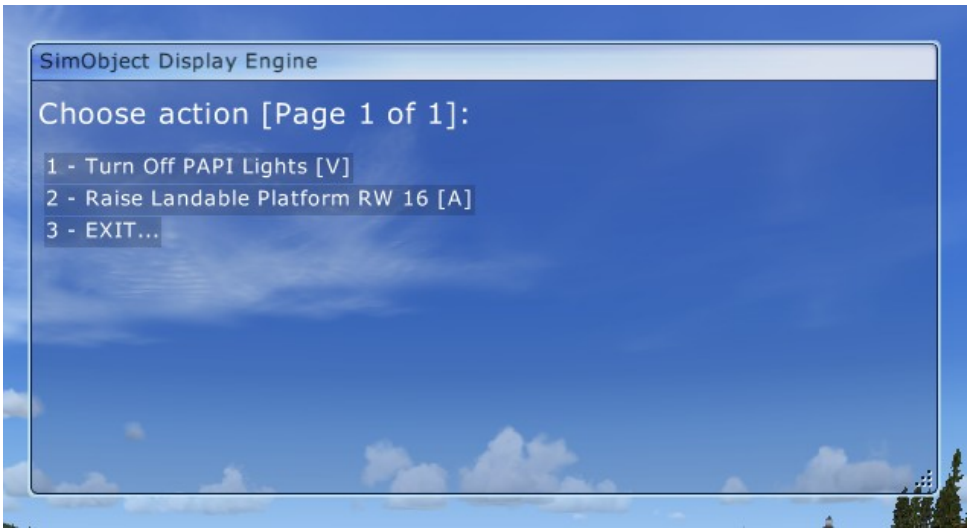
The platform object ignores SODE default filtering radius, so the option to raise/sink it will be available from further distance than other objects may be. So don't get confused when the SODE window tells you that there are no trigger-able objects within 6.5nm radius – it is true.

3.4. How do I?

For the features described in this chapter, the SODE engine must be correctly installed. See ***Installing SODE engine*** and ***Copy files for SODE engine to SODE folder***.

3.4.1 Raise/sink the land-able platform

If you have noticed, runway 16/34 can be extend by another ~1000 ft for landing in direction of RW 16 (or takeoff from RW 34) by **raise-able platform.** This platform will be raised from water at the threshold of RW 16. Press **Tab+S** keys to open SODE engine menu:



Picture 10: SODE menu

From this menu, choose whether to **Raise** or **Sink** the platform.

3.4.2 Turn On the taxi lights and runway lights.

The lights at the airport are controlled by pilot using the COM radio. You can turn them on by "keying" the radio mike several times. Within the simulator and with default settings, this is done by **Caps Lock** key (the default assignment for **Transmit Voice (Start)**). You can turn the lights on with three intensities – LIRL (Low Intensity Runway Lights), MIRL (Medium Intensity Runway Lights) and HIRL (High Intensity Runway Lights).

- **LIRL** – Tune to COM frequency to **120.900** and key the mike 3 times (press **Caps Lock** 3 times)
- **MIRL** – Tune to COM frequency to **120.900** and key the mike 5 times (press **Caps Lock** 5 times)
- **HIRL** – Tune to COM frequency to **120.900** and key the mike 7 times (press **Caps Lock** 7 times)

The lights will automatically turn off after 10 minutes. Since the version 1.02 of the scenery, lights on the land-able platform are also considered runway lights – so they are also pilot controlled. Meaning, if you use any of the above command, it will light up taxi lights, runway lights along the runway on the island and lights on the land-able platform (if the platform is raised). Version 1.02 of the scenery and SODE 1.4.0 is required for this to work.

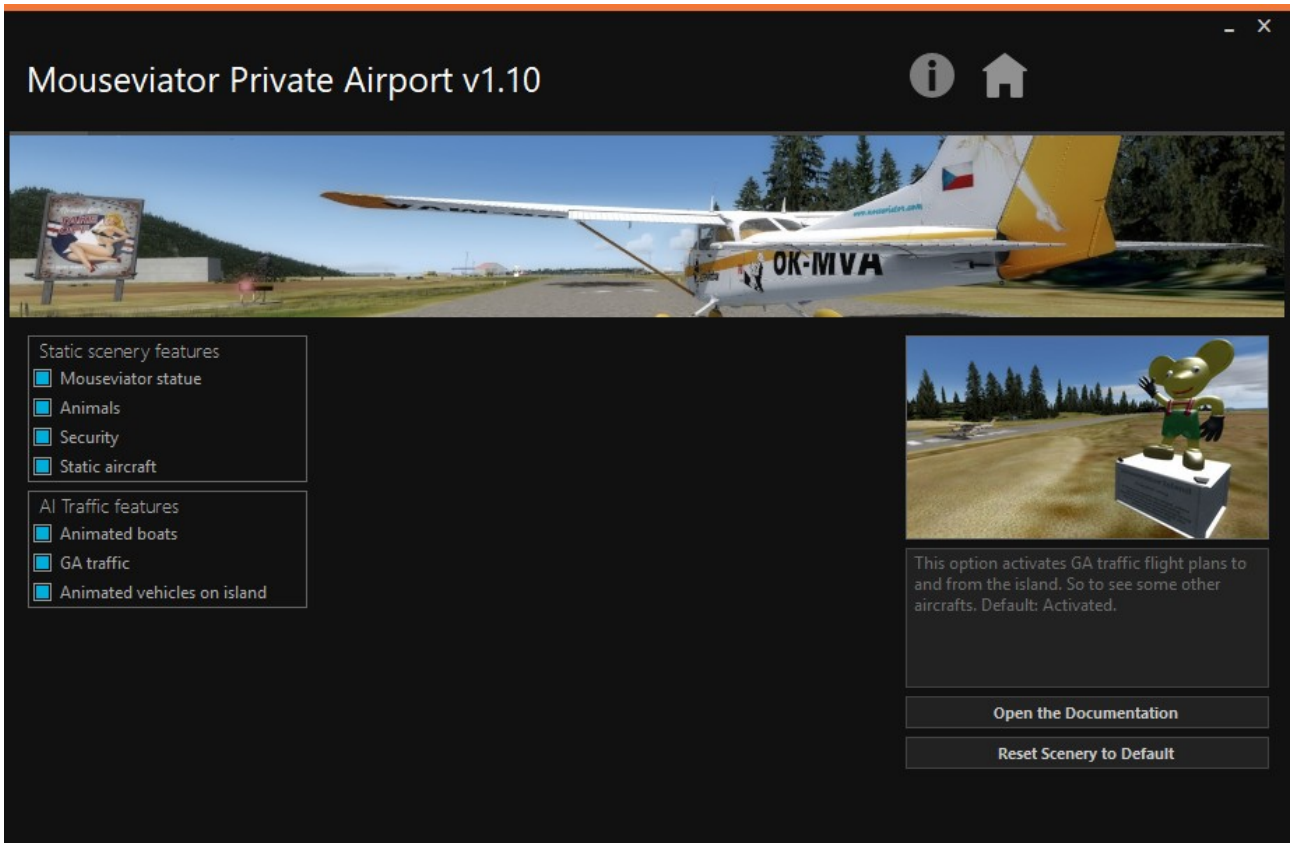
3.4.3 Turn On/Off PAPI Lights

As it was one of the most basic features presented in the example files when I was learning SODE, I left the option to enable/disable PAPI lights enabled. To the lights On/Off, press **Tab+S** to open SODE menu and choose appropriate option.

3.4.4 Scenery configurator

In version 1.10 of the scenery, the scenery configurator was added. It looks like on the picture below and it allows you to enable/disable certain scenery faetures. It is in the **Mouseviator Island** folder and is called **Scenery configurator Lite.exe**. To open it, just double-click on it (like any othe program).

Don‘t disable the Mouseviator statue of I will be very sad :) I believe all the options are self explanatory and are either enabled (selected), or disabled (deselected).



Picture 11: Mouseviator Island scenery configurator

The big **rounded I** button will display an About window. The **house** button will take you to the scenery page on my website. And the „**Open the Documentation**“ button will open this document.

4. Installation

There are two ways, the easy one and the harder one.

4.1. The easy way

Use the installer, If I have made one...and follow the wizard…

Ok, sorry, there is still no installer. Use the harder way...

4.2. The harder way

This is the way you should choose if something fails. Suppose you have downloaded an archive with the scenery. It should contain these folders and files:

- ***Mouseviator Island*** – folder with the scenery. Contains scenery and texture folders which both contains a couple of files with weird extensions (if you never experienced them).
- ***SODE*** – contains folders and files with configuration for dynamic models at airport that are being displayed using SODE engine.
- **Installer_SODE_v1.3.2.msi** – Installer of the SODE engine. The SODE engine is used to display dynamic objects at the airport, such as windsocks…
- **SODE_UserGuide.pdf** – A guide to using SODE engine.
- **README.pdf** – this document.
- **wa93-ad.pdf** – custom airport chart for Mouseviator Private island.
- **README.txt** – abbreviated and pure text version of this document.

There are two ways to install the scenery which depends on what simulator you use and what archive you downloaded. Either way you choose, you must follow the steps described at ***Installing SODE engine*** chapter, as this is common for both ways.

For FSX and Prepar3D version any below 3.4, please use steps described in ***Installing the scenery*** and ***Adding scenery to scenery library (FSX)*** (***Adding scenery to scenery library (Prepar3D)*** respectively).

If you have Prepar3D version 3.4 (and probably above), you can install the scenery in the way Lockheed Martin would like developers to distribute add-ons – as add-on. The ***Install as Prepar3D Add-On*** chapter describes how to do that.

4.2.1 Installing the scenery

This is rather easy if you have at least basic understanding of what folder and/or file system terms means. You just need to copy the ***Mouseviator Island*** folder to some place you want it to be and add this location to flight simulator scenery library.

In FSX, it was usually placed within the ***Addon Scenery*** folder. So placement of the folder would be something like this:

C:\FSX\Addon Scenery\Mouseviator Island

But I prefer to move addon sceneries completely outside flight simulator installation folder. For

example, on second hard drive, if you have some, like:

D:\Addon Scenery\Airports\USA\Mouseviator Island

But the path is really up to you. Decide which folder you want to have the scenery in and copy the Mouseviator Island folder in there.

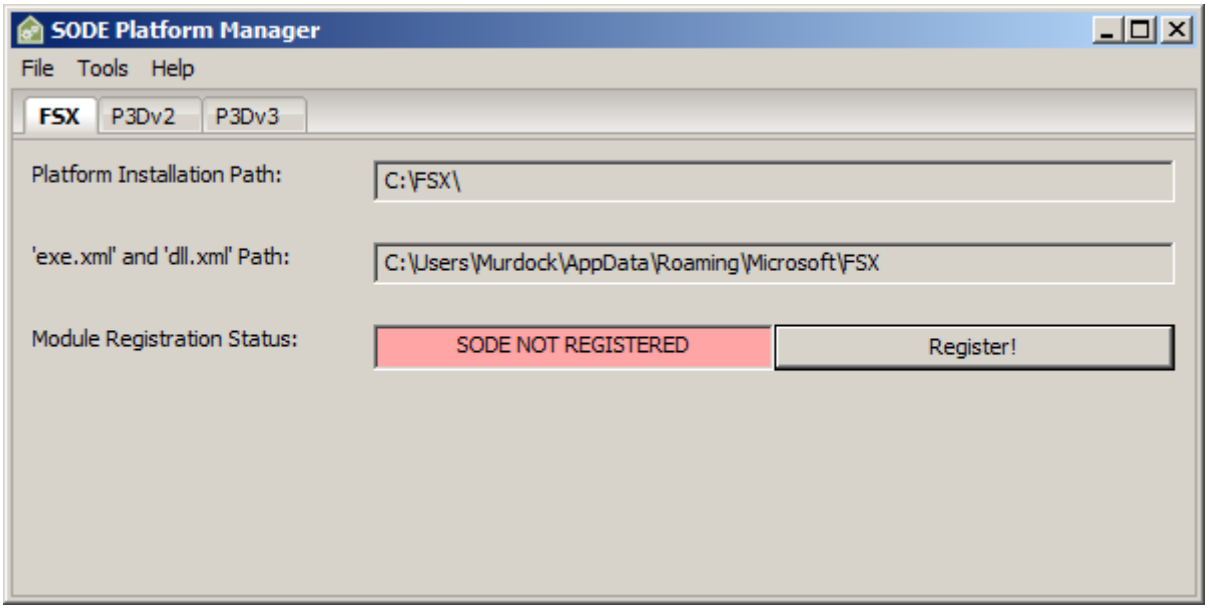
4.2.2 Installing SODE engine

The SODE engine (Sim Object Display Engine) is required for the display of dynamic objects in the scenery. If you will not install it, you will miss animated windsocks, landing T indicator, raise-able landing platform, runway lights and 3D grass.

Please note that SODE engine is not a work of mine. Chances are, you have it already installed. It might have come with another scenery. Continue reading if you do not have SODE installed or if you want to update it if you have older version (For more info, please refer to SODE documentation here: http://sode.12bpilot.ch/ and to attached documentation).

Install the SODE engine by running the **Installer_SODE_v1.3.2.msi** and follow the wizard.

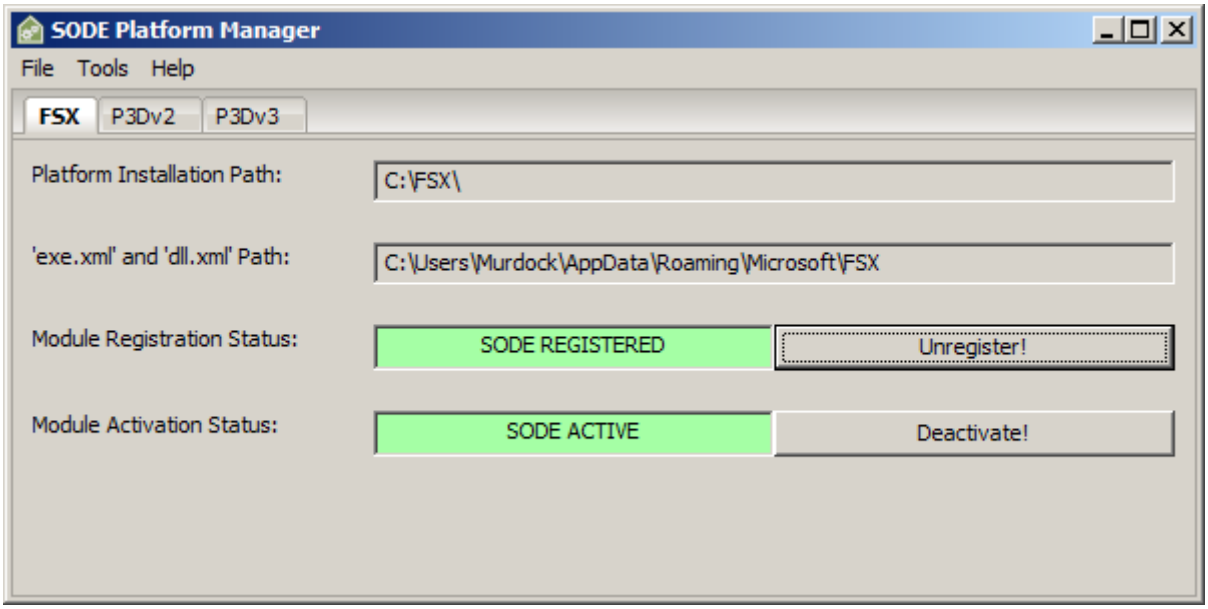
When the installation is finished, a **SODE Platform Manager** should appear. If it does not, look into the Programs folder in the Start menu. Look for newly installed programs. You should see folder named **SimObject Display Engine** and it hides a link which is called **Start SODE Platform Manager**, or just **SODE Platform Manager**. Not sure right now, but, when you start it, this is what you probably get (well, what you need to get):



Picture 12: SODE Platform Manager – SODE engine not registered yet

If it look like on the picture above, you have not registered SODE engine yet (meaning it will not be active when you run flight simulator and you will not see some stuff like windsocks in the scenery). Click **Register** button for each simulator you want SODE engine to be active within (note there are tabs labeled by detected and supported flight simulators!). When successfully registered, the window will look like this:

(Picture is on the next page)



Picture 13: SODE Platform Manager – SODE engine registered

4.2.3 Copy files for SODE engine to SODE folder

Installing SODE engine is one half of making dynamic objects work. Than you need to copy dynamic objects and configuration files for Mouseviator Private Island scenery to folder where SODE will find it. To do that, copy the ***SODE*** folder to:

C:\ProgramData\12bPilot

There is already the ***SODE*** folder so all the files will sit where they belong. Nothing should be overwritten (unless you are updating this scenery).

Just one note. The **ProgramData** folder is normally hidden. You need enable the display of hidden files to see it. Or just copy paste the ***C:\ProgramData*** into navigation bar of windows file explorer and it will get you right there, even thought the folder is hidden (applies for Windows Vista and newer.)

4.2.4 Adding scenery to scenery library (FSX)

Start-up your simulator. Click the **Settings** (1) button and then the **Scenery Library** (2) button.

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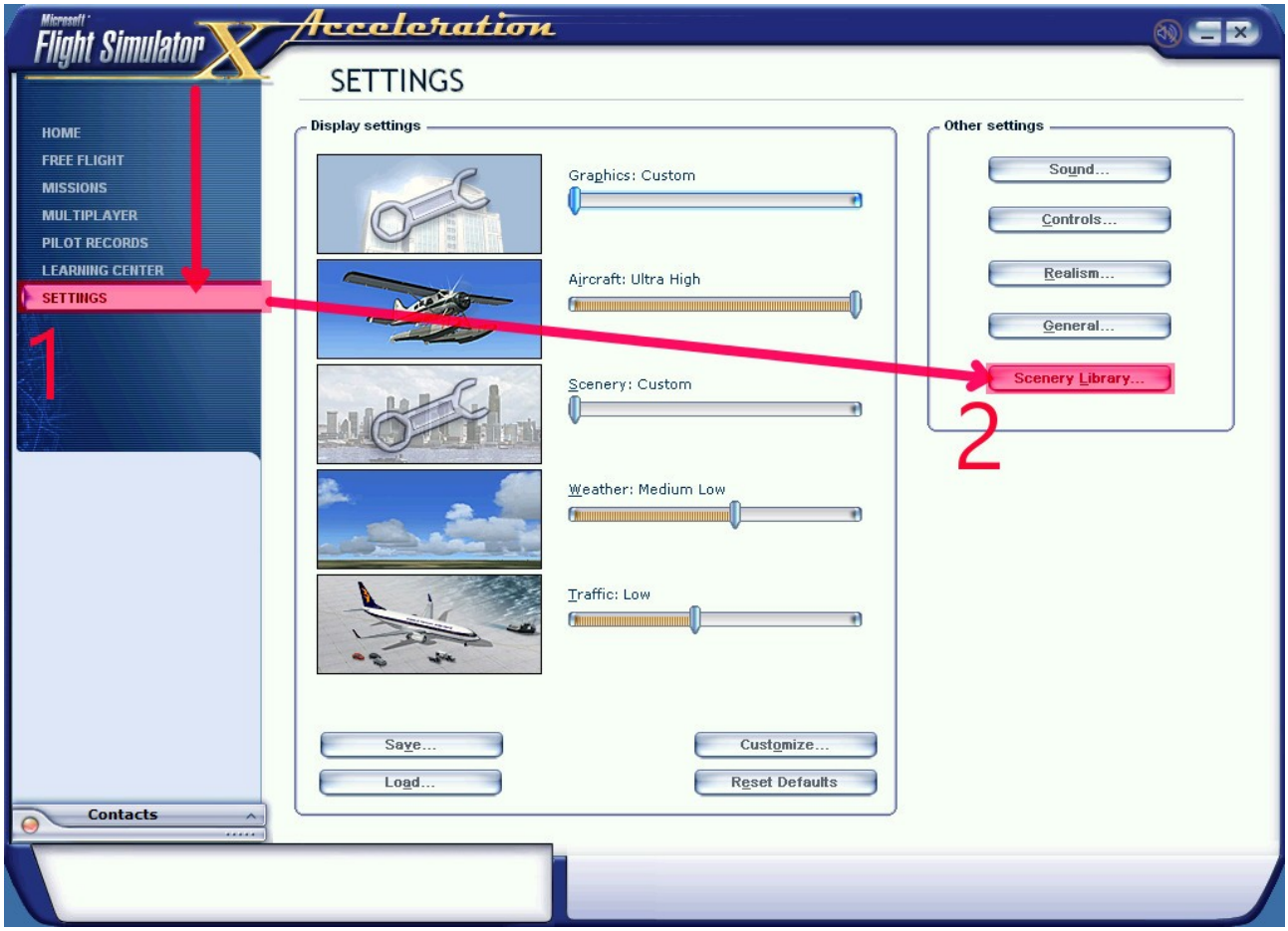
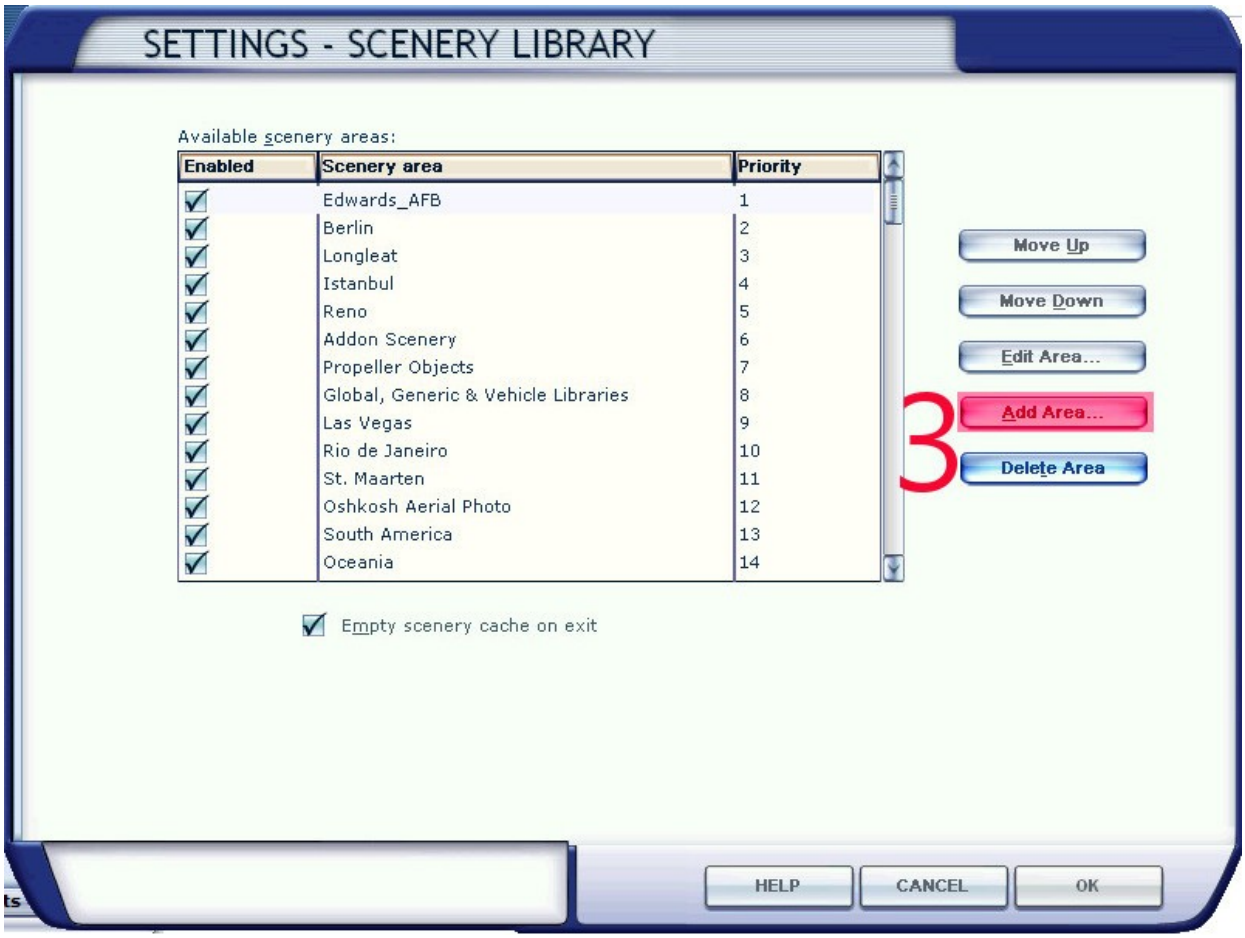


Picture 14: Inserting scenery into FSX scenery library, step 1 and 2, finding scenery library...

A scenery library dialog will open. Click **Add Area...** (3) on this dialog…



*Picture 15: Inserting scenery into FSX scenery library, step 3, click **Add Area...** button to navigate to scenery to insert into library*

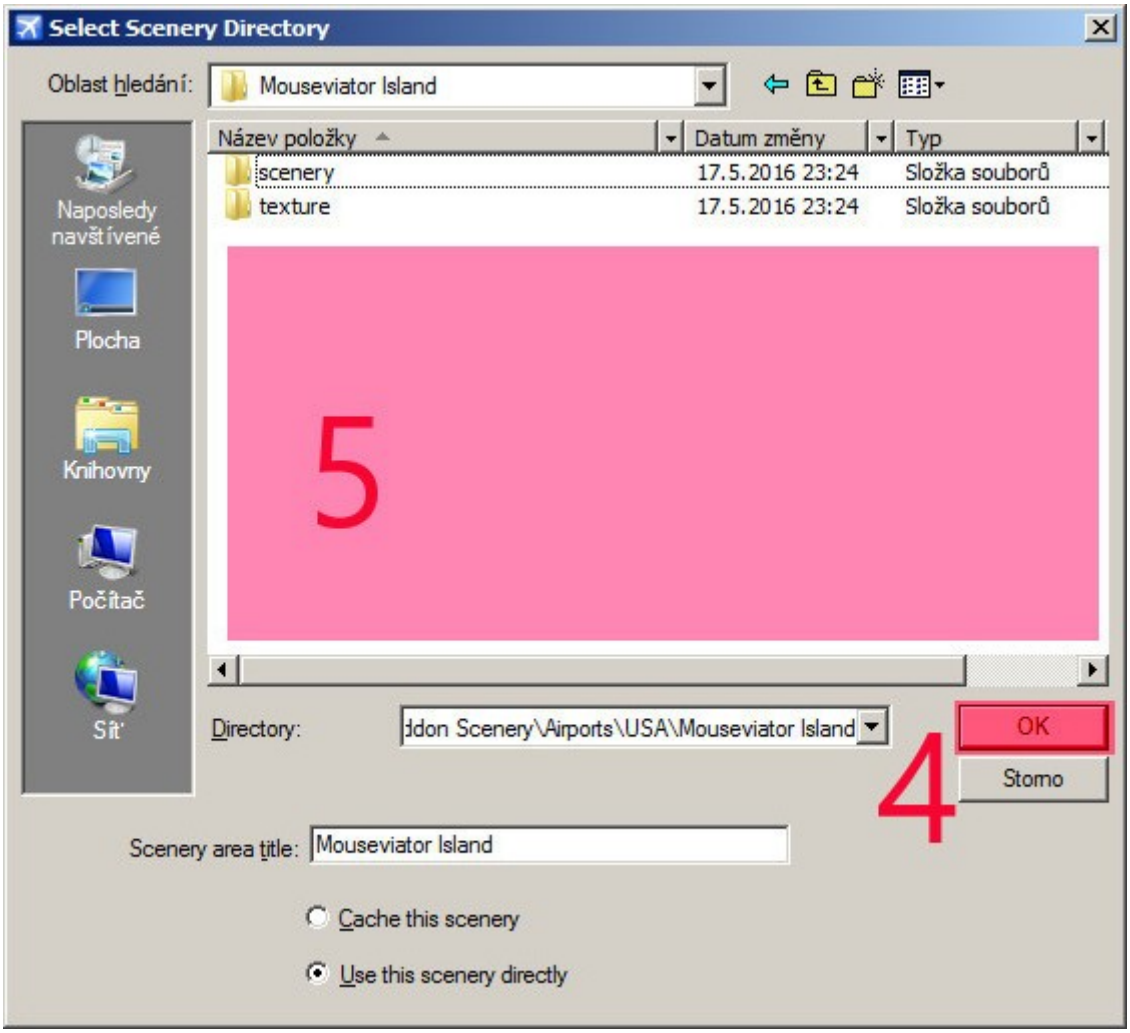
Now it will get a little tricky – at least if your Windows is any newer than Windows XP (which it should be by the time of writing this…). There is a bug at the following dialog which causes that nothing happens after you click the **Ok** button.

But first things first. First of all, navigate to the folder where you copied the Mouseviator Island folder which I wrote about (and you have read I hope) in step: ***Installing the scenery***.

Your selection should look like the one on ***Picture 16: Inserting scenery into FSX scenery library, step 4 and 5,The tricky dialog to add scenery to FSX scenery library...***. You should see the **scenery** and **texture** folders in the dialog and **Scenery area title** should say "Mouseviator Island" (the name of the parent folder of the scenery and texture folders). Since version 1.10 of the scenery, the **scenery** and **texture** folders were moved under **data** folder. So you must go into **Mouseviator Island/data** and select this folder. Than you might need to rewrite the **Scenery area title** so it does not read just „data" but „Mouseviator Island". It is not neccessary, but will help in distinguishing from another sceneries. This was done to match the folder structure of Prepar3D v3-v4 Addon version.

Click the **Ok** button (4). But as I wrote – nothing will happen. Don't panic and click anywhere in the white area (5) (highlighted in "red" on ***Picture 16: Inserting scenery into FSX scenery library, step 4 and 5,The tricky dialog to add scenery to FSX scenery library...***).

Now the dialog should be closed and you should see the scenery library dialog again.



Picture 16: Inserting scenery into FSX scenery library, step 4 and 5,The tricky dialog to add scenery to FSX scenery library...

If you successfully closed the Select Scenery Dialog, your FSX scenery library should look like on the following picture – with the Mouseviator Island as the first item.

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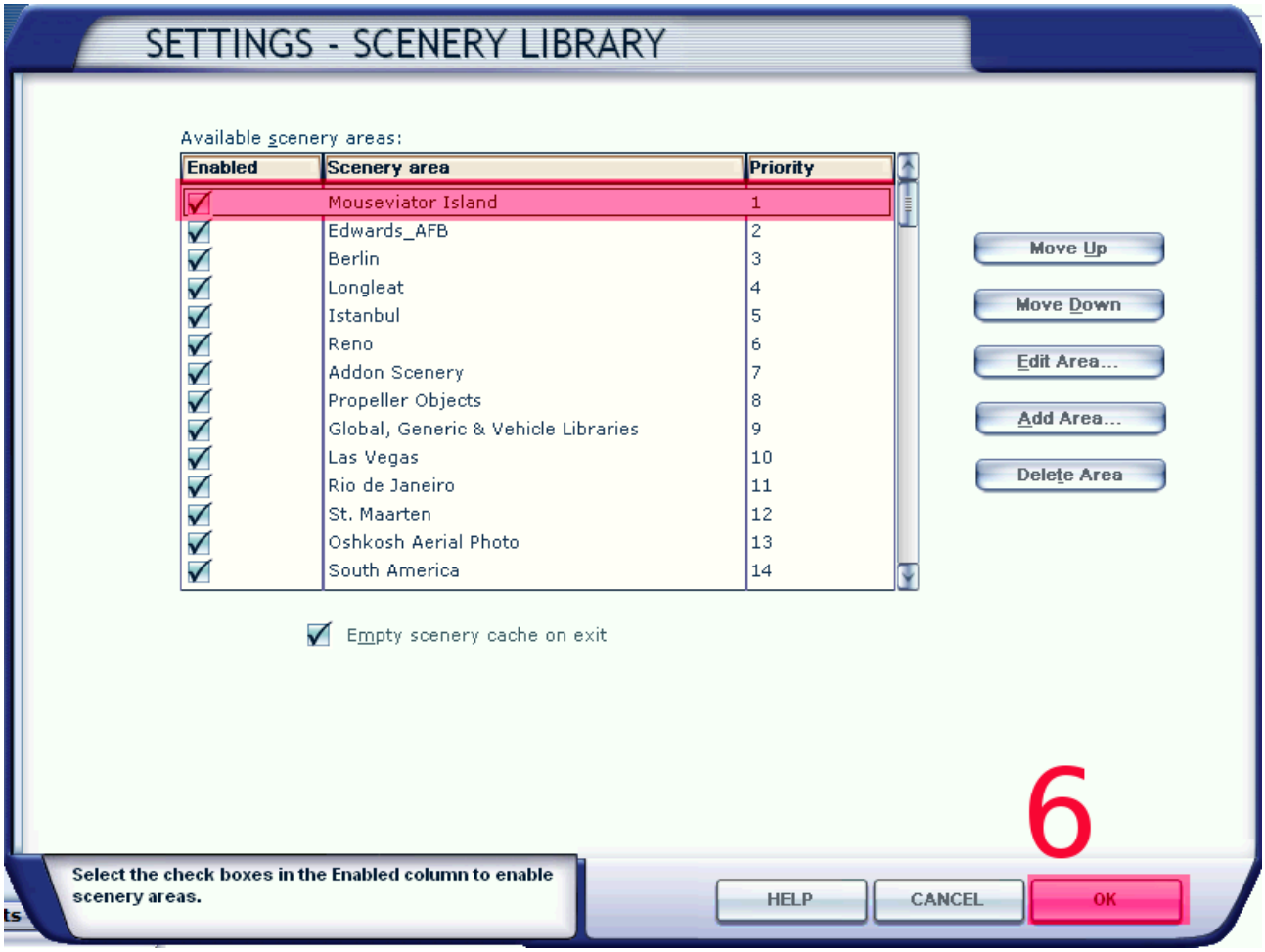
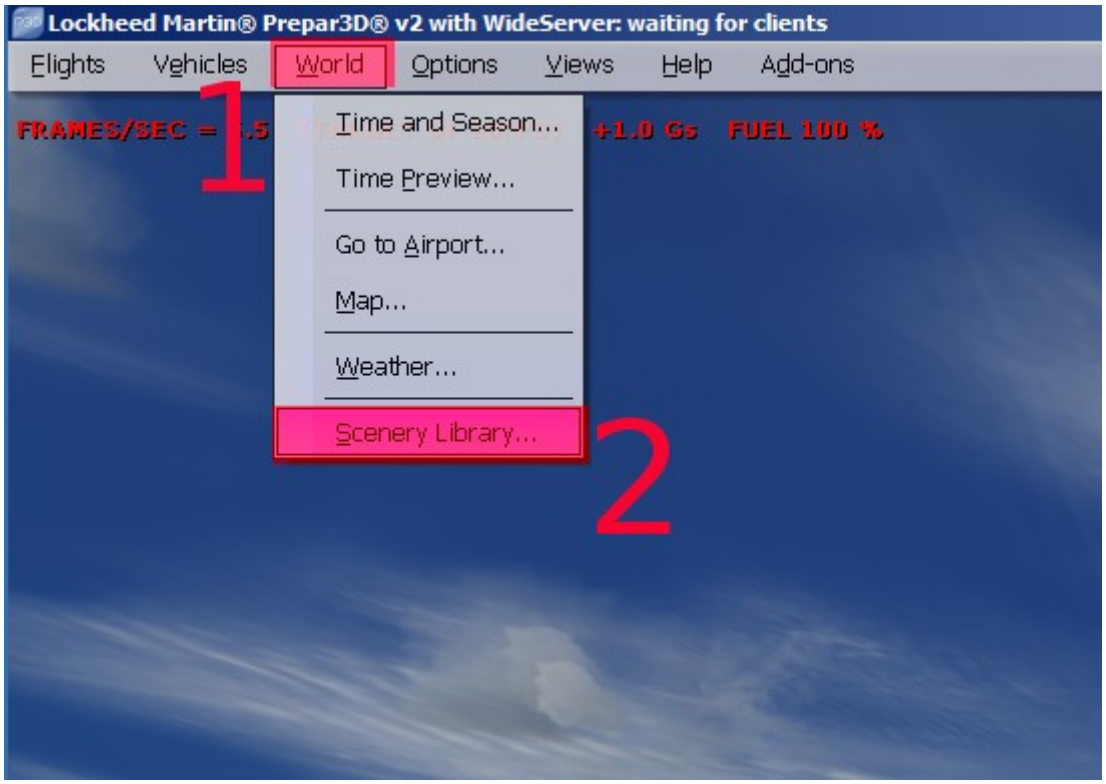


*Picture 17: Inserting scenery into FSX scenery library, last step, click **Ok** button*

Now all you need to do is click **Ok** (6) button. The scenery library dialog will be closed and scenery indexes will be rebuild. See chapter ***Pay Mouseviator Private Island a visit***.

4.2.5 Adding scenery to scenery library (Prepar3D)

The steps are the same like in the case of FSX, but the entry procedure is little different. Prepar3D scenery library is not accessible from within the start-up dialog. You need to access it via menu after you launch the simulator (scenario). So load some scenario and click the **World → Scenery Library** menu items…



Picture 18: Inserting scenery into Prepar3D scenery library, step 1 and 2, click World and then Scenery Library

As a consequence of this, you will be rewarded with dialog quite similar to the one from FSX:

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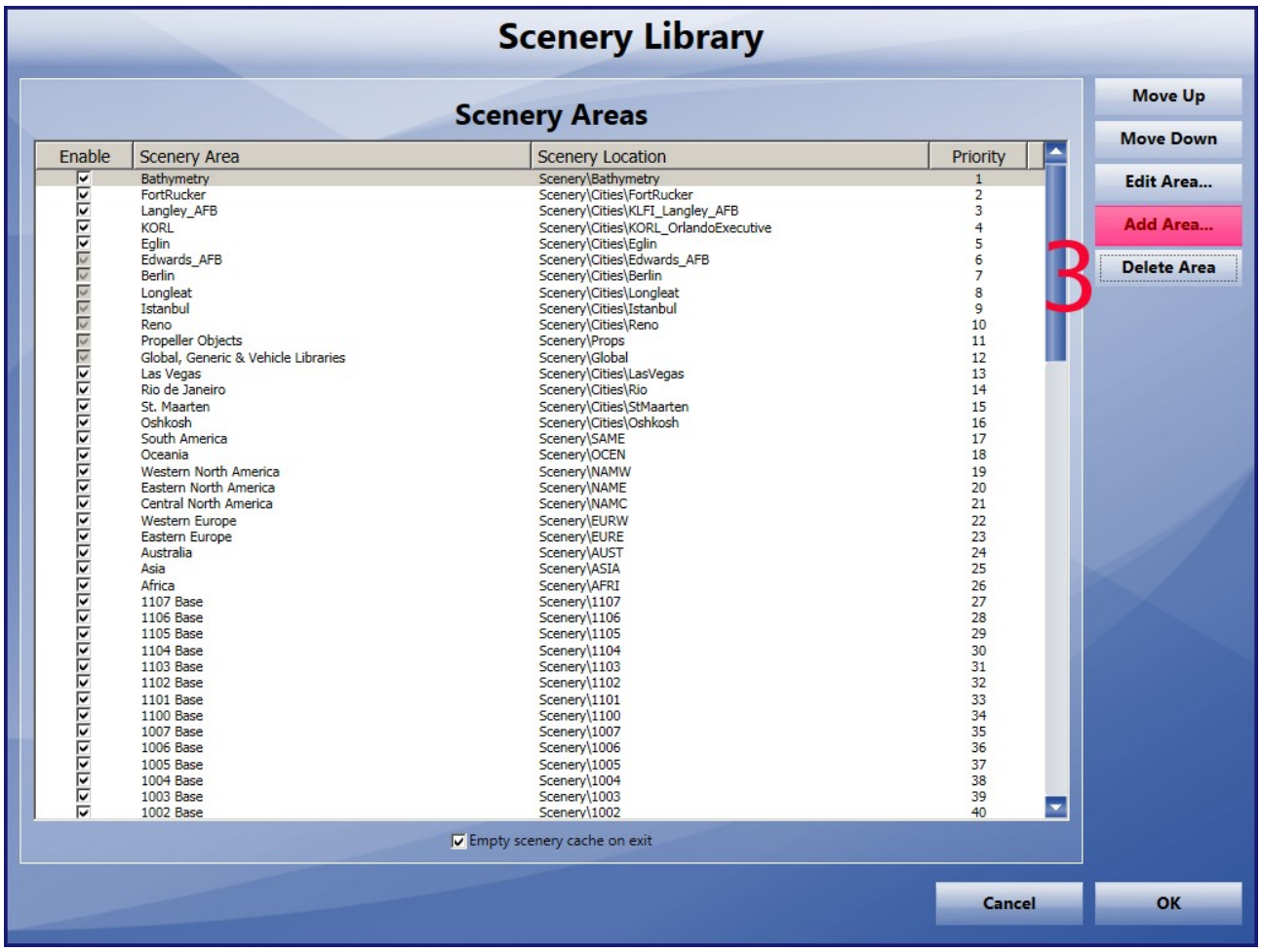
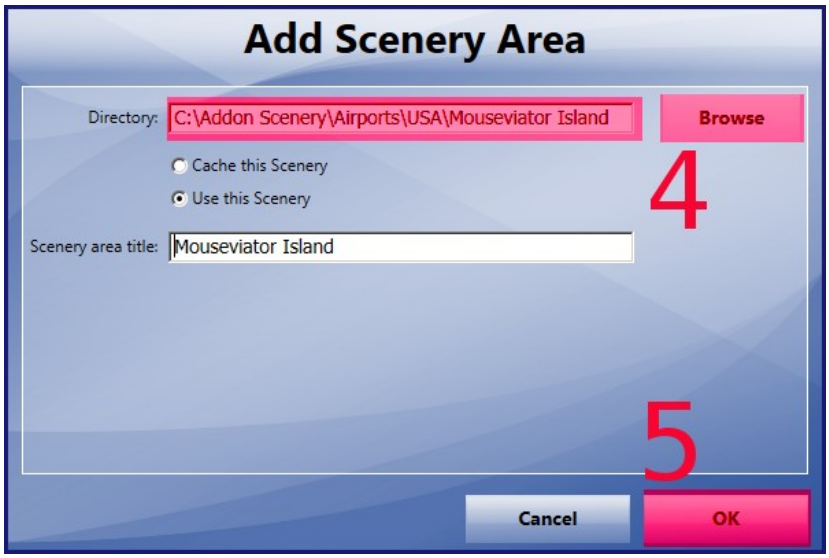


*Picture 19: Inserting scenery into Prepar3D scenery library, step 3, click **Add Area...** button*

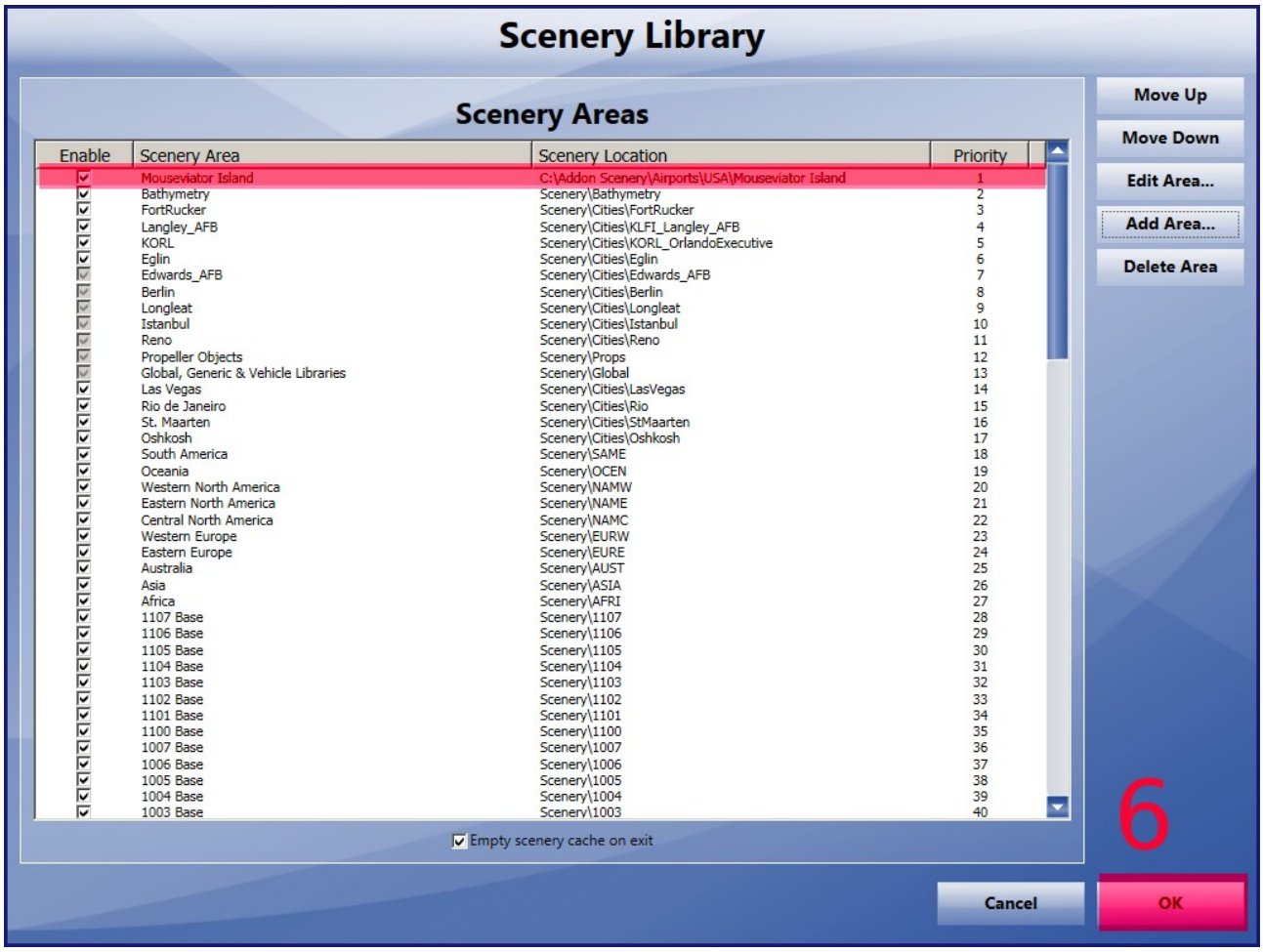
Click **Add Area…** and another dialog follows:



*Picture 20: Inserting scenery into Prepar3D scenery library, step 4 and 5, **browse** for scenery and click **Ok***

Click **Browse** button (4) and locate the folder where you placed Mouseviator Island scenery which I wrote about (and you have read I hope) in step: ***Installing the scenery***. You need to select the folder that is parent of scenery and texture folders. If you did not change folder name, it will be Mouseviator Island, like on the picture (the directory path ends with it and it also gets assigned as scenery area title). Since version 1.10 of the scenery, the **scenery** and **texture** folders were moved under **data** folder. So you must go into **Mouseviator Island/data** and select this folder. Than you might need to rewrite the **Scenery area title** so it does not read just „data“ but „Mouseviator Island“. It is not neccessary, but will help in distinguishing from another sceneries. This was done to match the folder structure of Prepar3D v3-v4 Addon version.

When done, click the **Ok** button (5). This will add the scenery to Prepar3D scenery library:



*Picture 21: Inserting scenery into Prepar3D scenery library, step 6, click **Ok** button*

Now click **Ok** button (6). The scenery indexes will be rebuild and that's it. See chapter ***Pay Mouseviator Private Island a visit***.

4.2.6 Install as Prepar3D Add-On

If you have Prepar3D **version 3.4** (and above probably, cannot tell right now), you can install the scenery the way Lockheed Martin would like developers to distribute add-on content, as add-on.

Suppose you have downloaded the right archive. It should contain ***Mouseviator*** folder. This folder contains the ***Mouseviator Island*** folder. Going deeper in the directory tree (meaning inside the Mouseviator Island folder), you should find these files:

- ***data*** – folder with the scenery files
- ***docs*** – folder with documentation
- **add-on.xml** – a file telling Prepar3D that this is scenery addon.

As I wrote in ***Installing the scenery*** chapter, I prefer to have sceneries installed outside the main Prepar3D folder and this is also the way add-ons should be installed (actually one of the main reasons Lockheed Martin had in mind when implementing support for add-on management, I believe).

To be honest, in the case of this simple scenery addon, this approach of adding scenery is not very different from inserting the scenery in the scenery library as described in the ***Adding scenery to scenery library (Prepar3D)*** chapter. But in the case of more complex add-ons it would be easier than. Also, if you use some tool like SimStarter (NG) (great tool by the way), it would probably be better for you to add the scenery in the scenery library as described in mentioned chapter (unless your tool can also manage add-ons). But for the sake of completeness and to follow suggested approach, let's describe how to add the scenery as add-on.

Ok, so the first step is to copy the ***Mouseviator*** folder anywhere you would like it to be (outside Prepar3D folder). For example, on the second hard drive, for example:

D:\Prepar3D Addons\Mouseviator

The second step is to tell Prepar3D that you have added an add-on package. You can do this manually by editing the **add-ons.cfg** file, which you should find at **ProgramData** folder.

But the ProgramData folder is hidden by default. So open Windows Explorer and in the navigation bar type: ***C:\ProgramData*** and hit Enter – now you should see the content of ProgramData folder even thought you did not see it on drive C. Continue to ***Lockheed Martin*** folder and then to ***Prepar3D v3*** folder. There you should see the **add-ons.cfg** file. Open the file with the notepad.

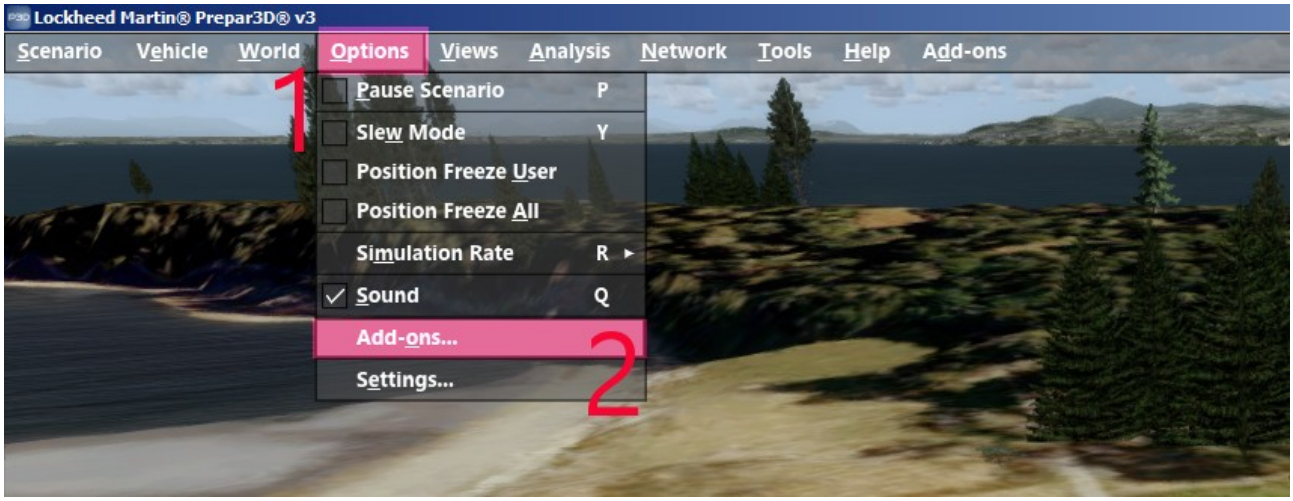
In this file, insert following lines and correct the path parameter to point to the folder where you copied the ***Mouseviator*** folder.

[Package.0]
PATH=d:\Prepar3D Addons\Mouseviator\Mouseviator Island
ACTIVE=true
REQUIRED=false

Also, if you already have any **[Package]** record there, make sure to put this one as the last and increase the number behind the dot to the last one free. This means, if you have **[Package.0]** and **[Package.1]** already in the file, add this as **[Package.2]**.

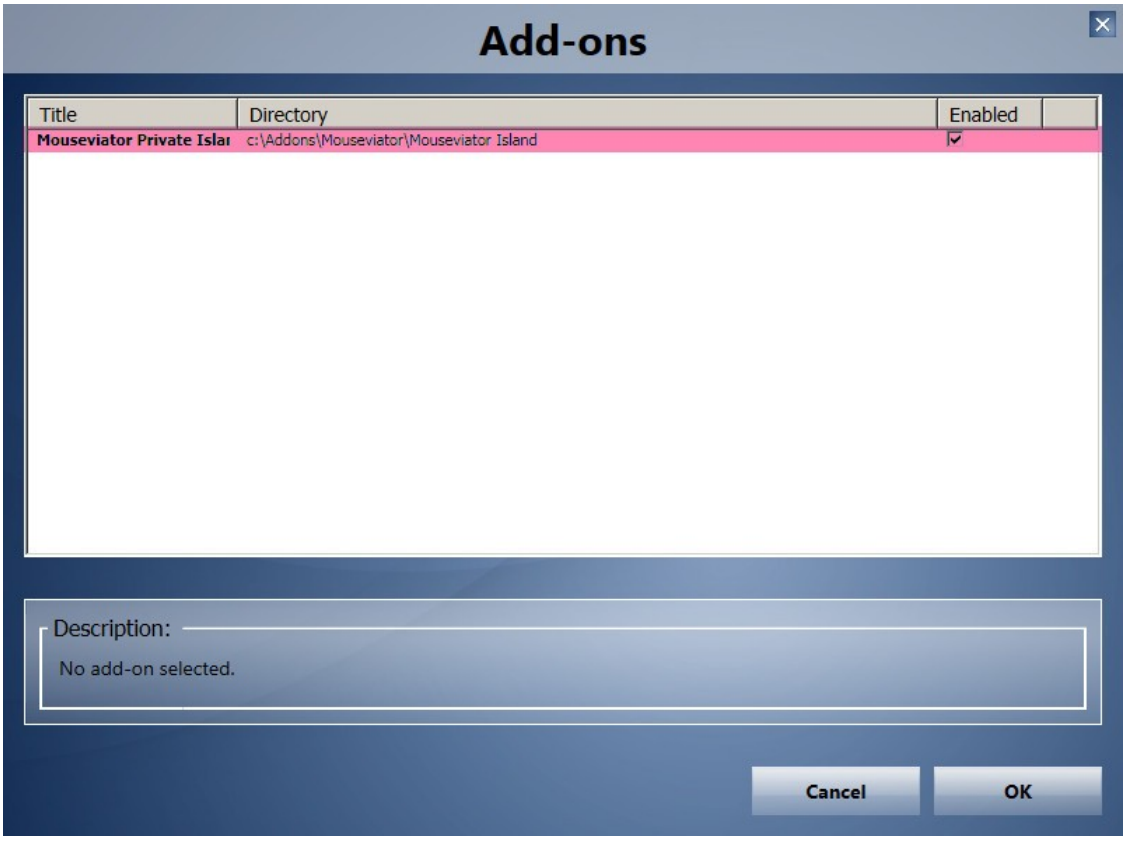
Save and close the file and start Prepar3D. There are several places where you can check that you have added the add-on correctly.

1. Prepar3D will ask you if you want to enable the new add-on. Say yes.
2. Check that you have the Mouseviator Island add-on in the Add-ons … clever thought isn't it :) Here's how you do it. In the main menu (when Prepar3d is running), click the Options item and then Add-Ons, like on the picture below:



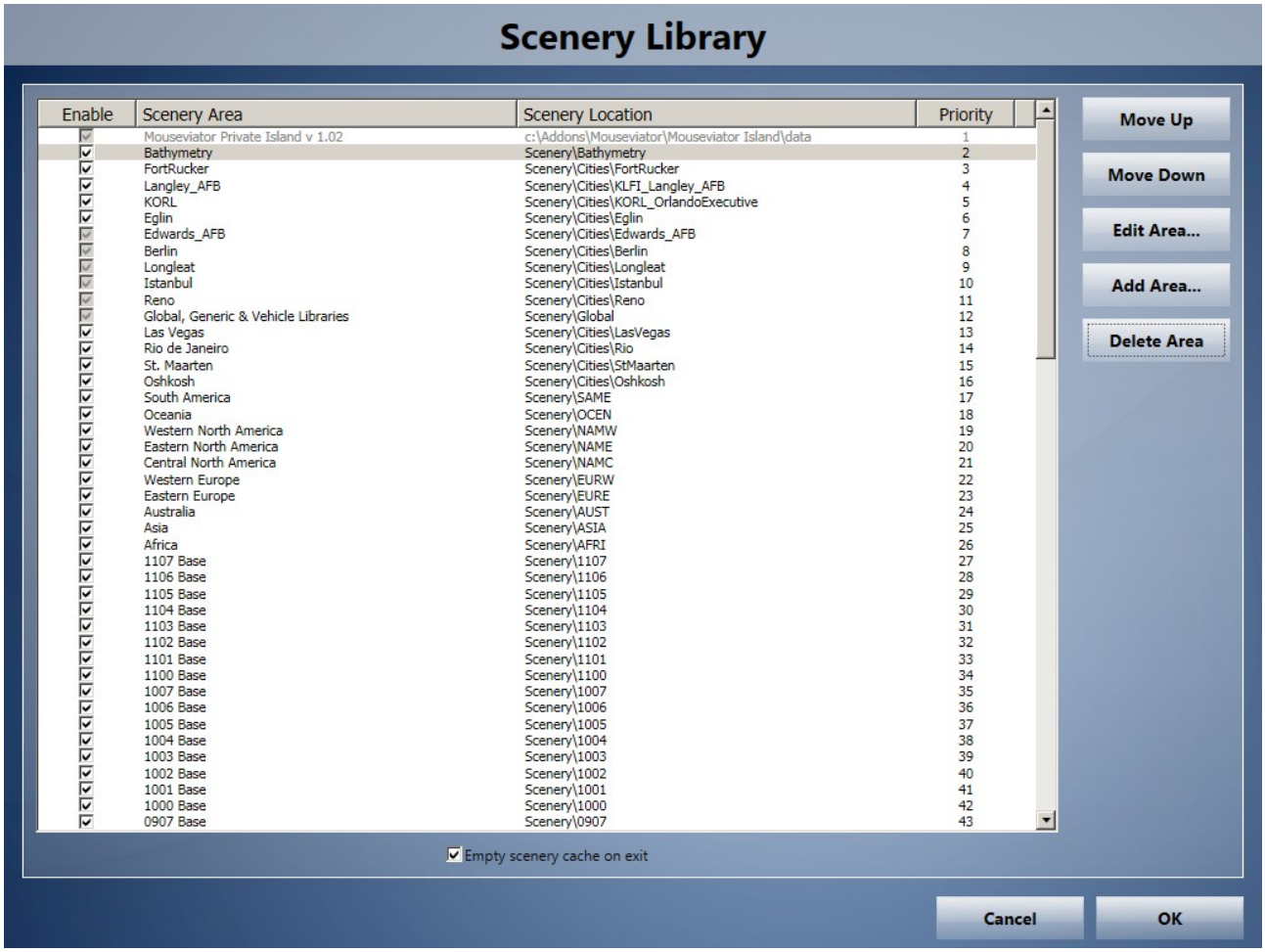
*Picture 22: And this is how you get to display add-ons that Prepar3D know about...Click on **Options** and then **Add-Ons...***

The following dialog should open (just maybe filled with more add-ons). Check that you see Mouseviator Island somewhere and that it is enabled.



Picture 23: Listing of add-ons known to Prepar3D - check that there is Mouseviator Island somewhere and that it is enabled.

3. Check that you see Mouseviator Island in the scenery library. It should be at the top and grayed (this is just because it was loaded as add-on, not that it is not active). You can get to Scenery Library by clicking the **World** menu item and then **Scenery Library**. See ***Adding scenery to scenery library (Prepar3D)*** chapter if you cannot find it.

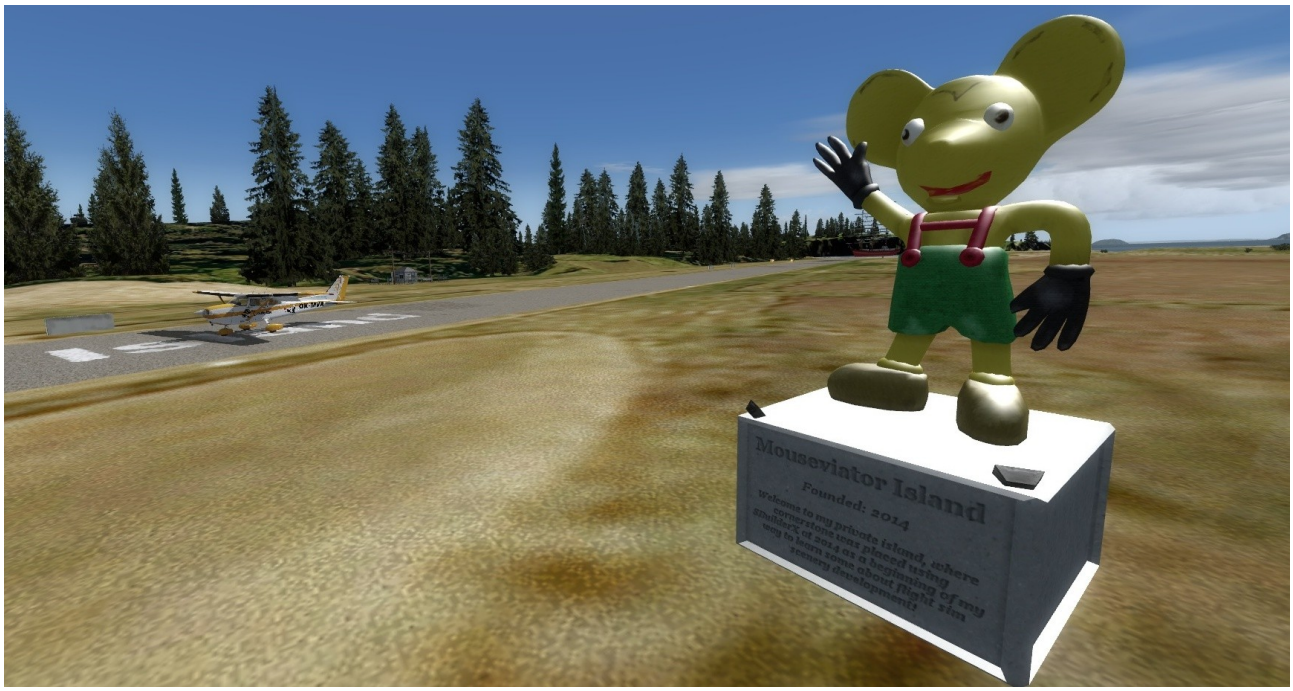


Picture 24: Mouseviator Island scenery loaded as add-on is inserted to the top of scenery library and is grayed

Now, if you did all those hundreds of installation steps correctly, the scenery should work as expected. So ***Pay Mouseviator Private Island a visit***.

4.2.7 Pay Mouseviator Private Island a visit

That's it. If you did everything right, the scenery should work as designed. Now you can run your simulator, load the WA93 airport and enjoy the visit.



Picture 25: Enjoy the scenery and happy flying...

5. 3rd party resources used

In order to actually finish the scenery I tried to use as many existing resources as possible. There is no need to reinvent the wheel anyway.

Below is the list of third party resources used – to credit respective copyright holders. I want to thank for their work, not to present the whole project as my work.

5.1. Objects from Flight Simulator X

I found out that not all objects I used from Flight Simulator X are present in Prepar3D. Also I wanted to edit some textures on some existing objects. As I wrote – for the sake of not reinventing the wheel and actually finishing the scenery. These are the objects I used from Flight Simulator X, that I needed to repack in my own object library (in order to use changed textures or because they are not present in Prepar3D):

- GEN_GliderClub_Sign_Eng – changed texture
- Gen_Kwazulu_Gamepark_Sign – changed texture
- LDM_Johnston_Ridge_Obser – changed texture
- GEN_Plane_B737_var3 – changed texture
- GEN_Plane_C185_Float – not in Prepar3D

All of these are contained in the **Mouseviator_ObjectLib.bgl** with changed GUID's from the original ones.

5.2. Objects from Simviation.com

There is a lot of great objects available at http://simviation.com. I used two for static aircraft in the scenery:

- The C47 parked in the hangar. (FSX C47 Static Object – http://simviation.com/1/browse-Scenery+Design+Objects-100-2)
- The Twin-Huey standing at heliport next to the Fire Station. (FSX Twin Huey Static Scenery Object – http://simviation.com/1/browse-Scenery+Design+Objects-100-2)

Both of these objects are work of **Guy Diotte**. They were modified by ModelConverterX (to minimize draw calls) and exported to *simviation_ObjectLib.bgl* and placed to the scenery.

The objects are used with permission from Guy Diotte, which I am thankful for.

5.3. FlightPort SimObjects 1.4

Animated windsocks and landing T is from FlightPort SimObjects 1.4 by **Jörg Dannenberg**.

- http://www.fsdeveloper.com/forum/threads/flightport-simobjects-windsocks-for-sode.430611/page-2

- http://www.flightport.de/libraries/flightport-library/

5.4. Ortophoto imagery and elevation data

Ortophoto imagery and elevation data was gathered at: http://www.usgs.gov/

5.5. Textures used

Some textures used in the project contains textures from http://opengameart.org

5.6. Sounds used

The raising sound of the land-able platform is based on sounds from http://freesound.org, specifically:

https://www.freesound.org/people/Trautwein/sounds/274874/

licensed under under the Attribution Noncommercial License (https://creativecommons.org/licenses/by-nc/3.0/)

The sound has been cropped to match the animation time of the platform.

5.7. SODE engine

SODE (Sim Object Display Engine) is wonderful piece of software for displaying dynamic objects in FSX and Prepar3D developed by **12bpilot**. In the scenery it is used to display windsocks, landing T, runway lights, 3D grass and some other objects.

One example object was used from SODE developer examples – the model of PAPI lights. Originally, there was a model with four units, but I edited the model into 2 units, changed GUID and packed to **Mouseviator_ObjectLib.bgl**.

http://sode.12bpilot.ch/

6. Thanks

Sorry, I did not note the author of every forum post, youtube video or software I used during the development (to overcome issues and actual development) to thank everyone separately here.

Hope you will be ok if I thank more generally – to all the developers behind FSDeveloper, who are contributing to this hobby and particularly to the forums. Thanks to them, I was always able to find answers for questions and problems that raised during the development. Thanks to people behind the tools like Airport Design Editor, ModelConverterX, SBuilderX, Library Creator XML, Whisplacer, DXTBMP, AI Flight Planner and I am sure I forgot some...

All authors of 3rd party content mentioned in the previous chapter.

Special thanks to **Jeffrey Staehli** aka **12bpilot**, the author of SODE who was open to suggestions on expanding or modifying SODE functionality which enabled the implementation of some functions of the scenery (such as activation of land-able platform from further distance and synchronizing platform lights with runway PCL lighting).

"Happy flying!"

7. Contact me

If you have any suggestion, found a bug, want to help me with the scenery in any way or just have question, you can contact me via this email: admin@mouseviator.com.

END OF DOCUMENT