Little Navmap MSFS 2024 Copy Addon Airport Status from Userpoints or MSFS 2020 Library

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# Introduction

So, it's possible to query the underlying databases, there's a separate one for each simulator, of LNM. And it's possible to read more than one at the same time, and compare them, and update one with the info from the other, essentially. So you could copy the "addon" status from all the airports in your MSFS 2020 library and flag them as addons in your MSFS 2024 library. You could also copy them to the userpoints as well, if you wanted to use that feature instead, or both. If you don't use the userpoints though, the next time you refresh the MSFS 2024 library it will erase those statuses.

The benefit of marking the airports as addons in the MSFS 2024 library is that when you perform an airport search, you can check the box for “Addons” and it will include them (just as they used to for the 2020 library).

I would suggest copying your 2020 addons to userpoints, and then copy the userpoint addons to 2024. Then whenever you refresh the 2024 library you could run a quick script to copy the statuses from the Userpoints to the MSFS 2024 library. Also, the whenever you purchase a new airport addon, in LNM you would first right click the airport, choose “Mark {name of airport} as addon”, and then run the quick script to make it an official addon in the airport search.

# Script Instructions

There are three scripts that will help you manage your MSFS 2024 addon airports in Little Navmap. Each is explained below.

The recommended way to do maintain the MSFS 2024 addon airports long term is to first use the “Copy-2020-Addons-To-Userpoints” script one time, to copy all MSFS 2020 addons to the Userpoints database. From that point forward you would add new addon airports to the Userpoint library as you obtain them, by right clicking the airport and choosing “Mark {name of airport} as an addon” and then run the “Copy-Userpoint-Addons-To-MSFS2024-Library” script afterwards. You would also run this script each time you refresh the MSFS 2024 Library in Little Navmap, as that will clear out the addon flags on the airports—running the script would restore them from the Userpoints library.

## First-Time Installation of Scripts and SQLite Command Line Tool

First, you must install the scripts in the proper location (one-time):

1. Download the little-navmap-msfs2024-addons-helper.zip file
2. Unzip the zip file to your Little Navmap data directory, e.g.:
   1. C:\Users\{your username}\AppData\Roaming\ABarthel\little\_navmap\_db
3. Download SQLite tools (free open source tiny database app--LNM uses sqlite format internally).
   1. Go to <https://sqlite.org/download.html>, then download the one labelled "Command-line tools for Windows x64" (sqlite-tools-win-x64-#######.zip)
   2. Then unzip the sqlite tools into your LNM data directory, e.g.:  
      C:\Users\{your username}\AppData\Roaming\ABarthel\little\_navmap\_db

## Copy-2020-Addons-To-MSFS2024-Library

This copies MSFS 2020 airport addon flags to correspond airports in the MSFS 2024 library.

This will work, but I don’t recommend this as a long-term solution as it’s likely you’ll want to maintain your addon airports in userpoints as you buy new ones. I would instead recommend a one-time copy of 2020 addons to userpoints, and then maintain them there and copy them periodically to the MSFS 2024 library as needed.

1. Close Little Navmap if it is open
2. Open PowerShell on your computer
3. Change directory to your LNM data directory, type in the following:

cd "$env:APPDATA\ABarthel\little\_navmap\_db"

1. Run the Copy-2020-Addons-To-MSFS2024-Library.ps1 script, type in:

.\Copy-2020-Addons-To-MSFS2024-Library.ps1

1. Take note of how many records are updated, and sometimes there is a list of airports that follows that were found in 2020, but do not exist in 2024.
2. Open LNM, and search for an "Addon" airport in the airport search, and they should come up. They also appear in yellow circles on the map.

## Copy-2020-Addons-To-Userpoints

This is the recommended one-time copy of MSFS 2020 addon airports to the Userpoint library.

1. Close Little Navmap if it is open
2. Open PowerShell on your computer
3. Change directory to your LNM data directory, type in the following:

cd "$env:APPDATA\ABarthel\little\_navmap\_db"

1. Run the Copy-2020-Addons-To-MSFS2024-Library.ps1 script, type in:

.\Copy-2020-Addons-To-Userpoints.ps1

1. Take note of how many records are inserted. If the Userpoint already existed with the same “Ident”, a duplicate will not be inserted.
2. Open LNM, and open the Userpoints search, and they should come up. You can click on the “Last Modified” header to sort by this so the most recent edits appear at the top. They should also appear in yellow circles on the map.

## Copy-Userpoint-Addons-To-MSFS2024-Library

This is the periodic refresh of addons in the MSFS 2024 library you would run after you mark an airport as an addon (adding it to the Userpoints library), or after you refresh the MSFS 2024 library.

### Method 1 (Easier)

1. Close Little Navmap if it is open
2. Open an explorer window and go to your LNM data folder:
   1. Paste the following into the address bard at the top and that should always take you there (recommend you pin this folder to “Quick Access” to be able to get there faster after the first time you find it):  
      %APPDATA%\ABarthel\little\_navmap\_db
3. Double-click the Copy-2020-Addons-To-MSFS2024-Library.ps1 script to run it.
4. Open LNM, and search for an "Addon" airport in the airport search, and they should come up. They also appear in yellow circles on the map.

### Method 2

1. Close Little Navmap if it is open
2. Open PowerShell on your computer
3. Change directory to your LNM data directory, type in the following:

cd "$env:APPDATA\ABarthel\little\_navmap\_db"

1. Run the Copy-2020-Addons-To-MSFS2024-Library.ps1 script, type in:

.\Copy-2020-Addons-To-MSFS2024-Library.ps1

1. Take note of how many records are updated, and sometimes there is a list of airports that follows that were found in 2020, but do not exist in 2024.
2. Open LNM, and search for an "Addon" airport in the airport search, and they should come up. They also appear in yellow circles on the map.

# By Hand Instructions

Here's the "do it by hand" instructions, if you wish to perform the actions to the LNM database by hand instead of using the scripts. In these instructions, you can copy and paste the things you're supposed to type in, to avoid typos.

## Copy addon status from MSFS 2020 Library to MSFS 2024 Library

This will work, but I don’t recommend this as a long-term solution as it’s likely you’ll want to maintain your addon airports in userpoints as you buy new ones. I would instead recommend a one-time copy of 2020 addons to userpoints, and then maintain them there and copy them periodically to the MSFS 2024 library as needed.

1. (One-time, skip this step if you’ve already done this previously) Download SQLite tools (free open source tiny database app--LNM uses sqlite format internally).
   1. Go to <https://sqlite.org/download.html>, then download the one labelled "Command-line tools for Windows x64" (sqlite-tools-win-x64-#######.zip)
   2. Then unzip the sqlite tools into your LNM data directory, e.g.:  
      C:\Users\{your username}\AppData\Roaming\ABarthel\little\_navmap\_db
2. Open PowerShell on your computer
3. Change directory to your LNM data directory, type in the following:

cd "$env:APPDATA\ABarthel\little\_navmap\_db"

1. Open sqlite to the MSFS2024 library, type in:

sqlite3.exe 'little\_navmap\_msfs24.sqlite'

1. Attach the MSFS2020 library, type in:

attach 'little\_navmap\_msfs.sqlite' as msfs2020;

1. Update all MSFS 2024 airports and mark it as an addon if it has a corresponding "addon" flag in the MSFS 2020 library. NOTE: LNM must be closed for this command, it will block you if it's open. Type in:

UPDATE main.airport SET is\_addon = 1 WHERE airport\_id IN (SELECT a.airport\_id FROM msfs2020.airport a2020 INNER JOIN main.airport a ON a.ident = a2020.ident WHERE a2020.is\_addon = 1);

1. Optionally, for your reference, also make a quick list of airports marked as addons in 2020 that do not exist in 2024:

SELECT 'This 2020 addon airport does not exist in 2024' AS msg, a2020.ident FROM msfs2020.airport a2020 LEFT JOIN main.airport a ON a.ident = a2020.ident WHERE a2020.is\_addon = 1 AND a.airport\_id IS NULL;

1. Open LNM, and search for an "Addon" airport in the airport search, and they should come up. They also appear in yellow circles on the map.

## Copy addon status from MSFS 2020 Library to Userpoints

The idea behind this is that, as a one-time thing, you will copy “addon” status from 2020 to userpoints (these are library-agnostic and are present no matter what library is selected). Over time as you get more addon airports, you would add those to userpoints. Then, you reimport the addon flags from the userpoints. You would reimport the addons flags from userpoints whenever you refresh the MSFS 2024 library.

1. (One-time, skip this step if you’ve already done this previously) Download SQLite tools (free open source tiny database app--LNM uses sqlite format internally).
   1. Go to <https://sqlite.org/download.html>, then download the one labelled "Command-line tools for Windows x64" (sqlite-tools-win-x64-#######.zip)
   2. Then unzip the sqlite tools into your LNM data directory (e.g. C:\Users\{your username}\AppData\Roaming\ABarthel\little\_navmap\_db)
2. Open PowerShell on your computer
3. Change directory to your LNM data directory, type in the following:

cd "$env:APPDATA\ABarthel\little\_navmap\_db"

1. Open sqlite to the Userpoints database, type in:

sqlite3.exe 'little\_navmap\_userdata.sqlite'

1. Attach the MSFS2020 library, type in:

attach 'little\_navmap\_msfs.sqlite' as msfs2020;

*continued…*

1. Create an “Addon” userpoint for each addon airport found in the MSFS 2020 library when an “Addon” userpoint for it does not yet exist. NOTE: LNM must be closed for this command, it will block you if it's open. Type in:

INSERT INTO main.userdata (type, name, ident, laty, lonx, altitude, tags, visible\_from, last\_edit\_timestamp) SELECT 'Addon' AS type, a2020.name, a2020.ident, a2020.laty, a2020.lonx, a2020.altitude, 'MSFS2024,imported-from-MSFS2020' AS tags, 3000 AS shown\_at, CONCAT(strftime('%FT%R:%f', 'now', 'localtime'), (SELECT CONCAT(SUBSTRING(timediff, 1, 1), SUBSTRING(timediff, 13, 5)) AS timezone\_offset FROM (SELECT timediff(datetime('now', 'localtime'), datetime()) timediff) timezonecalc)) AS last\_edit\_timestamp FROM msfs2020.airport a2020 LEFT JOIN main.userdata u ON u.ident = a2020.ident AND u.type = 'Addon' WHERE a2020.is\_addon = 1 AND u.userdata\_id IS NULL;

1. Open LNM, and open the Userpoints search, and they should come up. You can click on the “Last Modified” header to sort by this so the most recent edits appear at the top. They should also appear in yellow circles on the map.

## Copy addon status from Userpoints to MSFS 2024 Library

1. (One-time, skip this step if you’ve already done this previously) Download SQLite tools (free open source tiny database app--LNM uses sqlite format internally).
   1. Go to <https://sqlite.org/download.html>, then download the one labelled "Command-line tools for Windows x64" (sqlite-tools-win-x64-#######.zip)
   2. Then unzip the sqlite tools into your LNM data directory, e.g.:  
      C:\Users\{your username}\AppData\Roaming\ABarthel\little\_navmap\_db
2. Open PowerShell on your computer
3. Change directory to your LNM data directory, type in the following:

cd "$env:APPDATA\ABarthel\little\_navmap\_db"

1. Open sqlite to the MSFS2024 library, type in:

sqlite3.exe 'little\_navmap\_msfs24.sqlite'

1. Attach the Userpoints database, type in:

attach 'little\_navmap\_userdata.sqlite' as userpointsdb;

1. Update all MSFS 2024 airports and mark it as an addon if it has a corresponding "Addon" userpoint. NOTE: LNM must be closed for this command, it will block you if it's open. Type in:

UPDATE main.airport SET is\_addon = 1 WHERE airport\_id IN (SELECT a.airport\_id FROM userpointsdb.userdata u INNER JOIN main.airport a ON a.ident = u.ident WHERE u.type = 'Addon');

1. Optionally, for your reference, also make a quick list of airports marked as addons in 2020 that do not exist in 2024:

SELECT 'This addon userpoint does not exist as an airport in 2024' AS msg, u.ident FROM userpointsdb.userdata u LEFT JOIN main.airport a ON a.ident = u.ident WHERE u.type = 'Addon' AND a.airport\_id IS NULL;

1. Open LNM, and search for an "Addon" airport in the airport search, and they should come up. They also appear in yellow circles on the map.