

DRAFT DOCUMENTATION FOR THE ADE FILE PRIORITY ANALYZER (FPA)

Introduction

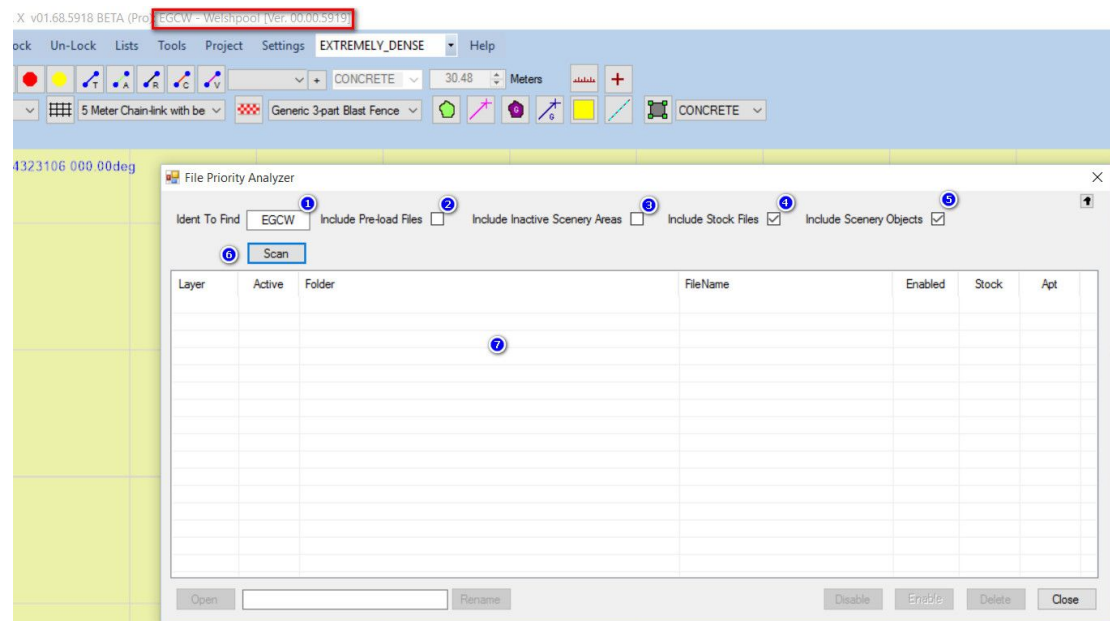
The FPA is similar to the Simple Airport Scanner. However it is integral to ADE and deals with a single airport at a time. In addition to identifying the loading order of bgl files containing the airport it also looks for files that do not contain an airport but do contain scenery objects that are located within and close to the airport. It also provides tools to rename, delete or disable files. Disabling is useful if you are trying to find out what file is causing problems in the display.

File priority is about the order in which files are loaded by FS and therefore what displays and what does not. This article covers loading priority:

https://scruffyduck.screenstepslive.com/s/help_docs/m/20268/l/199760-priority-matters and the file priority analyzer is intended to show the order for a given airport.

Opening the FPA

Use the menu sequence Tools > File Priority Analyzer to open the dialog. You do not need to have an airport project loaded but if you do then the FPA will enter the ICAO of that airport as the airport to scan for:



1. I have an airport (EGCW - Welshpool) open in ADE so that ident is entered automatically into the Ident to Find box. If you have no project loaded then this box will be empty and you can enter any valid (stock airport at this time) ident. In fact you can change this at any time to any valid airport ident.
2. Check this to include pre-load file such as altitude change files
3. Check this to include inactive scenery areas.
4. Check this to include the stock files. That is the FPA will show where the stock airport and scenery objects are coming from.
5. Check this if you want to see the files which do not contain an airport but do contain

scenery objects that are located on or near the airport.

- When you have made your selections click Scan to have the FPA look for files. ADE remembers your FPA settings between sessions.

The FPA will take some time to find all the files depending on you selections and the number of addon files you have installed. A progress bar will give some indication of progress

Understanding the Results Listing

When the scan is finished the results will be displayed:

Layer	Active	Folder	FileName	Enabled	Stock	Apt
✓ 0131	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery\scenery	EGCW_ADEX_JM_ORBX.bgl	Yes	No	Yes
✓ 0131	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\Addon Scenery\scenery	EGCW_ADEX_JM.bgl	Yes	No	Yes
✓ 0127	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\ORBX\FTX_EU\FTX_EU...	FTX_ENG_EGCW_objects_Wales.bgl	Yes	No	No
✓ 0127	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\ORBX\FTX_EU\FTX_EU...	FTX_ENG_EGCW_objects.bgl	Yes	No	No
✓ 0127	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\ORBX\FTX_EU\FTX_EU...	ADE_FTX_ENG_EGCW_Wales.BGL	Yes	No	Yes
✓ 0127	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\ORBX\FTX_EU\FTX_EU...	ADE_FTX_ENG_EGCW.bgl	Yes	No	Yes
0044	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\Scenery\0501\scenery	NVX05010.bgl	Yes	Yes	No
0044	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\Scenery\0501\scenery	APX47130.bgl	Yes	Yes	Yes
✓ 0001	Yes	D:\Microsoft Games\Microsoft Flight Simulator X\Scenery\World\scenery	EGCW_ADEX_JM_ALT.bgl	Yes	No	Yes
①	②	③	④	⑤	⑥	⑦
⑧	⑨	⑩	⑪	⑫	⑬	⑭

Open Rename

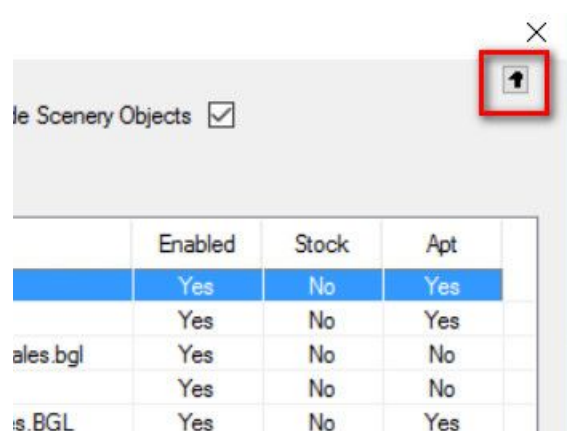
The list contains all the files that meet your criteria and contain either an airport matching the Ident to Find or that contain scenery objects that are displayed on or near that airport.

- Layers shows the scenery area number and the list is sorted so that the last file to load is at the top of the list. Icons are displayed to provide a visual indication of the file status such as active, inactive, disabled or stock.
- Active shows whether the scenery area is active or not. If you chose to include inactive scenery areas and a file in such an area contains the airport or scenery associated with it then this will show No.
- This is the actual folder containing the file.
- This is the name of the file. Note that the extension of the file may not be bgl but addedis - see below for disabling files.
- A visual indicator of whether the file is enabled or not. If you disable a file then FS should not load it.
- Identified which files are stock files and this limits what actions can be taken on them. For example you can open, rename, disable or delete a stock file.
- Shows whether the file contains an airport or not. If it does then the Open button (8) will be active and you can load it into ADE (except for stock files).
- As mentioned above it is possible to open a file from the list in ADE. This button is active provided the file is not stock and contains an airport.
- Displays the file name so that it can be changed (not for stock files).
- If you edit a file name then the Rename button will become active and you can use this to change the file name. Do not use this if the sim is running.

11. If you want to temporarily disable a file to see what effect that has then you can use this button. Make sure the sim is not running first. Clicking the button will rename the file extension from .bgl to .adedis. FS won't recognize the file as a bgl file so should not load it. Run the sim to see what changes appear.
12. If a file has been disabled then the Enable button will be active and this just reversed the extension will be changed back to .bgl.
13. If you want to permanently delete a file then use this button
14. Close the FPA.

Hiding the FPA

The FPA covers part of the main display and you may want to look at it, for example if you load a file and want to see what it contains. There is a small arrow near top right of the display:



If you click this then the FSP will roll up:



To restore the FPA window just click the small arrow again.