

Road_Signs

Version 1.0

by OE3GSU Member of AXDG





Austrian X-Plane Design Group

Inhalt:

1. Description	3
2. Usage	3
3. file structure	4
road signs	4
Bridges for overhead signs	4
traffic lights	5
railroad crossings	5
streets	5
4. required software:	5
5. Credits	6
6. Betatester-Team	6
7. Lizenzbestimmungen	6



Austrian X-Plane Design Group

1. Description

To give our scenes even more reality, this package offers Austrian traffic signs, traffic lights, railroad crossings and roads.

Currently, the following objects are included:

Road Signs:

- All signs according to StVZVO 1998
- several additional panels
- overhead signs
- bridges for overhead signs
- railroad crossings
- roads

2. Usage

I recommend that you copy the entire package into your scenery folder. Then the required objects can be placed with WED or OE.

After completion of the scenery check it with the tool [X-Publish](#) of marginal and it simultaneously copy all required files into a ZIP archive. The unused files of the package will NOT be copied in the ZIP archive!



Austrian X-Plane Design Group

3. file structure

To make it easier to find the objects, they are named after the structure:

road signs

G_01_20.obj

- G...
 - G: danger signs
 - V: danger signs
 - H: reference signs
 - Z: additional signs
 - O: overhead signs
 - B: bridges für mounting the overhead signs according to StVZVO 1998 (PDF included).
- 01... numbering of sing as in StVZVO 1998
- 20... Height of the sign in Dezimeter (signs: lower edge, additional signs: upper edge)

All objects are designed so that the sign and the additional signs match. For positioning: Place and align the sign (also includes the mast). Position the additional sign at the same position with the same orientation.

All objects that include town names or other details are includet also with a neutral texture (filename-addiion. "_N"). With this you can build (by editing the texture file) the required signs.

The signpost on federal and state roads (H13A, b and c) are positioned at different heights (1.5 and 1.8 m), according to the legal requirements.

Bridges for overhead signs

The bridges for the overhead signs are arranged in east-west direction. Here are the file name to:

B_400_60.obj

- B... Bridge
- 400 width in Dezimeter
- 60 height in Dezimeter

The overhead signs are already located at the right height. Only the position of the bridge, the alignment of the bridge must be determined and the alignment of the sign be set equal.



Austrian X-Plane Design Group

traffic lights

The package also contains traffic lights. These are to be positioned ALWAYS with orientation near 0 ° (North), because the lights are corresponding arranged.

TfcLt_N_1_28.obj

TfcLt...	traffic light
N...	orientation of lights
1...	type of light (1 .. only traffic light, 2 .. with pedestrian lights)
28...	height (lower edge) in Dezimeter

The traffic lights at 2.8 m height are aligned so that they can be placed over a traffic sign. But also include a mast so that it can overlap (flicker can occur).

Traffic lights with 5m height are without mast and for mounting above the ground (in reality on ropes that are not shown here) are provided. In these, the guidance letter indicates the number of lights on:

N	lights e.g.: only to the north
NS	lights e.g.: to the north and south
NSEW	lights to all directions

railroad crossings

there are three different variants:

Barrier_C_R	barrier closed, to the right of the street
Barrier_C_L	barrier closed, to the left of the street
Barrier_O	barrier open

streets

The package includes 14 different roads in Austria (European) version - with white floor markings.

These are implemented as. Lin files and can be placed with WED or OE as a line.

To see which roads are included, simply open the file "Roads.png". The numbers of the. lin files correspond to the textures in the. Png from left to right.

4. required software:

X-Plane® Version 10.25+ oder 9.7



Austrian X-Plane Design Group

5. Credits

LAMINAR RESEARCH® für X-Plane®
Ben Supnik für [WED](#) (Version 1.2.1r3 verwendet)
marginal für sein [Sketchup-Plugin](#)
für [X-Publish](#)

6. Betatester-Team

DanielMan, greuff, PAA196, PetJedi, grissley
alle Mitglieder der AXDG.

7. Lizenzbestimmungen

This package is freeware and stays in the possession of the developer/s. Upon installation of the freeware the user accepts the terms of use. It is not allowed to upload the package or parts of it to other websites without the explicit permission in writing of the developer/s. Furthermore it is forbidden to use the package or parts of it on a commercial basis without the explicit permission in writing of the developer/s. Changes and modifications for the private use are allowed. But it is not allowed to share such changed or modified versions without the explicit written permission from the developer/s.

Apart from that the respective terms of copyright law are applicable.

The developer/s are not responsible for any malfunctions or possible failures of hard- or software in connection with this package. Under <http://forum.aerosoft.com/index.php?forum/621-x-plane-10-freeware-airports-beitraege-und-diskussionen/> the developer/s are available for questions or remarks regarding this scenery but cannot give the guarantee that this scenery will work on all computer systems.

Have fun with the road signs

Gerhard, OE3GSU

