

LOM 2 ADE Release Notes

Current version is 1.0.0

Introduction

The purpose of this small application is to import library object information and thumbnails from Library Object Manager (LOM) to Airport Design Editor (ADE). This program should work fine but use it at your own risk!

Requirements

- Library Object Manager (LOM) from ScruffyDuck Software
- Airport Design Editor (ADE) from ScruffyDuck Software
- Microsoft dotNet Framework 3.5. This is shipped with Vista and Windows 7. If you use XP and it is not already installed then you can get it from <http://www.microsoft.com/downloads/details.aspx?FamilyID=333325fd-ae52-4e35-b531-508d977d32a6&DisplayLang=en>

Installation

Copy the contents of the zip into a new folder of your choice. If desired make a shortcut for LOM2ADE.exe and place it on your desktop or double click LOM2ADE. Alternatively if you got the application as an installer then this will be done as part of the installation process.

Running the Program

Start the program either from the shortcut if you made one or by double clicking LOM2ADE.exe.

Please **do not attempt** to execute the program called Object Manager.exe. It is needed to allow this program to access data from LOM but will not work and may cause problems with LOM2ADE.

The program starts by default with tooltips turned on. Hover the mouse over each element of the program and a tooltip will appear with some help information. You can turn the tips on and off via Help > Show Tooltips. LOM2ADE will remember your setting.

Importing Information and Thumbnails

Before you begin you need to identify the version of LOM that you want to import from and also the copy of ADE that you wish to import to. You need to identify the folders where these are located. You also need to decide whether you are importing to ADEX or ADE9. Also make sure that neither LOM nor ADE is running!!!

- Select the radio button for the version of the ADE that you want to import data to. If you only have FS9 or FSX installed then be sure to select the correct one. If you have both then you will need to import separately for each
- Use the button marked ... to navigate to and select the folder containing LOM
- Use the button marked ... to navigate to and select the main application folder for ADE. Do not select the FS9 or FSX sub folders as this will be determined by the Sim selection above
- Use the button marked ... to navigate to and select the thumbnail folder where you want thumbnails from LOM to be placed in ADE. This must match the setting you have in the Library Object Manager in ADE. If it does not then the thumbs will probably go somewhere that ADE cannot find them. If you have both versions of FS and use ADE9 and ADEX you might want to consider a single thumbnail folder for both. However be aware that some object identifiers (GUIDs) from FS9 were used differently in FSX.

- When you have made your settings you may click the Import button to start the process. If you click Exit without running the import LOM2ADE will remember the folders you set next time you run the program.
- LOM2ADE first checks all the folders you have set. If for some reason one is not found you will be told and the import will stop.
- Two important files are used in the import. In LOM the program checks that objects.dat exists in the folder you set above. If it does not then you will get a message and the import will stop. This is the file that contains all the data that LOM has about library objects. If you get this message then check the folder you entered for LOM to make sure it is the right one. In ADE the file called adeObjectList.dat needs to be present. This is the file that contains all the information that ADE has about library objects. There is one of these in the FS9 sub folder of ADE and one in the FSX sub folder. If you get a message that it cannot be found then check that you have set the main ADE application Folder in the step above. Do **not** set it to the FS9 or FSX sub folders.
- If no errors are found then the import will start. A progress bar will appear to give you an indication of how things are going. Be patient – if you have several thousand objects listed in LOM then you can expect it to take some time. The program follows the following rules
 - For each object it finds in LOM it checks whether that object is already in ADE. If it is not then the information about it is added
 - Then the program looks for a thumbnail image in LOM. If it is not found then nothing happens. If it is found then a check is made to see if one already exists in ADE. If it does then no thumbnail is transferred from LOM. If no thumbnail is found in ADE and there is one in LOM this is copied to ADE. In the process the image name is changed to match the GUID of the object so that ADE can find it. Thumbnails are stored in ADE inside folders based on the library from which the object comes.
- Once the import is completed LOM2ADE makes a backup of adeObjectList.dat and creates a new one based on the combined information from LOM and ADE. Be warned that if you import more than once then the backup is going to be made from the previous imported file. To be safe you might want to make a copy of the relevant adeObjectList.dat (from the FS9 or FSX folder in ADE) before you start the import. This means you can go back to your old data in ADE if something goes wrong. There is no reason that it should but better be safe than sorry.
- Run ADE and open it in the version that you imported to. Go to Tools > Library Object Manager and you should find all the object data from LOM along with the thumbnails available to you.

Make sure that you do have all the relevant Library bgl files active in the version of FS you imported for along with all their textures. If this is not the case then do this otherwise these objects placed in ADE will not show up in the Sim.

Repeating Imports

You should be able to repeat imports as many times as you like but note that the program will not transfer any data that has already been transferred. It might be useful to repeat however if you have added more libraries to LOM and you want the data available in ADE.

Removing LOM2ADE

Delete the folder you put everything in and the shortcut if you created on. This program does not make any changes to the registry.

Legal Stuff

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- Via email to jon@scruffyduck.co.uk
- Via our support forum <http://www.fsdeveloper.com/forum/forumdisplay.php?f=95>