

Default Terminal Buildings Subset for EZ-Scenery

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What is this?

EZ-Scenery gives us access to all the default terminal buildings in the FS9 libraries. Unfortunately the FS9 libraries are completely unorganized, so finding a specific shape and color of building can be time consuming. Also, many of the terminal buildings are too distinctive in appearance to be of much use to someone who is looking for simple shapes to use as "building blocks" to create their own terminals.

This is a subset of the default terminal buildings that I created for my own use with EZ-Scenery. I went through most of the FS9 scenery libraries that contain terminal buildings and chose a representative sampling of simple shapes in the various textures that are available. This makes it easier for me to find, say, a two story, T-shaped, yellow textured terminal building.

I hope this library will be of use to other EZ-Scenery designers. It will also be required for some of the sceneries I will be creating using EZ-Scenery and sharing with others.

These are not new objects, they are default scenery objects created and owned by Microsoft. I'm simply providing a more convenient way to use them.

Installation

1. Unzip `default_terminals_ss.zip` into a temporary folder.
2. Move `default_terminals.bgl`, `default_terminals.txt`, and `default_terminals.xml` into your FS9/Addon Scenery/Scenery folder. Or, if you are familiar with how to create your own scenery folders in FS9 you can put them in any active scenery folder. These objects use the default textures so no additional textures need to be installed.

File information

`default_terminals.bgl` is the scenery objects. This is all you need to have in order to use scenery files that call for it.

`default_terminals.txt` is for users of EZ-Scenery. It is the list of object names that will be displayed in EZ-Scenery when the `default_terminals.bgl` library is selected. If you are not using EZ-Scenery you don't need this file, but it won't hurt anything to leave it where it is.

`default_terminals.xml` is for scenery designers who use xml files to place objects. You probably won't need it but it won't hurt anything to leave it where it is.

How the objects are organized in the library

The objects are sorted and labeled as follows:

1. By texture color.

B = Blue

BW = Blue & White

G = Green

R = Red

W = White

Y = Yellow

See below for examples of the textures.

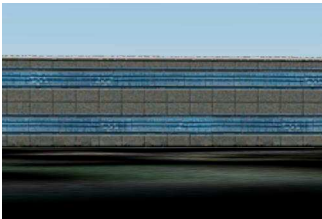
2. By number of stories. Most will be one, two or three stories.

3. By shape. I used letters and punctuation marks that represent the shapes of the building.

Example: W2L will be a white, two-story, L-shaped building.

Textures:

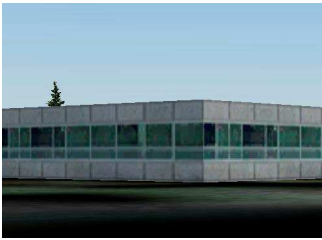
Blue



Blue & White



Green



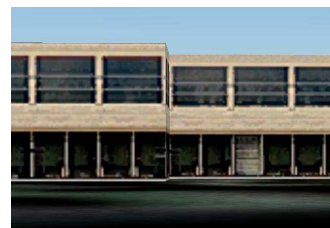
Red



White



Yellow



Term of use

For use only in freeware scenery created for use in FS9. Thank you.