

# Paeng's Unified Park Systems

## Catalog of Items

Legend	
w2n	Wide to narrow path transition
d2o	Diagonal to orthogonal path transition
ug2monument	Texture transition (Urban Gardens to Monument Park)
wsp2monument	Texture transition (White Sands to Monument Park)
wsp2ug	Texture transition (White Sands to Urban Gardens)
transition2sidewalk	Compatible with sidewalk mods

All items are size 1x1 unless noted otherwise

All items use the same overlays and can be mixed freely

Use the [TextureChanger 205](#) to exchange or unify base textures

Monument Park	Urban Gardens	White Sands
<b>Narrow Paths</b>		
straight	straight 1x1 bare	straight
straight bulge	straight 1x1	straight bulge
straight 1x3	straight 1x2	tee
tee	straight 1x3	corner round
curve	tee	corner square
cross	curve	cross
	cross	
<b>Ends</b>		
cannon	bronze vase	giftshop
chess	rotonde	kiosk
chevalier	flower garden	playground
fountain left	fountain garden	restroom
fountain right	pavillion	wishing well
wildflowers	griffon fountain	
dragon		
round fountain		
<b>Wide Paths</b>		
straight		straight
tee		tee
curve		wide curve 2x2
cross		cross
<b>Transitions</b>		
transition2sidewalk	transition2sidewalk	transition2sidewalk 3x1
w2n cross	ug2monument straight	transition2sidewalk
w2n tee	w2n straight	wsp2monument straight
w2n straight		wsp2ug straight
w2n corner left		w2n cross
w2n corner right		w2n tee
w2n curve left		w2n straight
w2n curve right		
<b>Diagonal Paths</b>		
diagonal		diagonal
diagonal leftbend 1x2		diagonal leftbend 1x2
diagonal rightbend 1x2		diagonal rightbend 1x2
d2o left		d2o left
d2o right		d2o right
Y-split 1x2		Y-split 1x2

<b>Large Curves &amp; PedRoundABOUTs</b>		
sweep 2x2		
sweep w/ branch west 2x2		
sweep w/ branch north 2x2		
sweep w/ branch west+north 2x2		
PedRA w/ straight branch		
PedRA w/ diagonal branch		
<b>Parks, Roundabouts &amp; Accessories</b>		
Bicycle parking 2x2	Garden 7x3	Aristocrat 3x3
Park fountain 2x2	Garden 5x1	Coffeeshop 2x2
Park 1x3	Maze 3x3	Parkhotel 2x2
Park 2x1	Garden 3x2	Restaurant 2x2
Park 3x1	Garden 3x2	Supermarket 1x3
Park Gargoyle 3x1	Garden 3x1	Garden d2o 3x3
Park AngelFountain 2x2	Garden 3x1 Fountain	Garden d2o 2x2
Park Taureaux 3x3	Long Stair 15x1	
RA small Chevalier	(fits all sets)	
RA large Taureaux		
<b>Sidings</b>		
straight 1x, 2x	(fits all sets)	
straight w/ kiosk (family)		
inner curve		
outer curve		
diag short		
diagonal		
busstop (functional) 2x1		
<b>Fillers</b>		
Grass	(fits all sets)	
	Trees	Seasonal Trees (Porkie)
	Plaza w/ people	

<b>DEPENDENCIES</b>		
Monument Park	Urban Gardens	White Sands
<a href="#">BATPropsMattb325 Vol02</a>	<a href="#">MEGA Props - swi21 01</a>	<a href="#">MEGA Props - D66 Vol02</a>
<a href="#">MEGA Props - MJB Vol02</a>		<a href="#">Porkie Props Vol 01</a>
		<a href="#">Porkie Props Vol 02</a>
Common for all Park Sets		
<a href="#">Paeng Texture Pack v103</a>	<b>Updated versions September 2011</b>	
<a href="#">Murimk Prop Pack 2 v201</a>		
<a href="#">MEGA Props - SG Vol01</a>		
<a href="#">SPOT (Orientation Helpers)</a>		

Most items are found tightly grouped at or near the end of the *Parks* menu  
 Functional items are found in the *Transportation* | *Miscellaneous* menu  
 Using the **DAMN** menu system is highly recommended