

INSTALLATION INFORMATION

This installer will install Airport Design Editor version 1.75 onto your computer. This version supports all versions of the MS simulator series from FS9 to P3D v3.

Please be aware that you need at least one version of FS installed on the computer before installing ADE. ADE requires a complete installation of FS to work properly. Without this you will encounter issues and ADE will not work properly. If you only have one version installed ADE will start automatically for that version. If you have more than one version installed then you will be able to choose which version to open ADE for. If you have an installed version of FS but ADE cannot find it then please check your registry entries. ADE uses the registry to determine what versions of FS are available.

To install ADE 1.75 run the executable file ADE_175_Production.exe and follow the prompts. It is recommended that you accept the default folder offered during installation. Do not install this over an older version of ADE. Do not install it in a folder that is part of any flight simulator installation.

When installation is complete you can open the program. This will show the New User Wizard and you can import settings from an older version if you have one (see below). The installer will create a shortcut for this version on your desktop.

This version of ADE supports the drawing of detailed footprints for library objects. To do this it needs to store information in a database. You can create this 'on the fly' but loading stock airports will be significantly slowed down while the database is being created. We provide a separate download for the database which contains stock objects. This is in a zip file called MFDB.zip and is available from the download page where you got this installer.

Please remember that if ADE appears to hang when loading a stock airport it is most likely creating library object detained footprints as mentioned above. This hang is not a fault or a bug. ADE is doing a lot of work. However once footprint data is collected load time should return to normal

Please be sure to read any included documentation found in the Manuals folder. The main pdf manual is available as a separate download on the same download page you go this installer. For online and help with new features please visit https://scruffyduck.screenstepslive.com/s/help_docs/m/20268

FIRST RUN FOR EACH FS VERSION

When you start ADE for the first time for any version of FS that you have installed you will see the New User Wizard. On the first page is an Import Setting Button. This can be a good way to transfer your settings from a previous version to this new one. However if you import please check your settings carefully, especially those for Project Folders. You can check these by going to Settings > Options > Project tab. This latter tab will identify where project and other files are saved by default. These may continue to point to the version you imported settings from. This may be fine but you might want to delete that version or be sure that your project settings point to the current installation

PROKEY

If you have a ProKey then you will need to copy the file prokey.dll from an existing installation to the new one. This is done automatically if you use Import Settings as described above. But if you recreate your settings manually then you will need to copy this file from the Plugins folder of your existing installation to the Plugins folder of this installation. This only needs to be done once irrespective of how many versions of FS you have installed. You should not need to reenter your ProKey license details since these are valid for all versions.

UNINSTALLING ADE 1.75

If you wish to ininstall ADE then please use the uninstaller via your Control Panel > Uninstall a Program. This will remove most of the files in the ADE installation but will leave behind files created by you and files created after installation such as settings files and indexes. You can safely remove these by deleting the main installation folder. However if you wish to save project files created by this version then you should move them from the appropriate folders first.

If you need help or have any other comments or questions then please visit our support forum at <http://www.fsdeveloper.com> or email to jon@scruffyduck.co.uk