An Open Letter to all Scenery Designers & Enhancers

Israel and I wish to express our appreciation to everyone who has installed the RWY12 Object Placer program. You have made it the "program of choice" to enhance scenery and for that we are most grateful.

The following are some suggestions which we believe will help make your creations accessible to a wider audience

Looking at the scenery add-ons and scenery enhancements on avsim.com and flightsim.com we find a lot of uploads that include objects from Rwy12 Object Placer libraries. Some of the designers advise the users who install their creations to also install the full Rwy12 Object Placer program in order to see the objects. This is not necessary!!! Let us explain why.

First lets understand (a simplified explanation) how the FS2004 scenery engine works. When you are flying in a certain area, FS2004 will look for all BGL files that include objects within the coordinates (longitude\latitude) of that particular area and will "activate" them.

One important condition for a BGL file to be activated is that it must reside in a Scenery folder, either the Scenery folder of your add-on or in another add-on Scenery or in the Rwy12 Object Library (which is an add-on by itself) Scenery folder or in the general Scenery folder of the add-ons. It is also strongly recommended not to have multi BGL's installed (double installation) because that can cause problems with texture identification (no textures will show).

Now let us see how that affects Rwy12.

When you place objects in your scenery you actually create one Small BGL file (the one generated by Rwy12 when pressing the "Generate Scenery" button) that will always be part of your add-on. Typically that file is about 1kb in size. The file by itself doesn't activate the objects, it is only a reference to the relevant Object Library BGL file; like telling FS2004; "look there for the objects". As said before, it doesn't matter where the library BGL file resides, as long as it is located in an **activated** Scenery folder. FS2004 knows how to find it.

The person who downloads your add-on scenery doesn't have to understand all this. He installs your add-on, activates it and hopes for the best. Here is where we might have several problems;

1) If he installed Rwy12 does he have all the relevant libraries on his computer (so far there are 36 of them)?

2) If he did not install Rwy12 where should his FS2004 find the relevant libraries?

3) If you included the library files in your add-on and the user has them already in his Rwy12 library then we create a double installation for him which is not recommended.

The solution for all that is to make the upload in such a way that will serve **all** users, those who have Rwy12 on their machines as well as those who don't.

We recommend you do the following;

a. Collect all Rwy12 library BGL and texture files you used for your scenery and put them in a special folder.

b. Tell your users, in the readme text file, that they have two options;

If they do have Rwy12 installed on their machine they can ignore the files in your special folder (or check if they have all files in their library and install only the missing ones).

If they don't have Rwy12 on their computer – and don't wish to install the program – they can copy the files into their <u>add-on scenery \ scenery folder</u> and into their <u>add-on scenery \ texture folder</u>.

As an alternative they can choose to keep the library files in the <u>scenery</u> and <u>texture</u> folders of the scenery you have made (but as mentioned above - not in both !!).

If you explain this in a clear way, the users of your add-on will have no problems installing your creation. Needless to say, not asking your users to download Rwy12 and all the new libraries added in the last months, will allow more simmers to enjoy your creation.

Thank you once again for using the RWY12 Object Placer program.

Rwy12 Team
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http://www.rwy12.com/portal/