



# AG Tree Library ReadMe

Version 1.20  
for Flight Simulator 2004



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## 1 Introduction

Thank you for downloading this tree library for Flight Simulator 2004. I first want to note that this library is not as complex as some other libraries available on the internet, they just provide a collection of simple trees using the default tree texture of Flight Simulator. If you are looking for super-realistic trees I would suggest you to look at other available libraries.

This library contains 17 trees, which are all available on the default autogen tree texture. The trees are designed as single planes, rotating to the viewpoint of the user. This way it will never look flat or like a cross.

The entire library is made in the Fs2004 RIFF format and thus uses the latest techniques. This ZIP file contains the objects in different formats, so that you can use them like you wish. The next section describes these possibilities.

## 2 How to use these files?

In the ZIP file you downloaded you will find four subfolders. The **library** folder contains the library BGL itself. As a reference the XML source file is also included. The **rwyl2** folder contains the files needed to use this library with the Rwy12 Object Placer program. The **api** folder contains API macros that can be used to place the trees as well, while the **mdl** folder contains the MDL objects of the trees.

Below you find a short explanation of how you can use the trees using these different methods.

## 2.1 Rwy12

One of the easiest ways to place these trees into your scenery is to use the Rwy12 Object Placer program. When you want to use this library in Rwy12 you need to take the following steps:

1. Copy the contents of the `rwy12` folder into the `rwy12` folder of your Rwy12 Object Placer folder.
2. Install the file `ag_tree_lib.bgl` from the `library` folder of this download to an active scenery folder of Flight Simulator. For example `scenery\generic\scenery` or `addon scenery\scenery`

Now you are ready to place the trees with Rwy12.

## 2.2 XML Library

You can also call the library objects using another program than Rwy12 of course. For example by calling the GUID of the objects in SceneGenX or in handwritten XML code. In this case you need to install the `ag_tree_lib.bgl` file as described above. After that you need to make another BGL file calling the library with the program of your choice. You can find the GUIDs of the different trees below.

## 2.3 API macros

Another option is to call the objects using API macros. But I strongly suggest you to use the new XML methods to place your trees, as that is the path of the future. If you still want to use the macros, please install the library BGL as described above and place the API macros in the folder that contains your macros. Because the library has been made using the new techniques you can not use these macros in Fs2002.

## 2.4 MDL objects

For the more advanced scenery designers there is one other method of placing these trees. In the `mdl` folder of this download you will find the MDL object files of the different trees. You can place these MDL files in your scenery as if it were MDL objects you have made yourself. Please note that if you add them to your own library you should not use the GUIDs listed below, you should assign your own GUIDs.

### 3 Updating instructions

If you have already downloaded a previous version of my tree library or if you have downloaded Stephen Leggs Rwy12 version of my library before, then the installation of this updated version is a bit different.

First, you do not have to replace all trees you made before. The library uses the same GUIDs, so if you replace the library BGL you will get the new trees automatically.

So what do you have to install? First you will have to replace the file `ag_tree_lib.bgl` with the latest version from this download.

If you are using Rwy12 you need to overwrite the `add_ag_tree_lib.xml` file in your Rwy12 folder. After that please remove the previous images folder and replace it with the one from the download.

If you have been using the MDL files directly in your project, you need to update these as well from the new download.

### 4 Available trees

In this section you can find an overview of all tree types available in this library. Next to a picture the name, which is also the name of the MDL or API file, and the GUID of the object are listed.

For each tree you will find two version. The GUID marked with NH is for use at the northern hemisphere, while the GUID marked with SH is for use at the southern hemisphere. The difference between these models is that the seasons are reversed, to match the behaviour at that part of the world. The version for the northern hemisphere has the name as indicated in the list below, while the version for the southern hemisphere has the suffix `_sh` in the name.



Name:

`ag_tree01`

GUID:

NH: 11111979 20180505 AD52556C 34328A17

SH: 11111979 20180505 AD52556C 34328A28



Name:  
ag\_tree02  
GUID:  
NH: 11111979 20180505 AD52556C 34328A18  
SH: 11111979 20180505 AD52556C 34328A29



Name:  
ag\_tree03  
GUID:  
NH: 11111979 20180505 AD52556C 34328A19  
SH: 11111979 20180505 AD52556C 34328A2A



Name:  
ag\_tree04  
GUID:  
NH: 11111979 20180505 AD52556C 34328A1A  
SH: 11111979 20180505 AD52556C 34328A2B



Name:  
ag\_tree05  
GUID:  
NH: 11111979 20180505 AD52556C 34328A1B  
SH: 11111979 20180505 AD52556C 34328A2C



Name:  
ag\_tree06  
GUID:  
NH: 11111979 20180505 AD52556C 34328A1C  
SH: 11111979 20180505 AD52556C 34328A2D



Name:  
ag\_tree07  
GUID:  
NH: 11111979 20180505 AD52556C 34328A1D  
SH: 11111979 20180505 AD52556C 34328A2E



Name:  
ag\_tree08  
GUID:  
NH: 11111979 20180505 AD52556C 34328A1E  
SH: 11111979 20180505 AD52556C 34328A2F



Name:  
ag\_tree09  
GUID:  
NH: 11111979 20180505 AD52556C 34328A1F  
SH: 11111979 20180505 AD52556C 34328A30



Name:  
ag\_tree10  
GUID:  
NH: 11111979 20180505 AD52556C 34328A20  
SH: 11111979 20180505 AD52556C 34328A31



Name:  
ag\_tree11  
GUID:  
NH: 11111979 20180505 AD52556C 34328A21  
SH: 11111979 20180505 AD52556C 34328A32



Name:  
ag\_tree12  
GUID:  
NH: 11111979 20180505 AD52556C 34328A22  
SH: 11111979 20180505 AD52556C 34328A33



Name:  
ag\_tree13  
GUID:  
NH: 11111979 20180505 AD52556C 34328A23  
SH: 11111979 20180505 AD52556C 34328A34



Name:  
ag\_tree14  
GUID:  
NH: 11111979 20180505 AD52556C 34328A24  
SH: 11111979 20180505 AD52556C 34328A35



Name:  
ag\_tree15  
GUID:  
NH: 11111979 20180505 AD52556C 34328A25  
SH: 11111979 20180505 AD52556C 34328A36



Name:  
ag\_tree16  
GUID:  
NH: 11111979 20180505 AD52556C 34328A26  
SH: 11111979 20180505 AD52556C 34328A37



Name:  
ag\_tree17  
GUID:  
NH: 11111979 20180505 AD52556C 34328A27  
SH: 11111979 20180505 AD52556C 34328A38

## 5 Feedback

If you have any questions, suggestions or comments, please don't hesitate to contact me. You can either post at the forum at my website, or email me directly.

Website: <http://www.scenerydesign.org>

Email: [arno@scenerydesign.org](mailto:arno@scenerydesign.org)

## 6 Version history

**version 1.20** (25/03/2005)

- Shading of the trees changed, they behave more like the autogen trees now
- Different version for the southern hemisphere added with reversed seasons

**version 1.10** (28/11/2004)

- Seasonal textures added
- Texture mapping corrected
- Rwy12 files included

**version 1.00** (15/11/2004)

- Fixed problem is locked objects not appearing

**version 0.95** (12/10/2004)

- First release

## **7 User license**

This tree library has been released as freeware. You are not allowed to sell this library. You can upload it to other websites only in the original unaltered archive. You are allowed to use this library in a commercial scenery if you want.