

Installation Scenery Add On EDDM-Lite 1.2

The Scenery Add On can not work, if EDDM-Lite 1.2 is not installed, it is an Add On to EDDM-Lite 1.2 only. **It can not run stand alone.** It also will not work (and is not required) with EDDM 1.1 full release. Adding this Scenery Add On is a bit more tricky, than just installing the EDDM-Lite_1.2. It contains three groups of objects: static airplanes, airport vehicles and trees. The more of them you install, the more performance the system will require.

WARNING: If you install all add on groups – then your performance can decrease dramatically.

When you read this, you have successfully expanded the Download.

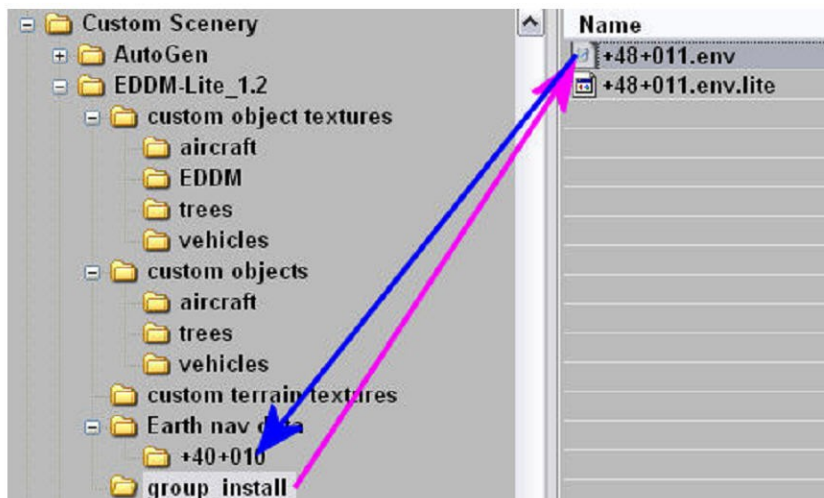
Move the resulting EDDM-Lite_1.2 folder into your *customer scenery folder*.

(If asked if you want to copy over files, answer yes for all.)

Now you have ***two choices*** of installation:

- A) **Group Install:** You can install any combination of the following scenery add on groups: all static aircraft <and/or> all airport vehicles <and/or> all trees.
- B) **Individual Install:** You can pick any object from the added object folders and install them manually using Worldmaker. Requires basic knowledge about Worldmaker.

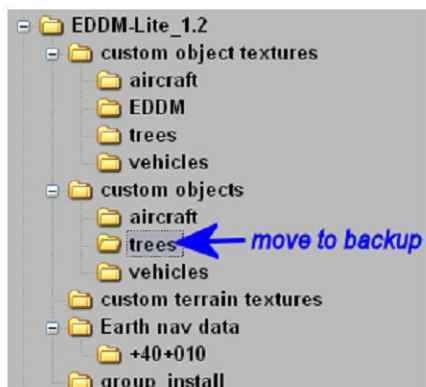
A) **Group Install:** (skip downwards to individual install, if you want to install single objects)



Open your *customer scenery folder*. You must have the following structure now. Open the folder *group install*.

Copy the file named *+48+011.env* into the folder *Earth nav data\+40+010*. Leave the file *+48+011.env.lite* alone, it is a backup of the original file from EDDM-Lite_1.2.

Now you have added all static aircraft, all vehicles and all trees. If that is what you want, your done.



But this may be too much for the performance of your system. Lets assume, you want the static aircraft and the vehicles but not the trees.

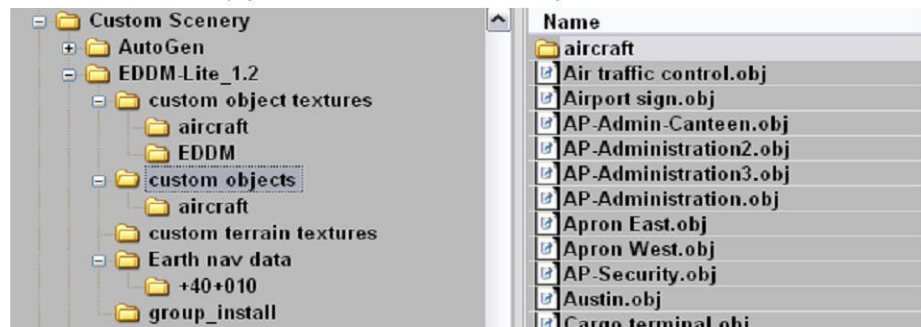
Take the folder *trees* inside the *custom object folder* and move it to a backup folder.

Test the performance. If you are satisfied with this setup, you can delete both folders *trees*: the one you have backed up and the folder *trees* inside *customer object textures*.

By deleting or moving the folders *vehicles*, you can in the same way remove all static vehicles. Your folder *customer scenery* would then look like this:

You will see all static aircraft, but no vehicles or trees.

You can easily go back by reinstalling the *vehicles* or *trees* folders.



Be aware, that there are always two folders for each group – one containing the object files (.obj), the other one contains the texture files (.png). Both must be installed for the add on group to work properly. The object folders go into *customer objects*, the texture folders into *custom object textures*. If you see funny objects in gray, your texture folder is in the wrong place. If you do not see the objects at all, your object folder is in the wrong place.

B) Individual install:

This requires, that you know how to use Worldmaker. You can ignore the files in the folder *group_install*. **Do not replace the original +48+011.env file.**

Just open Worldmaker, switch to page +48 +11 and add whatever object you want and place it on the EDDM FJS Airport.

We do not recommend to do this for trees though, but if you want to be the gardener – have fun!