

DETAILED LIBRARY OBJECT FOOTPRINTS DRAFT NOTES

Introduction

ADE has so far always displayed library objects as rectangles that represent the overall footprint. This is not very helpful especially for complex buildings like terminals. Detailed footprints use code provided by Arno to draw the actual shape of the object on the ground. Please note that this code is still experimental and we are aware that the representation and placement of the objects may not be entirely correct. Drawing them also does represent a performance overhead and loading airports into ADE may be slowed significantly while the program is creating the database of shapes needed to draw them. There is therefore an option to turn this function off.

Creating Footprint Shapes

Footprint data is stored in a new database. It can take some time to calculate the shape and store it in the database for future use. However this is done only once and is done for a whole file. So for example if an airport stock objects come from a specific stock file then all the objects will be loaded into the database as soon as one is needed. Once the load is done then the time taken to get and render the detailed footprints is small and generally not noticeable.

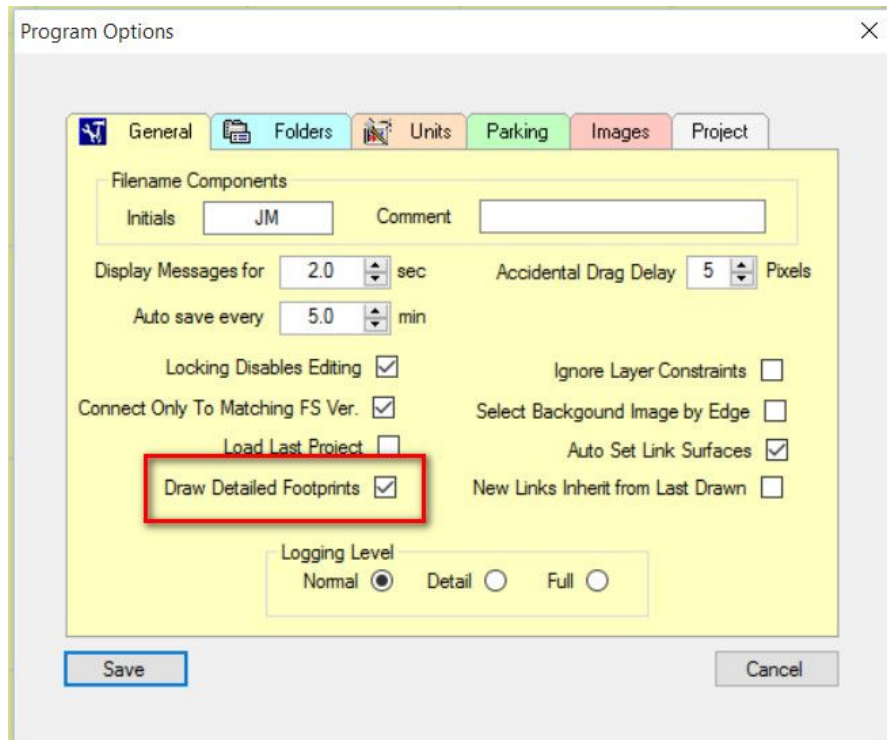
The database is created and stored in a global folder inside the ADE main folder. This is a large database so it is not shipped with ADE.

At the current time ADE will look for a generate any new object footprints when:

- a stock airport is loaded
- load stock data is used from the Tools menu
- A file is loaded into the Library Object Manager

It is possible that we will add other ways before this goes into production

Display Detailed Footprints or Not



This new checkbox on the general program options tab controls whether detailed footprints are drawn or not. It also controls whether new footprints are created and stored in the database.