AIRPORT DESIGN EDITOR 1.60 INSTALLATION README

Installation

This installer is a full installer for the current major ADE update to 1.60. The installer will create a new installation of ADE 1.60 and will not update earlier versions.   We expect to release an installer that will update earlier versions later.

There are significant changes to ADE with version 1.60 including support for P3D v2 and a new feature for Custom Ground Polys and Lines developed by Don Grovestine.

To install 1.60 just run the enclosed installer. If you have a beta version of 1.60 then this installer will update it.

Transferring Settings and Data from ADE 1.50 or 1.55

If you want to transfer your settings and information from 1.5x versions then you will need to do a small amount of manual copying. ADE keeps several files in each version folder that contain user modified information.

There are four versions that ADE now supports:
- FS9. The data for FS9 is located in the FS9 sub folder inside the ADE installation
- FSX. The data for FS9 is located in the FSX sub folder inside the ADE installation
- P3D v1. The data for FS9 is located in the P3D sub folder inside the ADE installation
- P3D v2. The data for FS9 is located in the P32 sub folder inside the ADE installation

User modified files that can be copied to a new installation are:
- adeObjectList.dat which contains the library object data
- colors.dat which contains your color settings
- parkingSpecs.dat which contains parking specs information
- settings.ini which contains user settings

To use your current settings files in 1.60. First backup any of the four files that are in the version folder to be updated. Then copy the four files from your existing installation into the new one. Always only copy from the same version folder – do not try to copy from say the FSX folder to the Fs9 folder – ADE will probably stop working

User modified folders that can be copied to a new installation are:
- Thumbs
- GenericBuildings

You may have added thumbnails into your existing version and you can copy any thumbnails into the respective thumbnail folder in 1.60. ADE is pretty forgiving of thumbnails so if you copy some that are not useful then they will be ignored.

If you have saved generic buildings in your existing installation then you can copy them into the new installation.

If you are a ProKey user then the current ProKey license will work with 1.60 but you will need to copy ProKey.dll from your current installation Plugin folder into the Plugin folderof 1.60.

If you are not sure what to do then please ask on the support forum (see below)

Removing ADE 1.60

You can uninstall ADE via the Control Panel.

Support

The best place to get support is via the support forum at www.fsdeveloper.com. Email support is available via jon@scruffyduck.co.uk but you may get a faster and more helpful answer via the forum.

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