

Islandpack 1.42

Addon and Readme are made by Mondkalb (mondkalb@vr-web.de).

Modifying without permission is not allowed. Last modified 22. March, 2009. ArmA rocks!!!

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Objectlist & Classnames

AIS Building

MBG_AIS

Doors:

Front Door

FDoorL
FDoorR

Back Door

BDoor

Airport Tower

MBG_Tower

Connecting Segment

Variants:

Open to two sides

MBG_SegmentA

Open to one side

MBG_SegmentB

Lookout

MBG_Ausguck

Doors

Maindoor

Turm_Door

Bunker

MBG_Bunker

Doors

Maindoor

D1
D2

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Hangar

MBG_Hangar1

Doors:

Front Left Side

DoorNW1
DoorNW2

Front Right Side

DoorNE1
DoorNE2

Back Left Side

DoorSW1
DoorNW2

Back Right Side

DoorSE1
DoorSE2

Gate:

Left Half

T1L
T2L

...
T8L

Right Half

T1R
T2R

...
T8R

Tunnel Entrance

MBG_Tunnel_Entrance

Tunnel segment

MBG_Tunnel_50m

Schnell Ad

MBG_Werb1

Hubert's Monuments Ad

MBG_Werb2

Hubert's Monuments (small) Ad

MBG_Werb3

Mike's Place of The enlightened P. Ad

MBG_Werb4

Thingie above in a smaller version.

MBG_Werb5

Murray's Golden Book Shop ad

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MBG_Werb6	
Fiona's irish Pub ad MBG_Werb7	
Myke's Convenience Store ad MBG_Werb8	
Mr. Lee's Chinese Laundry ad MBG_Werb9	
Sunblind (Books) MBG_Werb10	
Island's Voice Ad MBG_Werb11	
Advertising pillar MBG_Werb12	
Runway End	
Variants:	
Heading 18	MBG_RW18
Heading 36	MBG_RW36
Taxiway Curve	
Variants:	
Taxiway Curve Left	MBG_TWKL
Taxiway Curve Right	MBG_TWKR
Taxiway T-Juction MBG_TWKT	
Taxiway Helicircle MBG_TWKPP	
Approach [X] HOLD HERE	
Variants (X):	
27	MBG_ApS_27APCH
36	MBG_ApS_36APCH

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No Aircraft beyond this point

MBG_ApS_End

Lane [X]

Variants (X):

1	MBG_ApS_Lane1
2	MBG_ApS_Lane2
3	MBG_ApS_Lane3
4	MBG_ApS_Lane4

Runway [X] is to the [Y]

Variants (X): Variants (Y):

18-36	Left	MBG_ApS_Left1836
27-09	Left	MBG_ApS_Left2709
18-36	Right	MBG_ApS_Right1836
27-09	Right	MBG_ApS_Right2709

Lane [X] is to the [Y]

Variants (X): Variants (Y):

1	Left	MBG_ApS_LeftT1
2	Left	MBG_ApS_LeftT2
3	Left	MBG_ApS_LeftT3
4	Left	MBG_ApS_LeftT4
1	Right	MBG_ApS_RightT1
2	Right	MBG_ApS_RightT2
3	Right	MBG_ApS_RightT3
4	Right	MBG_ApS_RightT4

Runway [X] ahead

Variants (X):

36-18	MBG_ApS_UP1836
27-09	MBG_ApS_UP2709

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Runway [X]	
Variants (X):	
36	MBG_ApS_RWY36
27	MBG_ApS_RWY27
18	MBG_ApS_RWY18
09	MBG_ApS_RWY09
Taxiway [X]	
Variants:	
A	MBG_ApS_TWYA
B	MBG_ApS_TWYB
Maximum Car Height 4.80m	
MBG_Height480	
Street name signs	
Oh boy, 58 pieces.	
Variants:	
Abbey Road	MBG_ST_Nam_1
Berry Street	MBG_ST_Nam_2
Carrolton Street	MBG_ST_Nam_3
Cherry Street	MBG_ST_Nam_4
Choctaw Street	MBG_ST_Nam_5
Decker Road	MBG_ST_Nam_6
Dowdle Road	MBG_ST_Nam_7
Eastern Trail	MBG_ST_Nam_8
Fairground Road	MBG_ST_Nam_9
Fakestreet	MBG_ST_Nam_10
Franklin Street	MBG_ST_Nam_11
Geeslin Road	MBG_ST_Nam_12
Gerard Street	MBG_ST_Nam_13

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Green Street	MBG_ST_Nam_14
Guba Drive	MBG_ST_Nam_15
Halley Drive	MBG_ST_Nam_16
Harris Road	MBG_ST_Nam_17
Holman Road	MBG_ST_Nam_18
Jefferson Street	MBG_ST_Nam_19
Kaitlin Drive	MBG_ST_Nam_20
Lake Street	MBG_ST_Nam_21
Laurin Street	MBG_ST_Nam_22
Levee Street	MBG_ST_Nam_23
Lynch Road	MBG_ST_Nam_24
Middle Road	MBG_ST_Nam_25
Mondy Road	MBG_ST_Nam_26
Moss Street	MBG_ST_Nam_27
Nash Drive	MBG_ST_Nam_28
New Alley	MBG_ST_Nam_29
Oak Grove Drive	MBG_ST_Nam_30
Olive Street	MBG_ST_Nam_31
Parker Street	MBG_ST_Nam_32
Pass Street	MBG_ST_Nam_33
Pecan Street	MBG_ST_Nam_34
Pierce Boulevard	MBG_ST_Nam_35
Pine Hill Street	MBG_ST_Nam_36
Poplar Street	MBG_ST_Nam_37
Robin Drive	MBG_ST_Nam_38
Rundle Drive	MBG_ST_Nam_39
Scruffy Avenue	MBG_ST_Nam_40
Segar Street	MBG_ST_Nam_41
Sinder Street	MBG_ST_Nam_42
Smith Circuit	MBG_ST_Nam_43
Spain Drive	MBG_ST_Nam_44
Stills Street	MBG_ST_Nam_45

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Stockwell Drive	MBG_ST_Nam_46
Toe Road	MBG_ST_Nam_47
Tuscola Drive	MBG_ST_Nam_48
Union Street	MBG_ST_Nam_49
Van Dorn Street	MBG_ST_Nam_50
Walthall Street	MBG_ST_Nam_51
Water Street	MBG_ST_Nam_52
Wet Drive	MBG_ST_Nam_53
Whithers Drive	MBG_ST_Nam_54
Willow Street	MBG_ST_Nam_55
Wolf Creek	MBG_ST_Nam_56
Wood Road	MBG_ST_Nam_57
Yopp Road	MBG_ST_Nam_58
Birds	
Variants:	
Bald Eagle	MBG_BaldEagle
Pigeon	MBG_Pigeon
Buzzard	MBG_Buzzard
Crow	MBG_Crow
Jay	MBG_Jay

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How to: Runway/Taxiway Signage

Confused by those many abbreviations and stuff, how do you set up an airport, that even satisfies a VATSIM-Member?

I'm going to explain how to place the right signs at the right spot and tell you what they actually mean.

So, at first, we take this plan of Paraiso Airport:
The red spots are locations of signs, the digits in it help us to define which is what, and the small peaks indicate the direction they're facing.

1 Runway Designation Sign

This little fellow shows the Pilot on which Runway he is right now. In this case, the chosen object would be „**Runway 09**“.
(*MBG_ApS_RWY09*)



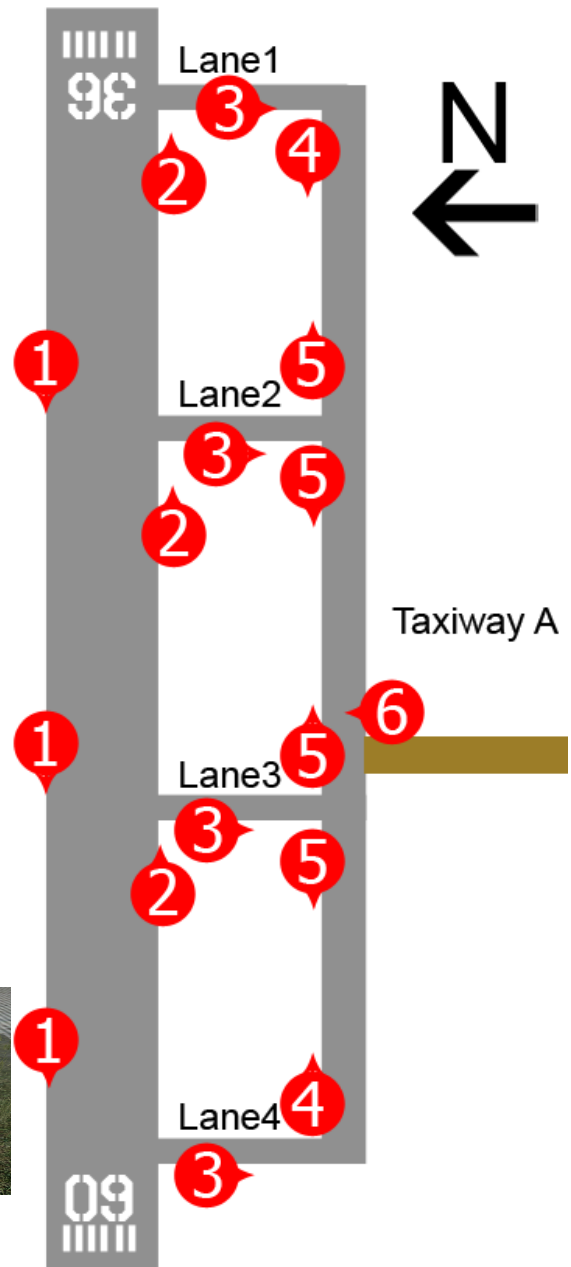
2 Runway Designation Sign

Same as the one above, just the opposite direction.
(*MBG_ApS_RWY27*)



3 Runway Approach Sign

This sign tells the pilot that Runway 27 (and 18) is ahead, and that approaching aircraft make crossing this Runway quite dangerous. Do not cross without permission given by tower. The **yellow T3** indicates, that you're on **Lane 3**. Don't forget to change it to the actual lane.



This signage are two elements. First the lane indicator „**Lane 3**“ and then the „**27-Approach**“.
(*MBG_ApS_Lane3* and *MBG_ApS_27APCH*)

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4 Direction Sign

This sign tells the pilot that he is still on **Taxiway A** and that he has to take lane 1 (the **yellow T1**) to get to **Runway 27** or **Runway 18**.

(MBG_ApS_LeftT1 then MBG_ApS_TWYA and MBG_ApS_Left2709; When facing North)



5 Direction Sign

This sign is similar to the one above with one exception: The **Runway** is **not to the right**, it is **ahead**.

(MBG_ApS_LeftT3 then MBG_ApS_TWYA and MBG_ApS_Up2709; When facing North)



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6 No Aircraft beyond this point

This sign tells airmen, that their Vehicle is not allowed to cross this point, because there is a Road for vehicles, a One-Way-Lane or a giant Canyon with many crocodiles in it.



How to: Add birds to your island

This nice and shiny Addon adds five new flying species to your Arma! „Well... but how do I get them on my island?“ You might ask now.

Open the config.cpp of your island and go to:

class CfgWorlds > class YOURISLAND > class ambient

You might discover some entries like „Birds“ and „BigBirds“. Create a new Class on the same level „BigBirds“ and „Birds“ are. (You can copy them and rename it.) If you didn't copy „Birds“ and renamed it, copy it out of this document:

```
Class CfgWorlds
{
[YourStuff]
    class ambient
    {
        Class Pigeons
        {
            radius = 300;
            cost = "(2 + (10 * houses)) * (2 - night) * (1 - sea) * (1 - windy)";
            class Species
            {
                class MBG_pigeon
                {
                    probability = 1;
                    cost = 999;
                };
            };
        };
    };
};
```

This is what it should look like. And thats it. You can play around with the Cost, this is the probability array.