

AIRPORT DESIGN EDITOR 1.78 - RELEASE NOTES December 2019

ADE version 1.78.7296 is the current production version released in December 2019. This document shows the new and updated features along with a list of bug fixes.

Note on Stock Files and Indexes

Stock files are the scenery files that ship with a sim. Generally speaking they should not be modified. Doing so changes the basis of an installation and makes it harder for ADE to operate correctly and be supported. The issue is that these stock files fix the simulator landscape to a given point in time. Things like airports change as do navigational aids. There are now a number of tools and developers who will change or replace stock files to update to the current time for example. This means that the user's sim no longer matches the shipped stock setup. To be fair the developers of the sims are also likely to make some changes in stock files and therefore have moved the sim on from the original baseline.

ADE uses indexes for things like airports, communications, nav aids and models. It does this by scanning the stock files and generating the indexes. These indexes are then used in ADE to quickly find the elements that make up an airport. Now the indexes are based on the original stock files. Since each sim may have different stock files shipped there are separate indexes for each sim.

Problems arise where user updates are applied to the stock files. The most obvious is that what is now in the sim is different from what is in the indexes. This can give rise to errors in the ADE display or even airports which are changed in terms of identifiers and so on. If each user ends up with a different set of stock files then it makes supporting and trouble shooting much harder for the folks trying to help. By and large we keep as shipped stock file installations to provide a common basis.

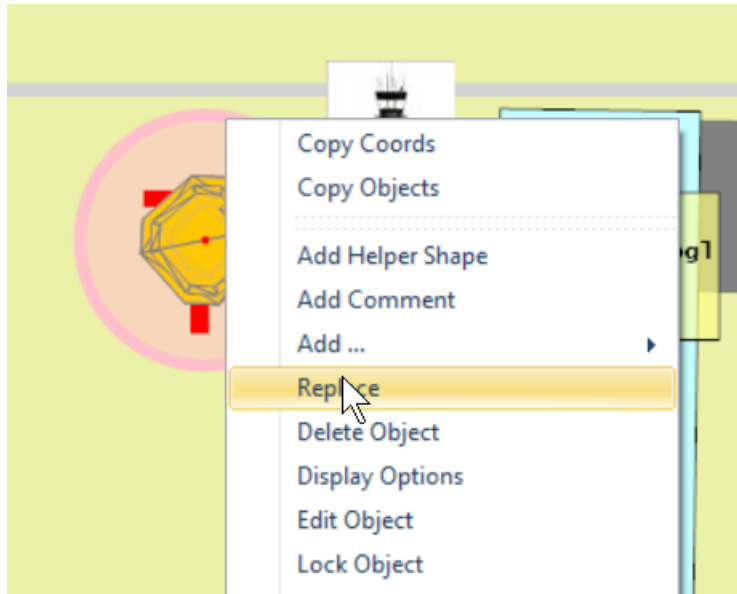
Until now users have not been able to update the ADE stock indexes to match their actual stock files. This is now being made available in version 1.77 and recognizes that users want to make their sims as real as possible but they must recognize that it makes supporting them harder. Also it is an issue if folks share their creations based on modified stock files. Stock indexes can now be updated by the user provided they have a ProKey.

As a help to our support team and users this version also includes a diagnostic tool which will identify stock files altered from the original as shipped baseline. This may throw up files that the user is not aware have been added, changed or removed. The comparison tool is simple at this time. It recognizes files that are present or missing in the current installation relative to the baseline. It also uses a comparison of file size and then a comparison of checksum to determine if a file is modified. There is no comparison of the contents of the file at this time but might be added later if this is found useful. There is an option to compare all stock files or a named stock file.

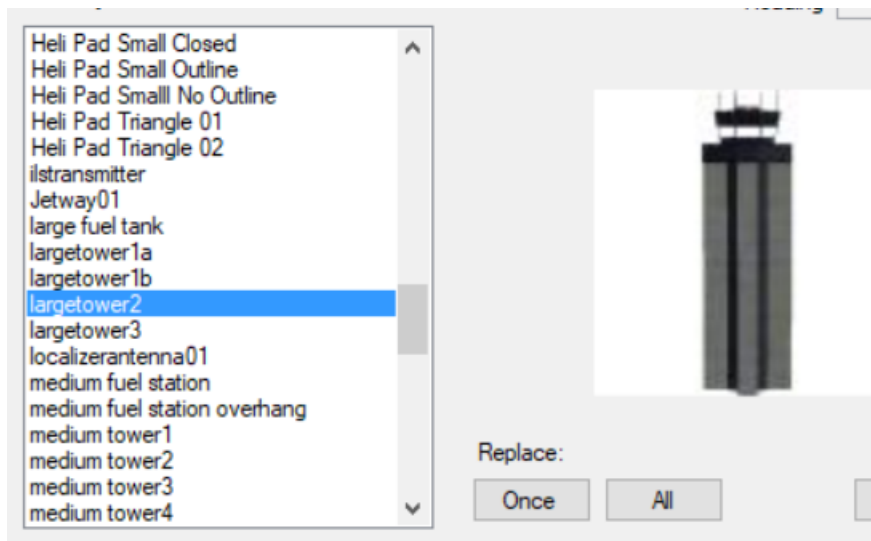
New and Updated

Replace the GUID of a placed library object or objects with another - i.e. change one object for another

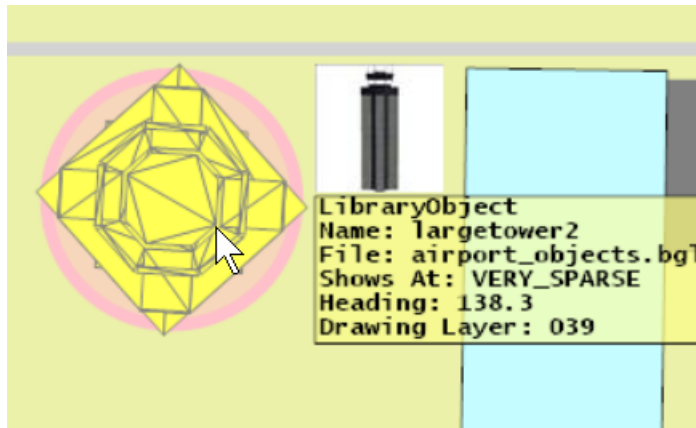
Select the object you wish to replace and Right Click



Select Replace and find the object you want to use in place of the existing one



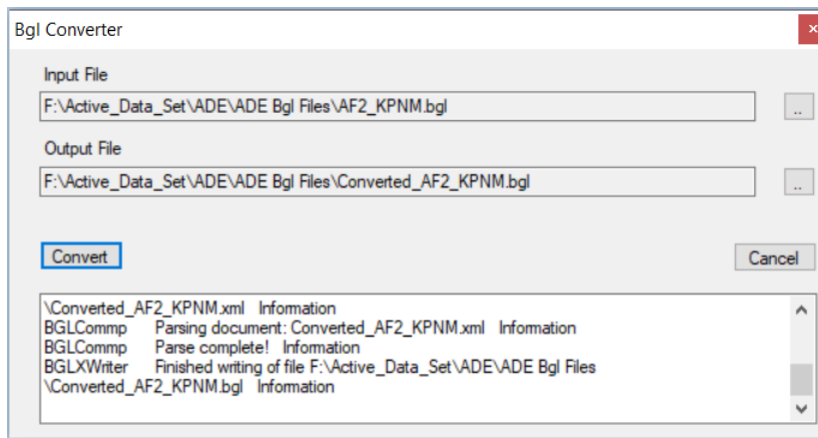
Click once to change the selected object or all to replace all instances of the original object with the new one



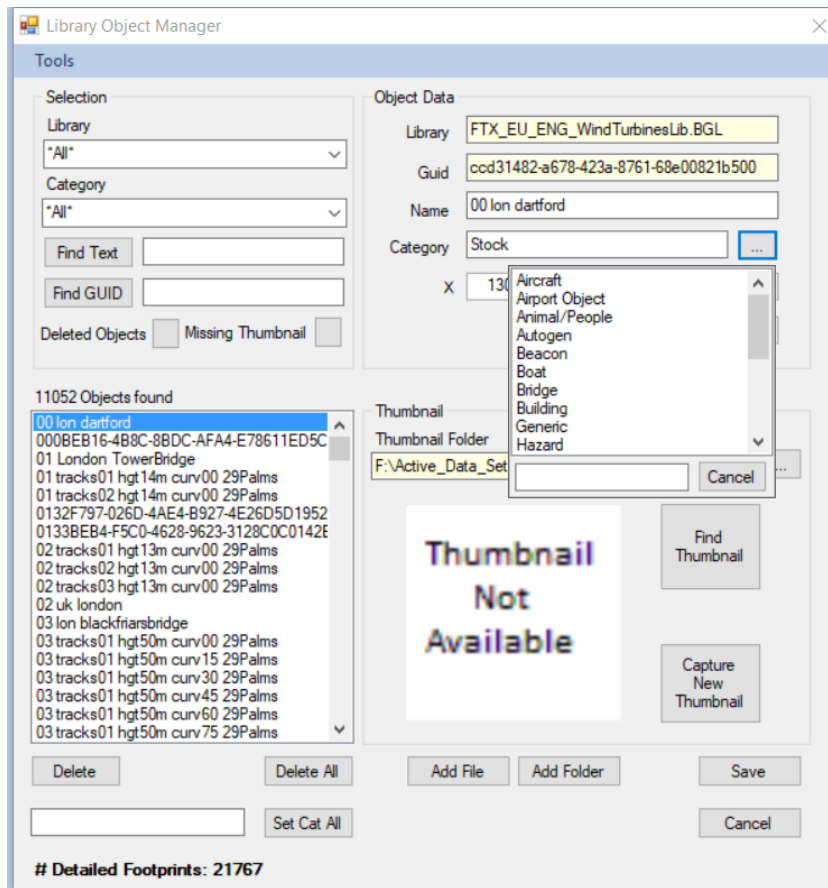
These changes can be undone if required. If you plan to replace all objects of the same type, please check that you know where they are.

Convert bgl files created using sca compilers into FS9 or later format bgl files. Tools > Convert Bgl File

Basic conversion tool.

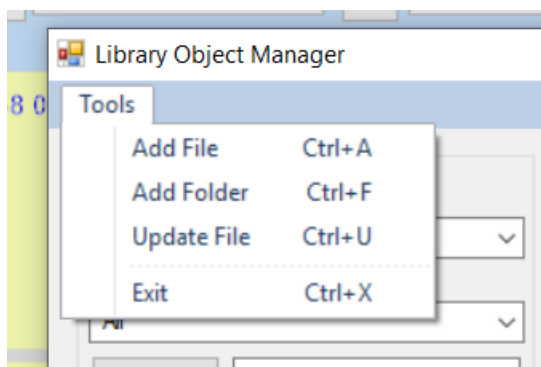


Drop down selector for individual category selection and bulk category rename in Library Object Manager

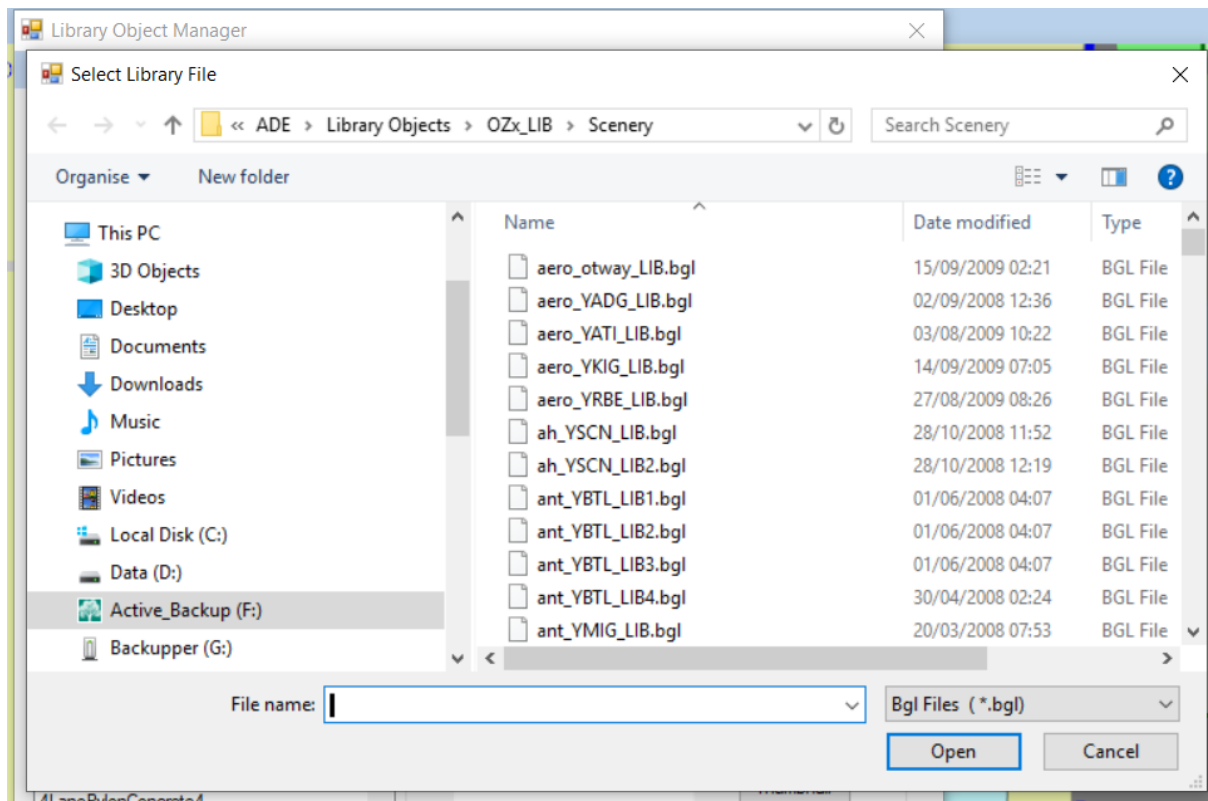


Update Library Objects that are Changed

Once a library object is loaded into the Library Object Manager the information becomes fixed. If the library is later changed then those changes won't be reflected in the information displayed or the detailed footprint. This version of ADE has a function to update an existing library and refresh any changed data and add any new objects. This can be found under the Tools Menu

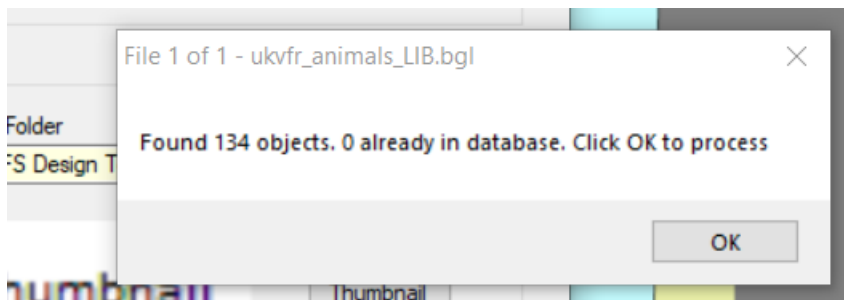


Select Tools > Update File to open a file selection dialog



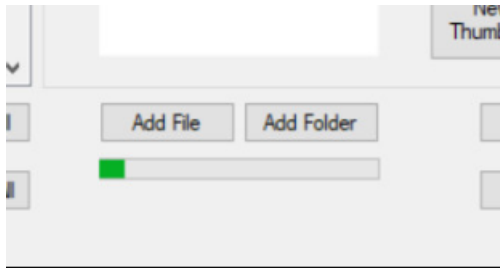
Select the file you want to update. ADE will not let you update a library that was not previously added. Nor will it allow you to Add a library that is already present.

After a while you should see the results dialog and the update will be done.

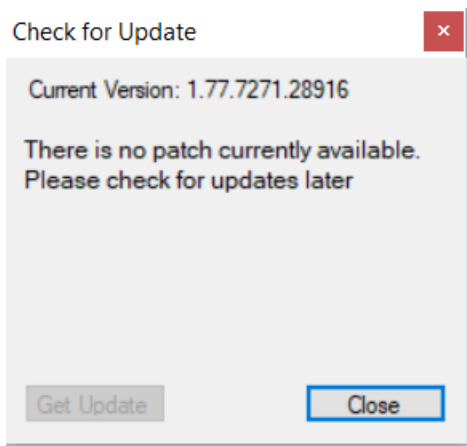


LOM Progress Bars

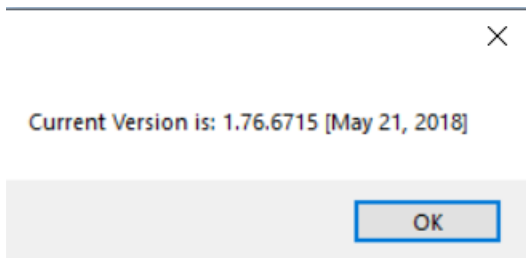
There are now progress bars which show the progress of loading or updating files



New Update checker and installer which does not rely on third party code. Help > Check for Update



New check for most recent version Help > Check Most Recent Version

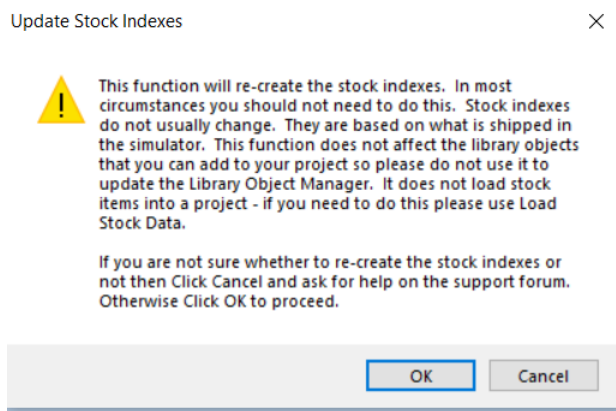


Removed support for P3D v1

Support for P3D v1 has been removed. Supported versions are FS9, FSX, P3D v2, P3D v3, P3D v4

Update stock indexes (requires ProKey) Tools > Update Stock Indexes

is now available to end users. This function will update the stock indexes used by ADE on the basis of the current stock folders in the sim



Reset stock indexes to 'as shipped' (requires ProKey) Tools > Reset Stock Indexes

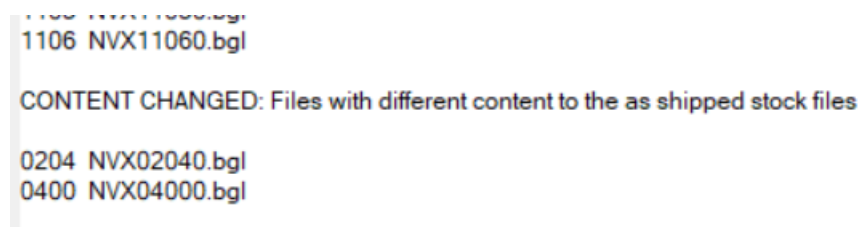
Returns the stock indexes to 'as shipped' deletes the existing indexes

New Diagnostics Menu to provide easy access to settings and other information. Help > Diagnostics and follow sub menu items

These diagnostic windows provide quick access to a number of useful sets of data which can be used to fix issues. The window contains a copy to clipboard function so the information can easily be put in an email or forum post

- Check All Stock Files

Use this option to check all current stock files against a baseline of as shipped files. The result will show any files which are missing or new and any that are changed

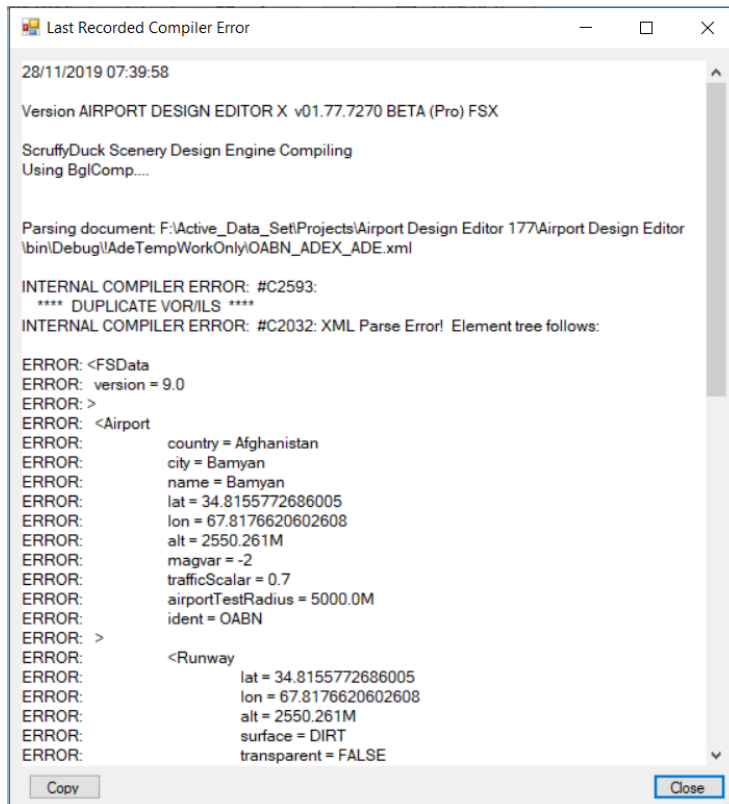


- Check Named Stock File

Check a specific file from the current installation against that file in the as shipped installation

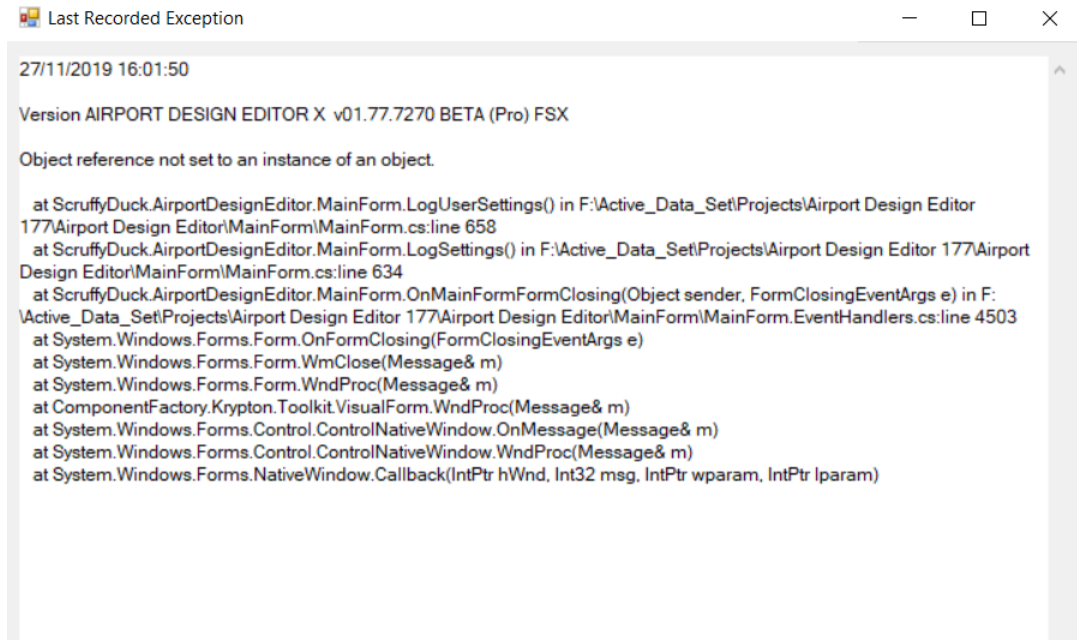
- Last Recorded Compiler Error

ADE now stores the details of the last compiler error which can be displayed



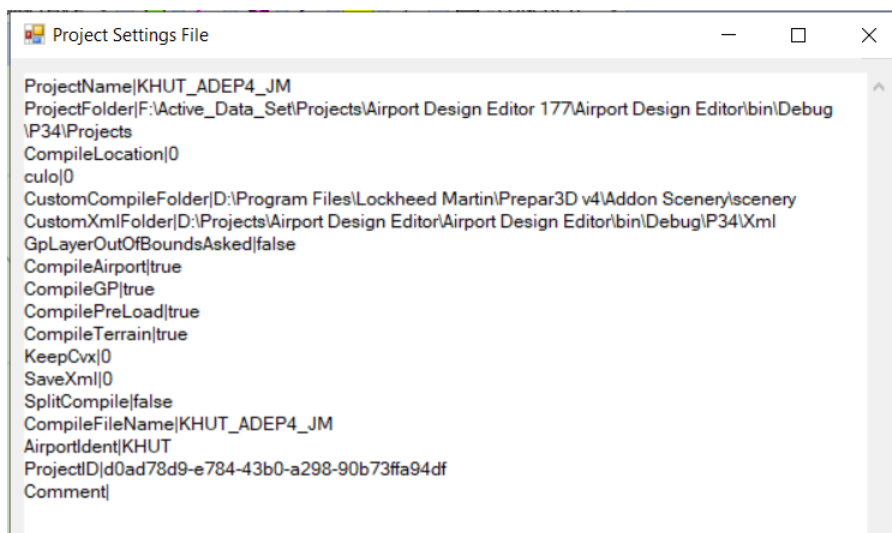
- Last Recorded Exception

If ADE throws an error in the program (exception) then the information about the last error will be saved and can be displayed via this menu item



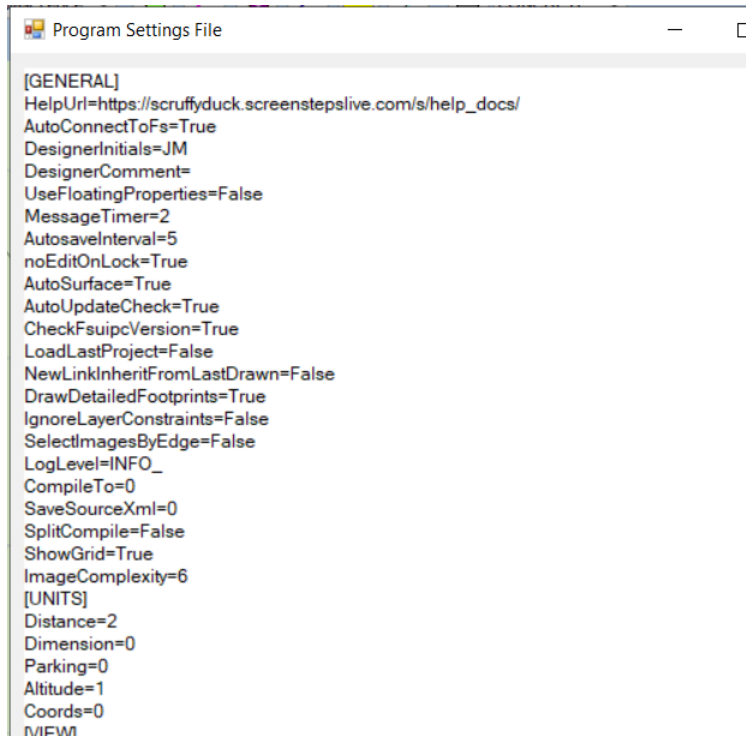
- Project Settings File

ADE projects have their own specific settings in a settings file. If something goes wrong with paths or other properties then the Project Settings File may help debug any errors.



- Program Settings File

This will display the program settings which may be requested in order to debug problems



ADE Logs Now Sent by Email

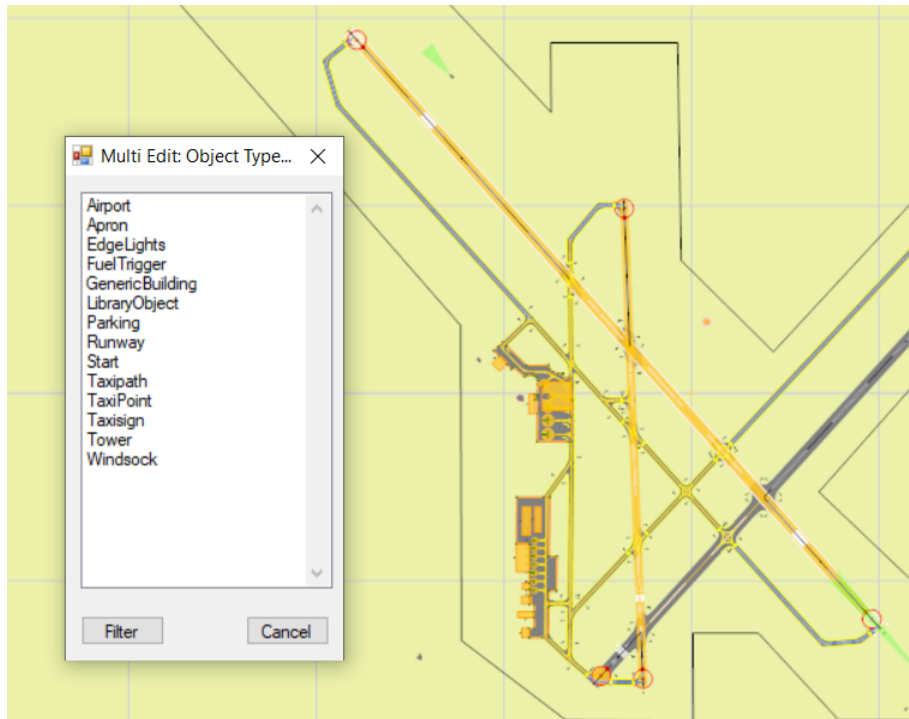
Logs used to be uploaded. We have changed this so they are now sent by email. This is a more reliable process. The send does not use your email or service provider but is sent via a stand alone SMTP service.

Update to Detailed Footprint Generator

This enables the display of footprints for small objects. Thanks Arno for making the changes to your library. Under the previous code ADE would not generate a detailed footprint triangle if the area containing it was less than 1 meter. For the majority of objects this works fine. However some are made where no triangle appears over this size. ADE now reduces the minimum area and tries again to generate the footprint.

Update to multi edit to select common objects within the selection to be edited.

Select a set of objects or an area of the display using the R key and mouse drag. Hit Enter to Edit and a selector will display of more than one type of object is in the selection



Select the type to multi edit

Multi Edit

☐ ☐ ☐

☐ ☐ ☐

Appearance

Draw Detail	
Draw Surface	
Center Line	
Center Line Lights	No
Left Edge	
Left Edge Lights	
Right Edge	
Right Edge Lights	
Width	
Surface	ASPHALT

Description

Taxi Designator	
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General

User Comment	
User Lock	None

Other

Draw Color	☐
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Appearance

Done

Edits will apply to all the selected objects for the given type

Fixed

Crash when adding GP Poly is cancelled by user

Crash in File Priority Analyzer when clicking Include in Load All where no files are listed

Crash when adding or editing an Effect

Format error when saving Vertex

Bug causing crash when badly formed ground poly is edited or compiled

Crash when pasting object(s)

Bug when updating parking spots related to jetways

Error when decompiling mdl files created by P3D v4.4 compiler

Bug in Fault Finder that caused error when trying to repair a runway link with the wrong runway ID

Enter Key erroneous behavior in Library Object Manager and Add New Library Object

Silent CTD when clicking Send Log menu item where no project is loaded

Bug that caused error message when loading objects into the Library Object Manager

Bug reported with Extended Compile where non compilable XML related to footprints is passed to the compiler should be fixed