

# *Default Jetway Extension*

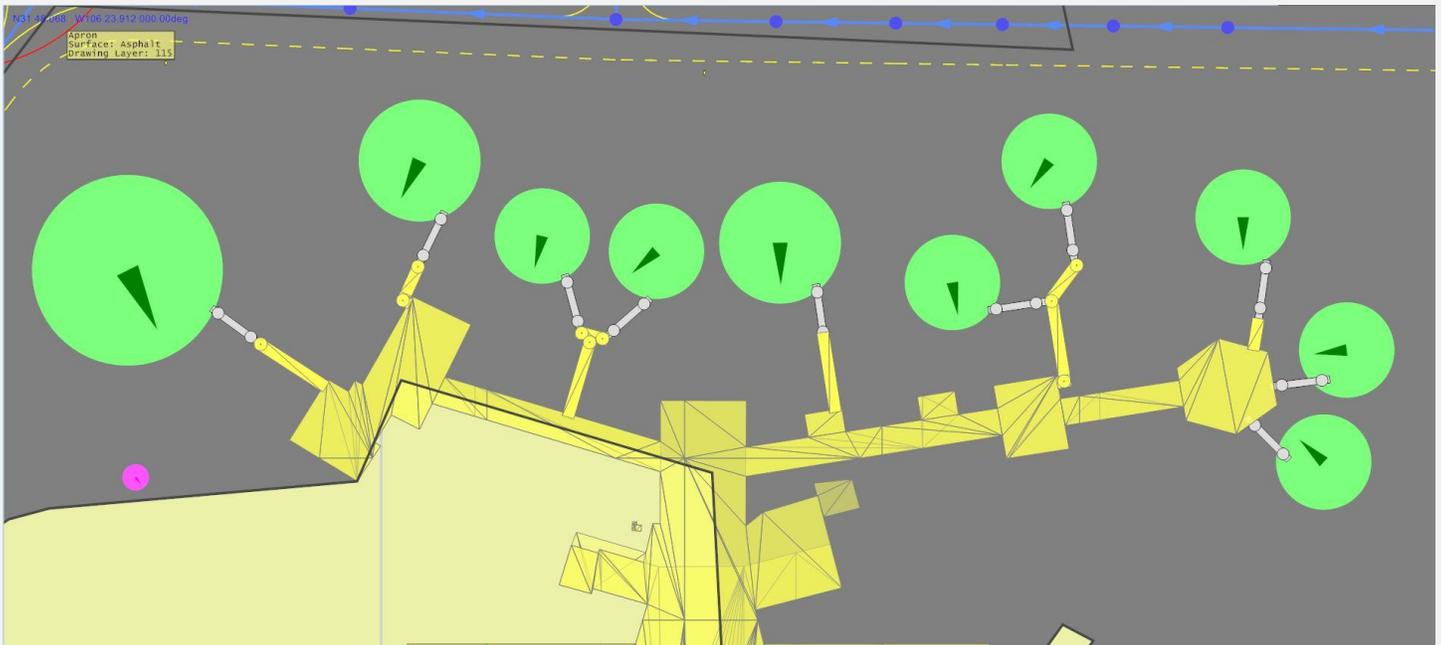
*Object Library*



Object Library by CountryFlyboy

Made with Google Sketchup, Model Converter X, and Library Creator

This mod is an object library of extension pieces for the default Jetway. There are 7 objects in total; 5 different sizes of extension bridge, 1 support column, and the last object is a 90° Elbow joint. These objects are best used when the terminal building is a good distance away from the jetway itself and you need something to bridge the gap. Instructions on adding this object library to Airport Design Editor and a guide on how to use them are included. This objects library uses the textures for the default jetway so everything you need is included with this download. Feel free to use this object library in your own scenery work. Intended for FSX, should also work with P3D.



*Please read each section carefully*

## ***Install the object library into FSX***

In this download there is a BGL file named '**Jetway\_Extensions**'.

1. Cut this BGL file and paste it in the following directory
  - a. (your FSX Directory) \scenery\Global\scenery
2. That's it. With this file there any scenery you download that uses objects from this library will work. The textures for the object are already where they need to be.
3. The install procedure for P3D is the same. word of warning however. This object was not tested with P3D. Though I see no reason why it won't work with v3 or earlier. V4 I make no guarantees.

## ***Add the object Library to Airport Design Editor***

1. Install the object library into FSX as directed above.
2. In the 'Thumbs'Folder of this download, Cut the pictures and paste them in the thumbnail directory of ADE
  - a. Example: C:\MSFS\FS Design Tools\Airport Design Editor 175\F SX\Thumbs
  - b. If instaled for P3D place it in the appropriate Thumbs folder in ADE. EG Airport Design Editor 175\P3D\Thumbs
3. Start airport design editor and bring up the Library Object manager.
4. Click 'Add file', then browse to the directory you installed the '**Jetway\_Extensions.BGL**' to and select that file. click open
5. A note should popup informing you there are 7 objects in the library, and 0 already in the database. If it says something other than 0 already in the database jump to the NOTE below.
6. Verify the objects are there, they are named correctly, and their thumbnails appear. if everything's good then click save and your done.

NOTE: If you get the message that some of the objects are already in the database then this means 1 of 2 things. Either you have already added this library to ADE, or you have some other object that uses the same GUID number as one of these objects. Check the object list at the end of this PDF for GUID numbers. You can find the conflicting object by using the 'Find GUID' box in the Library Object Manager. Once you find the conflicting object you need only remove it from ADE by clicking 'Delete'. Delete All will remove the whole library the object is in. Don't worry this wont remove it from your computer, just from ADE. You can add it back later.

This should not happen since the GUIDs are randomly made with each objects creation. but it can still happen. I can say this library will not conflict with default objects, nor does it conflict with any of the numerous 3ed party objects I use. and I use a lot

NOTE 2: To add the library to other airport editors or object placement programs read the manual for the associated program.

## ***Object information***

There are 7 objects in the library. Jetway extension bridges of various lengths, An elbow Joint, and a support column. Each object uses the default jetway texture, so it will match anything that uses that texture. Even if you have changed it. Each object has its bottom poly on the ground, this is done for ease of use. You need only raise the object to the amount you need for a particular project.

All 7 objects are made as simple as possible for performance reasons. Each object has a maximum of 12 triangles, and only 1 draw call (with the exception of the support column which has 2). All the same you should minimize the performance impact yourself when making your scenery. Use as few objects as possible, and set their image complexities appropriately.

The extension bridges themselves are named "Jetway Extension" followed by a number. The number is the length of the extension bridge in feet. The width and height of each bridge is 15ft (4.5 meters). The support Column objects is 1ft wide by 1ft long (0.3 meters) and 14ft (4.2 meters) tall.

You may find the objects to large as they are (The default jetway is only about 10ft x 10ft). Use the scaling function talked about later to fix this. scaling the objects down to 0.75 will match the default jetway almost exactly, but will decrease the length of each bridge by 25% (IE the 100ft long bridge is shortened to 75ft long). With all objects except the support column their width and height is the same.

## Using the object

Once you have the object added to ADE it's time to use it. Right click in ADE and select **add>Library Object**. In the 'Library' list select the 'Jetway\_Extension' Library. The object list will be populated with the 7 objects, a thumbnail to the right will show you a preview of the object. Select which object you need, Click the add button to place the object.

Move/rotate the object as needed to place it where you want. Double click the object to bring up its properties. Change the image complexity to match the jetway this object is going to be attached to. You can scale the object up or down as needed, but I recommend against this since the texture will stretch with the object. Small adjustments to scale are unnoticeable; but larger ones are, so I recommend using more objects or smaller ones depending on your needs. You may also think the default size of the extensions are too big. They certainly may look that way next to the default Jetway. You can scale them down to adjust their size to more closely match the default jetway which is around 10ft (3.0 meters) wide. pay attention to the size box as you adjust the scale of the object. It will tell you how big the object is with that scale applied.

**This is important.** You need to raise the object by adjusting its altitude parameter. Failure to do so will result in the object sitting on the ground. you want to adjust the object so it's the same height as the jetway. Remember the default jetway has a small extension behind it. raise the object by an altitude of 13ft (3.9 meters). Make sure the 'altitude is AGL' box is checked. This will place the bottom of the extension bridge where it will match up with the bottom of the jetway. use 12ft (3.6 meters) to match the extension up with the bottom of the jetways rotating section instead of the bridge. This allows you to hide the smaller extension on the jetway itself. you can also slightly overlap the bridges.

I recommend checking the 'no crash detection' box. FSX users should check the 'No Shadow' box as this will dramatically increase performance.

The screenshot shows the 'Properties' dialog box for a 'Jetway Extension 100' object. The dialog is titled 'Properties' and has a 'User Locked' checkbox. It contains several sections:

- Name:** Jetway Extension 100
- Image:** A 3D preview of the jetway extension object.
- Scale:** 0.750 (with a red arrow pointing to it from a callout box).
- Pitch:** 0.0
- Bank:** 0.0
- Altitude is AGL:**  (with a red arrow pointing to it from a callout box).
- Size:** 75.00 x 11.24 Feet
- Image Complexity:** NORMAL
- Flags:** No Autogen Suppress , No Fog , No Crash Detect , No Shadow  (with a red arrow pointing to the 'No Crash Detect' checkbox from a callout box).
- Location:** Latitude: N31 48.001, Longitude: W106 23.848, Alt [Feet]: 12.999 (with a red arrow pointing to the 'Alt [Feet]' field from a callout box), Heading: 33.0
- Comments:** (empty text field)

Callout boxes provide the following instructions:

- Make sure object image complexity matches the jetway your attaching it to.** (points to the 'Image Complexity' dropdown)
- Adjust object scale here. Watch the size box to see how big/small the object is. Length x Width. Remember the width and height is the same with this object.** (points to the 'Scale' field)
- Check the flags as you see fit. I recommend everyone use 'No Crash Detect' and FSX users use 'No Shadow'.** (points to the 'No Crash Detect' checkbox)
- Change the Altitude as needed. 13ft AGL to match the default Jetway.** (points to the 'Alt [Feet]' field)

The elbow joint is for making 90° corners with the bridges. This can be done without the elbow, but I included it anyway. Use this object if the jetway is offset from where the gate's boarding area is located in the terminal.

### Example



The support column is for looks. Place this object at even intervals under you extension bridge so that it looks like a proper construction with supports. In real life jetways such as the ones seen in FSX are made out of corrugated steel sheets, and steel tubing. Their own weight does become a concern with longer spans. Its recommended to place these support columns every 100FT (30.4 meters), and where a turn is made (such as at the elbow joint). This will give the appearance of proper sturdy construction when seen in game. The support column is 14ft (4.2 meters) tall, you will need to scale it up for taller bridges. Alternatively you can place 2 on top of one another. Adjust the altitude of the object to 14ft AGL and place it on top of another.

### Example



If you are making your own custom buildings for your scenery remember the bottom of the default jetway is about 13ft up. And 1 story is around 10ft, but I have found 12ft to be visually better looking in game.

*To see an example of different configuration you can do with this object, see the bottom of this Readme*

## ***Distributing the objects with your scenery***

You are free to distribute this object library with your own scenery project. Instruct the end user of your scenery to install this object library the same way I did above. You may include this library with the download of your scenery. I only ask you credit me CountryFlyboy as the creator of this object. For example you can say "This scenery was made by [your name here] with objects by CountryFlyboy." you can also provide a link to my [twitter](#) or [YouTube](#) page if you'd like.

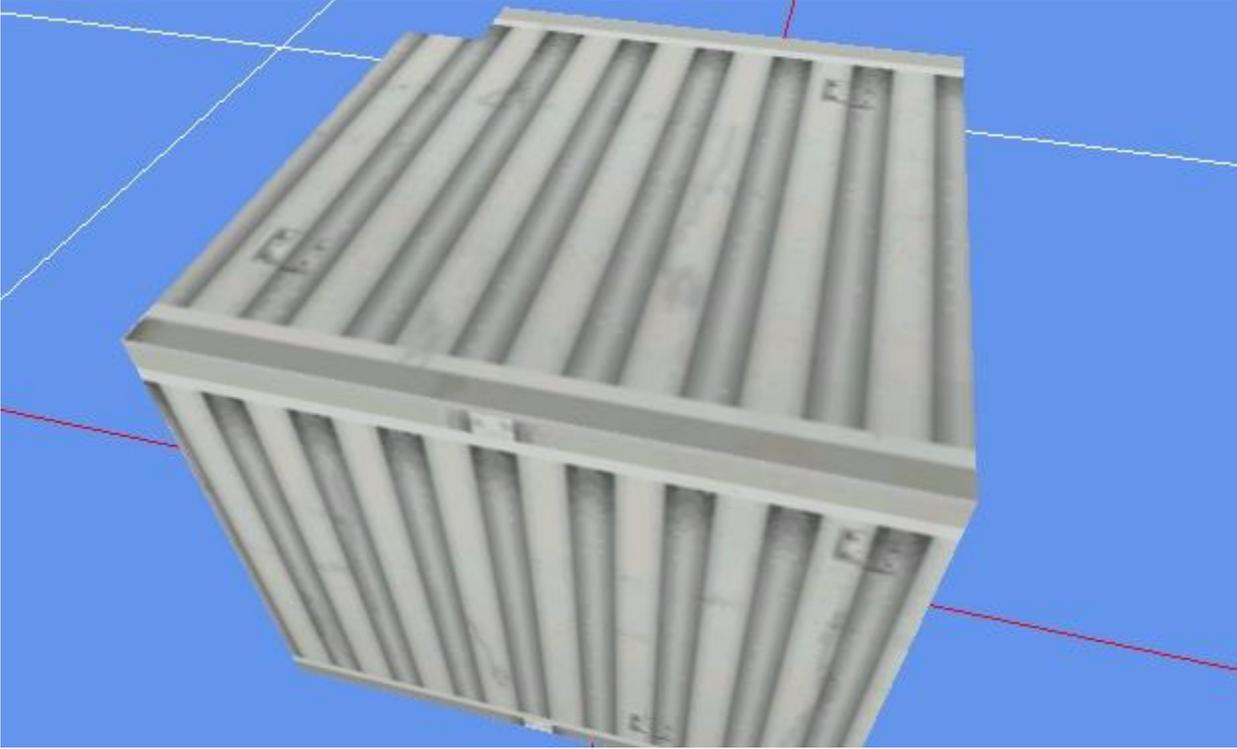
## ***Legal nonsense***

Since this object was made using free tools, and uses a default texture; Consider this object library in public domain. This means I am waving any copyright I have on it. You can distribute it, you can use it yourself, you can change it and upload your own version somewhere, you can use it in a commercial product, you can use it in a public works project. You can basically do whatever you want with this object except say you made it.

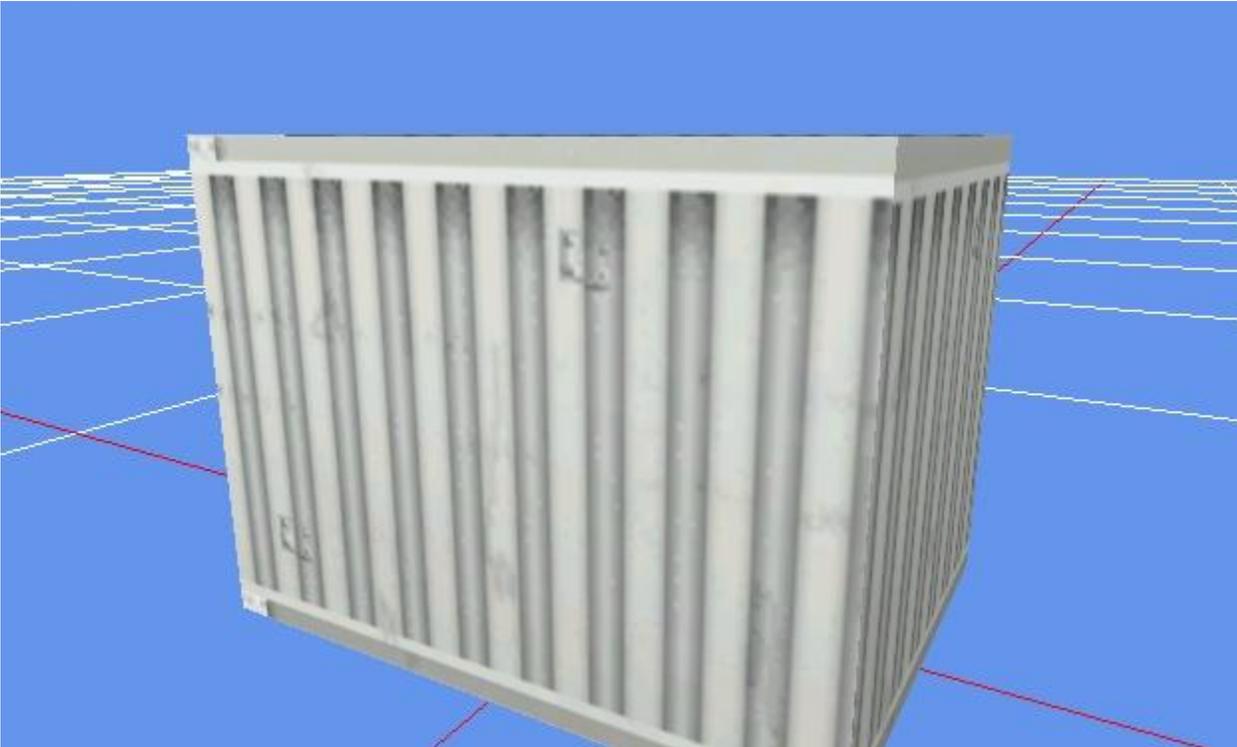
All though not required it is still considered common curtsy to credit the original author/creator/developer of a public domain work. so please do so.

## ***Object List***

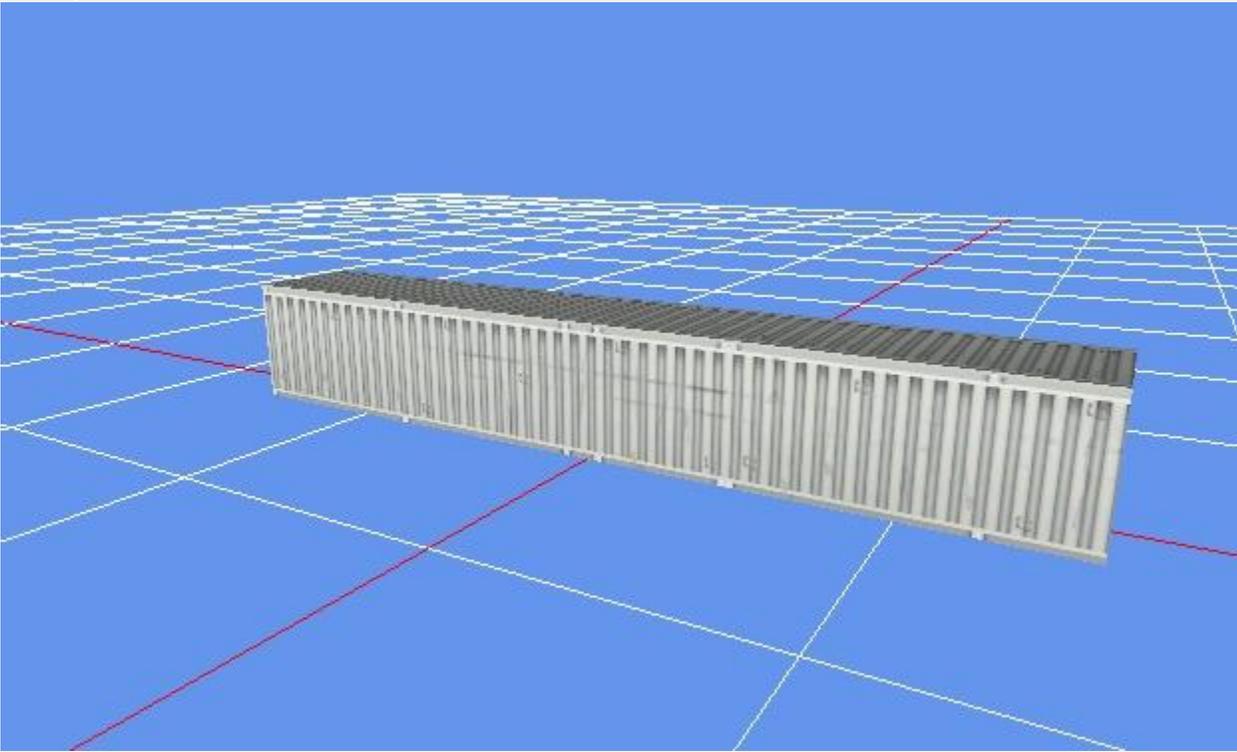
Jetway Elbow {13862ca4-2a9e-444c-8246-d7aeeb4cbc72}



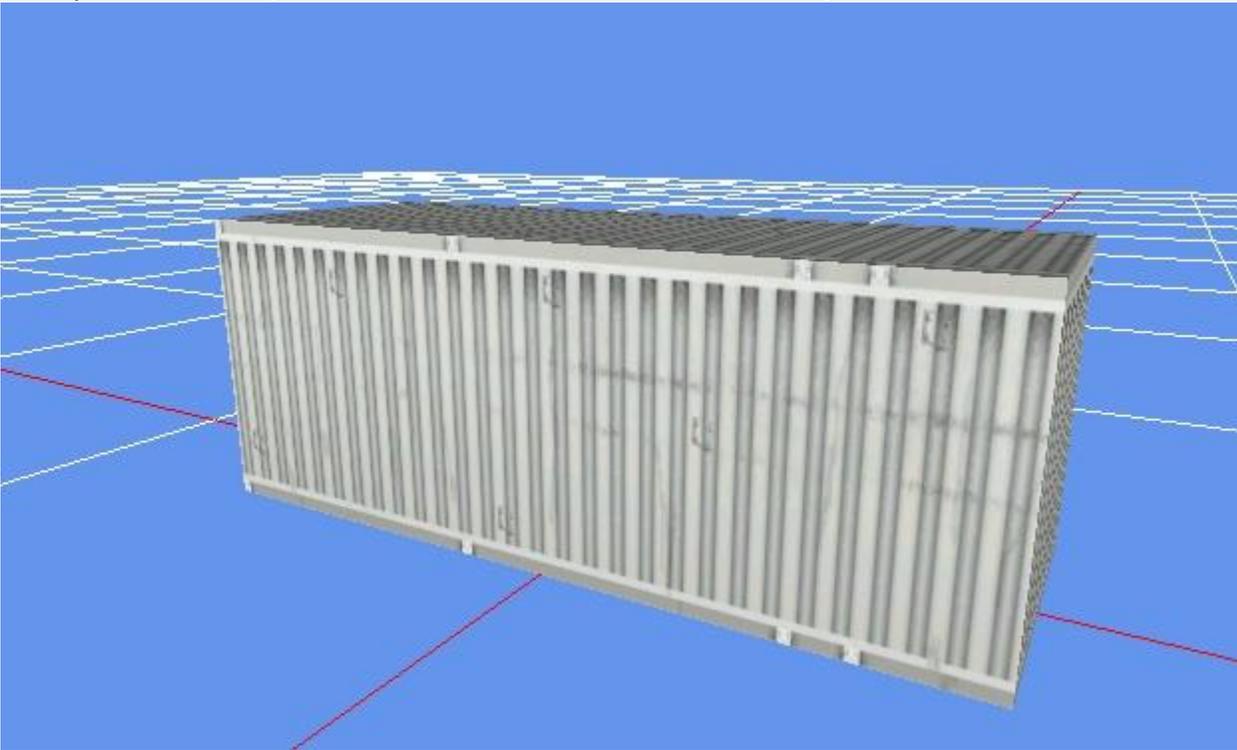
Jetway Extension 10 {0ea5551b-be15-4d96-a03e-62d0f0c233e3}



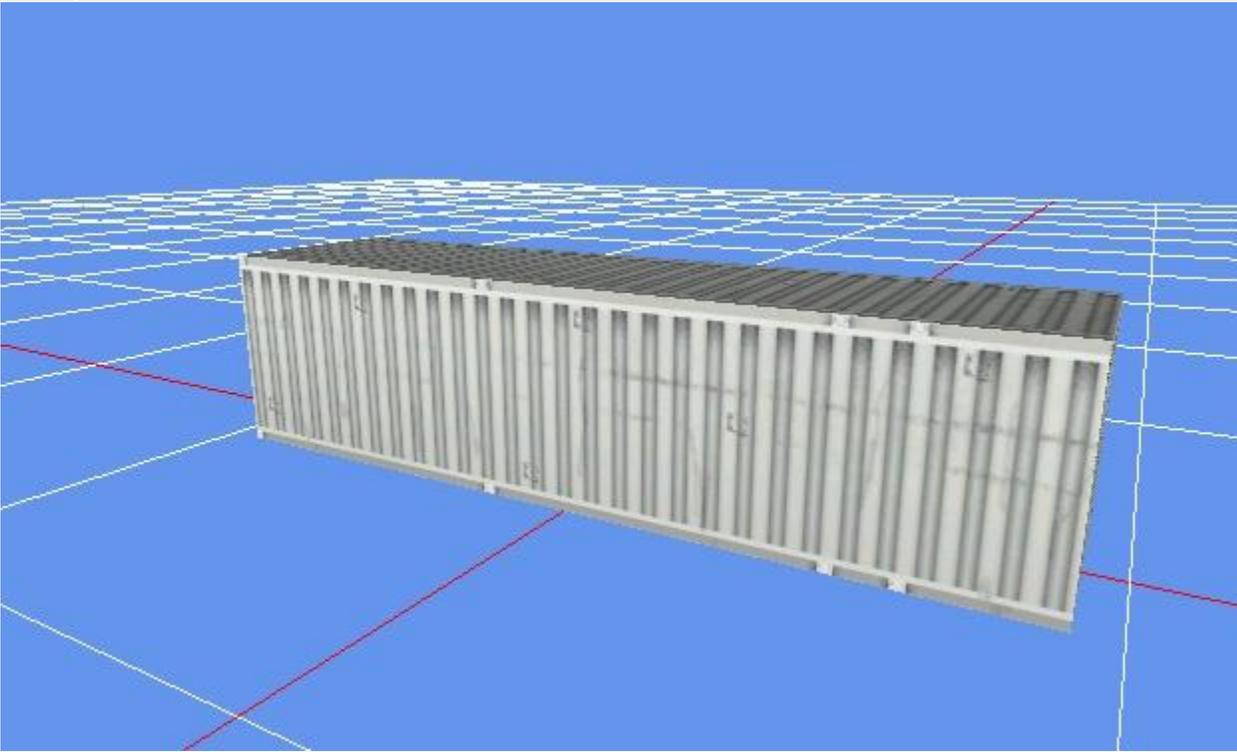
Jetway Extension 100 { 731e3f08-6019-4873-b3be-d0e36d98d51e}



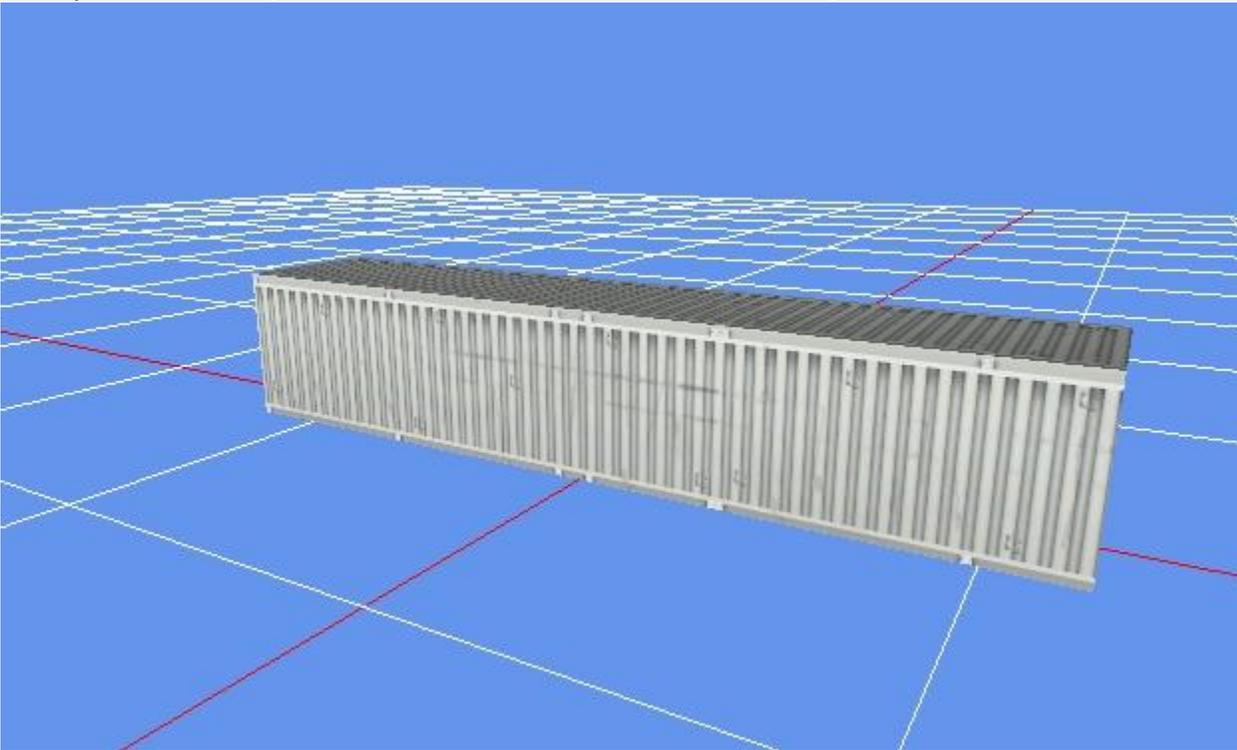
Jetway Extension 40 { 4de5ce2f-050c-48c3-8565-80ae98bd8496}



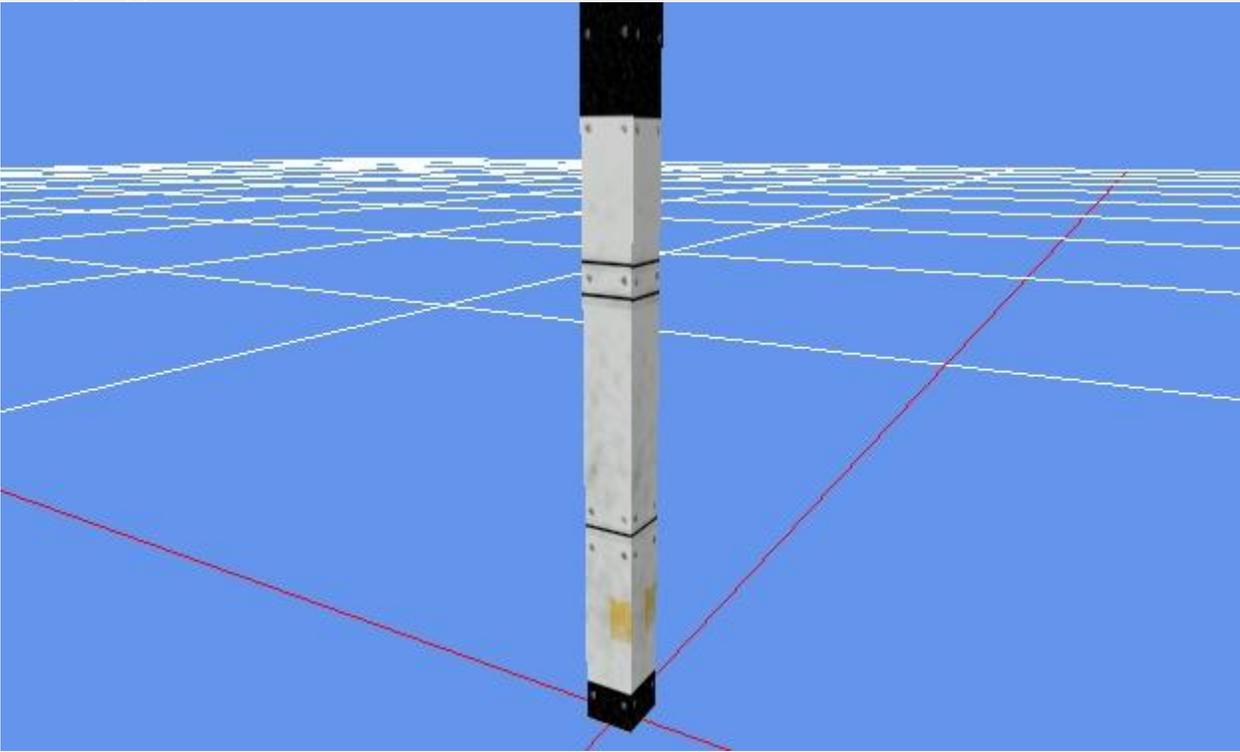
Jetway Extension 60 { 8180cc71-a2da-4126-a079-2637e1bdb06a }



Jetway Extension 80 { 47dce7ee-9bb2-4305-8070-1256aba40b6f }



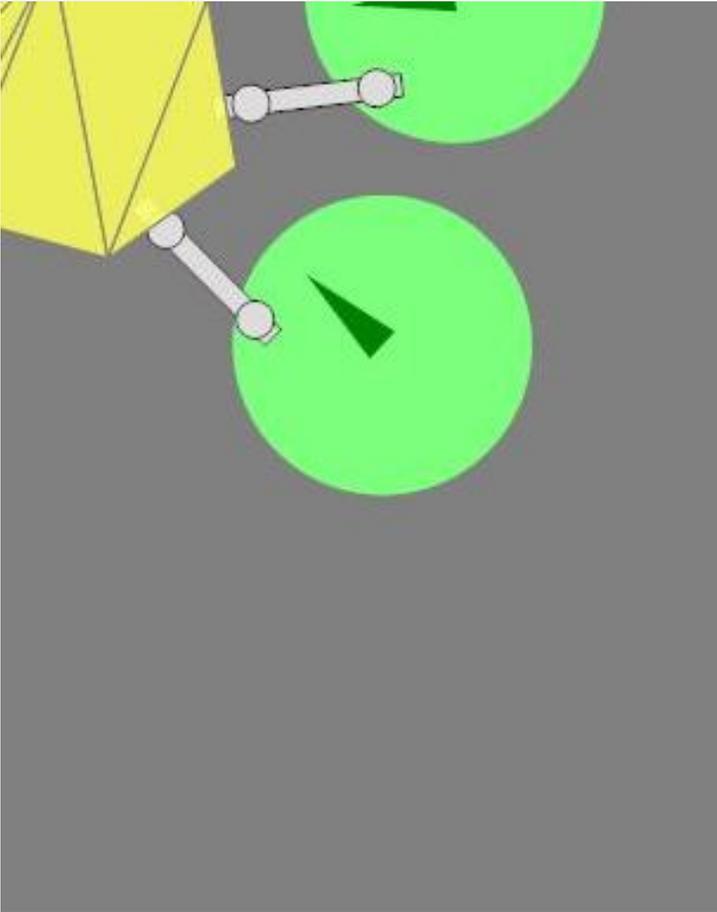
Jetway Support { 04e4dfbd-e39c-4f5f-90b3-4d650a09c772 }



# Configuration Examples

Normal Configuration. Jetway connect directly to terminal

In ADE

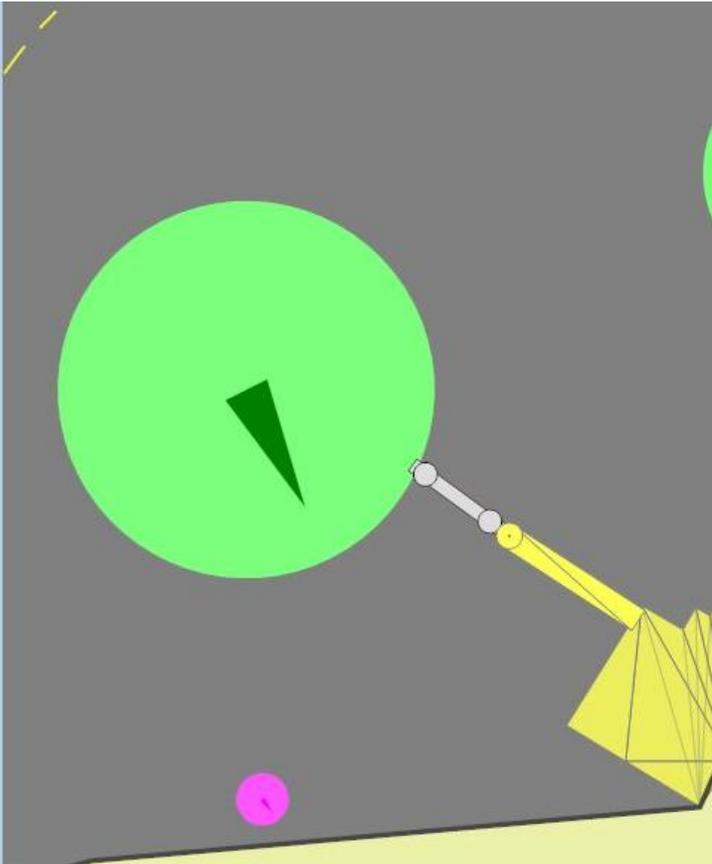


In FSX



Normal Configuration with extension. Jetway connects to extension bridge

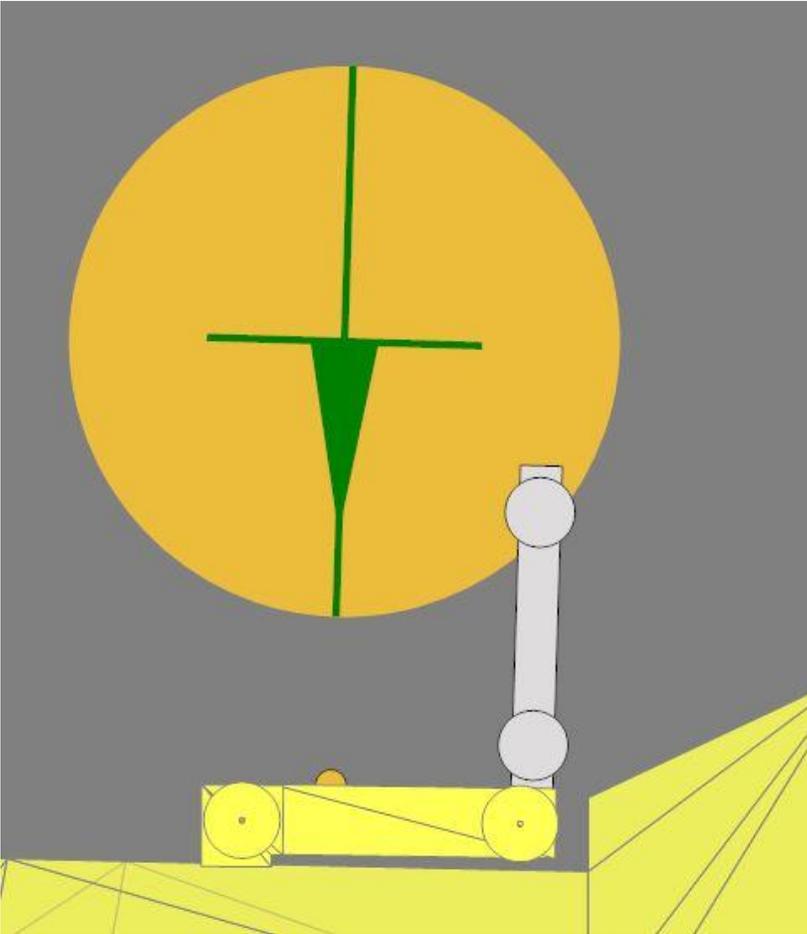
In ADE



InFSX



Off-set Configuration. Jetway connects to extension bridge which extends some distance from boarding area  
In ADE

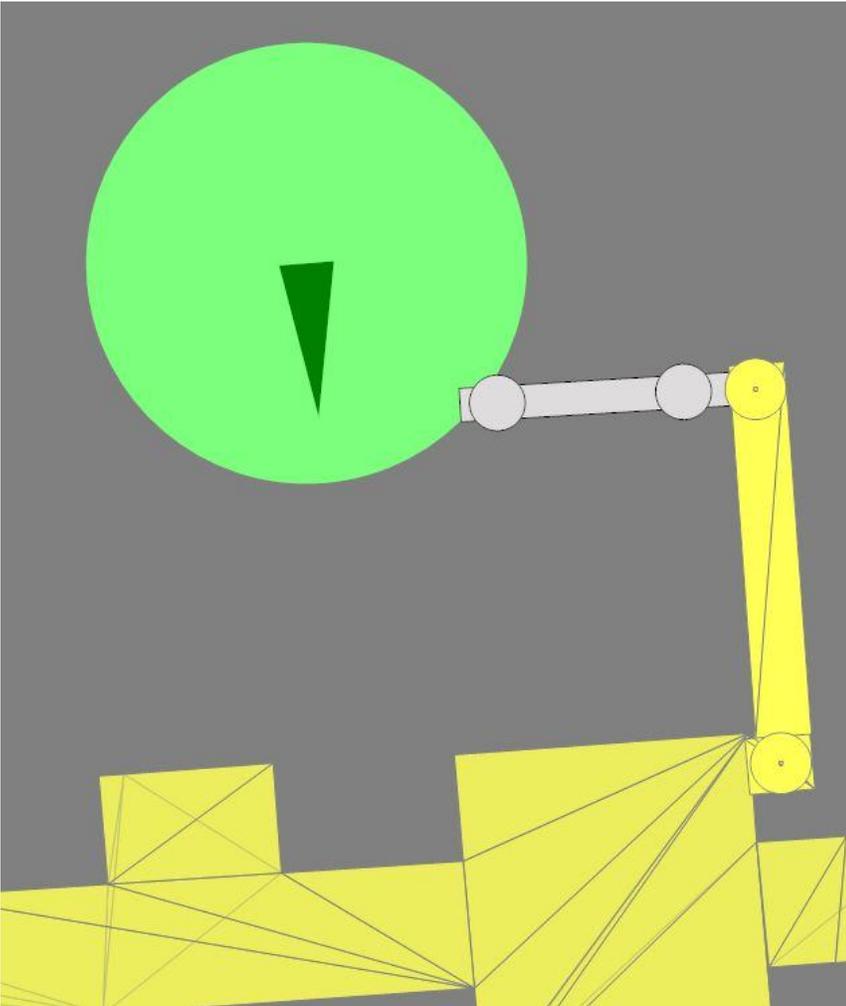


InFSX

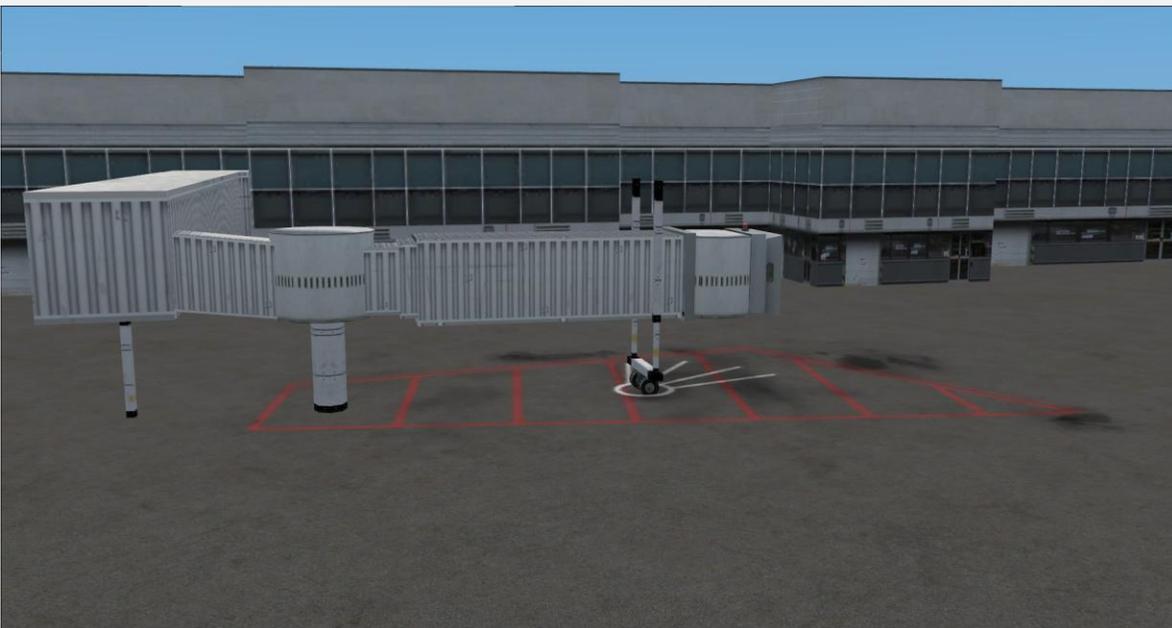


Perpendicular configuration. Jetway is placed perpendicular to aircraft and connects to extension bridge that leads to terminal.

In ADE

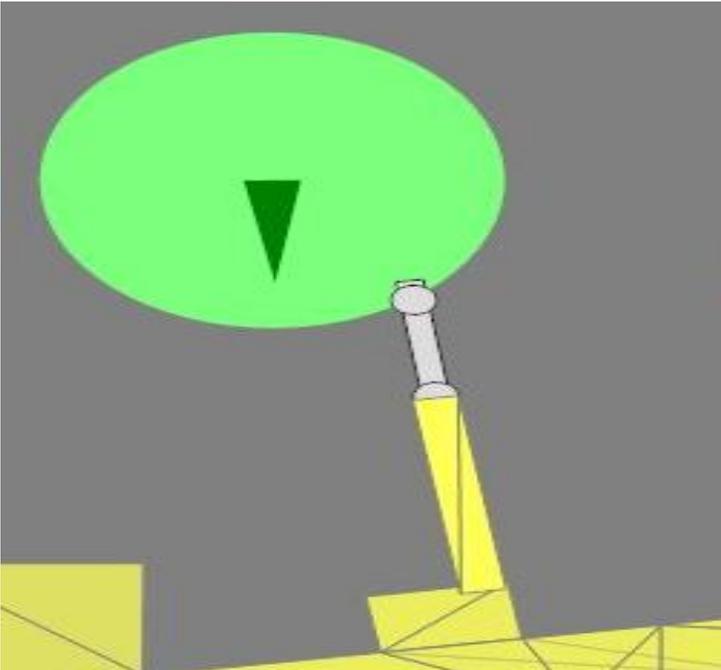


In FSX

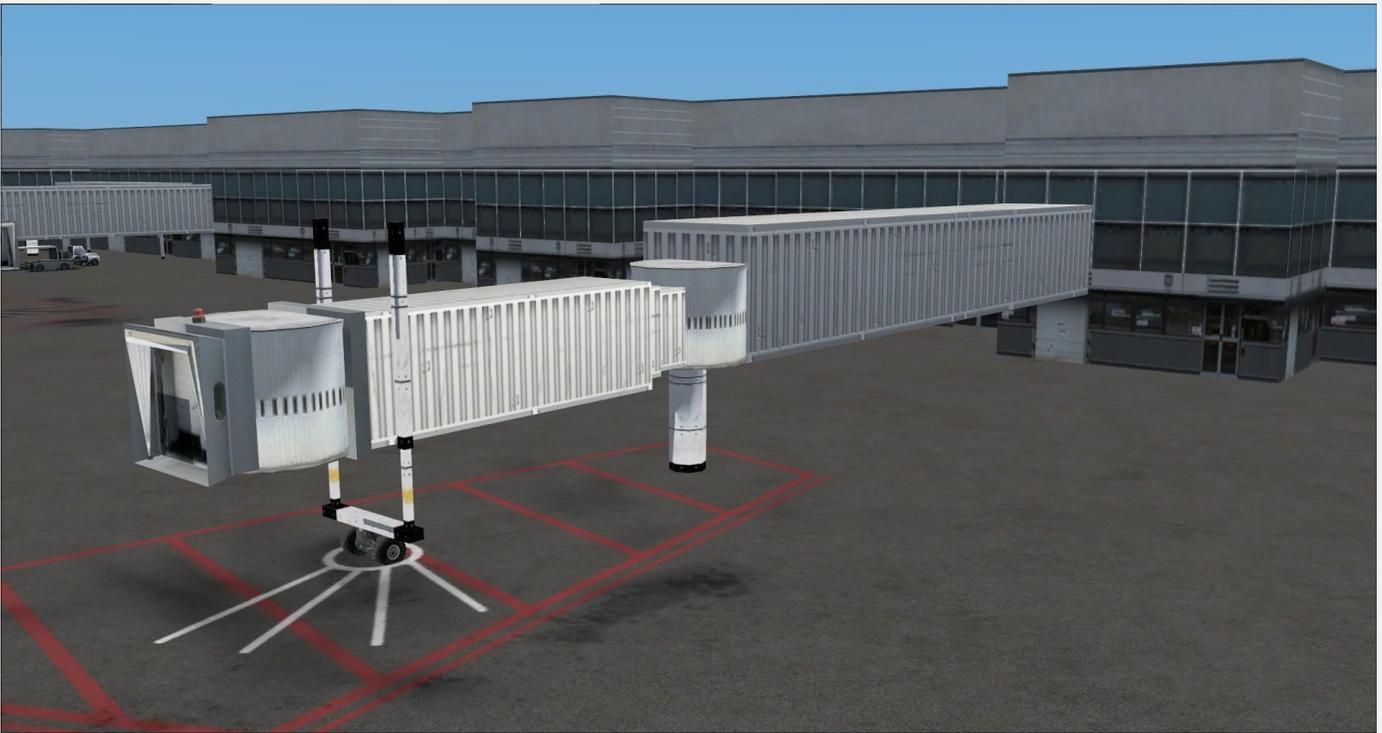


Direct Connect to rotating section. Jetways rotating section is connected directly to the extension bridge. (this hides the smaller one that's part of the default Jetway)

In ADE

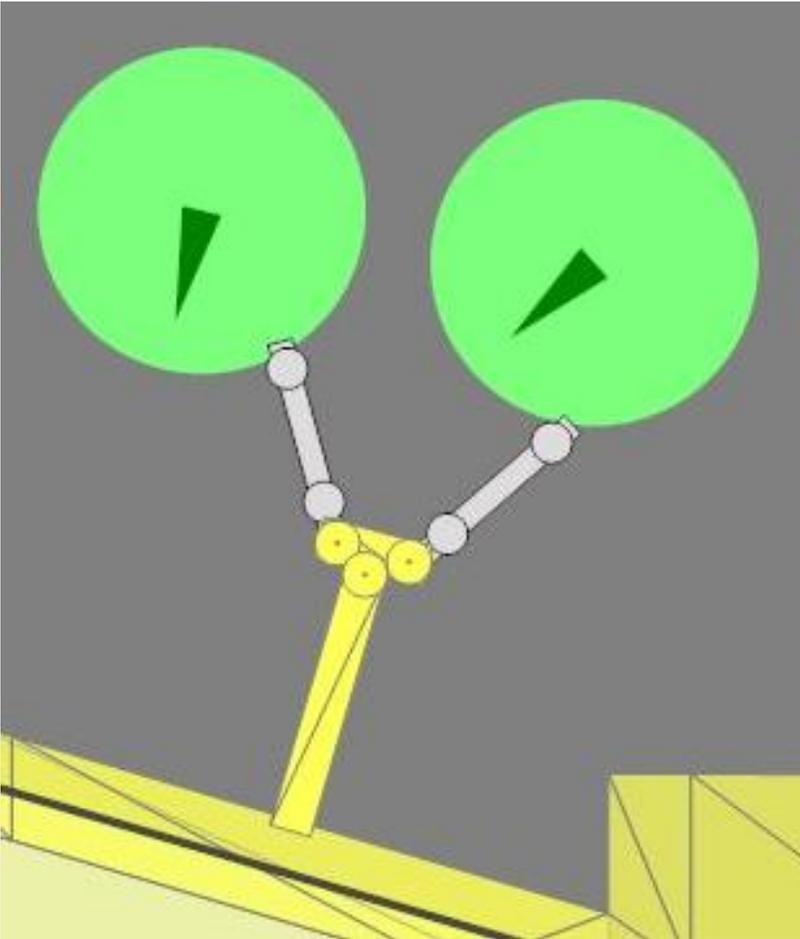


In FSX



Multiple Jetways 1 extension bridge. Multiple jetways connect to 1 extension bridge, allowing 1 bridge to service multiple gates.

In ADE

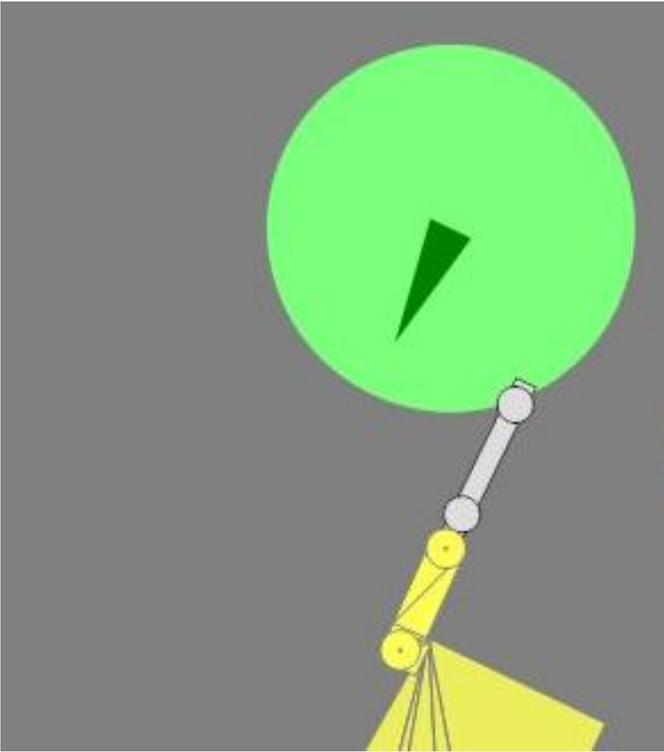


In FSX



Elbow Joint + extension. Jetway connects to extension bridge that connects to a elbow joint. Elbow joint connects to terminal

In ADE



In FSX (Note the jetway needs to be moved slightly in this picture.)

