

# Making a Medical Dispatch

## MedEvac!

Got an idea for a MedEvac? They are actually pretty simple to make and we'll give you a hand along the way if you need it. I'll use "E024B", replace this with YOUR number.

Let's start with the "result" ... this is what you want to send me: An "E Folder"

E024B

E024B\_dispatch.pdf  
E024B\_M002\_reception.bgl  
E024\_map.jpg  
E024B\_scenery.bgl  
E024B\_waypoint.bgl

### Making the dispatch.pdf

Here is the "template" ... copy this into your word processor and fill it in.

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**RTMM MedEvac Dispatch (*E number of dispatch*)\_**  
**Equipment: Helicopter or Float Plane**

#### **Special RTMM Scenery Requirements:**

- (ORBX needed, any RTMM scenery locations needed)

#### **Starting Location:** (*Start at an interesting place*)

- Float Plane: (*Start point for float plane or amphibian*)
- Helicopter: (*Start point for helicopter*)

**Location of Emergency:** Bearing from (*starting airport*) is XXX° for XX miles.

#### **Medical Destination:**

Float Plane: (*medical dock? Medical way point*)  
Helicopter: (*hospital helipad? Medical way point*)

**Nature of Emergency:** (*Give a description of the emergency, number of victims, keep it descriptive but short*)

**Emergency Location:** Lat/Long      Topo Map ← *Link for MyTopo page*

#### **Emergency Way point:**

- **Helicopter:** (*Instructions for a helicopter ... this is what you want them to do*)
- **Float Plane** (*Instructions for a plane ... this is what you want them to do*)

*Place map Here*

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For the MyTopo link, go to: <http://www.mytopo.com/maps/?lat=52.2169&lon=-127.8629&z=10>  
From there, select your location and move the map in and out. Go to the bottom left and click on “link to this map” ... a url will show up. Copy that and link it to the “Topo Map” wording.

If you do not have the ability to put this into PDF format, send me the “filled in” template and I'll do it for you. The little logo can be found at the bottom of the Medical Facilities Page in the developer's section.

Save this and put it into the “E” folder.

### **Making the E024B\_M002\_reception.bgl**

Choose the medical center you are going to. Go to the designer's section (bottom) of the web page and download the zip there that gives you the “reception” files. When you open this you will see:

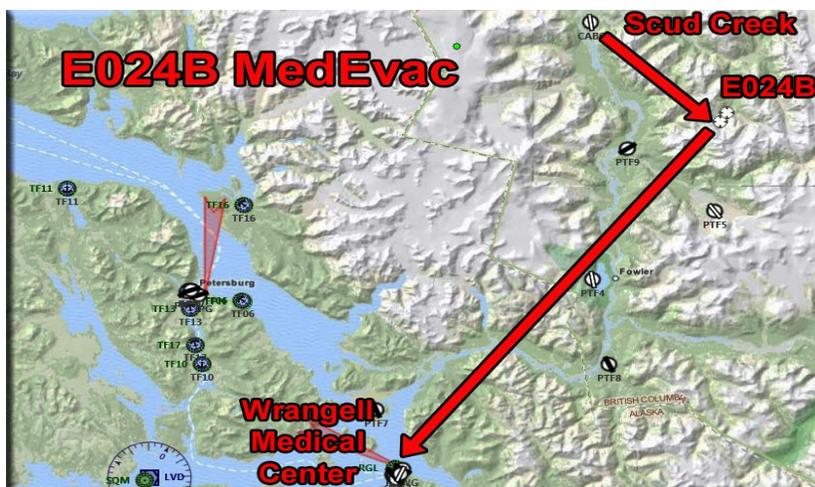
M001\_reception.bgl  
M002\_reception.bgl  
etc

Look at the “M” number for your “ending” medical center. Find the med center on the web page and look at it's “M” number. If it is Wrangell, then it is “M002”. In this example, you copy the “M002\_reception.bgl” and pasted it to the desktop. Then RENAME it with the name of your dispatch ... E024B\_M002.reception.bgl. Save that and put it into the E Folder.

This file gives you an “automatic” reception committee waiting at the receiving dock or helipad ... it is all done for you.

### **Making the Map**

I can do this for you if I have the position of the start, the emergency and the med center. But if you do it, Use Plan G, select an “area” that “frames your area of use. Put the name of the start, place the “E” number where it belongs and the name of the medical center. Put arrows showing the route. Place the map in the E folder.



## **Making the Scenery.bgl**

Use IS3. When you begin, name your “scenery” as (example) E024B.scenery.bgl (again, use your OWN “E” number!)

Put in the objects you need for your “emergency”. You do not need to put people at the docks or receiving helipad, that is already done for you. These scenery locations can be very small. Some I have done only have 4 objects. Place the bgl into the “E” Folder.

## **Making the Waypoint**

You must have SDK installed for FSX or for P3D. Second, make a “waypoints workshop” folder. Once you have it, go in and look for “bglcomp.exe”. Make a shortcut to it and put it in your new “waypoints workshop” folder. Next, use the text below to make a “.txt” file (Notepad or similar) and name it WAYPOINT WORKSHOP.txt. Place this into your new “waypoints workshop folder”

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<FSData version="9.0"
xmlns:xsi='http://www.w3.org/2001/XMLSchema-instance'
xsi:noNamespaceSchemaLocation="bglcomp.xsd" >
<Waypoint
    lat="N58 18.7707"
    lon="W133 47.5264"
    waypointType="NAMED"
    magvar="17.0"
    waypointRegion="PA"
    waypointIdent="EXXXX">
</Waypoint>
</FSData>
```

When you have the latitude and longitude of your emergency waypoint, put it in between the quotation marks on lat= and long= ...our magnetic variation is an average of 17, so don't worry about this. Then put in the name of your waypoint between the quotation marks after waypointIdent=. When finished filling it in, save it as:

E024B\_waypoint.XML      <be sure you use the XML, not “txt”.  
(use your own E number, this is only an example)

Now copy the newly created xml and “drop it” on top of the “bglcomp.exe” shortcut. It will automatically create a bgl for you named “E024B\_waypoint.bgl”

Put the waypoint into your “E” folder.

## **Send the “E” Folder to Doug**

I'll clean things up and make sure everything is “standard”. The naming must be exact for some things Rod will be doing later.

If you have any problems with any of these, just ask for help. If you are not comfortable making the map or the dispatch ... just send me the information and I will make those for you ... same for the waypoint.

This will seem complex and detailed at first ... once you get used to the process, you can make one of these in about 45 minutes!

Enjoy  
Doug