

How Big is the Stunt Island World?

ANSWER: Relative to other Flight Simulators... tiny!

One of the big bitches for me, is the Stunt Island world is like a small warp bubble... It's literally "Hotel California" - you can never leave! Just how small is it? Really small compared to nearly any other flight simulator. Let's take a look at page 61 in our manual:

"The South/North and West/East axis values go from 0 to 200,000 and represent distance in FEET.

The South/North-West/East value of 0-0 is in the lower left corner of the screen.

The center of the screen has the South/North-West/East value of 100,000-100,000.

The upper right corner of the screen has the value of 200,000-200,000."

Okay, now let's take 200,000 feet and divide by 5280 (one mile)...

That equals a scant: 37.9 statute miles either N to S or E to W! Of course, it is a little longer diagonally - per Pythagorean theorem: 53.6 miles.

And, here's a good one - If the N to S and E to W length is the same...

1436.4 Total Square Miles of play area...

If you fly away from Stunt Island in one of the many fast jets, something funky happens... If you are looking aft, you will see the island slowly shrinking smaller and smaller into the distance... It doesn't get really tiny, at the end of the map, it simply disappears. POOF! GONE! Then, when you switch to your cockpit view, you will see it straight in front of you, off in the distance coming towards you! It's like one of those Twilight Zone episodes, where the couple in the car keeps coming back to the same diner!

So, how big is the actual Stunt Island in world...

Even when zoomed all the way out in the Set Design Map screen? Yeah, we can't see the whole island. .. You need to drag the map around to see the extremes of the North or the South island. Okay.

Right. Lets look at the South Island:

If we look at the Southern Island, the western tip is at 50000N by 20000W.

$20000 / 5280 = 3.79$ Miles.

(So, there is only 3.8 miles of water due west of the island.)

To the East, on the Southern Island, that tip of the Eastern arid area of SI is at:

60000N by 180000W.

Again, $200,000 - 180000 = 20,000$ feet to the East or 3.79 miles of water to play in.

Since you wrap around, the total water is: 3.79×2 or 7.58 miles of water for you to do your shoot in...

From here, we can easily calculate the length of the Southern Island is:

$37.9 - 7.58 = 30.32$ Miles.

Thus, the southern island is 30.3 miles in length.

How about the North Island:

Well, the Western tip is at:

130000N by 20000W. This yields exactly the same Western starting point for the North Island as is the Southern Island, which again yields - only 3.8 miles of water to the West before wrap around happens.

(BTW, If you need more water, have a look off the Northwestern Tip of the North Island at 179300N by 49460W. The western shore bends east here, which means there is a nice 9.3 miles of "open water" stretch west of the North Island's northwestern tip before wrapping.)

The eastern Tip of the North Island is at 140000N by 180000W. Hey, What a surprise... So, again, the northern island exactly the same length as the southern Island: 30.3 miles.

Both island width: North to South: So, the Southern Tip of Southern Island is at 19950N, While the Northern tip (in the NW corner is at 179300N.

$200,000 - 179,300 = 20,700 / 5280' = 3.92$ miles of water North of the island before wrapping.

Southern Tip: $19950 / 5280' = 3.78$ miles of water South of Stunt Island before wrapping.

37.9 (total map miles N to S) – (3.92: Open Water N + 3.78 Open Water S = 7.7 TTL)
i.e. 37.9 Total Map Width – 7.7 Total Water Width = 32.2 total Island Width.

So SI is 30.2 miles, North to South.

Thus, the total dimensions of the Island: 30.3 miles long East to West x 30.2 miles North to South. There you go!

One of the reasons I wanted to figure this out (excluding curiosity), is I am considering the possibility of creating a detailed scenery file (SC1) file for FS4 that would be Stunt Island for FS4! Then, we could finally fly to and from SI from California!

Additionally, I thought of making SI in FST. It will definitely look very cool in Flight Sim Toolkit... actually better than it does in Stunt Island, itself.