

RELEASE NOTES ADE9X 1.47.06

These notes cover the changes and updates reflected in ADE9X build 1.47.06

NEW

- A new Add-in Manager accessed from the Tools Menu.
- A new display option is available for parking spots (accessed via Right Click > Display Options> that displays the parking spot name and number.

CHANGED

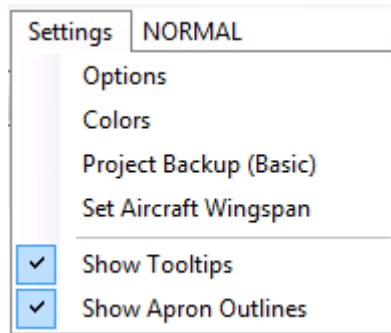
- Altitude is now shown to three decimal places in the property dialog
- Format of project files changed to compressed and the extension changed to .ad2. ADE will still read the previous .ade format but only saves in .ad2 format
- Display of tool tips is now user controlled
- Checking for a matching version of FS/FSUIPC is now user controlled
- The appearance of mouse over outline for aprons is now user controlled
- ADE now checks whether a taxi link color is default or not. If the user changes the type of a link with the default color then the link color is changed to the new default. If the link color is custom then it is retained
- The function to Load Stock Data has been changed to make it easier and clearer to use. There are now two options. The first will load stock data for the selected categories and the second will remove stock data for the selected categories.
- When adding new parking spots the size of the cursor circle now matches the size of the parking spot type being added.

FIXED

- The option for vehicle links no longer appears in the ADE9 property dialog
- Magvar values over +/- 90 no longer cause CTD in airport property dialog
- Hide/show of terrain polys now works correctly
- User should no longer be stuck in panning mode if a mouse button is clicked while the center button/wheel is depressed.
- Unknown element ID present in bgl files created by recent versions of AFX should no longer cause a load failure
- Objects and taxi signs imported from bgl files should now delete correctly
- Zero sized Exclusion Rectangles should no longer persist and should not cause a graphics engine CTD
- The main window should no longer be lost when closing the common property dialog
- It should now be possible to set the localizer beam width
- ADE should now correctly identify and report any parking spots in FS9 with index numbers greater than 254 and that have airline codes. This includes design time identification and fault finder.
- CTD when entering a letter into the image complexity setting should no longer result in a CTD
- Undo now works for Windsocks

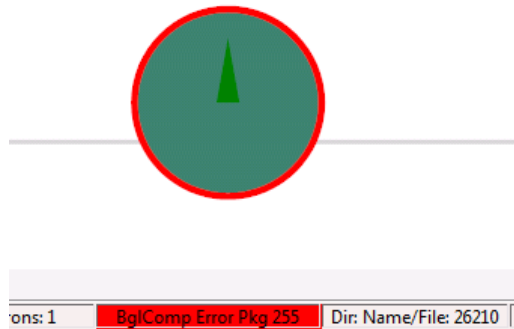
USER INTERFACE CHANGES

- New tools menu entries for showing tooltips and apron outlines.



These are backed by Ctrl+T to toggle tooltips and Ctrl+H for apron outlines

- The fault finder category Orphan Parking is now just parking
- In ADEX the Assigned Parking status just shows the number of parking spots with airline codes. It no longer raises warnings
- In ADE9 the Assigned Parking Status will show an error message if there are parking spots with index values over 254 containing airline codes. The spots themselves get a red edge and the tool tip also warns of the error situation



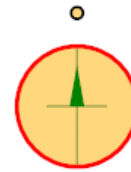
The fault finder will also identify them:

☒ Hold Shorts
 ☒ Altitudes

FindClose

Object Name	Fault Type
RAMP_GA PARKING 98	Orphan Parking
RAMP_GA PARKING 99	Orphan Parking
RAMP_GA PARKING 256	Parking Index
RAMP_GA PARKING 257	Parking Index
RAMP_GA PARKING 258	Parking Index

In FS9 the Compiler will fail if any parking spots with an index greater than 254 contain airline codes. This spot 255 has airline codes GNL, GNL assigned to it.



ADD-IN MANAGER

The Add-in Manager is accessed via the Tools Menu:

Add-in Manager

Available Addins (Loaded if Checked)

☐ ADE Test Plugin
 ☒ Backup Project (Basic)
 ☒ Project Statistics
 ☒ Raw Data View

Description

Used to test new plugins etc
 Version: 1.0.1.0
 Author: ScruffyDuck Software

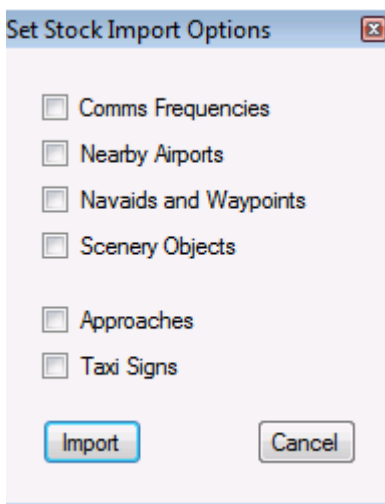
SaveCancel

This shows a list of Add-ins that are available for the version of ADE that you are running. It is possible to have different Add-ins for ADE9 and ADEX. All those that are checked will be loaded. Thus in the screenshot above ADE Test Plugin is available but has not been loaded by the user so will not be active. To make it active the checkbox is ticked. It is important to note that you will need to close and re-open ADE before the changes made here become effective. This is to ensure that all necessary elements are cleaned up from the old session and active for the new one. As you change the selection some details of the highlighted add-in as shown in the Description Panel. If you made changes the you must save them to make them effective the next time ADE is run.

LOAD STOCK DATA

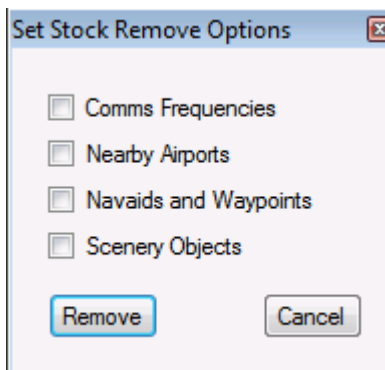
Accessed via Tools>Load Stock Data and Tools>Remove Stock Data. Loading stock data allows users to add stock data to projects and airports that may have been created by other utilities that do not include this information.

WARNING. This should be used with care and users should be aware that while ADE has built in checks to avoid problems it is not always possible to avoid duplication of items or loss of items. It is good practice to use the Listing options in ADE to make a note of the number of items already existing in each category. Lists provide a method to export or print the data and for a complex airport with a lot of user added elements this is a good thing to do before starting a load. You may load items by category and generally you should not attempt to load any items you do not need. The selection dialog is shown below.



Approaches and Taxi signs are somewhat special in that they are taken from the stock airport. The other items come from stock bgl files. Check those items that you wish to import and then click the Import button. ADE will take a little time to re-load the airport with the new stock items included. Please note that if you wish to import Approaches and use the ADE Approach Editor you should also import Nav aids and Waypoints otherwise the Approach Editor will not work if there are missing fixes that Approaches need.

To remove stock items Use Tools>Remove Stock Items

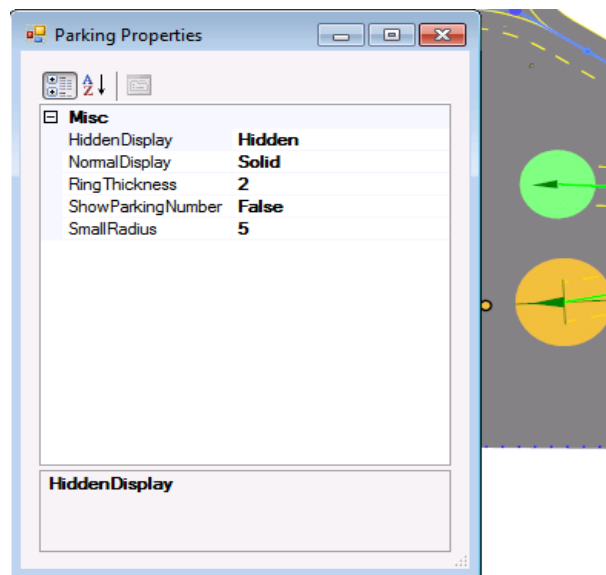


You will see that it is not possible to bulk remove taxi signs and Approaches via this dialog. This may be allowed in future versions. To remove these items you will need to delete them individually.

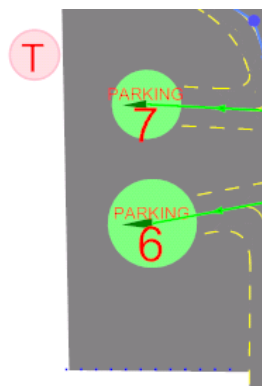
Please also note that if you remove stock Scenery Objects you also remove the micro excludes that ADE generates to exclude stock objects. Thus if you remove stock Scenery Objects FS will revert to showing the stock objects at the airport. If you wish to remove scenery objects such as buildings then you will need to delete them from the ADE display.

PARKING NAMES AND NUMBERS

To display parking names and numbers select a parking spot and then Right Click> Display Options



A new display option 'ShowParkingNumber' is now available. Set this to True to show parking names and close the dialog via the cross at top right.



Each spot is now named with the Parking Area Name and Parking Number

FILE FORMATS

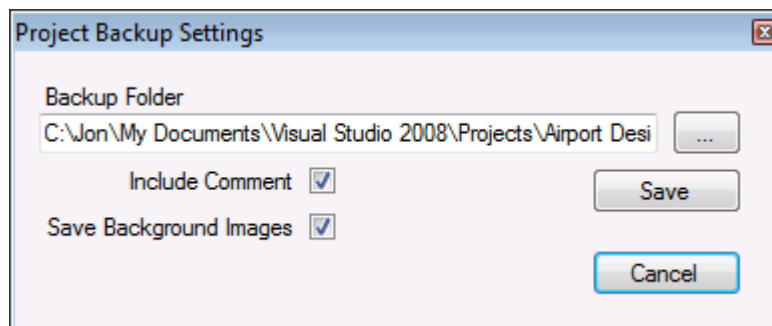
We have changed the way that ADE project files are stored. They are now smaller (being compressed) and have a new extension .ad2. Previous version of ADE will not recognize .ad2 project files. However ADE 1.47.02 will load the .ade project files as well as the new .ad2 files. Please note that it now only saves to the new .ad2 format.

ADD-INS

If you get an error when ADE loads that a particular Add-in has the wrong format or type then please delete it from the Plugin Folder. Two Add-ins are shipped with this version.

Backup Project Basic

This provides a very basic backup function for ADE. From the Settings Menu you may set one or two options :



In the basic version of Backup you cannot define your own file names but you can set:

- The folder that backups are saved in
- Whether to add a comment before backup. This can be useful to remind you later of why you backed up and the status of the project at that time
- If Save Background Images is checked then copies of your background images will also be saved in the backup.

To backup a project select Tools > Project Backup (Basic). If you elected to include a comment then a small dialog will open asking you to enter a comment and then the backup will be made. The backup file name is the airport ID followed by a date/time stamp.

In the basic version there is no Restore so if you want to restore a previous backup just open the relevant zip file and copy the files back.

Project Statistics

This just displays some simple stats about the currently opened airport,