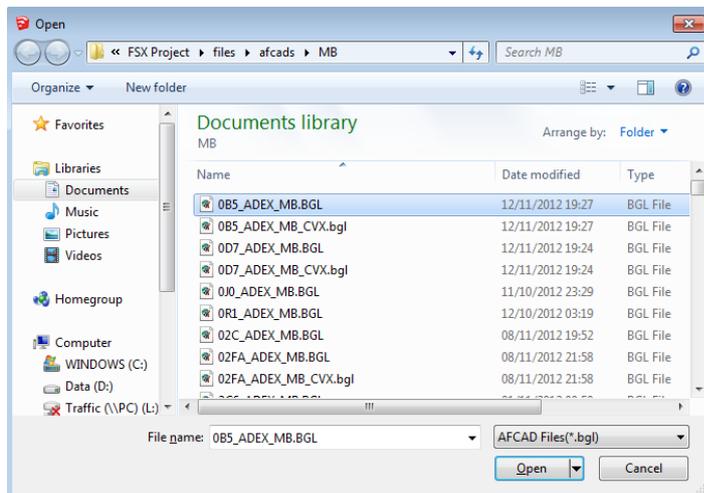


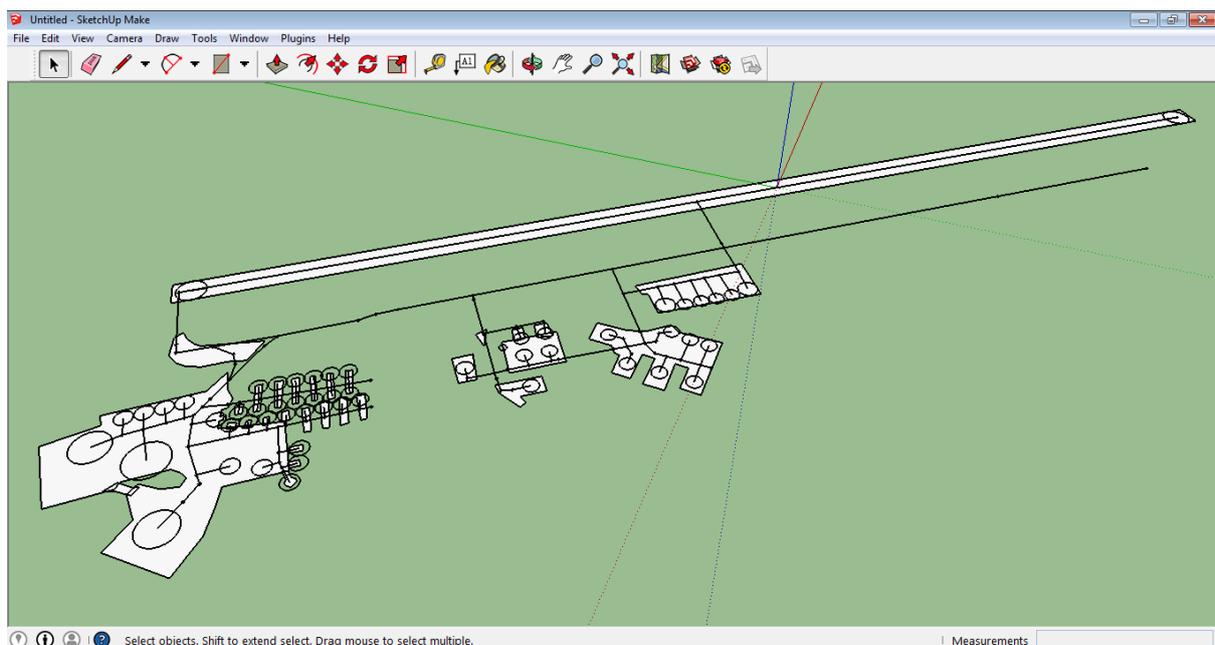
Import AFCAD

The import AFCAD feature will display a simplified layout of the airport in SketchUp. At present it will display the runways, start points, taxiways, aprons, tower position and parking spots. It will also allow you to add custom textures to the runway, and add standard hangars and control tower.

To import an AFCAD, go to Plugins—Read AFCAD, navigate to the folder containing the AFCAD you wish to import, select the file and click Open.

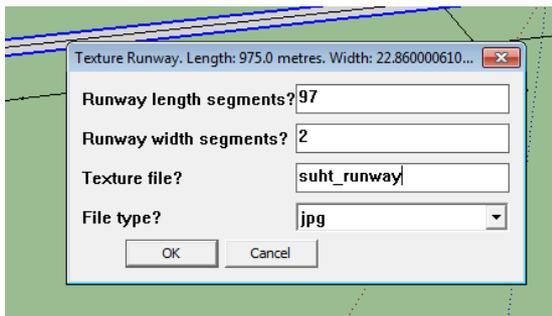
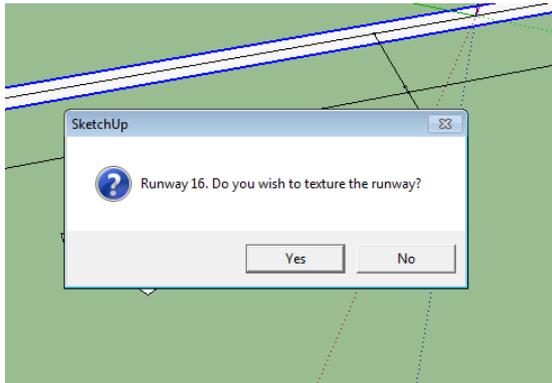


The import will take a few seconds, and if the import was successful, it should display the airport. The SketchUp model will also be geo-located to the airports coordinates.



Texturing the runway(s)

Right-click the runway and select Show item info, click Yes to texture the runway.



The Texture Runway dialogue box will give you the following options:

Runway length segments – This is the amount of segments the runway is to be split into lengthwise.

Runway width segments – This is the amount of segments the runway is to be split into, width-wise.

Texture file – This is the base name of the texture files. See detailed explanation below.

File type – Either jpg or png. Please note that all texture files need to be of the same file type.

Runway texture filename format

The texture filenames have to be in the following format; <base name>_<y>_<x>.<file type> where x is the length number (in the example above, from 0-96) and y is the width number (in the example above 0-1). Examples: "suht_runway_0_0.jpg" (for the first texture file), "suht_runway_1_96.jpg" (for the last texture file).

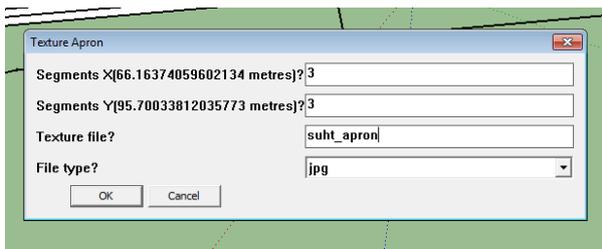
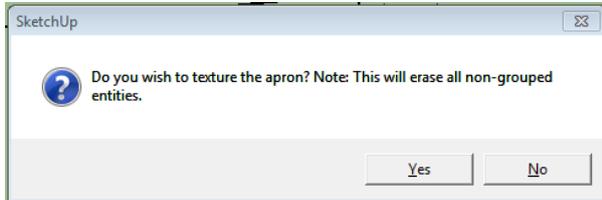
The runway length segments run from the start of the lowest numbered runway (e.g. for Runway 12/30, the segments start at the beginning of Runway 12 and ends at the end of Runway 12/beginning of runway 30).

The runway width segments run from right to left of the runway.

Texturing the aprons

Right click on the apron you would like to add textures to and click Yes to texture the apron.

IMPORTANT: Texturing aprons will delete all non-grouped objects in the SketchUp model. This does not affect any objects created by One Click Hangar, as they are all grouped objects.



The Texture Apron dialogue box will give you the following options:

Segments X – This is the amount of segments along the model’s X axis.

Segments Y – This is the amount of segments along the model’s Y axis.

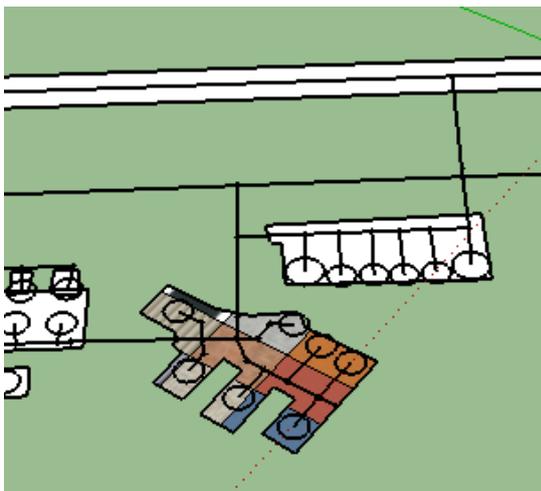
Texture file – This is the base name of the texture files. See detailed explanation below.

File type – Either jpg or png. Please note that all texture files need to be of the same file type.

For Segments X and Segments Y, the apron total size in metres will be shown in brackets.

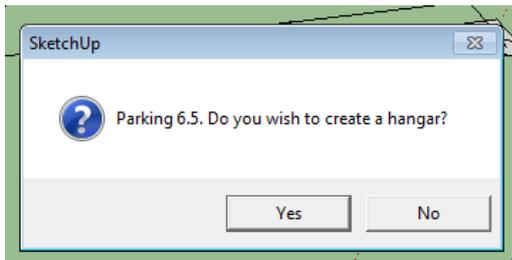
Apron texture filename format

The texture filenames have to be in the following format; <base name>_<x>_<y>.<file type>. In the example above, both X and Y run from 0-2. Examples: “suht_apron_0_0.jpg” (for the first texture file), “suht_apron_2_2.jpg” (for the last texture file).

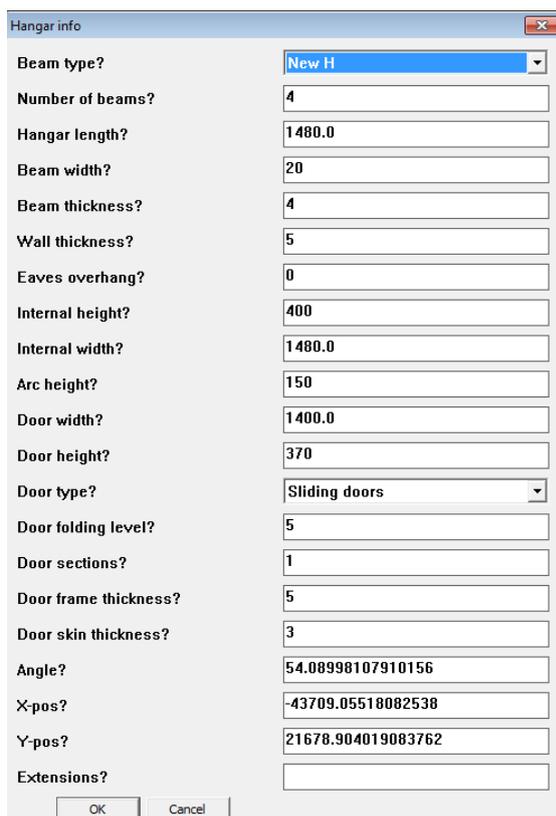


Create hangar

Right-click a parking spot and select Show item info, click Yes to create hangar.



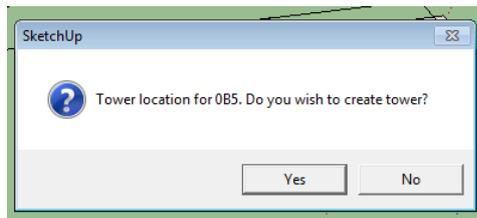
You will now get the standard hangar dialogue box. The Hangar length, Internal width, Door width, Angle, X-pos and Y-pos is automatically filled to match the parking spot's radius, location and heading.



Property	Value
Beam type?	New H
Number of beams?	4
Hangar length?	1480.0
Beam width?	20
Beam thickness?	4
Wall thickness?	5
Eaves overhang?	0
Internal height?	400
Internal width?	1480.0
Arc height?	150
Door width?	1400.0
Door height?	370
Door type?	Sliding doors
Door folding level?	5
Door sections?	1
Door frame thickness?	5
Door skin thickness?	3
Angle?	54.08998107910156
X-pos?	-43709.05518082538
Y-pos?	21678.904019083762
Extensions?	

Create tower

Right click on the tower marker (this is a circular marker which is faced down), and click Yes to create tower.



You will now get the normal tower dialogue box. The X-pos and Y-pos are filled in automatically to match the airport's tower location.

