



Mouseviator Private Island scenery for Microsoft Flight Simulator

some thoughts someone may find helpful

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List of changes

Mouseviator Private Island scenery version 1.0

- First release...

Known issues:

- The collisions does not work witch custom scenery objects.(The Mouseviator Statue, and the Takeoff billboard)

1. License

Well, it is always hard to specify everything without killing at least four trees 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 Microsoft Flight Simulator. Well, first time, a couple of years ago, I made it for FSX and Prepar3D. This one is remake for the Microsoft Flight Simulator.

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 (yet) 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" liking. The Island itself changed from the previous version for FSX/Prepar3D too... the layout of the airport is slightly different, as are objects on the island.

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/>)

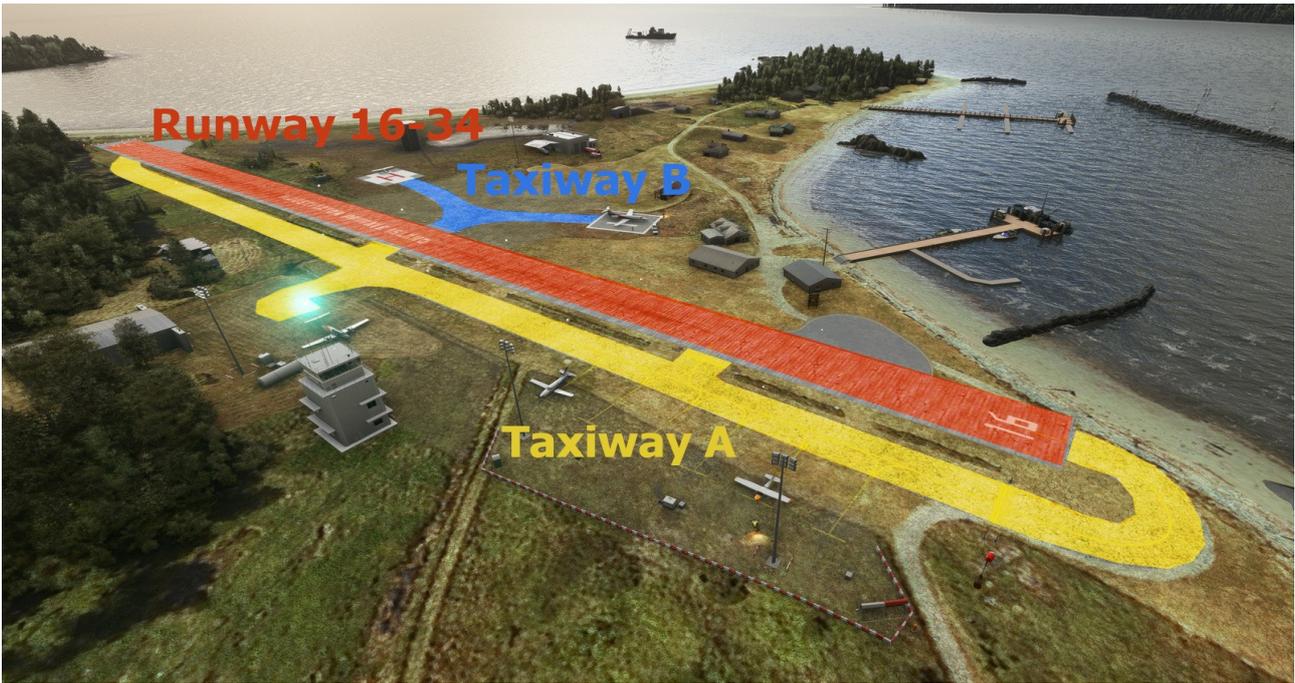
3.2. Meet the island

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 almost the same – about 1580×66 ft. Runway is lighted for night operation. 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 is extended by another ~1000 ft for landing in the north-west direction (takeoff from runway 34, landing on runway 16) by **platform**. This platform extends to the water.

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.

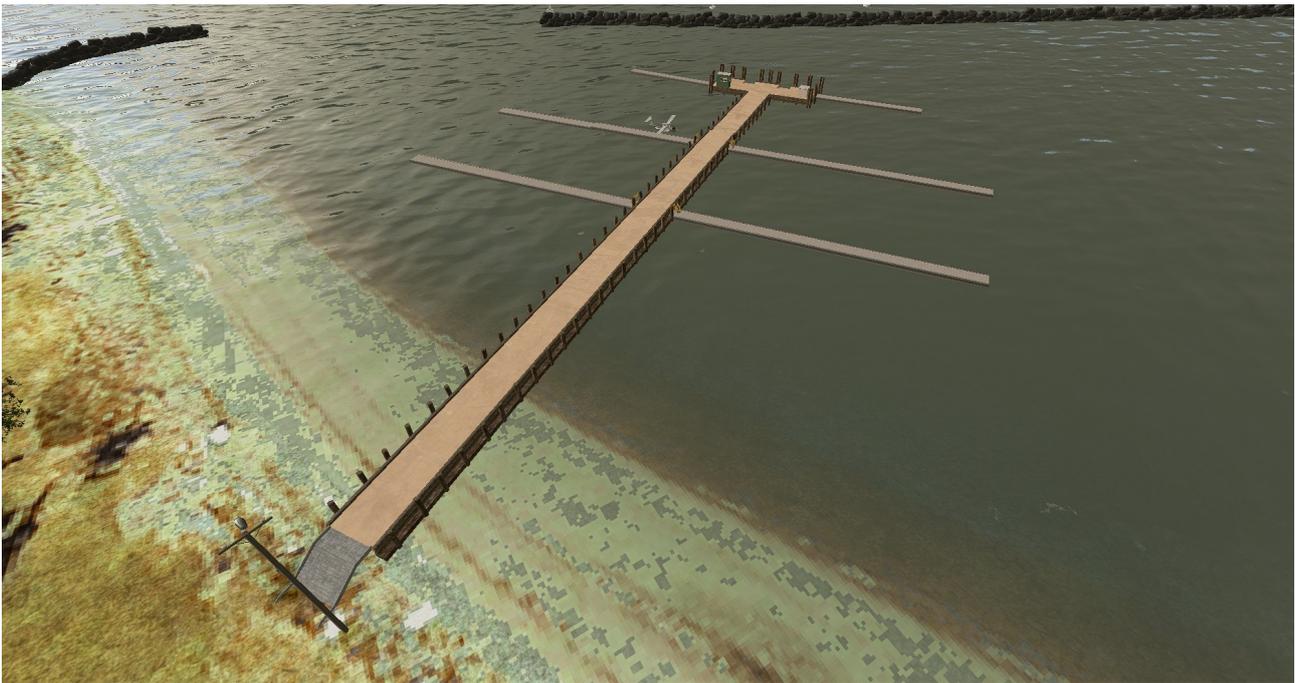
If you feel more comfortable in the seaplane, no problem, we are prepared for that. On the north-west side of the island there is water RW 02/20 marked with buoys. Its dimension is 1500×150 ft officially, but you know, its water runway...

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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 9 parking places for land airplanes at the airport plus 10 docks at 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 foam truck? :) How can it ride in that terrain? Forget it, I wrote I also love firefighters, didn't I?

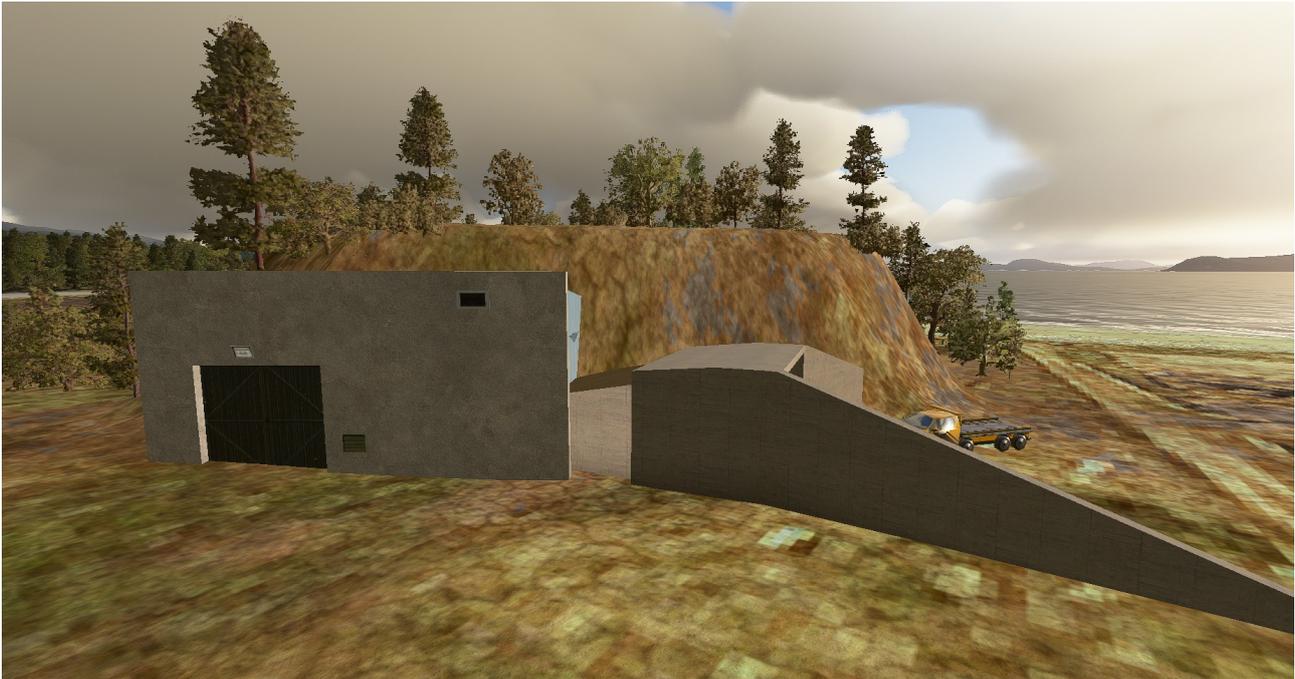


Picture 6: Fire station with two fire trucks (from which one is completely inappropriate for our island terrain) and rescue helicopter...

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)

3.2.4 Food

You can prepare your own food in the old fashioned romantic way... on fire on the beach. What you bring is what you eat. There are no supermarkets on the island.

3.2.5 Security

TO BE SECURED :)

3.3. Scenery Limitations

Well, I will not describe limitations of the scenery as I did in the case of FSX/Prepar3D version... this version, for Microsoft Flight Simulator, does not have the features of its predecessor (yet). You might look at that as a limitation too, right :) The scenery is mostly static, it offers what Flight Simulator can offer and what I was able to implement given my limited knowledge. This means, the runway platform is NOT "sinkable", it is static. PCL (Pilot Controlled Lights) are also not available (Lights are automatic and High intensity).

4. Installation

The installation is as easy as unzipping the downloaded archive and putting the right folder inside another right folder... unless you don't know what folder is, than it might get tricky...

Assuming that you know what folder is and that you can unzip an archive, continue reading... so you have the downloaded archive unzipped in some folder somewhere on your hard drive.

4.1. The archive

The downloaded archive should contain these folders and files:

- **mouseviator-airport-wa93** – this is the folder with the scenery package itself. ie. It is the right folder number one.
- **README.pdf** – this document.
- **README.txt** – simplified readme file in text format.
- **wa93-ad.pdf** – Mouseviator Private Island (WA93) VFR chart.

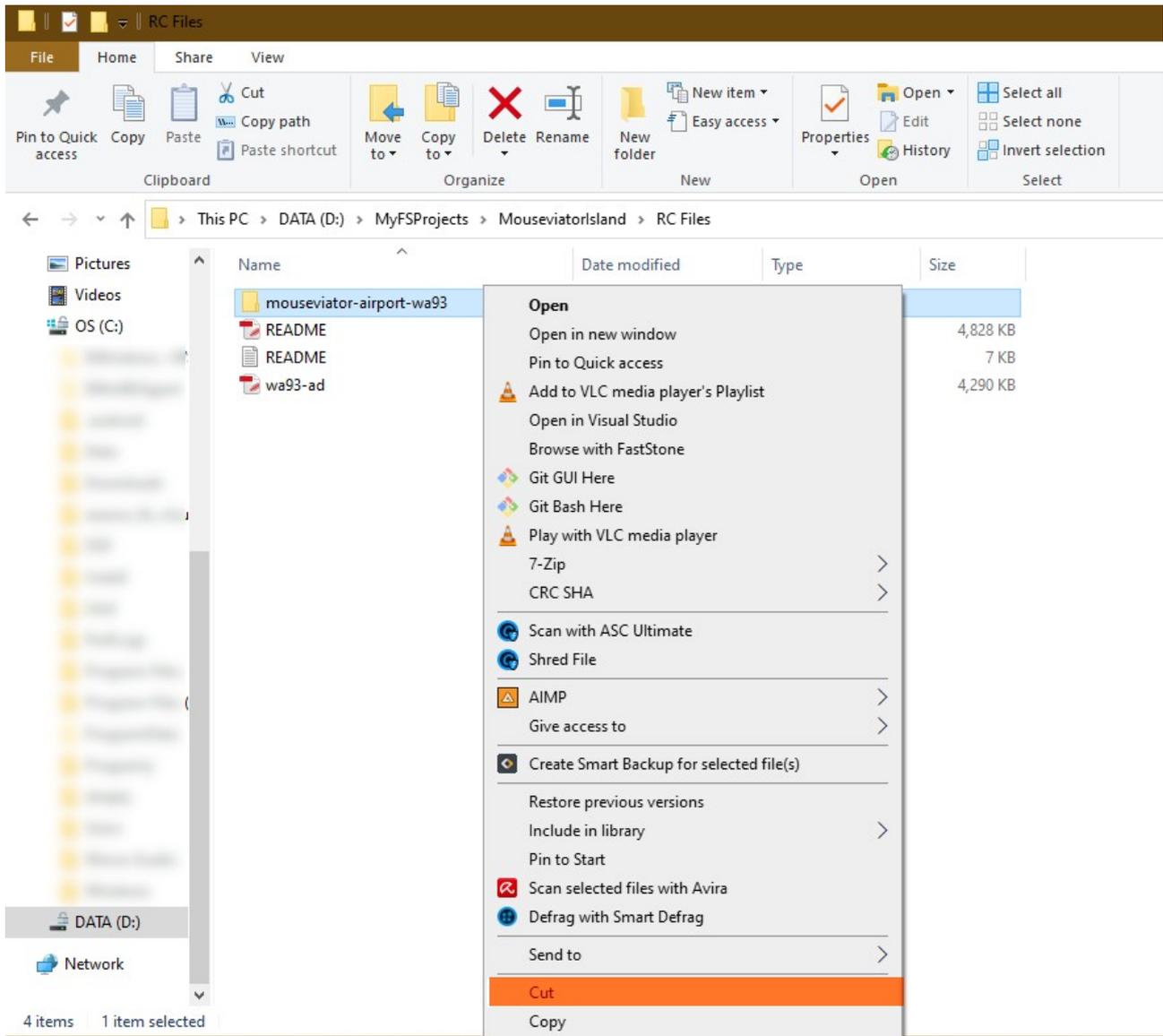
4.2. Putting the right folder into the right folder

All you need to do to install this scenery package to your Microsoft Flight Simulator, is to move the scenery package folder, the right folder number one – **mouseviator-airport-wa93** to the Flight Simulator **Community** packages folder.

Going step by step....

Step 1) Cut the **mouseviator-airport-wa93** folder or select it and press **Ctrl+X**.

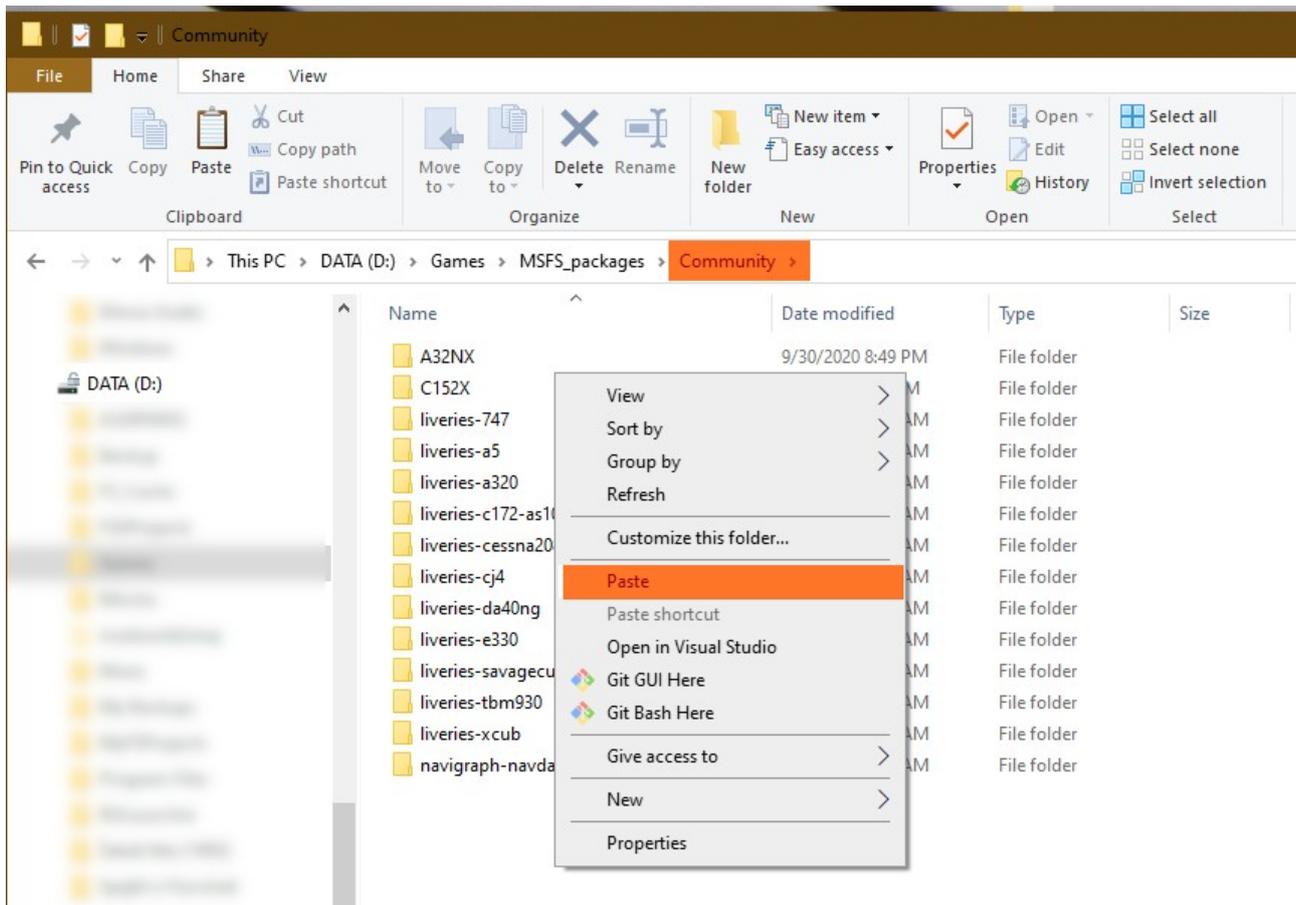
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Picture 8: Cut the *mouseviator-airport-wa93* folder or select it and press **Ctrl+X**

Step 2) Locate the Microsoft Flight Simulator **Community** package folder, right click in an empty area and select Paste, or press **Ctrl+V**.

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Picture 9: Inserting the *mouseviator-airport-wa93* folder into the Flight Simulator **Community** packages folder

Note that the path to **Community** folder is the path on my system. It will be different on yours! The Community folder is in the folder you instructed Flight Simulator to install packages to when you first installed the simulator.

Probably, finding the Community folder might be the tricky part for you, maybe trickier than extracting archive and moving folders. Well, if you did not tell Flight Simulator to put the packages inside the folder you want (like I did), try to look in one of these default locations:

If you're using the Windows Store (or Game Pass for PC), then head here:

`C:\Users\[YOUR USERNAME]\AppData\Local\Packages\Microsoft.FlightSimulator_[RANDOM LETTERS]\LocalCache\Packages\Community`

Or if you're on Steam, try here:

`C:\Users\[YOUR USERNAME]\AppData\Roaming\Microsoft Flight Simulator\Packages\Community`

or

C:\Users\[YOUR USERNAME]\AppData\Local\Packages\Microsoft.FlightDashboard_[RANDOM LETTERS]\LocalCache\Packages\Community

Step 3) Now, if you did all those hundreds of installation steps correctly, the scenery should work as expected. So [***Pay Mouseviator Private Island a visit.***](#)

4.2.1 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 10: 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.

Vast majority of the scenery was built using the tools and resources (objects), that Microsoft Flight Simulator currently offers.

5.1. ~~Ortophoto imagery and elevation data~~

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

5.2. Textures used

For this version I completely re-textured my models that I have made for FSX/Prepar3D:

- the „Takeoff“ billboard
- Mouseviator Statue
- Runway platform

In this process, I used also textures from:

<https://cc0textures.com>

- specifically used: Concrete004, Concrete012, Concrete024, Fabric037, Fabric040, Fabric042, Leather022, Metal029, Plastic005, Asphalt003, Metal010, Metal025, DiamondPlate003, Wood039

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.

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

"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.

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