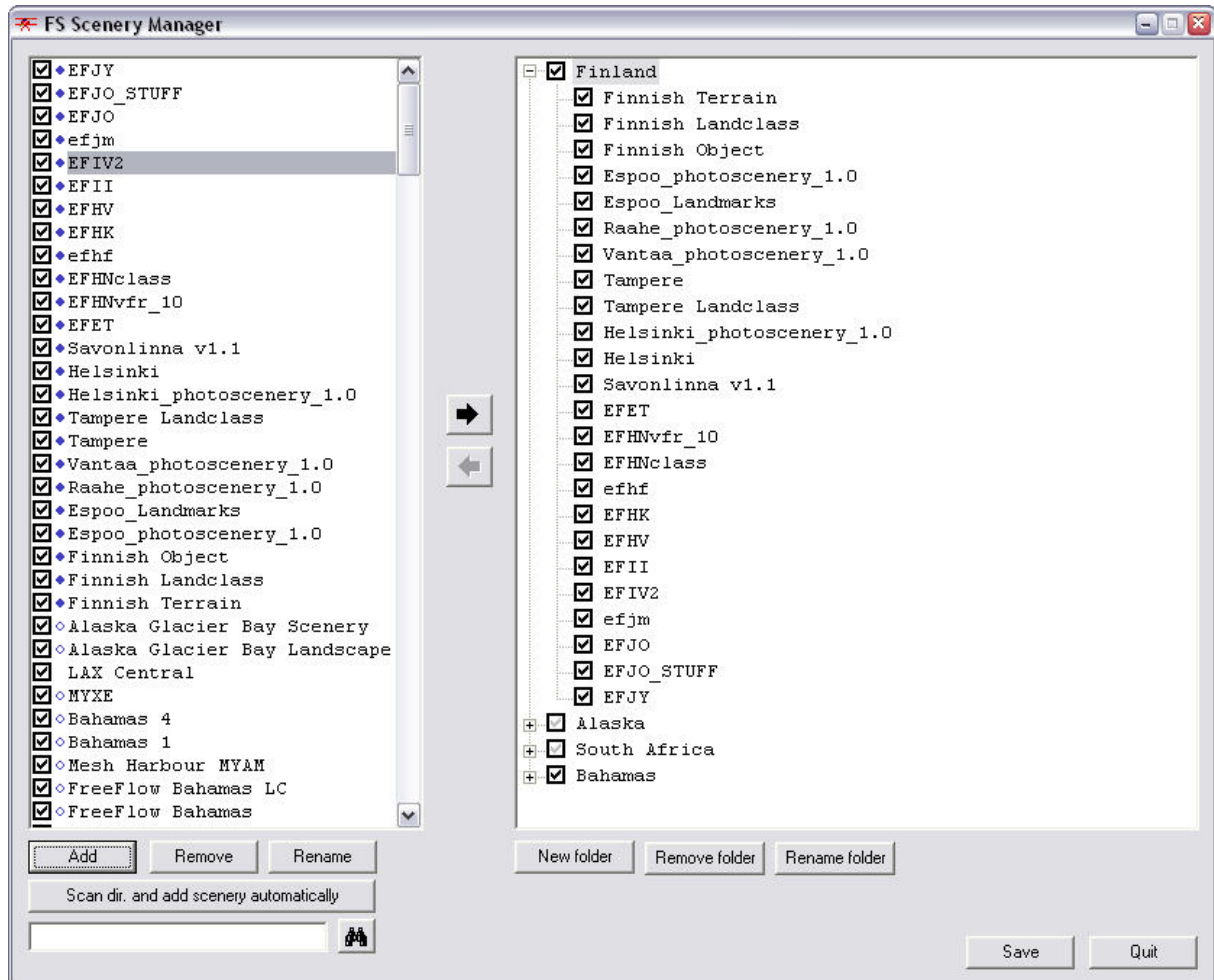


FS Scenery Manager V1.6



1. INTRODUCTION

FS Scenery Manager is a little tool to manage easily sceneries of FS2004.

The main particularity is the possibility to classify scenery into folder, for a simplified management of several sceneries in one click.

The scenery.cfg file is found automatically using the registry base.

If the registry base is corrupted, a dialog box asks you the path of you Flight Simulator 2004.

However, the best is to correct the registry base using the FS9 path utility of TweakFS:

http://tweakfs.com/features_tfs_pu.htm

2. CHANGES

2.1 Version 1.6 (01/25/2009)

Corrected bug: when a scenery included into a folder was removed, it was not removed from the folder and can cause a crash.

Flatten and exclude keys into scenery.cfg file are taking into account.

New functionalities:

- when a folder is removed, you can now, remove all the scenery included in this folder from the scenery list.
- when one or several scenery are added, you can automatically add its to a folder if you have selected it before.

2.2 Version 1.5 (01/24/2009)

Unpublished.

2.3 Version 1.4 (10/10/2007)

Add a search function.

2.4 Version 1.3 (03/21/2007)

New friendly interface.

2.5 Version 1.2 (03/15/2007)

First released version.

3. SCENERY MANAGER PART

3.1 Description of the buttons :

- **Add** : add a new scenery
- **Remove** : remove scenery
- **Rename** : rename scenery
- **Scan dir. and add scenery automatically** : scan automatically all sceneries in a folder and add it with the folder name.

3.2 Add a new scenery

The Add button opens a browser to select a scenery folder.

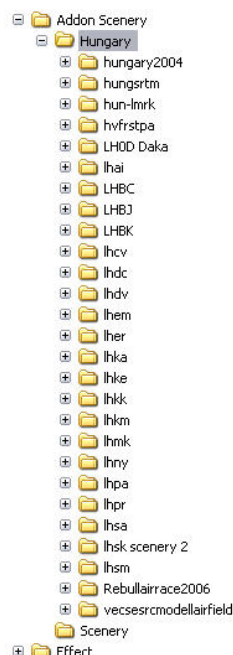
The OK button of this window will be enable only if the folder is a valid scenery folder, with a sub-folder named "scenery" and containing a "bgl" file.


A dialog box pop-up and ask a name for the scenery (fill by default with the scenery folder name). In this box you can select the “Add to selected folder” tick to automatically add the scenery to a folder that have been selected first.

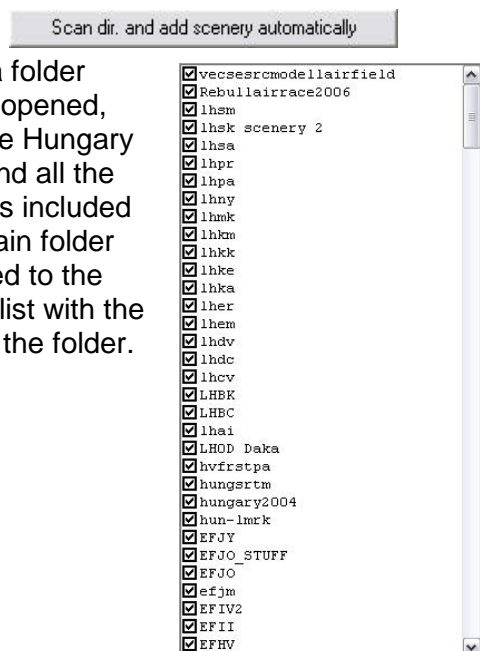


3.3 Scan a folder

For example: if you have a folder containing all sceneries of Hungary, and you have had enough of add one scenery by one scenery. This button is for you.



Click the  button, a folder browser opened, select the Hungary folder, and all the sceneries included in the main folder are added to the scenery list with the name of the folder.






As for the single mode you can automatically add all the sceneries into a folder.

3.4 Re-order scenery

The re-order is doing by drag and drop. Select a scenery line and move it with the mouse (with left click pressed).

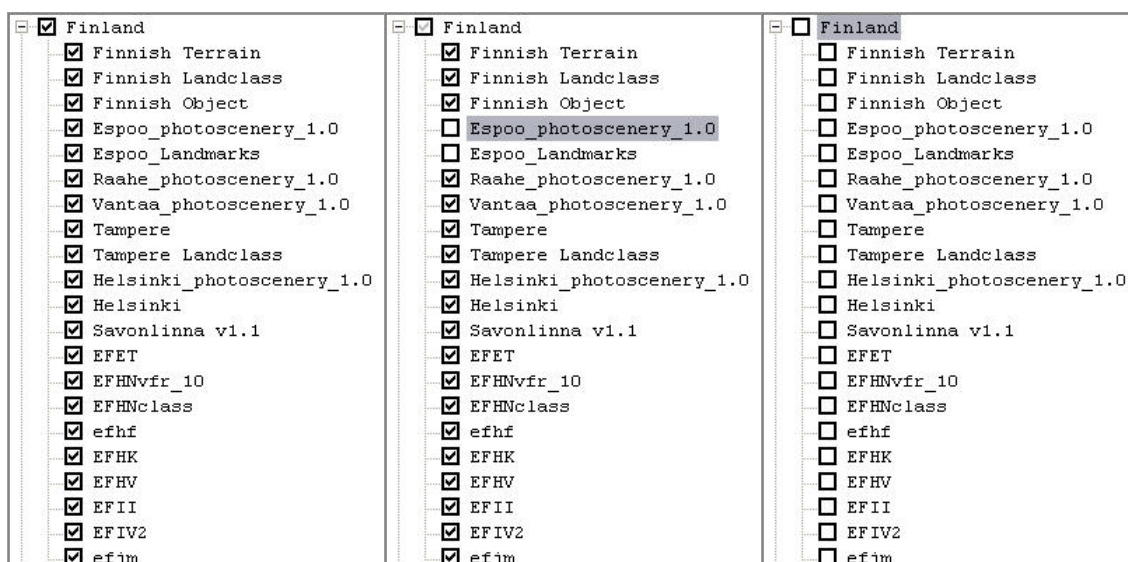
4. FOLDER MANAGER PART

4.1 Description of the buttons

-  : add a folder
-  : delete the selected folder and ask if you want to delete all the scenery entries.
-  : rename the selected folder


4.2 How to manage folders?

You can classify scenery by country, part of the world, or other stuff, and manage all the sceneries with one click as shown on the following screens.



To add a folder, click on the  button and enter the name of the folder :




Now you can add scenery to this folder: select the folder in the right tree, select a scenery in the left list then click on the  button (or double click on the scenery line) to link the scenery to the folder.


Remark: A scenery can be added to only one folder.

When a scenery is linked to a folder a little blue circle appears near the name of the scenery. It is useful to know if the scenery is already used in a folder.

Moreover, when you select a folder, the circle is filled for all the scenery of this folder.

To remove scenery to a folder, just select the scenery and click on the  button.

5. GENERAL PART

: save scenery.cfg and the folder.txt file which is located in the main FS folder. The "folder.txt" file contains the link between folder and scenery.

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