



SANDY ROCKS v 1.5

by **Mr.Bean**

Required Addons:

- Baracken Addon 1.5
- Water Tower und Shed
- MilObj-Pack
- Flughafen Addon
- US Camo Nets

Scripts:

To place the doors of the huge hangers on the north west airport. Write this line into any init line of unit in the editor:

```
this exec "\sandy_rocks\hangar.sqs"
```

To open one of the gates on the island:

```
(object Nummer) animate ["Component02", 1/0]
```

If you want to open all gates on the island:

```
this exec "\sandy_rocks\schranke.sqs"
```

With that line you can open the doors of the beton hangar:

```
(object Nummer) animate ["TorR", 1/0]
```

or

```
(object Nummer) animate ["TorL", 1/0]
```

Thanks:

For permitting to use the addons for that island:

- JörgF.
- Lockheed Martin\$ch
- AXE
- RKLS Studios

Verschiedenes:

If you have some questions or some ideas for the island contact me.

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