

**Objects from vicenh04 – Ogden Point Terminal – March 2005**

These are rudimentary gmax objects which may serve as starting points for other designers. You will need to have the gmax FS2004 gamepack installed to modify these, and have a basic knowledge of gmax. Placement of the objects requires knowledge of XML. Objects: boats, boat cradle, fences, intercity bus, park benches, information kiosk, marine lights, a variety of light poles, school bus, security booth with transparent windows, a portable building with deck and coke machine, a tree planter and a simple zodiac water craft.

These objects were created for the Ogden Point Terminal/Camel Point Heliport scenery vicenh04.zip

*Download the gamepack from:*

[http://www.microsoft.com/games/flightsimulator/fs2004\\_downloads\\_sdk.asp#gmax](http://www.microsoft.com/games/flightsimulator/fs2004_downloads_sdk.asp#gmax)

Gmax support forums:

[www.scenerydesign.org](http://www.scenerydesign.org)

<http://www.turbosquid.com/MessageBoard/index.cfm/FuseAction/ShowAllThreads/FID/1065>

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[www.jonpatch.ca/flightsim](http://www.jonpatch.ca/flightsim)

You may use these models or variants in your scenery design with credit given, with the exceptions of:

- Boats based on model by Winfried Orthmann, with permission
- Fences based on model by Marci Dunn, with permission

Contact those individuals for permission to use their models.

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File Name: vicenh04\_objects.zip

Author: Jon Patch

Copyright Date: March 25, 2005

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[www.Flightsim.com](http://www.Flightsim.com)

[www.vanisleva.com](http://www.vanisleva.com)

[www.fs-shipyards.com](http://www.fs-shipyards.com)

[www.fsgenesis.net](http://www.fsgenesis.net)

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#### Objects

- gmax fence based on fence by Marci Dunn
- Pilot Boats based on models by Winfried Orthmann

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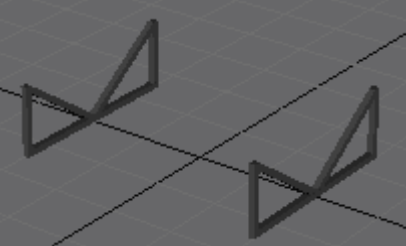
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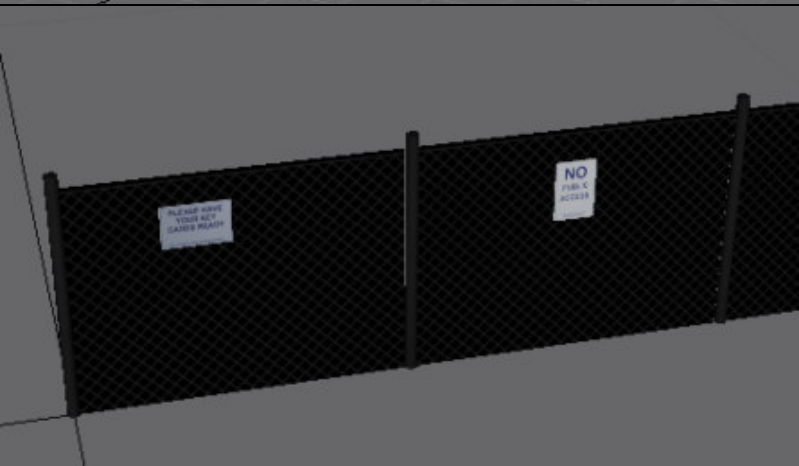
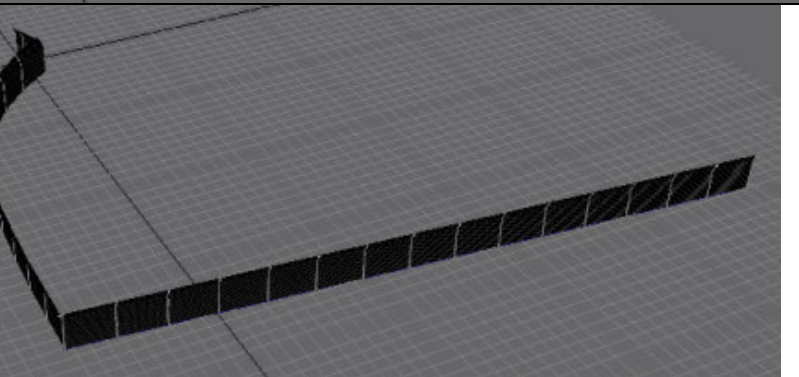
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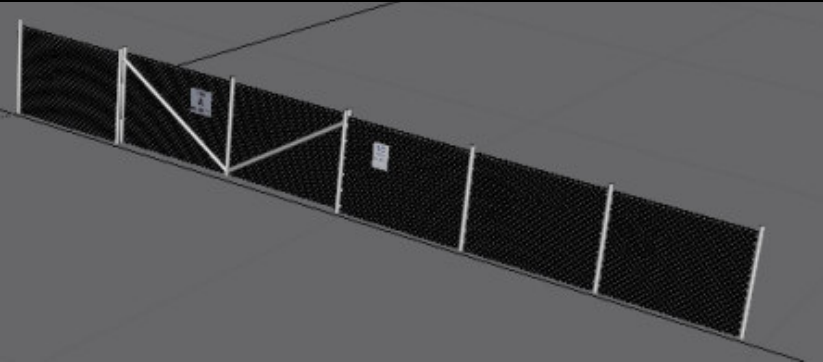
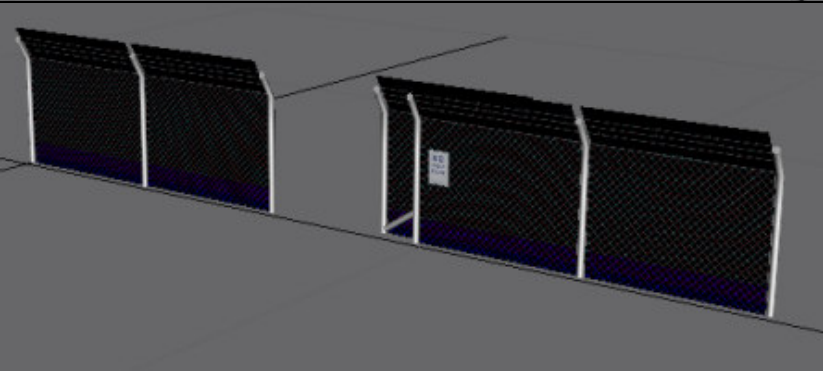

**Gmax Object Collection**

Gmax file	Description	Image	Textures used, placing effects
17m_pilot	static pilot boat		pilot_boat.bmp
23m_pilot_pacific	simple AI pilot boat with light effects. <i>Note: this model needs more work before being used as a non-AI craft.</i>		pilot_boat2.bmp pilot_boat2_lm.bmp  standard MS effects built into model
boat_cradle	very simple boat cradle		none

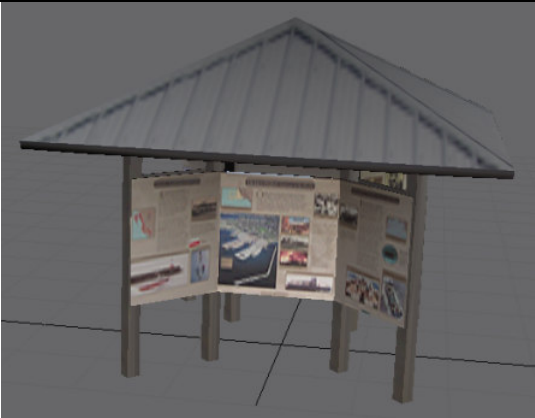
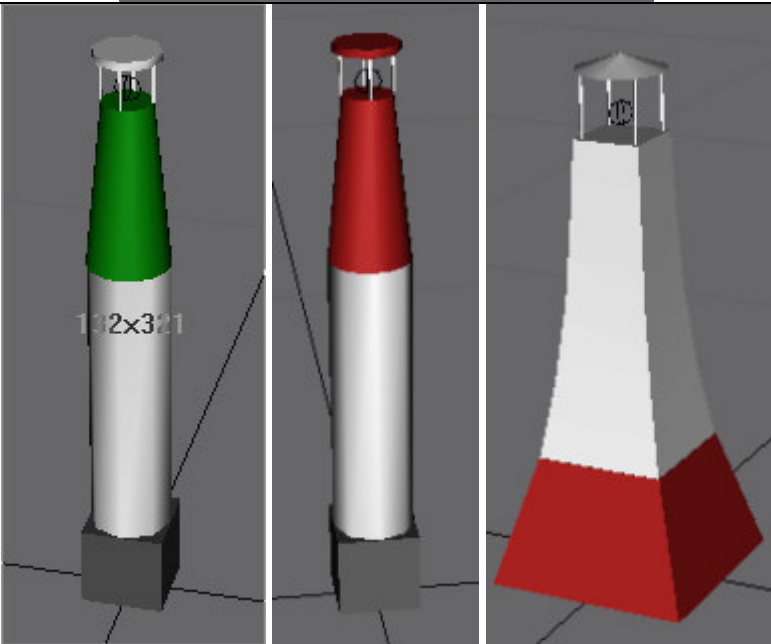
Gmax Object Collection

<p>bus_PCL</p>	<p>Intercity bus in the livery of Pacific Coast Lines</p>		<p>PCL_bus.bmp PCL_bus_LM.bmp</p>
<p>fence_black_NW_reception_B</p>	<p>11 section black fence, no barbed wire, with signs</p>		<p>blackfencewnogras.bmp signs.bmp</p>
<p>fence_heliport_east</p>	<p>silver fence, with barbed wire</p>		<p>fencewnogras.bmp</p>

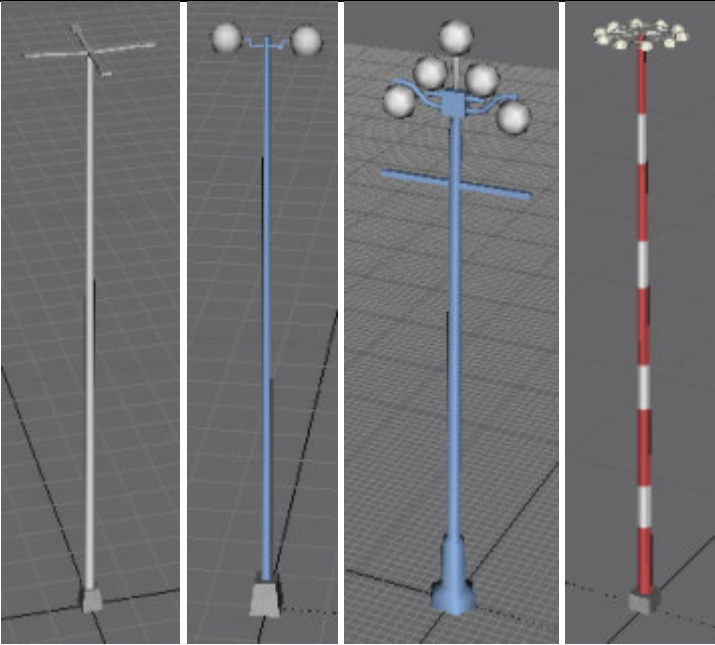

Gmax Object Collection

fence_pier_A_north	silver fence, no barbed wire, with gate and signs		fencewnograss.bmp signs.bmp
fence_pier_A_south	silver fence, no barbed wire with open gate and sign		fencewnograss.bmp security_booth.bmp
flat_bench	bench with no back		bench_texture.bmp





**Gmax Object Collection**

<p>info_kiosk</p>	<p>information kiosk</p>		<p>kiosk_texture.bmp kiosk_texture_LM.bmp</p>
<p>Light Marine Green Generic Light Marine Red Generic Ogden Point Pier Light</p>	<p>Flashing marine lights, needs Sandmann effects</p>		<p>None.</p> <p><i>Effects placement example:</i></p> <p>For generic:</p> <pre>&lt;SceneryObject lat="nn" lon="mm" alt="6.75" pitch="0" bank="0" heading="0" altitudelsAgl="TRUE" imageComplexity="NORMAL"&gt; &lt;Effect effectName="MF_marine_strobe_red_2s.fx" /&gt; &lt;/SceneryObject&gt;</pre> <p>For Ogden Point use alt="12"</p>

## Gmax Object Collection

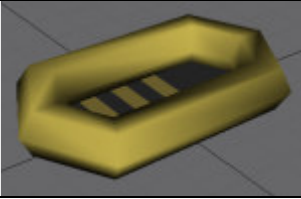
Light_pole_helijet	14m grey pole with four flood lights		light_poles.bmp light_poles_lm.bmp except for Light_pole_tall which uses:
Light_pole_medium	10m ornamental blue pole with 2 globe lights		tall_light_pole.bmp tall_light_pole_lm.bmp
Light_pole_shorter	5.3 m ornamental blue pole with 5 globe lights		Place light effect, if desired, for tall_pole at 27.9m. Example: <!-- Pole --> <SceneryObject lat="48 24.9751" lon="-123 23.030" alt="2.5" pitch="0" bank="0" heading="0" altitudelsAgl="FALSE" imageComplexity="NORMAL"> <LibraryObject name="<GUID you assign>" scale="1.0" /> </SceneryObject>
Light_pole_tall	25 m red and white pole with 10 flood lights		<!-- Flashing Light (dawn, dusk) --> <SceneryObject lat="48 24.9751" lon="-123 23.0303" alt="27.9" pitch="0" bank="0" heading="0" altitudelsAgl="FALSE" imageComplexity="NORMAL"> <Effect effectName="MF_marine_strobe_red_6s.fx" effectParams="DAWN=1;DUSK=1;"/> </SceneryObject>  <!-- Flashing Light (day, night) --> <SceneryObject lat="48 24.9751" lon="-123 23.0303" alt="27.9" pitch="0" bank="0" heading="0" altitudelsAgl="FALSE" imageComplexity="NORMAL"> <Effect effectName="MF_marine_strobe_red_6s.fx" effectParams="DAY=0;NIGHT=1;"/> </SceneryObject>
Park_bench	typical park bench with back		bench_texture.bmp

## Gmax Object Collection

School_bus	"Saint Michaels University School"		school_bus.bmp school_bus_lm.bmp
Security_booth	small booth with transparent windows		security_booth.bmp
Trailer_on_Pier_B	example of portable building with deck, coke machine and transparent glass panels		trailer_Pier_B_texture.bmp trailer_Pier_B_texture_LM.bmp coke_machine.bmp coke_machine_LM.bmp
Tree_planter_concrete	a planter		tree_planter_concrete_texture.bmp

## Gmax Object Collection

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Zodiac_yellow	very simple static zodiac water craft				zodiac.bmp
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