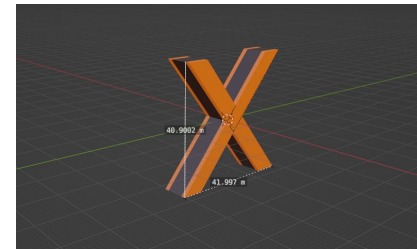
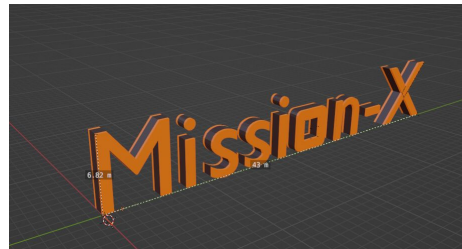
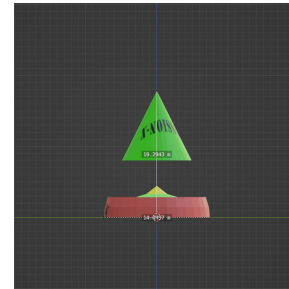
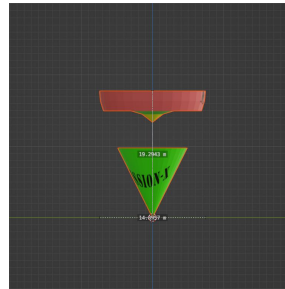
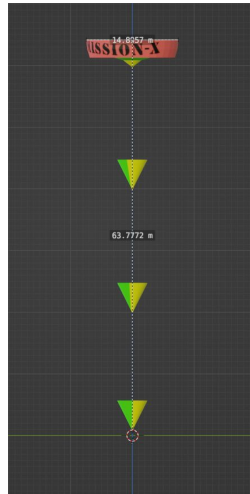
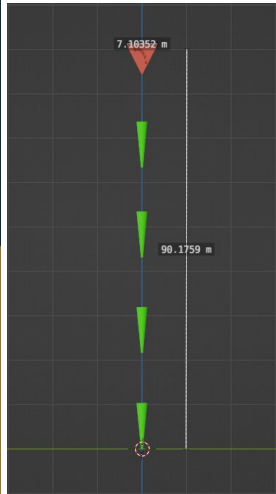
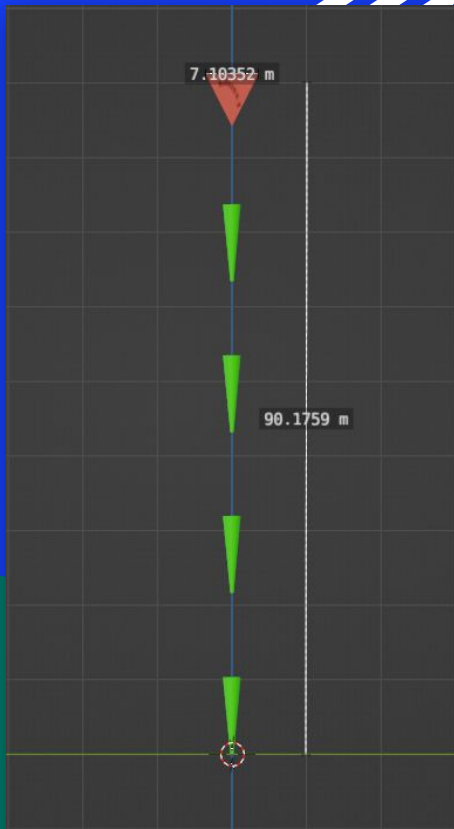


Mission-X Markers Dictionary





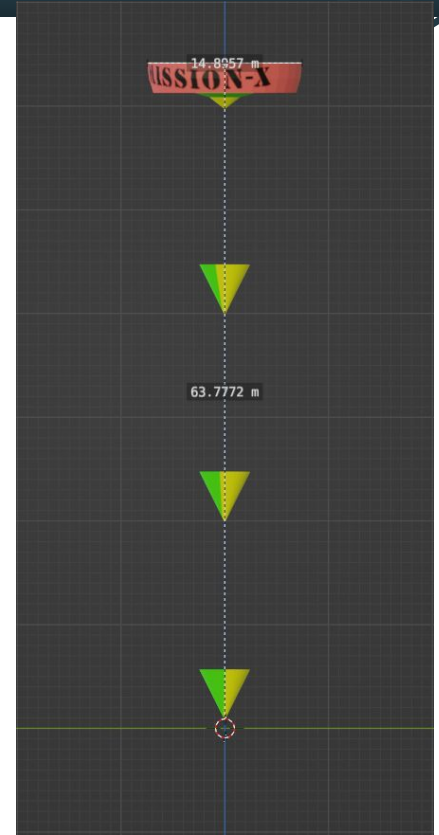
Default Marker

marker_five_parts_02.obj



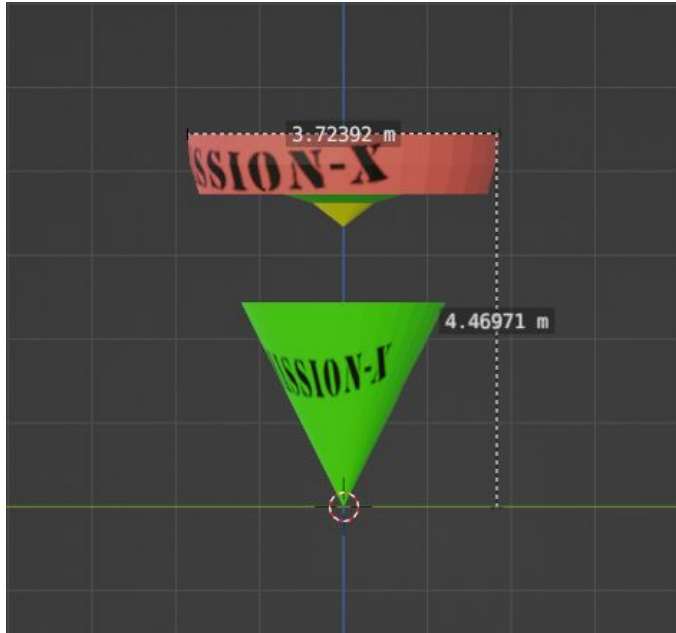
Question Marker

marker01_q.obj.obj



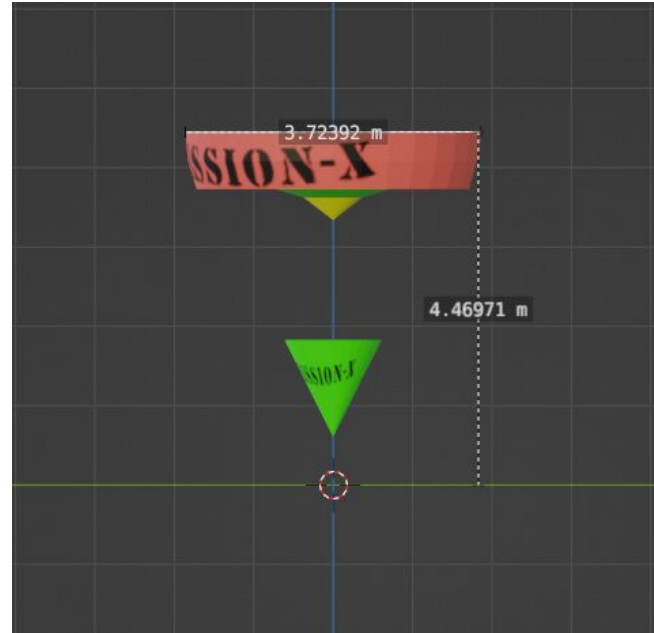
Tall Marker

mx_tall_marker_down_arrow_15x60.obj



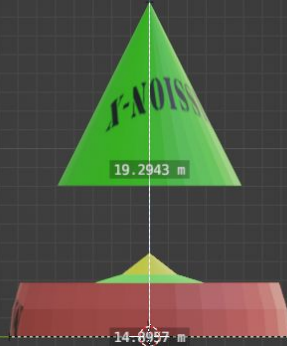
Marker point down - 5m

mx_arrow_down_5m.obj



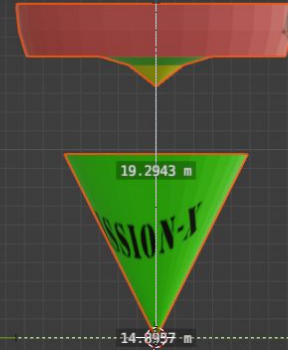
Marker point down narrow - 5m

mx_arrow_down_narrow_5m.obj



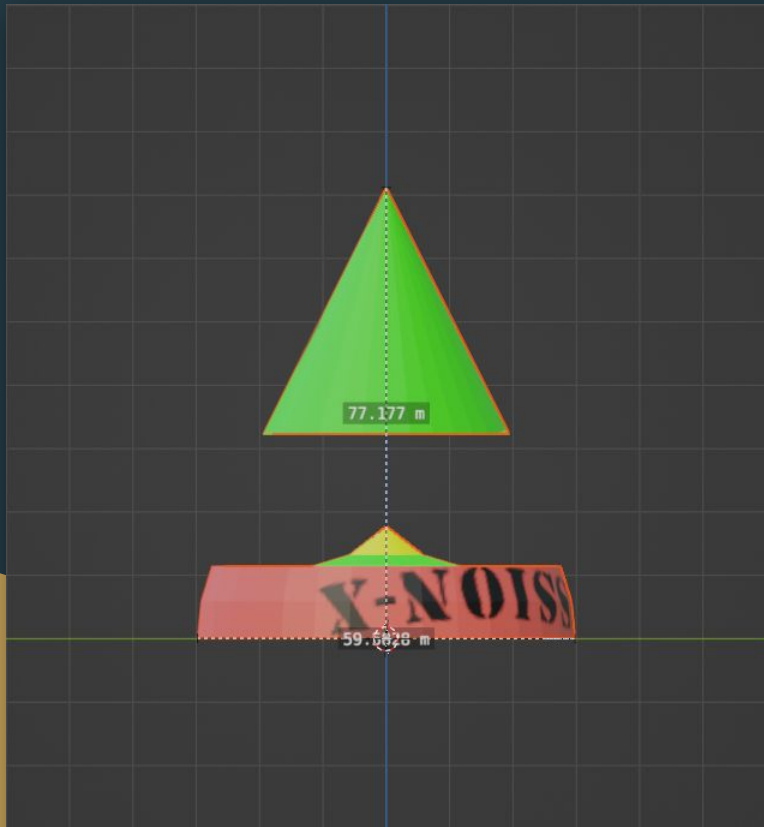
Marker point up - 15m

mx_arrow_up_15m.obj



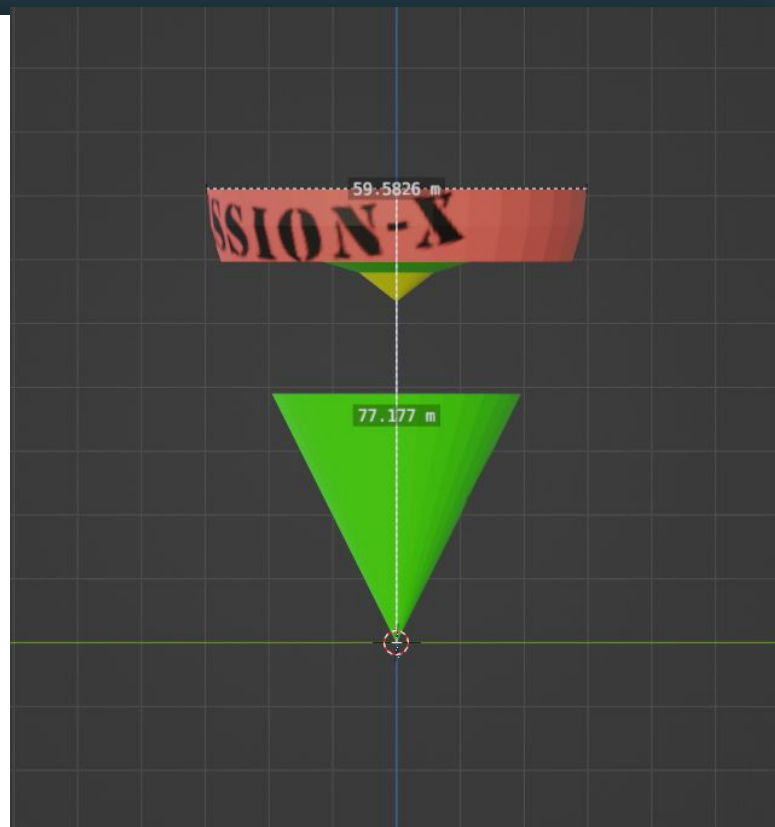
Marker point down- 15m

mx_arrow_down_15m.obj



Marker point up - 60m

mx_arrow_up_60m.obj



Marker point down- 60m

mx_arrow_down_60m.obj



A top-down view of the "Mission-X" text in a 3D environment. The text is orange and rendered in a bold, sans-serif font. It is positioned on a dark gray grid floor. A vertical blue line represents the Z-axis, and a horizontal green line represents the X-axis. A red dashed line indicates the text's position along the X-axis, with a label "1.364 m" at the start. A red dashed line also indicates the text's position along the Z-axis, with a label "8.60015 m" at the end. A small red circle with a crosshair is located at the intersection of these two lines.

Mission-X

Rotating Mission-X Text - 8m

mx_static_text_8m.obj

mx_text_rotation_smooth01_8m



An isometric view of the "Mission-X" text in a 3D environment. The text is orange and rendered in a bold, sans-serif font. It is positioned on a dark gray grid floor. A vertical blue line represents the Z-axis, and a horizontal green line represents the X-axis. A red dashed line indicates the text's position along the X-axis, with a label "1.364 m" at the start. A red dashed line also indicates the text's position along the Z-axis, with a label "8.60015 m" at the end. A small red circle with a crosshair is located at the intersection of these two lines.

Mission-X

- All smooth rotation objects uses special Mission-X dataref "[missionx/obj3d/rotation_per_frame_1_min](#)"



Mission-X

6.82 m

43 m



Mission-X

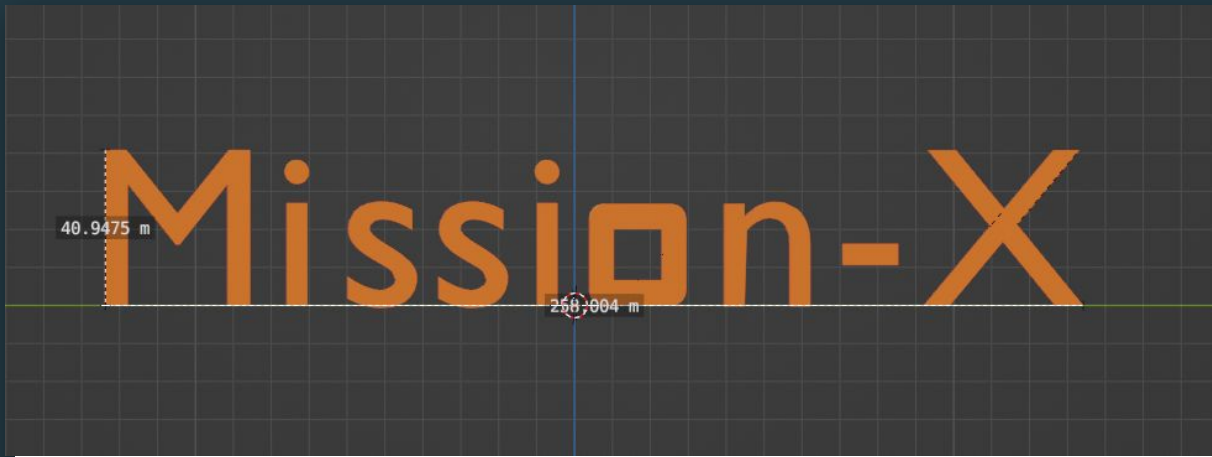
6.82 m

43 m

Static and Rotating Mission-X Text 40m

mx_static_text_40m.obj
mx_text_rotation_40m.obj
mx_text_rotation_smooth01_40m.obj

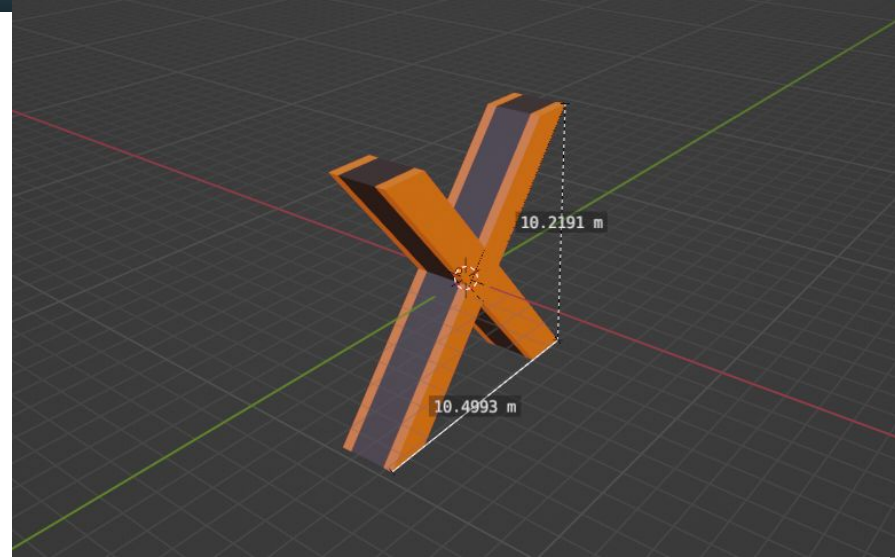
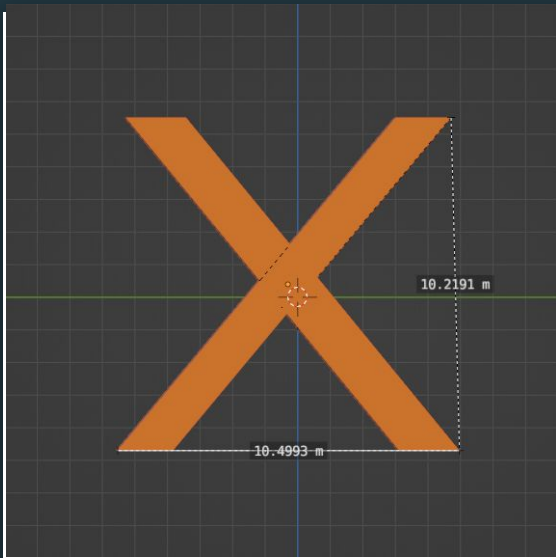
- Default rotation is updated per second - not smooth
["sim/cockpit2/clock_timer/local_time_seconds"](#)
- All smooth rotation objects uses special Mission-X
dataref ["missionx/obj3d/rotation_per_frame_1_min"](#)



Rotating Mission-X Text - 250m

mx_text_rotation_smooth01_250m.obj

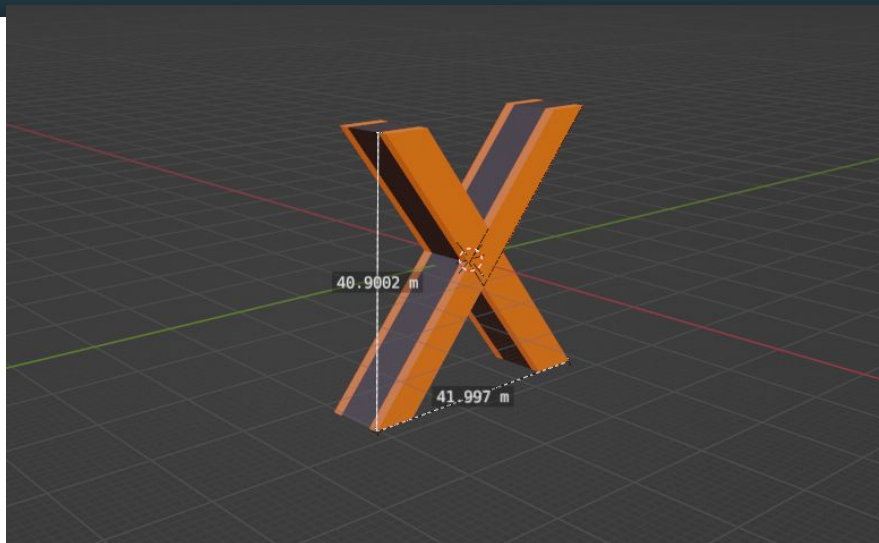
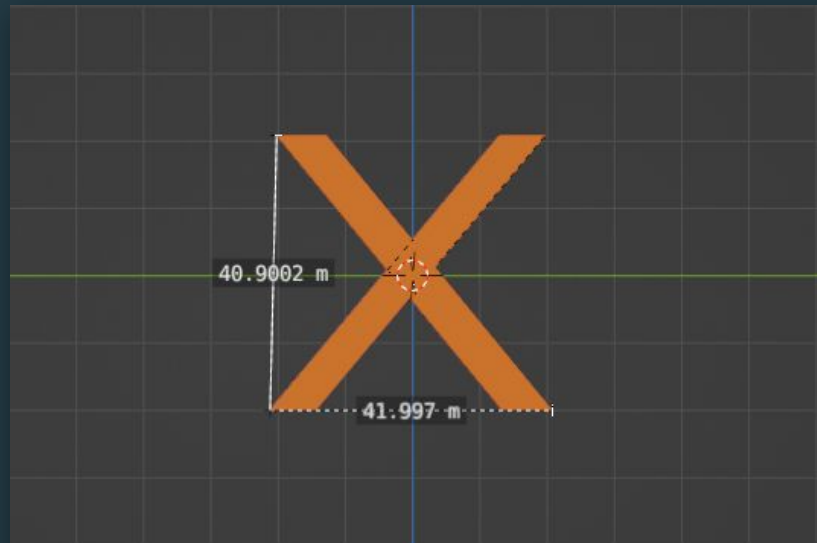
- All smooth rotation objects uses special Mission-X dataref "[missionx/obj3d/rotation_per_frame_1_min](#)"



X rotation - 10m

mx_x_rotation_smooth_10m.obj

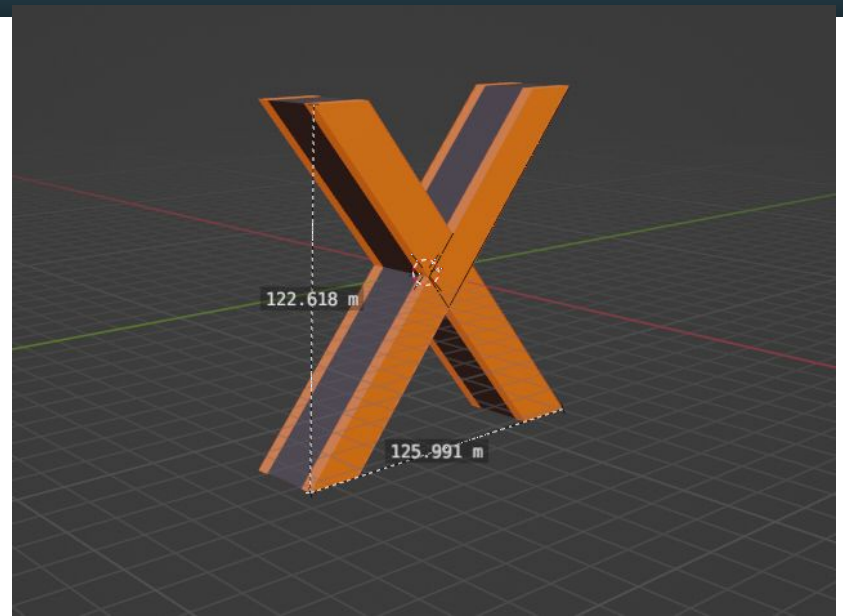
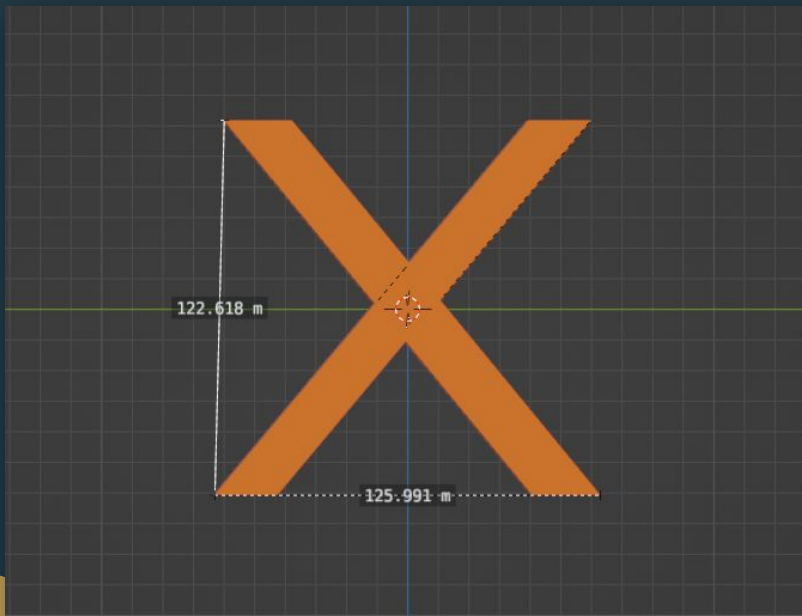
- All smooth rotation objects uses special Mission-X dataref "[missionx/obj3d/rotation_per_frame_1_min](#)"



X rotation - 42m

mx_x_rotation_smooth_42m.obj

- All smooth rotation objects use special Mission-X dataref "[missionx/obj3d/rotation_per_frame_1_min](#)"



X rotation - 128m

mx_x_rotation_smooth_128m.obj

- All smooth rotation objects uses special Mission-X dataref "[missionx/obj3d/rotation_per_frame_1_min](#)"