

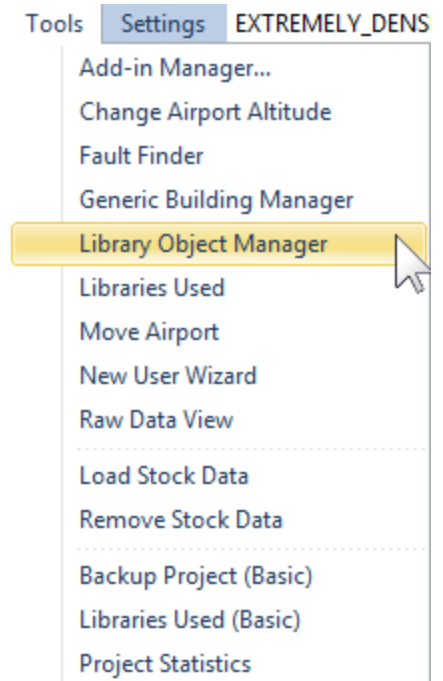


Adding Library Object Information to ADE

ADE needs to know about library objects before it can place them in the display. This tutorial shows how to add this information

Open the Library Object Manager

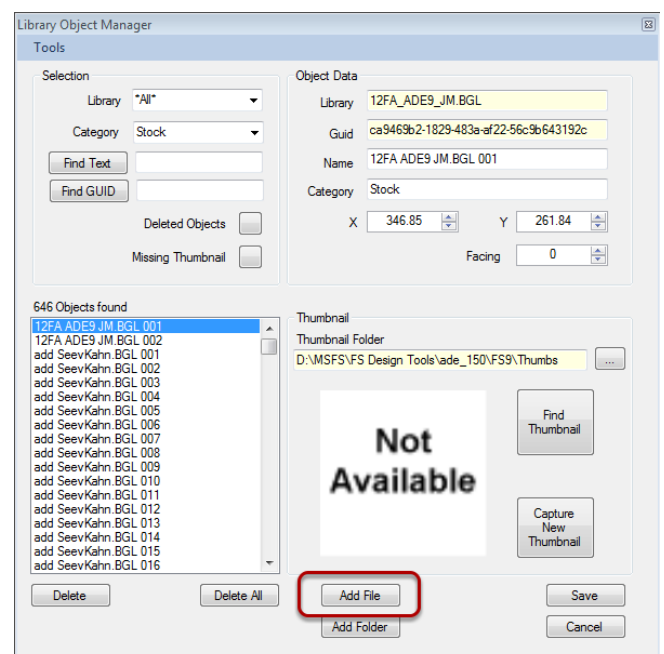
Select Tools from the main menu and then Library Object Manager from the list.



Adding Library Objects from a File

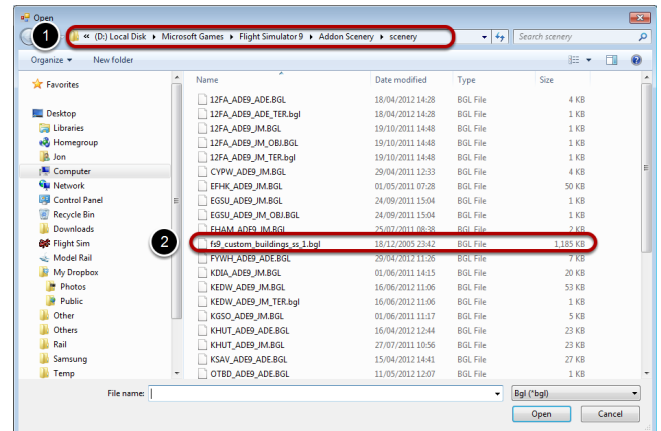
Library Objects are stored in Bgl files. You need to find the file you want to add. You can also add objects from all the files in a folder (see Adding Library Objects from a Folder below).

Click the Add File button. Alternatively use Ctrl+A from the keyboard or Tools > Add Single File from the menu.

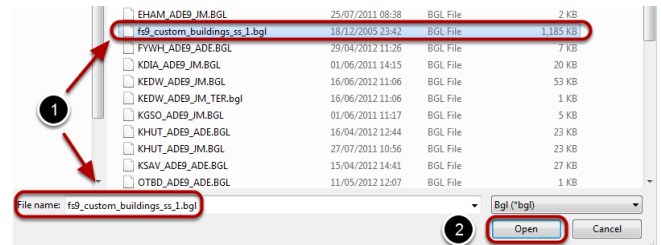




1. Use the file dialog to find the folder containing the file you want to add.
2. Find the file.

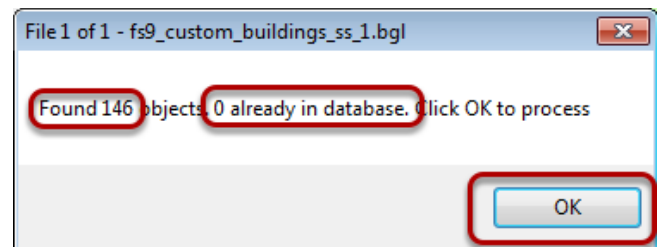


1. Select the file to open.
2. Click the Open button.



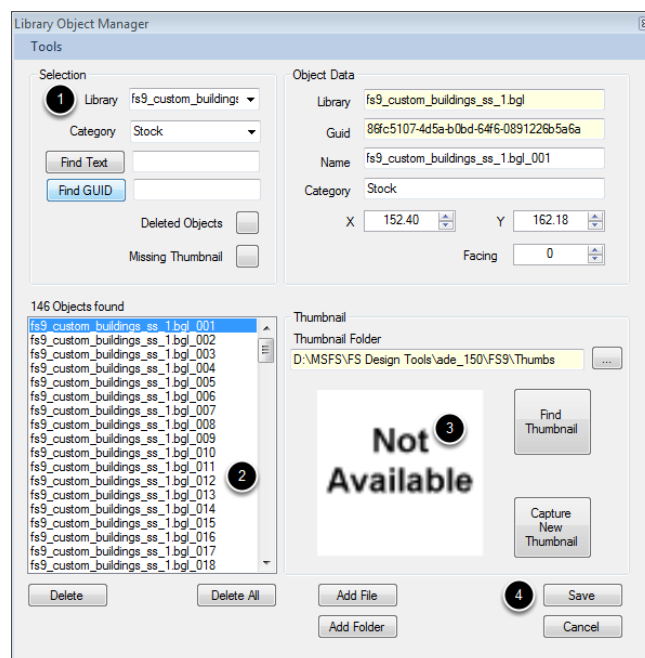
After a few moments ADE will open a dialog to tell you if it found any objects. In this case there are 146 objects in the file and none are in the database. ADE only adds objects it does not know about. So this message may tell you that all or some of the objects are already present. You may also get a message telling you that ADE could not find any usable objects (see Adding Library Objects from a Folder below).

Click the OK button to process the file.



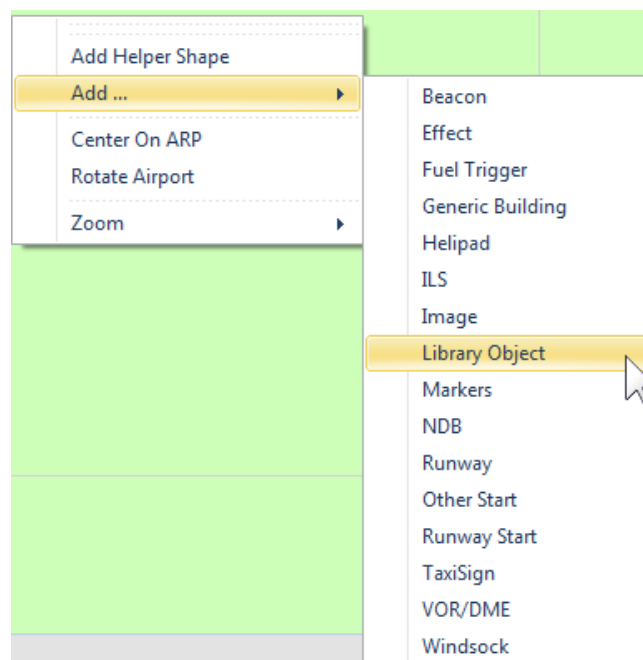


1. The library will now appear in the library drop down list.
2. The objects themselves will be listed here. The names will probably not be very helpful. FS9 libraries do not contain names. However you can edit these if you wish.
3. It is unlikely that ADE will have a thumbnail for the objects but there are a number of ways to add these.
4. Be sure to click the Save button otherwise ADE may not remember the objects you added.



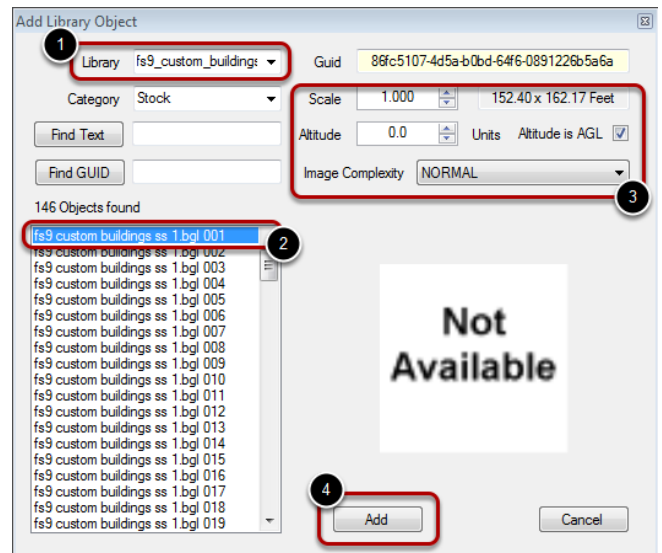
Placing the New Library Objects

Move the cursor to where you want the object. Right Click > Add > Library Object.





1. Select the library you added.
2. Select the object you want to place.
3. Edit the properties of the object as required.
4. Click the Add Button.

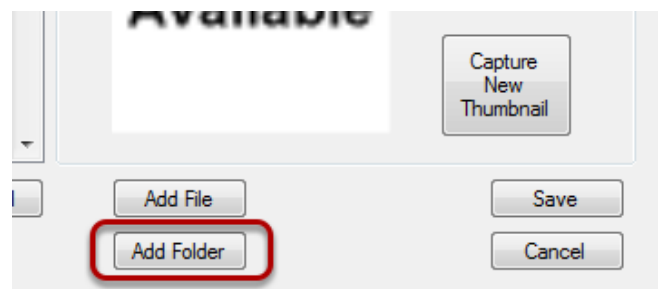


The library object is now in the ADE project.



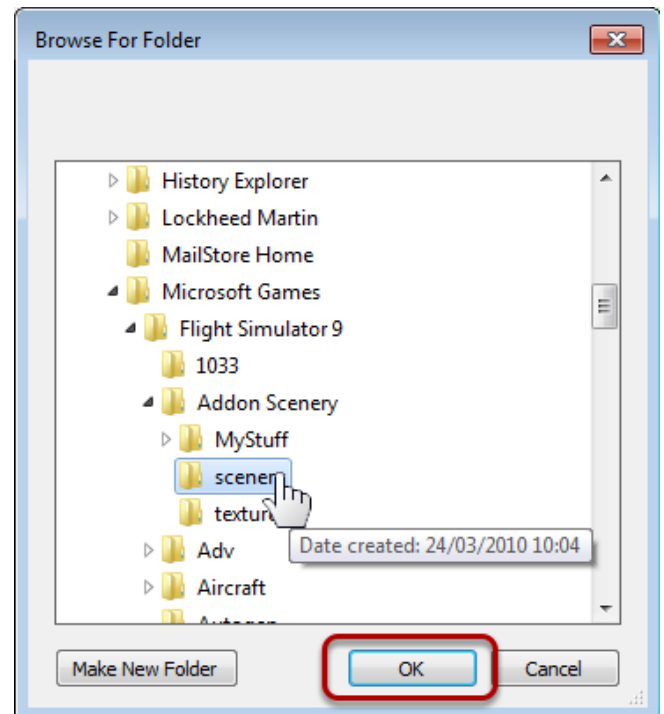
Adding Library Objects from a Folder

Select the Add Folder button. Alternatively use Ctrl+F from the keyboard or Tools > Add Folder from the menu.



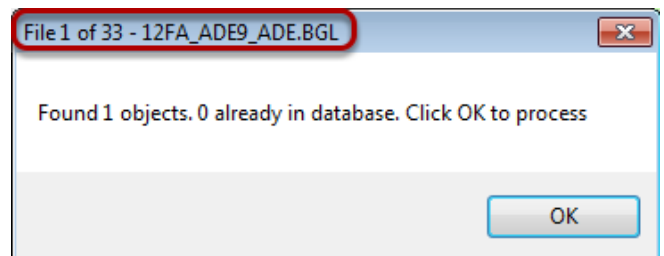


Navigate to the folder you want to process and click the Add button.



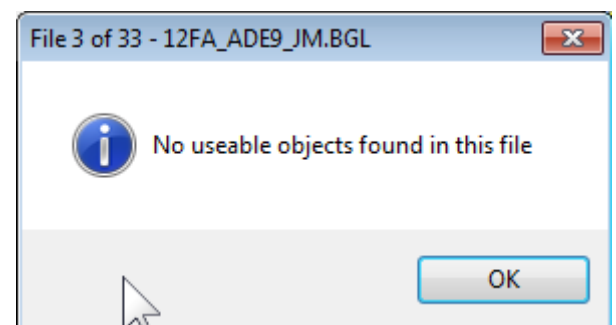
ADE found 33 files and it will process each one in turn.

Click OK to process this file and proceed to the next.



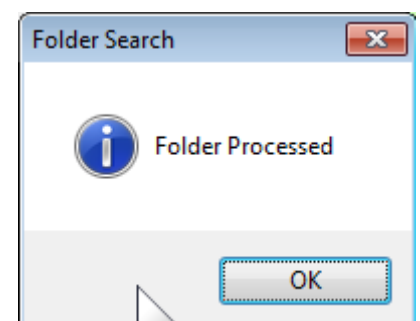
If there are no library objects in a file the you will see this message.

Click OK to continue to the next file.



When all the files are processed you will see this message.

Click OK to finish.





Remember to click the Save button to ensure that ADE remembers everything you added.

