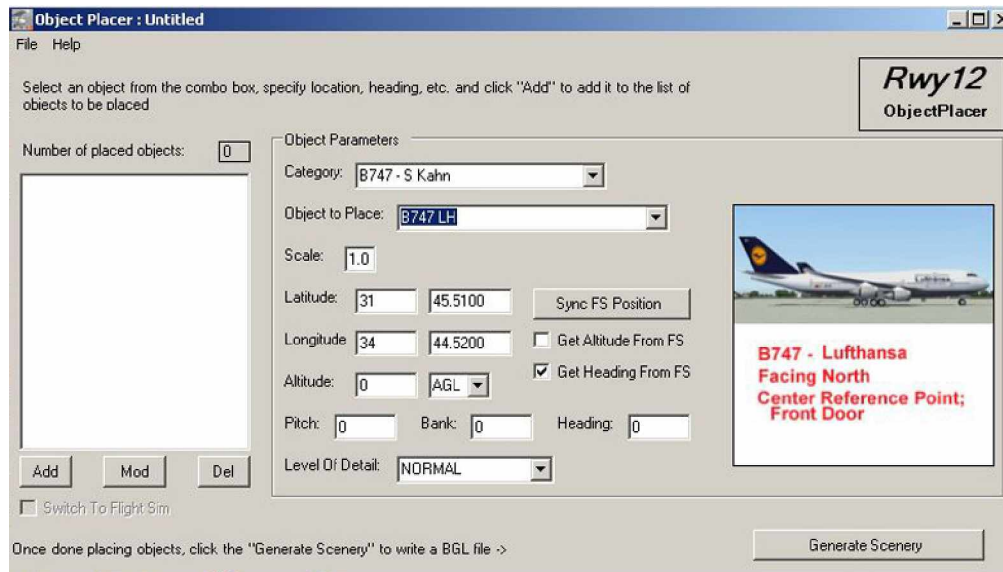


# **Rwy12 ObjectPlacer v1.2 Program and Libraries**

## **Installation**



## **1. Version 1.2**

This version includes the program and all 39 libraries published so far. The download is divided into 4 zip files because of the total size;

[rwy12\\_Program\\_v1.2.zip](#) – the program with documentation

[rwy12\\_Lib1\\_v1.2.zip](#) – object libraries part 1

[rwy12\\_Lib2\\_v1.2.zip](#) – object libraries part 2

[rwy12\\_Lib3\\_v1.2.zip](#) – object libraries part 3

Many members of our community don't have yet a broad band connection so the maximum size of one zip file should not be higher than 30-35 mb. Anyway, to enjoy the full capacity of Rwy12, you have to download and install all 4 files.

## **What has changed in the Program since version 1.1**

The following changes and correction have been made in version 1.2;

- Installation is manual and not by an automatic installer.
- Third party programs are not supplied with the upload but links are given to corresponding download sites.
- All object libraries accumulated so far are included in this download
- The tutorial has been updated
- Synchronization between Rwy12 and FS9 has been changed to yes/no positions.
- You can chose between AGL and above MSL

- You can chose between altitudes in meters and feet.
- The problem of dot\comma for coordinates in certain O/S languages was fixed.
- So are coordinates between 0-10 West and south which caused incorrect object placement.
- A letter for W, E, S, N, is added to coordinates.
- A generate scenery button was added to the main program window.
- The program window can not be resized (and distorted by doing that). The new size is big enough to show the object image clearly.

## **2. Installation for New Users of Rwy12**

### **1. Third Party Programs installation**

You will have to download and install 3 third party programs on your PC. They are:

1. FSUIPC – by Pete Dowson. As of this writing, the latest version of the program is Ver. 3.50. You can find the download at Avsim.com or Flightsim.com or you can download it directly from the author's site by following this link:

<http://www.schiratti.com/dowson.html>

Installation instructions will follow in [Chapter 2\4\1](#).

2. Microsoft's MSXML4. You can download this program from Microsoft download center.

<http://www.microsoft.com/downloads/details.aspx?FamilyID=3144b72b-b4f2-46da-b4b6-c5d7485f2b42&DisplayLang=en>

You need to download and install only the msxml.msi file (5,166 kb). You will find the file at the end of the download page. (The program is language sensitive, so choose your O\S language first).

Install the program following on screen instruction. It will be wise to create a restore point before that. Just in Case !!

3. Microsoft's Dotnetfx NET framework. The 23,698 kb program can be downloaded directly from Microsoft Download Center.

<http://www.microsoft.com/downloads/details.aspx?familyid=262D25E3-F589-4842-8157-034D1E7CF3A3&displaylang=en>

You will be downloading a program named dotnetfx.exe.


Just click on the "download" bar at the top right of the screen.

(The program is language sensitive, so choose your O\S language first).

All of these downloads should be saved in a temporary folder of your choice. If you wish, this temporary folder can be on your desktop.

Install the program following on screen instruction. It will be wise to create a restore point before that. Just in Case !!

## **2. Rwy12 Object Placer Program Installation**

1. Download all 4 zip files and unzip them to 4 temporary folders (not in FS2004).
2. Copy the entire **Rwy12 Object Placer v1.2** folder into your C:\ drive. This is a stand alone program that doesn't need to go into the C:\programs.
3. Browse to the new folder and you will find there 3 sub-folders. 1 of them is an information folder (Tutorials). You can keep it where it is or move it somewhere else. Keep the Templates folder in Rwy12, though you probably will never need it.
4. Navigate back to your desktop (if you are not already there) and create a shortcut of the program by right clicking anywhere on the screen and selecting NEW and then SHORTCUT. This shortcut will be to the **ObjectPlacer.exe** file  which is in the RWY12 folder that you just placed on your C:\ drive. After browsing to the location and selecting the .exe file, name the shortcut **Rwy12 Object Placer**.

## **3. Rwy12 Object Placer Library Installation**

The download has 39 object libraries in 3 zip files. You must install all of them in order to make Rwy12 work properly. Library #1 is the basic library. #2 and #3 are additions that will be installed differently

- 1 **rwy12\_lib1\_v1.2** - Copy the entire **Static Objects Library** folder to **C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery**. (C:\ is the drive where you have your FS9. If different – change the paste target). Keep documentation, if any, somewhere else.
- 2 **rwy12\_lib2\_v1.2** – copy only the **Scenery** files and **Texture** files (**not the folders**) into the newly created **Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library\Scenery** (and into **Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library\Texture**). You may be asked to overwrite some texture files, Please do so.

Keep documentation, if any, somewhere else.

- 3 **rwy12\_lib3\_v1.2** – same as 2 above.

## **4. Two more Things to do**

1. Go to your **FSUIPC** download. Unzip it and copy one file; FSUIPC.dll to C:\Program Files\Microsoft Games\Flight Simulator 9\Modules. If you wish to enjoy the full capacity of **FSUIPC** program you have to register it.

Registration is not necessary for Rwy12 but we still recommend it because the full version of FSUIPC can do a lot for you (please read FSUIPC's manual)


2. You must "activate" the Static Objects Library folder that you placed in your Addon Scenery folder. This is done just as you would activate any scenery addition. Static Objects Library is actually a "virtual" or "reference" scenery and is recognized by FS9 as a normal add-on scenery.

*For those who don't know how to do that, here is an explanation; Open **FS9** and go to **Setting\Scenery Library\Add Area**, select **Addon Scenery\Static Objects Library**. click **OK** to add this new scenery and exit **FS9**. Next time you start the simulator the new scenery will be activated. (**Static Objects Library** is a virtual scenery where all the library objects and their textures are kept, without it **Rwy12** will not function)*

That's all. Enjoy your new Rwy12 Object Placer. We strongly recommend to read the tutorials, or at least part of them, which will take some time but will save a lot of that stuff later on.

### **3. Installation for Those who already have Rwy12**

#### **1. Rwy12 Object Placer v1.2 Program Installation**

1. **Delete** your old files and folders (back them up if you feel better that way);
  - **C:\Rwy12 Object Placer.**
  - **C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library.**
  - Program **shortcut.**
2. Download all 4 zip files and unzip them to 4 temporary folders (not in FS2004).
3. Copy the entire **Rwy12 Object Placer v1.2** folder into your C:\ drive. This is a stand alone program that doesn't need to go into the C:\programs.
4. Browse to the new folder and you will find there 3 sub-folders. One of them is an information folder (Tutorials). You can keep it where it is or move it somewhere else. Keep the Templates folder in Rwy12, though you probably will never need it.
5. Navigate back to your desktop (if you are not already there) and create a shortcut of the program by right clicking anywhere on the screen and selecting **NEW** and then **SHORTCUT**. This shortcut will be to the **ObjectPlacer.exe** file  which is in the RWY12 folder that you just placed on your C:\ drive. After browsing to the location and selecting the .exe file, name the shortcut **Rwy12 Object Placer**.

## **2. Rwy12 Object Placer v1.2 Library Installation**

The download has 39 object libraries in 3 zip files. You must install all of them in order to make Rwy12 work properly. Library #1 is the basic library. #2 and #3 are additions that will be installed differently

- 4 **rwy12\_lib1\_v1.2** - Copy the entire **Static Objects Library** folder to **C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery**. (C:\ is the drive where you have your FS9. If different – change the paste target). Keep documentation, if any, somewhere else.
- 5 **rwy12\_lib2\_v1.2** – copy only the **Scenery** files and **Texture** files (**not the folders**) into the newly created **Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library\Scenery** (and into **Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library\Texture**). You may be asked to overwrite some texture files, Please do so. Keep documentation, if any, somewhere else.
1. **rwy12\_lib3\_v1.2** – same as 2 above.
2. You don't have to **re-activate** the **Static Objects Library** in **FS9** as a new add-on scenery, since it was already activated when you installed the previous version.

## **4. Un-Installation of Rwy12 Object Placer**

Microsoft programs - if you wish to uninstall shortly after installation you can return to an earlier **Restore Point**. For uninstalling later on use win-xp add\remove programs function.

Delete all files\folders created in C:\**Rwy12 Object Placer**

Open **FS2004** and go to **Setting\Scenery Library\Delete Area** , and delete the **Static Objects Library**

Delete **X:\ Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library**.

## **5. Copyrights and Acknowledgments**

(c) 2004 Object Placer and libraries by Seev Kahn are copyright of Israel Roth and Seev Kahn - Rwy12

1. The Object Placer program and attached files are **FREEWARE** and it is forbidden to make them part of any commercial package or activity, without the content of the authors (us and others, if they stated so in their upload)

2. We can be contacted by e-mail [zeevkahn@hotmail.com](mailto:zeevkahn@hotmail.com) and [israel\\_roth@hotmail.com](mailto:israel_roth@hotmail.com) or via our web site, which also have an active forum; <http://www.rwy12.com/> We can not promise technical assistance on a regular basis, but we will be happy to get some feedback.

3. There is no warranty either express or implied covering this product.

4. Acknowledgments and thanks:

To **Microsoft** corporation for the wonderful game called **FS9**

Special thanks go to **Pete Dowson** who allowed us to use his **FSUIPC** program, which establishes the link between **FS 2004** and **Object Placer**. This program is a keystone for FS users and has much more in it over what we used. We included, in the **Documentation folder** of **Rwy12**, the **User Guide** of **FSUIPC** ver 3.40 (in **PDF** format) for your convenience so you can learn more about this utility.

To **Discreet** for making the freeware **gmax** program

To **Lee Swordy** for his **AFCAD** program,

To **all the authors and additional contributors of libraries** (more about co-workers' names who worked with the creators of the libraries can be seen in the txt files of each library).

Lib File #	Library Name	Authors & Additional Contributors (Please see also the txt file)	Original Download File
1	Vehicles	Israel Roth and Seev kahn, Team Rwy12	rwyl2_v1.zip & rwyl2_v1.1.zip
1	Airport Buildings and Facilities	Israel Roth and Seev kahn, Team Rwy12	rwyl2_v1.zip & rwyl2_v1.1.zip
1	Geberal Buildings	Israel Roth and Seev kahn, Team Rwy12	rwyl2_v1.zip & rwyl2_v1.1.zip
1	Navajds	Israel Roth and Seev kahn, Team Rwy12	rwyl2_v1.zip & rwyl2_v1.1.zip
1	Port and Sea	Israel Roth and Seev kahn, Team Rwy12	rwyl2_v1.zip & rwyl2_v1.1.zip
1	Humans – S. Kahn	Seev kahn, Team Rwy12	rwyl2_v1.1.zip
1	Trees – S. Kahn	Seev kahn, Team Rwy12	rwyl2_v1.1.zip
1	Refuelers – S. Kahn	Seev kahn, Team Rwy12	rwyl2_v1.1.zip
1	General Aviation Aircraft – S. Kahn	Seev kahn, Team Rwy12	rwyl2_v1.1.zip
2	B747 – S Kahn	Israel Roth and Seev kahn, Team Rwy12	b747_rwyl2.zip
1	Chopper Pads – Lt Finney	Robert Finnegan, Chris O'Donnell	rwyl2-chopper_tower.zip & chopper_pads.zip
1	Chopper Trailers - Lt Finney	Robert Finnegan, Chris O'Donnell	chopper_trailers.zip
1	ESDG-HangerKit – B.	Bill Leaming, Eaglesoft	esdg_hanger_rwyl2.zip

	Leaming	Development Group	& esdg_ramplight_rwy12.zip
1	Fencing – S. Ansari	Shehryar Ansari & William Sieffert	rwy12_v1.1.zip
1	Ford Transits – S. Legg	Stephen Legg	ford_transit_collection.zip & transits4rwy12.zip
1	GA-Hangers_lib Stephen Legg	Stephen Legg, Arno Gerretsen & Steve Ziegler	ga-hangers_lib_for_rwy12.zip
2	Jetways – S. Ansari	Shehryar Ansari and Bill Sieffert	rwy12_v1.1.zip
1	Lens Hanger 1 – L.J. Hickman	Len Hickman	lens_hanger_1.zip (Download from; <a href="http://www.lenshanger.co.uk">www.lenshanger.co.uk</a> )
1	Tents – T Lucas	Todd Lucas	tents_todd_lucas.zip & picnic_items.zip
1	Margarita Air – T Lucas	Todd Lucas	N.A.
2	AutoGen Tree Library – Arno Gerretsen	Arno Gerretsen, Stephen Legg	ag_tree_lib11.zip
2	Dwag objects (signs)	Dennis Waggoner	rwy12_dwag.zip
2	Objects01_lib By S. Legg	Stephen Legg	objects01_lib.zip & objects01_lib_supplement.zip
2	People – Geoff Williams	Geoff Williams & Martin Strong	peepslib.zip
2	Static Helicopters - Allen Richards	M. Allen Richards, Chris O'Donnell	rwy12-static_choppers.zip
2	Fly Tampa Static Aircraft - By S. Legg	Stephen Legg, Martin Brunken & Arno Gerretsen	flytampastaticaircraft_lib_for_rwy12.zip
2	Birmingham Power Lines - B. Pierce, A. Sventon	Brittany Pierce, Argus Sventon	powerlineobjects.zip
2	Ships Winfried Orthmann	Winfried Orthmann, Team Rwy12	shiplib_1.0.zip
2	Birds – S. Kahn	Seev Kahn - Rwy12 team	birds_1.0.zip
2	dwag_hangers	Dennis Waggoner	dwag_hangers.zip
2	Hot Air Balloons – S. Kahn	Seev Kahn - Rwy12 team	balloons_1.0.zip
3	Lens Hanger 2 – L.J. Hickman	Len Hickman	lenshanger_2.zip
3	Lens Hanger 3 - L.J. Hickman	Len Hickman	lenshanger_3.zip
3	Jon Patch_objects_1	Gary Mills, Jon Patch & Winfried Orthmann	ve4_r12.zip
3	Jon Patch_objects_2	Gary Mills, Jon Patch & Marci Dunn	ve4_r12.zip
3	Lars ExtraObjects	Lars Hoyer & Irvin McIntyre	extra_objects_v1_1.zip
3	Maintenance Platforms – C. Ford	Chuck Ford	rwy12maintplatforms.zip
3	Livestock_Heath_Wells	Heath Wells & Clive Ryan	livestock_heath_wells.zip
3	shipping_containers_heath_wells	Heath Wells	shipping_containers_heath_wells.zip

When you first open your Rwy12 program (double click on the icon) you will see all 39 libraries in the drop down menu and in each of them all the objects (with picture);



## rwyl2\_Program Libraries Drop down

### Download

rwyl2_lib1	FS9 Vehicles
rwyl2_lib1	FS9 Airport Buildings and Facilities
rwyl2_lib1	FS9 General Buildings
rwyl2_lib1	FS9 Nav aids
rwyl2_lib1	FS9 Port and Sea
rwyl2_lib2	Static Helicopters - M. Allen Richards
rwyl2_lib2	AutoGen Tree Library - Amo Gernets
rwyl2_lib2	Hot Air Balloons - S. Kahn
rwyl2_lib2	Birds - S. Kahn
rwyl2_lib2	Birmingham Power Lines - B. Pierce
rwyl2_lib1	Chopper Pads - Lt. Finney
rwyl2_lib1	Chopper Trailers - Lt. Finney
rwyl2_lib2	dwag_hangers
rwyl2_lib2	dwag_objects
rwyl2_lib1	ESDG Hander Kit - B. Leaming
rwyl2_lib2	FlyTampa Static Aircraft - By S.Legg
rwyl2_lib1	Ford Transits - S. Legg
rwyl2_lib1	GA-Hangers_lib Stephen Legg
rwyl2_lib2	Ships - Winfried Orthmann
rwyl2_lib2	Jetways - S. Ansari
rwyl2_lib3	JonPatch_objects_1
rwyl2_lib3	JonPatch_objects_2
rwyl2_lib3	Lars ExtraObjects
rwyl2_lib1	Lens Hanger 1 - L.J.Hickman
rwyl2_lib3	Lens Hanger 2 - L.J.Hickman
rwyl2_lib3	Lens Hanger 3 - L.J.Hickman
rwyl2_lib3	Livestock_Heath_Wells
rwyl2_lib3	Maintenance Platforms - C Ford
rwyl2_lib2	Objects01_lib By S.Legg
rwyl2_lib2	People - Geoff Williams
rwyl2_lib1	Refuelers - S Kahn
rwyl2_lib1	Fencing - S. Ansari
rwyl2_lib1	General Aviation Aircraft - S. Kahn
rwyl2_lib1	Humans - S. Kahn
rwyl2_lib1	Trees - Seev Kahn
rwyl2_lib3	Shipping_Containers_Heath_Wells
rwyl2_lib2	B747 - S Kahn
rwyl2_lib1	Margarita Air - T Lucas
rwyl2_lib1	Tents - T Lucas

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