

Rwy12 Object Placer V1.2 – Frequently Asked Questions

September, 2005

This document supplements 3 Rwy12 documents; the program **Installation v1.2** the **Library Installation v1.2** and the **Rwy12 v1.2 tutorial**. It is not intended to replace them. It is designed to assist those who are interested in trying the program and/or who may be experiencing some difficulties.

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Section A - What is the RWY12 Object Placer Program?

Question: Just what is the Rwy12 Object Placer program?

Answer: [Rwy12 Object Placer v1.2](#) (you have to download and install all 4 zip files that make the program work properly) is a freeware program for placing static library objects in **FS2004** in a simple and quick way. No need for scenery programming knowledge. To use it you just open **FS2004** at the place you wish to add objects, (airport or just your neighborhood). Open **Rwy12**, which is synchronized with **FS2004**, and choose your objects from the library list with a total of over 1,000 objects. The program is **open ended** and many scenery developers have added and are continuing to add their creations to the library. The program was created by Israel Roth and Seev Kahn.

The program is **not** a scenery “creator” in the sense that you actually create new objects. In the most basic terms, it is used only to place scenery objects that will enhance your existing scenery.

Just a few of the objects now available include jetways, vehicles, hangars (some with animated doors), hot air balloons, airport ramp accessories, aircraft, trees, people, tents, birds and more, plus all of the default objects you see in FS2004.

Section B - What do I need to download and where can I find it?

Question: Ok, I want to give it a try – what do I need to **download** and where can I find it?

Answer: You will need to download the **4 zip** files of **Rwy12 Object Placer** plus three additional programs that are required for the program to work.

The basic program is called **rwyl2_program_v1.2.zip** which will also refer you to **3 library collections** **rwyl2_lib1_v1.2.zip** (and **lib2** and **lib3**) and is available at Avsim.com. If you prefer to download it from Flightsim.com, the program file name there is **RW12PG12.ZIP**. and the libraries are **RW12L112.ZIP** (and **212**, and **312**)

The other required programs are:

1. FSUPIC – by Pete Dowson. As of this writing, the latest version of this free program is Ver. 3.50. You can find this at Avsim.com or Flightsim.com or you can download it directly from the author's site by following this link: <http://www.schiratti.com/dowson.html>

2. Microsoft's MSXML4. You can download this program from Microsoft download center. <http://www.microsoft.com/downloads/details.aspx?FamilyID=3144b72b-b4f2-46da-b4b6-c5d7485f2b42&DisplayLang=en>

The file you need is at the bottom of the page and is named **msxml.msi**. Its size is 5,166 kb.

***NOTE:** The file is language sensitive so be **sure** you have selected the correct language first – English is the default.*

3. Microsoft's Dotnetfx NET framework. The 23,698 kb program can be downloaded directly from Microsoft Download Center; <http://www.microsoft.com/downloads/details.aspx?FamilyID=262d25e3-f589-4842-8157-034d1e7cf3a3&DisplayLang=en>

You will be downloading a program named **dotnetfx.exe**.

Just click on the "download" bar at the top right of the screen.

***NOTE;** The program is language sensitive, so choose your OIS language first*

All of these downloads should be saved in a temporary folder of your choice. If you wish, this temporary folder can be on your desktop.

Section C - How do I install the program?

Question: Ok, I have downloaded all of the above programs, how do I **install** them?

Answer: The first thing to do is sit back, take a deep breath, get a cup of coffee and *relax*. Most of the problems users have, stem from being in too much of a hurry when installing the program. So take it slow and easy from this point forward. Taking a few extra minutes to read and follow, to the letter, all instructions, will save you hours of frustration.

With ANY major installation, it is wise to create a “restore point” before proceeding.

Most likely you will not need it, but it will be a life saver if you should happen to really mess up your system. This presumes you are using XP as your operating system. So take a few minutes and do it now before proceeding to step 1.

(You may wish to defragment your hard drive at this time also)

Step 1. Create a **new folder** within the folder where you placed all the files you downloaded. Name this new folder **FSUIPC**. Move the **FSUIPC zip** file into this new folder and unzip it. You will see 13 or 14 files when it is unzipped.

There is only one file that we are interested in and that will be named **FSUIPC.dll**.

This file is to be copied to your **Modules** folder in **FS9**. The typical path would be:

C:\Program Files\Microsoft Games\Flight Simulator 9\Modules

Please note: You may already have the **fsuipc.dll** file installed. Replace it **ONLY** if this one is newer than the one you have. If you already have a registered copy of **FSUIPC**, do not replace it unless you have your **registration** information handy as you will need to re-enter it. You do not need to register **FSUIPC** in order to have it work with the Rwy12 program, but we hope you will seriously consider registering the program to unlock all of the features it has to offer and they are many.

*The newest version of **FSUIPC** is preferred however, as it has been optimized to work with the updated version of **FS2004**.*

Get another cup of coffee.

Step 2. Double click on the **msxml.msi** program file. This will automatically install the program on your computer. After it has finished, proceed to the next step.

Step 3. Double click on the **dotnetfx.exe** program file. This will also automatically install the program on your computer.

Please note: It is possible that you already have one or both programs listed in steps 2 and 3 on your computer. If you do, the install routines will not allow a second copy to be installed and you may get an advisory message to that effect. If you already have them, just proceed to the next step.

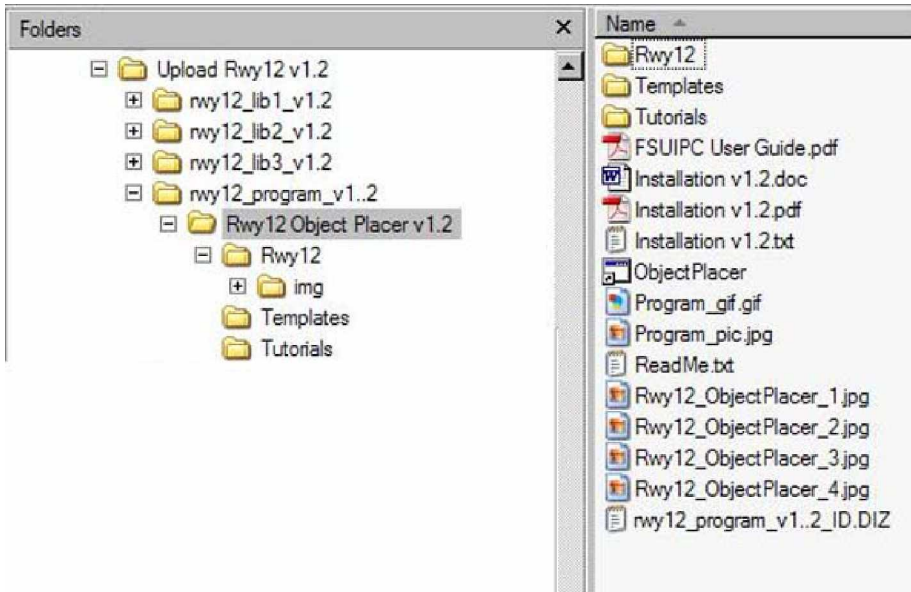
At this point you should “restart” your computer just to insure that the new programs have been recognized by your operating system.

Get another cup of coffee.

Step 4. We will no longer need the **fsuipc.zip**, **msxml.msi** and **dotnetfx.exe** files but I would strongly recommend that you move them to a safe storage area. That way they will be easily available if you ever need to re-install them. So go ahead and move them now so all you have left in your temporary folder is the Rwy12 zip file.

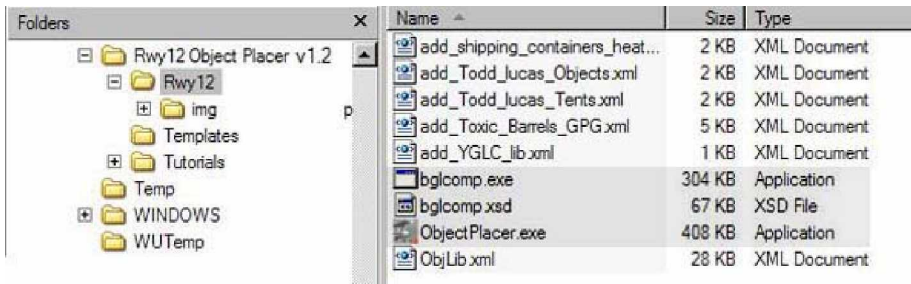
Step 5. Unzip the **Rwy12 zip program** file – be sure you have the “use folders” option checked before you begin the unzipping process.


After it is unzipped, you should see a **folder** named **Rwy12 Object Placer V1.2**. Within that folder will be the following subfolders and files:



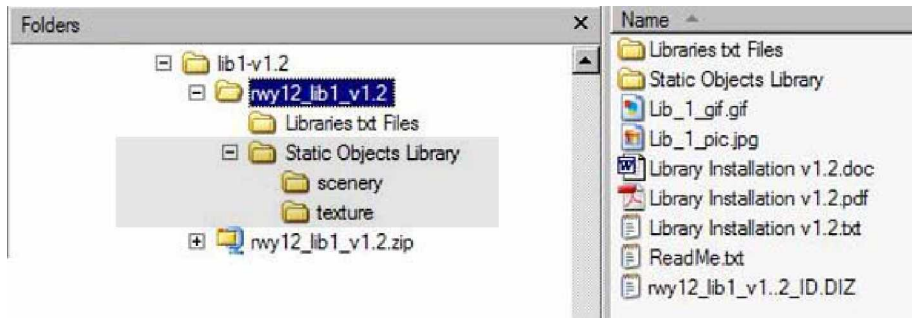
Step 6. You may safely delete the .jpg, .gif and .diz files at this point.

Check if you already have a previous version of Rwy12 on your computer. If so, delete it and also its desktop **shortcut**. Now, using the “copy and paste” method, **copy** the entire “**Rwy12 Object Placer v1.2**” folder and **paste** it into your **c:\ directory**. The typical path to that folder is: **C:\Rwy12 Object Placer v1.2** The program itself resides in the **Rwy12** folder and you will see there many **XML** files and 3 other files which are the files the program needs to operate (2 **application exe** files, and an **XSD** file)

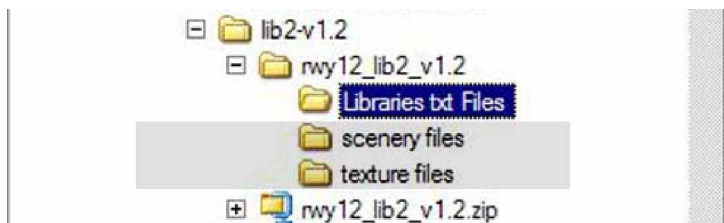


Step 7. Navigate back to your desktop (if you are not already there) and create a new **shortcut** by right clicking anywhere on the screen and selecting **NEW** and then **SHORTCUT**. This shortcut will be to the **ObjectPlacer.exe** file which is in the **Rwy12 Object Placer** folder that you just placed on your **C:\ drive**. After browsing to the location and selecting the **.exe** file, name the shortcut **Rwy12 Object Placer**. 

Step 8. Navigate back to your downloads and unzip the 3 **library collections**. In library #1 you will find the following sub-folders;



In libraries #2, and #3 you will find a little different folder structure;



Now **copy** and **paste** the relevant folders and files in the following **sequence**;

- If you have a previous version of Rwy12 in your **addon** folder, delete it (after backing up).
- Copy the entire “**static Object Library**” in library #1 to your; **C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery** folder.
- Copy the **scenery** files (**NOT the folder**) in library #2 and library #3 to your **C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library\scenery** folder
- Copy the **texture** files (**NOT the folder**) in library #2 and library #3 to your **C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\Static Objects Library\texture** folder.

As you can see **library #1** created a new **add-on** folder, while libraries #2 and #3 only added **files** to that newly created add-on.

Ready for another cup of coffee?

There is one more step that needs to be done and this is **vital!** The program will **not** work if this step has not been completed!

Step 9. You **must** “**activate**” the Static Objects Library folder that you placed in your Add-on Scenery folder. This is done just as you would activate any other scenery addition.

Start **FS2004**. Select Settings then select **Scenery Library** then select **add**. Browse to your add-on scenery folder and highlight the **Static Objects Library** and click on it. It should be added to the scenery listings. Be sure there is a check mark in the box in front of the entry. Then select **OK**. Now exit **FS2004**. The next time you start **FS2004**, the program will see this new entry and index its files accordingly.

This would be a good time to review what you have done and double check to see that the various folders are in their correct locations and that your new shortcuts do work. The Rwy12 shortcut should bring up the user interface – but we are not quite ready to make use of it. For now, just check to see that it does display.

***NOTE; Permanent work.** After downloading add-on sceneries that use Rwy12 libraries check your FS9 folders for **double** or **multi** bgl library files and leave only one copy on your system. Multi bgl library files can cause “lost” textures and other problems. Use the “search” function of win-xp for locating such files if needed.*

Section D - How do I add objects?

Question: O.K. – you made me go through all of that – now how do I use the program?

Answer: The first and most important thing to do is to locate the **Rwy12v1.2tutorial** file (in **word** and **pdf** format) and read the first part of it thoroughly – the latter part which deals with changing tail numbers can be saved for a later time. This file is found in the **Rwy12 Object PlacerTutorials** folder. The tutorial gives very specific instructions regarding how to place the available objects.

***NOTE;** there are some mistakes in the tutorial regarding the “**save as**” function that will be corrected in future versions, so when it comes to “saving” your work, follow this Q&A and not the tutorial.*

Assuming you have read the Tutorial, the following is the basic procedure to follow;

- Start **FS2004**
- Select a **small** aircraft such as a Cessna172 and go to the area (an airport usually) that you wish to enhance.
- Using the “**slew**” command (select Y key to activate slew, and use the arrow keys, Q, A and num 1, 3, 5 keys to move the aircraft), position your aircraft where you wish to place an object.
- Minimize **FS2004** (to conserve memory)
- Open the Rwy12 program using your new shortcut.
- Before you do anything else, use the “**Save As**” command.
 - This will bring up the screen asking you to name the file you are about to save. We are going to be saving a file that will have an **.xml** extension. Chose the folder where you want your file to be saved. You can save it either in the **FS9\add-on\scenery** folder or in an third party add-on airport **scenery** folder or in a **scenery** folder of a scenery made by you. The program allows you to create new folders when in “save as”. However, you can see that the file must be saved in a **scenery** folder of the FS9\add-on.
 - Give the file a name you can easily find later. Such as **Opa_KDAL_hangars** (where **Opa** represent your name). The program will add the **.xml** extension. Pay close attention to how you name the file – **spaces between words are NOT allowed**. Use underscores as in the example above.

- You can use whatever naming system you wish but it is a good idea to have the name somewhat describe what you have added. Hangars could be grouped in one file while jetways might be in another and lighting etc. might be in yet another.

- In the above example, a name has been used (**Opa** – for David “Opa” Marshall), followed by the airport’s **ICAO** code letters (**KDAL**) and ending with a description (hangars).

After you have selected the folder and named the file, hit save. You have just saved a “blank” xml file and are ready to begin adding objects to it.

*Note: The idea of saving a “blank” .xml file first is **not** specified in the Tutorial that comes with the Rwy12 program. However, many users have found that doing this helps to make the entire .bgl creation process more efficient.*

- Now select which object you wish to add from the choices on the drop down menu. Most objects will use a scale of 1.00. A notable exception are the jetways which require a 0.4 scale. Be **sure** to check the scale before adding an object.

- Click on “sync FS position”. This will place the coordinates for the object in the latitude and longitude and heading boxes. Unless the object is to be suspended in the air, leave the altitude at ground level (0).

- Select **add** – and the object will be added to the list.

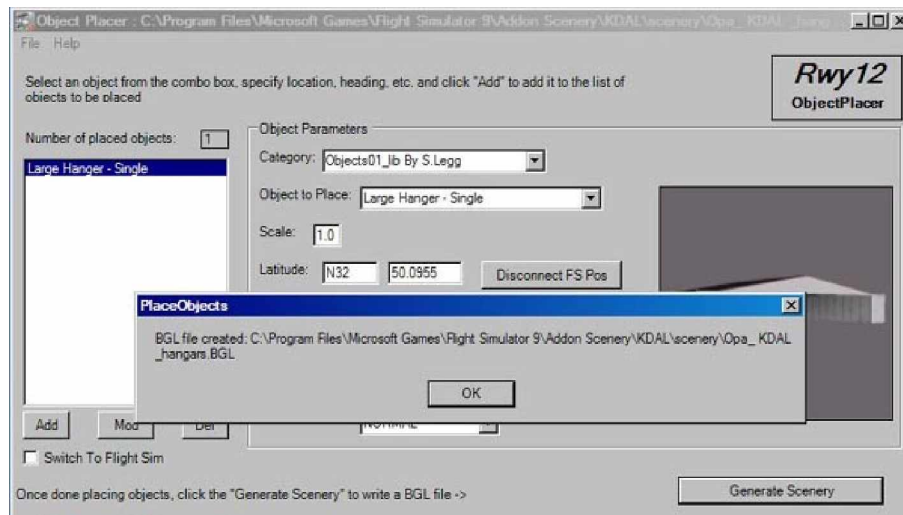
- Many users now select “save” or “save as” after adding each object and have the original blank file overwritten each time.

- You may add as many objects (one at a time) as you wish – however if you are just starting to use the program it is recommended that you try to add only one or two until you are comfortable with the commands.

- When you are finished adding objects, use the “**save**” or “**save as**” command one last time, overwriting the original file. Then hit the “**generate scenery**” tab. This will create a file by the same name as your **xml** file but it will have a **.bgl** extension. The **.bgl** file is in a form that can be used (read) by **FS2004**.

- Using the example above, the new **.bgl** file would be named **Opa_ KDAL _hangars.bgl**.

- If you have done everything correctly, you will see a screen similar to this. Click **OK**:



Note the location of your new bgl is specified as well as its name.

- To verify all this, you can go to the folder you chose for saving the files – the .xml and .bgl files you saved should appear in that folder. I saved my files in C:\Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\KDAL\scenery (a scenery done by myself)

- Close Rwy12 Object Placer and Close **FS2004**.

- Restart **FS2004** and go to the location where you added your object(s) and admire your handiwork!

Note: You may be wondering why I have suggested using the “save” or “save as” command after adding each object to the list instead of waiting until all objects had been added. If you have ever experienced a power failure or momentary electrical “hiccup” before you had saved an hour’s worth of work, you will understand. Saving frequently is just a safeguard against losing your work. If you should have to restart your computer due to a power failure, at least the majority of objects you had added would be stored in the xml file you had been working on and you can reopen this xml file and continue working.

Section E - What are some of the common problems?

Common Problems

The vast majority of problems that are reported on the RWY12 forum can be traced to the following situations:

- a. Failure to copy the Static Object Library folder to Addon Scenery folder.
- b. Failure to activate the Static Objects Library.
- c. Failure to name the .xml files correctly - i.e. using spaces instead of underscores.
- d. Failure to save the .xml and .bgl files to the Static Object Library / Scenery folder

e. Having double or multi copies of library bgl files on your FS9.

Almost every problem could be traced to one or more of these items.

This is why the document you have just read stressed the importance of setting the program up correctly in the beginning. That being said, here are just a few of the most often asked questions and answers.

1. Question: I see several versions of the Rwy12 program on web sites – what are the differences?

Answer: Version 1.0 is the first release of the program. It contains all of the third party programs that are required to make the program work.

Version 1.1 comes in two forms. There is a full version that includes the additional library objects that were available at the time of release. It does not, however, include the third party programs. They must be downloaded separately.

The other Version 1.1 is only an update of the Rwy12.exe file. It should be used by those who installed an earlier version and simply want to update it.

Version 1.2 is an updated program plus 3 library collections (a total of 40) which were available at the time of uploading Aug. 14, 2005. Remember to backup and delete previous versions if you have such before installing version 1.2

Be sure to carefully read the file description before downloading!

2. Question: What is the difference between a **XML** file and a **BGL** file?

Answer: In layman's terms, a **XML** file is a text file which can be read and edited using the Notepad program. Its layout is very specific and contains information regarding the objects ID number and its coordinates and other display data.

A **BGL** file is the resulting file that is created when a **XML** is compiled by a program named bglcomp.exe. (This program is included in the Rwy12 package). This converts the text based **XML** file into a format that can be read by **FS2004**. A **BGL** file cannot be read by mere mortals – only by the computer.

3. Question: Can the RwyY12 program be installed anywhere other than on my C:\ drive?

Answer: Yes, the actual program may be placed on any drive or partition you desire. For new users however, it is recommended to place it on your C:\ drive. If you should place it elsewhere, be sure your shortcut to it reflects its proper location.

4. Question: When I place an object it shows up differently than I expected. Am I doing something wrong?

Answer: If you mean that the objects orientation is not what you expected, please re-read the Tutorial that came with the program. Most, but not all objects are oriented as your placement aircraft is. The jetways are not and a few other designers who have contributed their objects have made their object's orientation slightly different also. With a little experimenting you will soon learn the orientation of the objects you use most often.

5. Question: I placed an object and went to the airport but I don't see it. What's wrong?

Answer: Did you close **FS2004** and restart it again? You must do this as Rwy12 is not a WYSIWYG (*what you see is what you get*) program. You are creating a new **BGL** file that **FS2004** must index before it can be used. On average it only requires 1 to 1 ½ minutes to restart **FS2004** again. Also check that your **BGL** file is saved in an add-on\scenery folder

To speed up the process, many users “**save**” the flight before exiting **FS2004** by using the ; command. Then when they restart **FS2004**, they select the flight they just saved and select “**fly now**”. Each time after that, when you restart **FS2004**, the “**select a flight**” screen will be the menu you first see and that flight will be highlighted. Just select “**fly now**” and you will start at that location. Using this method you need not reselect your aircraft, location and time/season each time when you wish to see the results of your Rwy12 additions.

6. Question: I see the object I placed but it has no **textures** on it?

Answer: Check for **double** or **multi** library **BGL** files on your **FS9\add-on** folders (use the search function of **win-xp**). How could your system have double or multi files? One common possibility could be by downloading third party add-ons where the author included library bgl files in his scenery folder, not telling you to avoid double files. Please see also question #11.

7. Question: I added some jetways but they are not lined up with the terminal. What can I do?

Answer: In Section G, there is a reference to an Illustrated Tutorial that will make the placing of jetways very simple and accurate. Please refer to that section.

A new tool was developed by Gary Mills, Robert Finnegan and Kevin Bryan that will help you in being more accurate with placing objects. This tool **FinneyGround Crosshairs_Plus** replaces the aircraft with a **crosshair**. Download link;
<http://library.avsim.net/esearch.php?DLID=&Name=&FileName=chplus.zip&Author=&CatID=root>

8. Question: If I add an object and am not happy with its placement do I need to delete it and start all over?

Answer: No, you can easily change its placement simply by placing your aircraft in a better position, highlighting the object in question in the list and choosing the Sync FS position tab. Then hit “mod” and the program will modify the original information associated with that object. Be sure to use the “**save**” or better yet the “**save as**” option before regenerating the scenery bgl file or your changes will not be recorded.

9. Question: Can I add more objects to an existing **BGL** file?

Answer: Yes. Just use the File / Open dialogue to open the associated **XML** file. After it is opened you can add, modify or delete any objects it contains. When you are finished be sure to **resave** it before regenerating the scenery **BGL** file.

10. Question: Just what does the **FSUIPC** module do?

Answer: This module allows Rwy12 (and many other addon programs) to communicate directly with **FS2004** to obtain information such as coordinates, headings and so forth.

11. Question: I have seen some downloads where the author asked me to install the Rwy12 library and texture files again which I already have on my PC. In some cases they even ask me to install them in the scenery add-on folder, so now I have them installed twice. Is this allowed and can there be a conflict because of the double installation?

Answer: An excellent question! Unfortunately those who share their enhancements do not seem to be following the suggestions outlined in the Rwy12 Tutorial. Some who share assume you have the Rwy12 program and all current libraries installed and therefore only include their bgl enhancements. Others go the “extra mile” and provide setups for those who do and those who do not have Rwy12 installed.

This “variety” of enhancement packages can be very confusing, however the following guidelines may be of help.

- Always unzip any scenery enhancement you may download to a temporary folder. This will give you an opportunity to examine the author’s installation instructions and view the contents of any folders which are included.
- The Rwy12 library and texture files that may be included in a downloaded enhancement should be added to the Static Objects Library / Scenery and /Texture folders only. If they are already present they may be overwritten or ignored. You should not have a duplicate installation of the library **BGL** files as this may cause a conflict and “lost” textures in **FS2004**. Textures may be duplicated but that just wastes disk space.
- Other **BGL**’s that the author included will be specific to the airport or area that has been enhanced and the names will likely reflect that. These **BGL**’s may be placed in any “active” scenery folder but most often you will be instructed to put them in their own scenery folder or in your add-on scenery/scenery subfolder. An example of “their own scenery folder” would be:

Any City USA ☞ name of the scenery folder
scenery ☞ scenery subfolder where the **BGL**’s would be placed

Note: A texture subfolder is not required in the above example as the textures are already on your hard drive – in the Static Objects Library/Textures folder.

- Read the installation instructions carefully to determine just what the author has provided and how best to add the enhancement to your setup.
- Many authors are now including their **xml** files in the downloaded package. This allows you to modify their work if you so desire.
- So the bottom line is this:
- You should not have a duplicate installation of the library **bgls** (they normally will start with the word “**add**”). Examples of these would be: **add_balloons.BGL**, **add_Todd_Lucas_Tents.BGL**, and **add_SeevKahn_Trees.BGL**. These should reside only in the Static Objects Library/Scenery folder.
- Textures may be duplicated but there is no good reason to do so.
- Where you place the scenery **bgls** will, to some extent, depend upon what method you use to keep your add-on scenery organized. It is possible to dump everything into your add-on scenery/scenery folder but most users elect to use a system which adds airports or areas that are activated individually as per the “Any City” example shown above.

12. Question: What is the difference between a **library bgl** and a **scenery bgl**?

Answer: A **library bgl** is a **bgl** file which contains a specific “library” or grouping of objects along with information regarding which textures each object will use and other data relative to the items in this particular library. An example of this would be the library file which is named **add_balloons.BGL**. Within this file are all of the balloon models and the information noted above.

A scenery **bgl** file will store only the data necessary to select the proper item from the specified library (by means of a unique identification number) as well as information regarding how that item will be displayed and where – i.e. the coordinates. Using the example above, a scenery bgl might specify which balloon or balloons are to be displayed as well as their size, height and coordinates.

An analogy that might make this concept a bit clearer is to think of this in terms of a kitchen. You have a pantry shelf full of potential ingredients – the library **bgl**. You also have a recipe – the **scenery bgl** - which tells which ingredients to select from the pantry shelf and in what quantities to use them. And of course you have a cookbook which contains all of the recipes – the Rwy12 Object Placer program.

13. Question: Wow, this sounds like the learning curve is very difficult – is it?

Answer: We believe most users who have tried the program would agree that the Rwy12 Object Placer program is by far the easiest program of its kind to learn to use. It just takes a little patience and common sense.

Section F - How do I add additional libraries to the basic program?

Adding New Libraries

14. Question: I downloaded a new library of objects that was just uploaded. How do I install them so they will be available to the Rwy12 program?

Answer: It is probably best to first take a quick look at the structure of any properly prepared library.

- The structure will include an **xml** file – example; **add_Balloons.xml**. This **xml** file is to be copied to your Rwy12 program folder. While making the copy you will see other **xml** files in that folder.
- It will include an **img** folder with thumbnail images - the images you see when selecting an item in the Rwy12 program. The folder with these images will have a name that usually suggests its contents; for example; **Hot Air Balloons - S. Kahn**. The folder with the thumbnail images should be copied to your **Rwy12/img folder**. While making the copy you will see other folders with thumbnail images in them in the **img** folder.
- There will also be a “**library bgl**” - example; **add_Balloons.bgl**. The **library bgl** file should be copied to your **Static Objects Library/Scenery** folder.
- And there will be a set of **textures** relating to the library items. the **textures** should be copied to your **Static Objects Library/Texture** folder.

Most creators of libraries will provide two zipped files; one that may be unzipped directly to your Static Objects Library and one that can be unzipped directly to your Rwy12 program folder. If they have prepared everything correctly, the files contained in each zip will be placed correctly if you have used the “folders” option when unzipping.

If you are not comfortable doing this (errors in preparation of such zip files have been know to happen) then unzip everything to a temporary folder. You can then copy and paste the folders and files into their proper locations.

When you have done all of this, your new library will be available as a selection in your Rwy12 Object Placer program.

15. Question: I added a new library but when I tried to access it from the drop down menu in Rwy12 I get the error message below. What’s wrong?



Answer: That error message is normally seen when the folder which contains the thumbnail images for that library is not present in the **img** folder or there are no images in the folder. Recheck your installation to be sure the folder with the thumbnail images is indeed in the **img** folder of the Rwy12 Object Placer program.

The technical explanation is that the associated **xml** file lists each thumbnail image and its location. If the program cannot find the location or the image, then the error message is displayed.

16. Question: I am building a whole airport with Rwy12 objects but I still have some FS2004 default objects of which I want to get rid. How do I do this?

Answer: Download **ExcBuilder version 2.0 for FS2004**, an easy to use program by Paavo Pihelgas that enables you to delete objects by creating an exclude file.
<http://library.avsim.net/eseach.php?DLID=&Name=&FileName=excbuilderv2.zip&Author=&CatID=root>

Section G - Are there any other Tutorials and/or help available?

Here are some useful RWY12 resources

1. You can always find help on the Rwy12 forum pages.

<http://www.rwy12.com/>

Many knowledgeable users frequent the forums (including several who have contributed to this document) and they are almost always willing and able to provide assistance.

2. To aide you in placing jetways, the following Illustrated Tutorial which is available at Avsim.com will show you how to accomplish this quickly and accurately.

[jetways_tutorial.zip](#) - written by David Marshall

3. If you wish to learn the proper way to create a “library” which can be added to the Rwy12 program, the following Illustrated Tutorial is available at Avsim.com.

[rwy12_tutorial.zip](#) - written by Stephen Legg.

4. To easily monitor the availability of additional libraries and updates to the Rwy12 program, create a shortcut on your desktop and paste the following data into the “location” window.

<http://library.avsim.net/search.php?CatID=fs2004sd&SearchTerm=rwy12&Sort=Added&ScanMode=0&Go=Change+View>

Name the shortcut “Rwy12 at Avsim”. This shortcut will take you to the Avsim.com website and will immediately display all Rwy12 related files, sorted by date.

This way you can easily find object libraries uploaded after Version 1.2 was published. (Additional object libraries are being added virtually every month)

*Note: This shortcut will only work at the Avsim.com website as Avsim does not require a “manual” login. In fact Avsim suggests that you **not** logout when you have finished your visit – just disconnect from the website.*

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5. Seev Kahn is regularly updating his site with links to new libraries. You will find them on the Rwy12 download page;

http://www.sk-flightsim.com/download_rwy12.html

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