

## **AIRPORT DESIGN EDITOR VERSION 1.60 - RELEASE NOTES - 13 December 2013**

### **New**

Custom Ground Polygons and Lines can now be created with ADE. This function was developed by Don Grovestine and allows users to place custom shapes and textures at airports greatly enhancing the overall design

ADE now supports P3D v2 directly when that version is available. Updates in this release should allow airports compiled for FSX or P3D v1 to be used in P3D v2

Lists now include Aprons

Progress indicator in the main display showing load progress for projects and files

Vertex based objects may now be rotated. Rotation is currently available via the keyboard only - Mouse Wheel + Alt for fine steps and Mouse Wheel + Ctrl + Alt for coarse steps

Export and import of some ADE object types including scenery objects, custom GP objects and terrain objects

New Helper Shape to provide Arc shapes

### **Updated**

Lists now respond to the up/down arrows to change selection provided an item is already selected. Lists now respond to the Home key (select first item in list) and End key (select last item in the list). The Home/End keys work whether there is already a selected item or not

List no longer scroll back to the top when an entry is deleted

Lists should now return to the selected item after edit

Lists can now be changed from within the lister

ADE versions for FSX, P3D v1 and P3D v2 now support DrawSurface and DrawDetail flags. This means that Airports created in ADEX and ADEP1 should work in P3D v2. A function is available in the List View for these versions that allows the user to reset all Taxi links Draw Flags to the defaults. ADE will now set default flags correctly when adding new taxi links. Note that these flags are now shown in ADEX and ADEP1 but are not honored by those versions of the sim.

Updated layers.dat to better reflect order of apron and runway surfaces

Selecting a parking spot type from the drop down will now switch ADE into Add Parking Mode automatically

The tooltip for a link now shows the length in the user selected units (meters or feet)

ADE no longer allows invalid Beacon Base Types for Military Beacons. Military beacons may only be placed on AIRPORT bases. ADE will correct any incorrect values found in a project on load.

New splash screen

Modified code to improve loading times for large projects.

Added new option under General Settings to change the selection method for Background Images. User has the choice of edge selection or surface selection. Default is surface selection.

Heading can now be set when adding Library Objects and Generic Buildings

Runway lighting is now visible in day mode

The Arc helper shape is now constrained on a circle.

If a compile fails it is now possible to access the Issue Manager to try and fix the errors from the Compiler Output window.

Dragging vertex now changes shape of object rather than just showing edges

Creating a rubber band selection rectangle now requires the R key to be held down while dragging. This is to facilitate selection on aprons, polys and over background images

### **Fixed**

ADE will now allow users to add a missing runway start even if there is a start of another type with the same number

ADE will now warn users to check the altitude properties of terrain polygons after using the Change Airport Altitude tool. ADE will not change the properties of these elements automatically since it cannot know what the user intended when the polys were created.

Import from Bgl or XML should no longer ignore Effects and Beacons

It is now not possible to show Hold Short Limits unless Show Taxiways and Parking is set to true

Hold Short Limits should now be shown on Load if they are set to Show.

Jetways should no longer appear on loading a project where View > Jetways is unchecked

ADE will should no longer crash if the user tries to open a backup or other file as a project.

The button to set draw flags to default should now only appear in the Apron and Taxi Link Lists

ADE for P3Dv2 should now open an airport from XML correctly

Move airport function now preserves airport reference altitude

Wrong VASI21 spacing at primary runway end

CTD when trying to send a log where there is no project loaded

Route data is now positively stripped from waypoints to avoid CTDs

Invalid cast exception when deleting an IF node where a transition is present in the approach

Difficulties in dragging Helipad

Updated mode cursors and fixed issue of small cross cursor being lost on certain surface colors

The Issue Manager should no longer report runways of 1m length as compiler errors

CTD when editing waypoint

CTD when trying to load approach code from an XML file.

Bug that caused Save to open Save As dialog