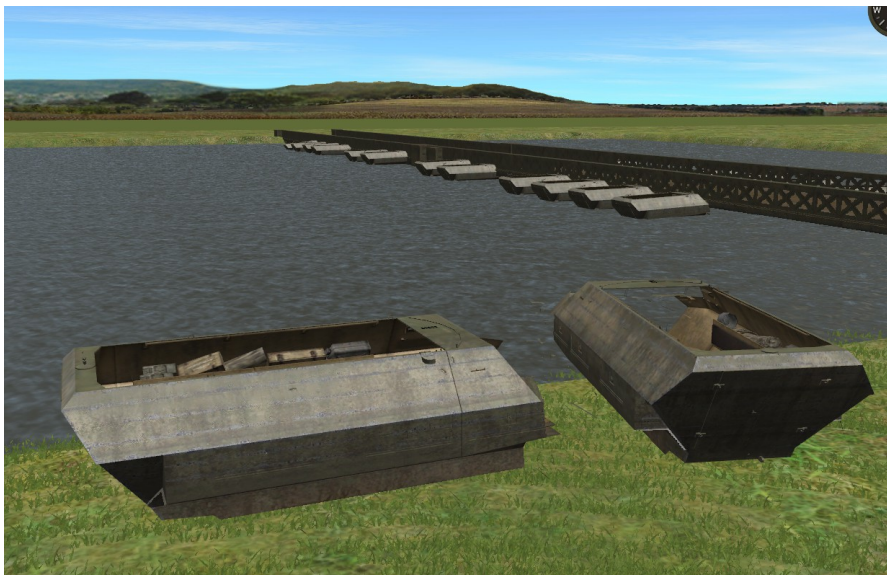# ASSEMBLY INSTRUCTIONS FOR UMLAUT´S BAILEY BRIDGE

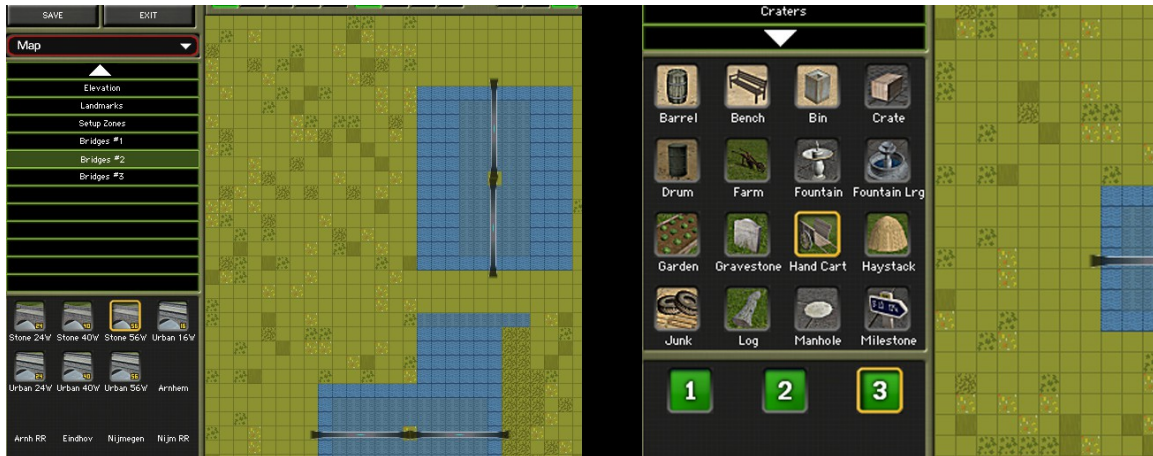(no glue required)

Congratulations on your new Bailey Bridge.

This mod consists of 2 parts:

- a modified bridge - **bridge-stone-2-lane** - with the mod tag [umlauts_bailey]
- a pontoon flavor object based on the modifed textures of a SdKfz 251/10 D vehicle. The flavor object is named **handcart3** in the editor.

The mod tag [umlauts_bailey] ensures that the Bailey Bridge will only appear in map/scenarios with the same mod tag. So if you want to use it, make sure your map has the mod tag.

Unfortunately, flavor objects **can not** be mod tagged. This means that once you have installed this mod set, your editor will have a pontoon flavor object named **handcart3 -** no matter if the map has the mod tag [umlauts_bailey] or not. But there is probably not much to use for it, except for this bridge.

Prefab Bailey Bridge map
If you want to use Umlaut´s Bailey Bridge in a new map made from scratch you can start with the included map **Prefab Bailey Bridge map.** This map has several different bridges - with the pontoons already placed.

If you want place a Bailey Bridge on an **existing** map or make a diagonally placed bridge (not on the prefab map), your must:

– load the mod tag [umlauts_bailey] to the map/scenario

– place one (or more) of the **Stone W** bridges (The longest, Stone 56 W, is probably best)

– Place a number of pontoons, the handcart3 flavor object

But I suggest you start by opening the **Prefab Bailey Bridge map** to check the layout of the map elevations, water- and deep ford tiles and so on.

There are two basic rules for placing the bridges:

1) The elevation of the river banks where the bridge is anchored **must be the same** as the water and deep ford tiles in the river.

2) The pontoons must be placed on **deep ford** tiles - otherwise they will be too shallow or too deep. In my exerience you will need at least 9 tiles - 3x3 - to get the right result.

But as I said above: Check out the **Prefab Bailey Bridge map** to see how to do it.

Enjoy (and dont forget the mod tag [umlauts_bailey] for the map)