SceneryDesign.org

Autogen Configuration Merger

User Manual

1 Introduction

Microsoft Flight Simulator X, Flight Simulator X Steam Edition and Prepar3D all store the configuration for the autogen in global files. This means that all developers who want to customize the autogen as part of their scenery need to alter the same global configuration files. If a developer fails to merge their changes correctly, this might affect other sceneries.

This tool aims to ease this situation, by providing an easy to use way to merge changes to the autogen configuration files that all developers can use. Besides that this tool is intended to be used not only at install time, but also when just using the addon scenery. In that way it can be verified that the autogen customizations of a scenery remain correct over time as well.

The basic approach is that each developer stores their own customizations in a folder that is part of his addon scenery. The tool will scan all active scenery areas and when autogen customizations are found they will be merged into global autogen configurations. This also means that the developer only has to include his own autogen definitions, there is no need to include the default ones or those of other developers, which minimizes conflicts between sceneries.

2 Installation

The tool will be installed on the end user machine by the installer of the scenery that depends on it. There is no need to install the tool manually as an end user.

Once installed the tool will be added to the exe.xml file of your flight simulator. This means that the tool will run automatically when you start flight simulator. The first time you will be prompted that a new tool is running and asked to thrust this tool.

For Prepar3D v4 and above the tool is not installed in the exe.xml, but using the add-on.xml mechanism. This still gives the same result though, the tool will automatically run at start-up.

If you are a developer, check the developer documentation for details on installing this tool as part of your product.

3 When the tool runs

Since the tool is installed in the exe.xml or add-on.xml, it will automatically run every time you start Flight Simulator. At each start-up it will be checked if the autogen configuration files are still complete by checking that the entries of the addon sceneries are still there in the global configuration files. If some configuration entries are missing these will be inserted (again).

Since Flight Simulator already loads the autogen configuration files directly at start-up, a restart is needed when changes have been made. Fortunately changes should only be made sparsely, for example when a new scenery was installed or when some entries of an active scenery got lost. To notify you that a restart is needed a GUI is shown, see Figure 1. After 20 seconds this GUI will close automatically.
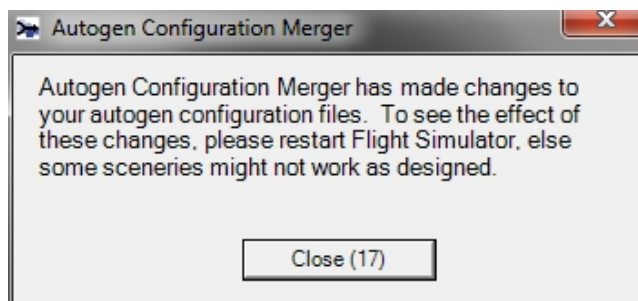

Figure 1: GUI notifying that a restart of Flight Simulator is needed

4 Troubleshooting & Support

In case there are issues with merging autogen configuration files you can perform some first troubleshooting. A log file with the merging progress is saved in the following folder:

`C:\Users\{username}\AppData\Roaming\SceneryDesign.org\AutogenConfigurationMerger`

In the same folder you will also sub-folders for each FS version you have on your system. In these sub-folders you will find backups of the old autogen configurations that Autogen Configuration Merger has saved before making changes. A maximum of 20 backups is kept.

If you need further support, please contact the developer of the scenery first. Since he is the one who made the custom autogen definitions. If you have a problem with the tool itself you can contact me directly or visit the Autogen Configuration Merger subforum at FSDeveloper.com.

5 Thanks to

- stonelance for the SimProp library
- All users on FSDeveloper.com whole helped to discuss the idea of this tool and who tested the initial beta releases

6   User license

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