

## **ADE GP - VERSION HISTORY**

### **Version 2.2.24.4**

- Add ground illumination capability for Pv5 and update textures for all other FS versions

### **Version 2.2.24.1**

- Remove/edit some code used to facilitate testing of the previous release
- Add code to update ADE texture folders on first edit or compile

### **Version 2.2.24.0**

- Add ability to generate ground-illumination with PV5 and adjust other versions to use a common set of (new) textures.

### **Version 2.2.23.13**

- Prevent use of a numeric line definition name from causing a system exception
- Update GP Texture Editor to prevent specification of numeric line names

### **Version 2.2.23.12**

- Display ADE vertex number when mouse hovers over a vertex in the GP Editor with the right mouse button depressed

### **Version 2.2.23.11**

- Make default Layer effective for new objects
- ADE\_GP Textures folder no longer written to \Scenery folders (where it is unnecessary)
- Case of texture names copied to \texture folder preserved (i.e., no longer converted to upper case)

### **Version 2.2.23.8**

- Non-mipped textures missing from download archive

### **Version 2.2.23.7**

- Detect missing textures following compile.

### **Version 2.2.23.5**

- Copy all FSX materials to designated scenery texture folder
- Fix issue whereby use of illumination textures with P3D-style GPs caused illumination to appear in the daytime.

### **Version 2.2.23.4**

- Add line end capping for backed-lines

### **Version 2.2.23.3**

- Additional textures added, including gp\_Bushes, gp\_Flowers, gp\_Grass, gp\_Green (for runway and taxiway shoulders), gp\_Sand and gp\_TwyShoulder\_Backed\_100F, with updated Texture\_Def.txt.

### **Version 2.2.23.3**

- Specular, bump, etc. textures now included in PV3+ compiles and copied to the destination texture folder
- For Pv5 only, the folder ADE\_GP\Mdls is not deleted following compile

#### **Version 2.2.23**

- Zoom now from cursor position
- Vertex drag direction selectors remain set even if all vertices deselected
- Display can now be dragged using center mouse button

#### **Version 2.2.22**

- Rework the updating of the screen in response to mouse actions to eliminate lag

#### **Version 2.2.21**

- Ensure that previous screen position of the GP Editor is still valid (e.g., second monitor still available) prior to opening. If not, dialog opens at Windows default location.

#### **Version 2.2.20**

- Correct situation that may cause a delay in appearance of the GP Editor

#### **Version 2.2.19**

- Correct error message when GPs too complex to compile
- Properly initialize the compile with illumination variable

#### **Version 2.2.18**

- Cap the ends of separately-backed lines in Layer 30 and above.
- Add variant of GP\_PatternedLines\_40 with backing already applied (gp\_PatternedLines\_Backed\_40.bmp)

#### **Version 2.2.17**

- Allow use of FSX materials with FSX and Pv2
- Allow use of options when compiling FS8-style GPs for FSX to PV4
- The Material Editor saved incomplete materials, which subsequently caused an issue in the GP Editor. Fixed.
- Fix texture transfer issue that caused unused texture files to be loaded into user's companion \texture folder
- Re-title the "Uniform" group-box on the Texture Editor "to be Tiled".
- Adapt Registry search to accommodate LM's change with PV4 to item saved in Current\_User/Software
- Modify "Default" material to correct situation where backing texture only was displayed

#### **Version 2.2.16**

- Implement geocentric position calculations to improve round-earth positioning of GPs in Pv3/4.

#### **Version 2.2.15**

- Corrects error introduced in v 2.2.14 that generated a series of error messages when polys compiled.

#### **Version 2.2.14**

- Implements work-around for line misalignment issue.

#### **Version 2.2.13**

- Adds "Generate FS8-Style GP" checkbox to compiler dialog.

#### **Version 2.2.11**

- Z-bias entry not properly initialized when default material used.

#### **Version 2.2.10**

- Issue warning message when QMID10 lines lie in airport area opposite GPs

#### **Version 2.2.09**

- Eliminate obsolete reference to ASToFRA.Coordinates.dll
- Fix error inadvertently causing FSX data to be compiled for P3D

#### **Version 2.2.07**

- Fix “unable to delete file” error when compiling for FSX

#### **Version 2.2.05**

- Add P3Dv4 compatibility

#### **Version 2.2.04**

- Enhance handling of P3Dv3 GP elevation offset value when non-English languages selected.

#### **Version 2.2.03**

- Keep GPs centered on texture on re-display in GP Editor
- Fixed-size textures distorted when geographic position of vertices changed. Fixed
- Base Texture Size dimension textboxes disabled when fixed-size textures used.

#### **Version 2.2.01**

- Minor update to ground illumination process
- GP .bgls generated for P3Dv3 and designated “\_GP3
- Automatic checking of compiler Illumination checkbox when filename ends with “\_GP”

#### **Version 2.2.00**

- Add capability to generate ground illumination
- Scroll by center mouse button
- Add texture gp\_Transparent
- Edit textures gp\_Signs ...
- Add “black” signs

#### **Version 2.1.17**

- Tile checkbox added
- Correct issue with editing of undimensioned lines
- Disable texture size textboxes and inhibit display area size indicators when editing an undimensioned line

**Version 2.1.16** – Vertex movement from the U and V textboxes inadvertently suppressed. Fixed.

#### **Version 2.1.15**

- ADE-GP threw an exception when the user deleted/blanked a numeric field. Fixed.
- Add a Delete button

- ADE-GP threw an exception if the user omitted to specify a Diffuse or Specular RGBA in the material specification. Fixed.
- Special-purpose textures not being added correctly to material. Fixed.

**Version 2.1.11** - Eliminate lateral displacement between lines and their backing in P3dv3

**Version 1.0.32/2.1.0n**

- Fix GP Editor so it displays the actual texture size.
- Allow adjustment of size of non-dimensioned textures (inadvertently suppressed).
- Corrected operation of entry of RGBA texture values
- Corrected operation of UV textboxes when in “Pixel” mode
- Added P3D Material Editor (2.1.0n only)

**Version 2.1.02** - Addition of logic to generate P3Dv3 ground polys when P3Dv3 selected as target Flightsim version

In all previous versions, if a line-backing/outline texture was not also used as a primary texture, the line-backing/outline would not be drawn. Fixed.

**Version 1.0.30** - Address Day-1 problem exacerbated by changes in 1.0.29

**Version 1.0.29** - Uniform textures are now always displayed at the center of the editor’s window, maximizing the displayed size of the line/poly.

**Version 1.0.28** - Change created texture folder name from Textures to Required GP Textures

**Version 1.0.27** - GP Editor OK button may not enable under certain circumstances. Fixed

**Version 1.0.26** - Outlining counter-clockwise wound polys failed. Polys now rewound when necessary

**Version 1.0.25** - Main Texture Size text boxes disabled when coverage for the assigned texture is defined in Textures\_Def.txt.

**Version 1.0.24** - Texture and Lines\_Def combo boxes were not enabled/disabled properly. Fixed

ADE\_GP not indicate when it has been shut down other than by user interaction.

**Version 1.0.23** – The GP Editor was not properly restored once minimized.

- Version 1.0.22** – GP group reference locations sometimes incorrectly calculated and group size sometimes exceeded specified size. Fixed.  
Added capability to manually designate group members.
- Version 1.0.21** – The methodology used to address comma as decimal separator was causing errors when Windows used certain non-English languages.  
Changing texture size from the editor when the current size was undefined resulted in a “Maximum Zoom exceeded” error.  
Line type now cleared when changing from a patterned texture to a uniform texture
- Version 1.0.20** – Not released
- Version 1.0.19** – Fixed another cause of “Maximum Zoom exceeded” message (due to corrupted data in GP object data)  
Fix in Version 1.0.17 to detect non-24-bit textures in the Textures\_Dpy folder incomplete. Now complete.
- Version 1.0.17** – Fixed cause of potential endless loop in creation of groups.
- Version 1.0.16** – Fixed a comma-as-decimal-separator issue  
Fixed (at least one) cause of “Maximum Zoom exceeded” message  
Added check to detect non-24-bit textures in the Textures\_Dpy folder  
Added saving of a list of texture files used
- Version 1.0.15** – P3D layer handler removed (replaced by code upgrade in ADE).  
Detect non-24bit textures in textures\_Dpy folder and add “beep” on attempting to display from textures comboboxes
- Version 1.0.13** – Correct partitioning size for small groups
- Version 1.0.11** – Add record of compile parameters in .asm file header  
Implement new handler for P3D Layers below 16
- Version 1.0.10** - Trap for gp objects requiring edit before compile did not detect U/V set to infinity - which could arise with gp objects created with an early version of ADE\_GP. Fixed
- Version 1.0.09** - Disallow saving of an object if texture issues remain.  
Abort compile if user cancels during silent edit
- Version 1.0.08** - Enhancements to Import GPs  
Add ability to specify textures as RGBA.

Correct area size issue in compiler  
Should now be able to continue after "Maximum zoom exceeded"

**Version 1.0.07** - Addition or deletion of multiple vertices in an object was not handled properly. Fixed

**Version 1.0.06** - ADE\_GP generated a compiler error when the Single Ref. Point, Local elevation option was used. Fixed

**Version 1.0.05** - Improvement to reduce autogen suppression

**Version 1.0.04** - Special test release

**Version 1.0.03** - To correct a situation whereby an attempt to compile GPs with multiple reference points and a group size = 0 resulted in a CTD.

**Version 1.0.02** - To correct a situation whereby a CTD occurred when a line style was selected for an undimensioned texture.

**Version 1.0.01** - To correct a situation whereby if a mouse click occurred on the editor's drawing surface before the Display Layer number had been entered, a CTD occurred.

**Version 1.0.00** - Initial General Release