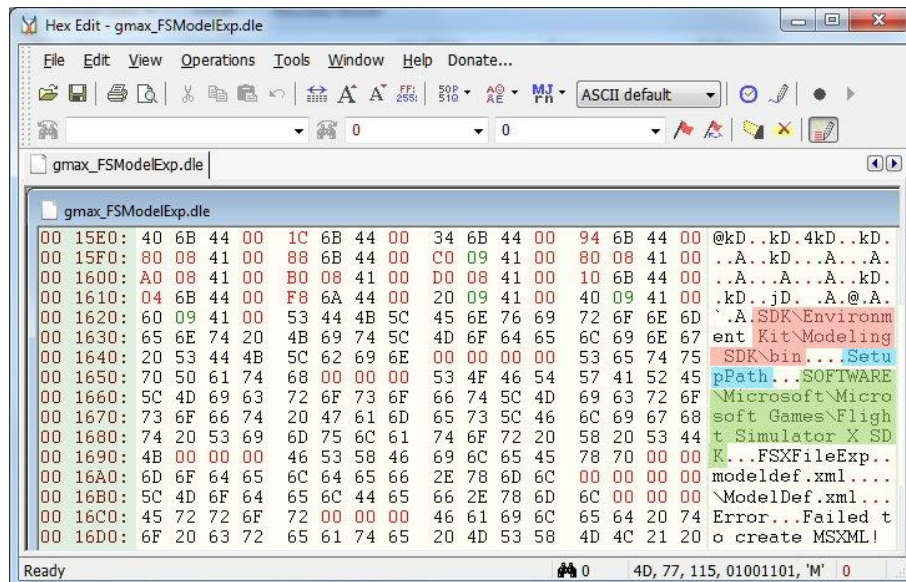


Export Gmax animations from the P3D4 SDK :

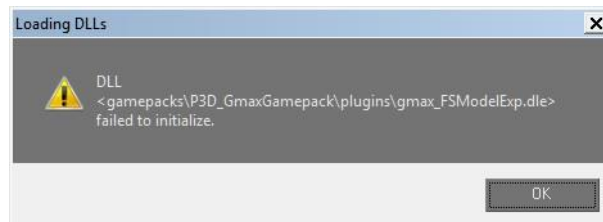
The problem :

- During the build phase, 'Animation Manager' uses the 'modeldef.xml' file found in '\\P3D4_SDK\Modeling SDK\bin', so in the P3D SDK.
- When exporting the animated object, the file 'gmax_FSModelExp.dle' comes into play, but this file contains in 'hard' the address of the file 'modeldef.xml' of FS-X SDK :



- In green : the address of the Registry where this file will look for the location of the SDK of FS-X,
- In blue : the value consulted,
- In pink : the required tree in the SDK.

- Manually editing this file to direct it to the P3D SDK causes an error that blocks Gmax startup :



Solutions :

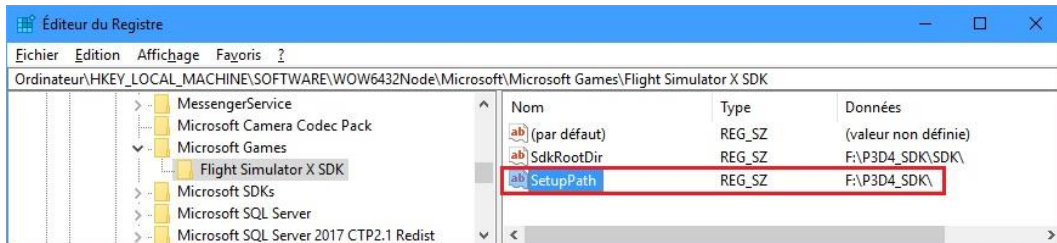
If the FS-X SDK is still installed and configured, the solution is simple :

- Make sure you always have the same file 'modeldef.xml' in both SDKs !

If the FS-X SDK is not installed it's a bit more complicated :

- One solution is to lure the file 'gmax_FSModelExp.dle' by setting up a fictional FS-X SDK. I placed it directly in the P3D4 SDK tree !
- Carefully rebuild the FS-X SDK tree to the '\\bin' folder in a stand-alone folder (my SDK is on disk F:\), so the result is :
F:\P3D4_SDK\SDK\Environment Kit\Modeling SDK\bin
 - In blue: the root of this tree,
 - In pink: the required tree.
- For memory, the path of 'modeldef.xml' in the P3D3 SDK was different !
- Copy to this folder '\\bin' the same 'modeldef.xml' you use in the P3D SDK,
- You must now indicate to 'gmax_FSModelExp.dle' where he can find this tree.
- **ATTENTION** : be very careful to scrupulously respect the syntax of the seizures that will follow ... and **program absolute addresses according to your actual equipment !**

- Open the Registry by {Run}, then enter 'regedit' then [Enter],
- Go to section: 'HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node',
- Create the key: 'Microsoft\microsoft games\Flight Simulator X SDK',
- Define a new 'String Value' name: 'SetupPath' and enter in the 'Data ...' field the root address of the dummy SDK : 'F:\P3D4_SDK\',
- You can, for security, create a new 'String value' named 'SdkRootDir' with the address of the dummy SDK head: 'F:\P3D4_SDK\SDK\',
- You should arrive at this result :



- Leave the Registry.
 - When exporting, the file 'gmax_FSMModelExp.dle' will now search for the file 'modeldef.xml' where you have defined.
 - One alone constraint :
 - Make sure you always have the same file 'modeldef.xml' in both trees !

You can still create a '*.cmd' or '*.bat' file that will automatically copy the 'modeldef.xml' file from one folder to another or create a 'symbolic link' of a folder to the other to avoid copying, but is it really helpful ?

Good constructions.

Patrick RENAUDIN
patrickrenaudin2@wanadoo.fr