

FSEarthTiles 1.03 Updates

MJS March 2012

I have updated a number of items with the source code of FSET ver 1.0 that has been posted on the web. Refer to the original documentation on the normal program usage. This is just a quick doc describing the changes to the programs operation.

The changes are:

- Fixed bug with Google Map service.
- Services now display a 'friendly' name
- Tile images are cached to the hard disk
- User can set the program to use previously cached tiles
- User can select map areas not be downloaded and processed
- User can draw areas directly onto the map to not download tiles
- User can draw exclude areas in Google Earth then import them as a KML file

FsearchTiles.ini Changes

```
[Service1] #Google Maps
ServiceName = Google          # Name to display for this service
ServiceCodeing = qrts
ServiceUrl =http://khm0.gxxxxe.com/kh?t=t%s&n=404&v=106
Referer = http://khm0.google.com
UserAgent = Mozilla/4.0       # This needs to be used for Google Service to work
ServerVariations = khm0,khm1,khm2,khm3
```

A new entry called ServiceName has been added. You can set the name you wish displayed in the service selection drop down box.

The UserAgent option has been correctly implemented in the code. This has to be set correctly for Google Maps to function. Previously the blue 'WWW' button had to be pressed to download tiles from this service. Google no longer needs the webpage to be opened to work.

```
BlankTileColorRed    = 0          # Set the Red value for the blank tiles
BlankTileColorGreen  = 30         # Set the Green value for the blank tiles
BlankTileColorBlue   = 35         # Set the Blue value for the blank tiles
UseCache              = Yes       # Yes = save the tiles to disk, reuse them if needed
```

When tiles are not to be downloaded then the image for that area is replaced with a uniformly colored tile. The user can set this color by modifying the Red, Green and Blue tile colors using the three entries above.

The UseCache tag either enables or disables the use of the cache from startup.

```
StartWithService     = Google          # The name of the default service to use
```

This options value has to match one of the service entries friendly names.

Excluding Tiles and Areas

The top half of the programs screen area has now been implemented as two tabs. The first tab is the usual input area you would be used to.

The next tab is called 'Exclude Area'. Here the user can draw areas to exclude regions of tiles from the download process. Any skipped tiles will be filled with a uniform color. You start drawing zones by clicking on the 'Draw' button then click and drag an area on the map. To finish the zone release the mouse button. The new zones details will then be added to the listbox at the top of the screen.

You can select any zone by selecting it in the listbox. The corresponding zone on the map will then change color to aid identification. You can delete any highlighted zone by pressing the delete key.

The user also has the option of deselecting whole areas from being downloaded. Point the mouse cursor over an area then press ctrl+click. This will toggle the download status of the area that lies under the mouse pointer. Deselected areas will not be downloaded, nor will they be processed by FSEarthMasks. They will therefore not be added to the scenery folder. Deselected areas will be highlighted in red. Pressing shift+click will toggle the download status of all areas. Tiles that were set to be downloaded will now be deselected, whereas deselected tiles will now be set to download. The last method is using ctrl+shift+click, this will set all tiles not to download.

The final new method of excluding tiles is to draw them using Google Earth and saving them to AreaKML.kml. As before when importing the KML file into FSET the bounds of the new area will be determined by all the polygons called AREA. Any tiles that do not lie inside these polygons will not be downloaded and will be replaced by a blank tile.

You can also exclude regions of tiles inside any area polygon by creating a polygon called EXCLUDE. Any tiles inside this area will be skipped and once again replaced by blank tiles.

Zooming

You can now zoom in or out on the map view by using the mouse wheel.

Tile caching

One of the other areas that I changed was for the program to store the downloaded tiles onto the hard-drive. A new folder is created called cache under your work folder. Any tiles downloaded when the Use Cache option is set to yes are stored in this folder. When the cache is used the program will first look to see if the tile has been downloaded before. If it has then it will not be downloaded a second time. This is useful if the program stops halfway through a download for any reason. You can just start the process again and it will use any tiles cached up until the process halted the first time.

At the start of each new download you will be prompted if you wish to clear out the cache folder. You must be aware that the cache folder size can get pretty large fairly quickly.

Services

I have deliberately left out the service entries addresses as the original author has done previously. They can easily be found by searching the net. Do not replace the whole ini file with the ones found on the net. There are quite a few differences between this version and the old ones. Just update the relevant service entry with what you find.

Select Area Exclude Area

Excluded Areas:

S33° 49.00' 14.39", E18° 17.00' 55.35" X S33° 53.00' 24.83", E18° 26.00' 51.76" : 1705 tiles
 S34° 11.00' 48.85", E18° 16.00' 38.72" X S34° 22.00' 56.68", E18° 21.00' 20.52" : 2490 tiles
 S34° 06.00' 25.63", E18° 30.00' 41.65" X S34° 11.00' 54.98", E18° 36.00' 27.72" : 1512 tiles

Draw

Delete

Exclude areas that have been drawn in the map window are listed to the left. The currently selected zone is highlighted in purple on the map. The selected zone can be deleted by pressing the delete button. A new zone is started by clicking draw.

Start Abort

Download Resolution: 1

Area Count: 28

Tile Count: 41184

Earth Service: Yahoo

Scen. Compiler: FSX

Area Snap: Off

Create Masks: Yes

Comp. Scenery: Yes

Use Cache: Yes

The shapes imported from AreaKML are also displayed on the map.

Areas deselected by ctrl+clicking in the area

next con.

DI. Queues

direct

Zoom 8

Jump to corner

Service Sources 1

NW NE

C

SW SE

Est. DI. Size

391 MB

Est. Scen. Size

6463 MB

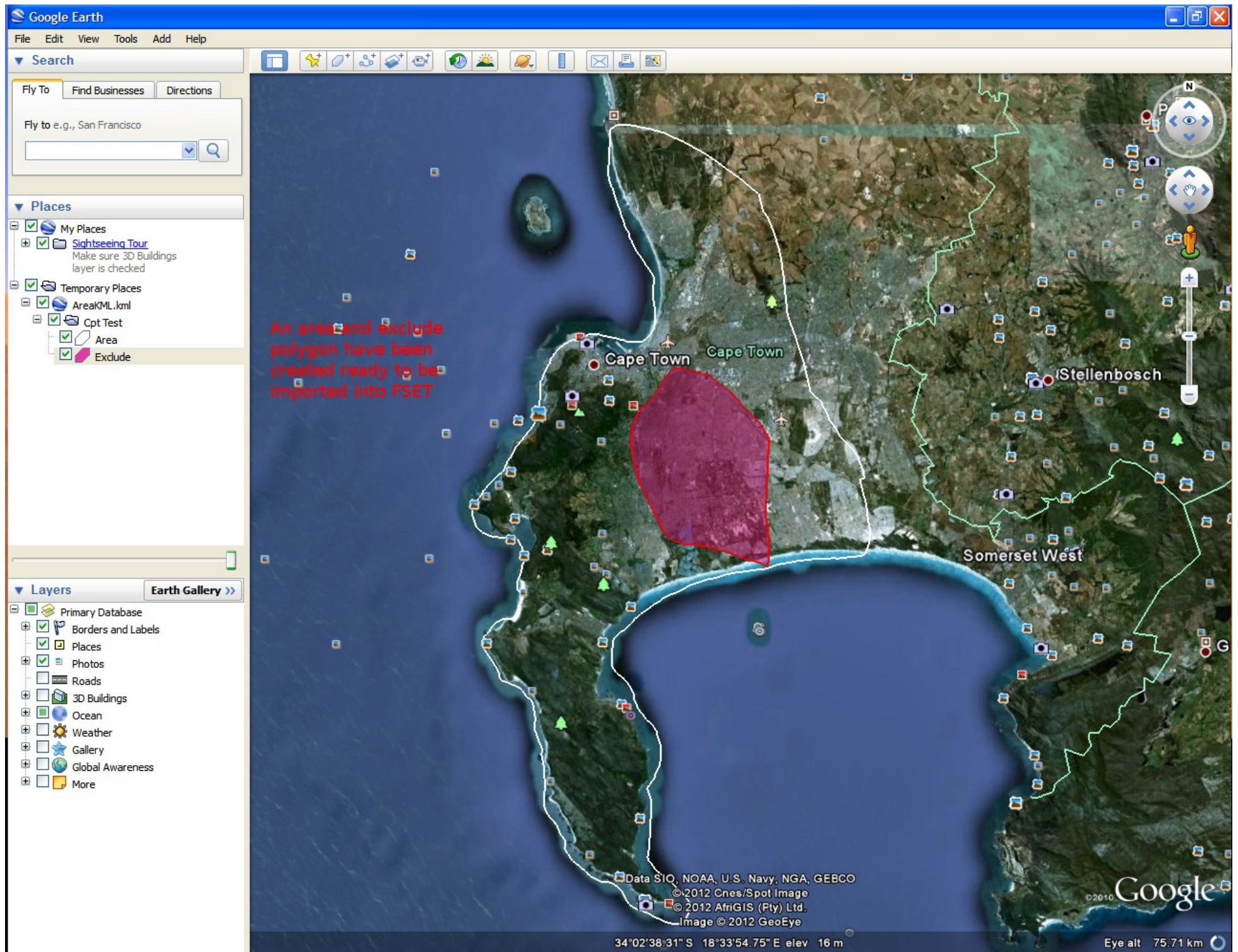
Required Free Ram

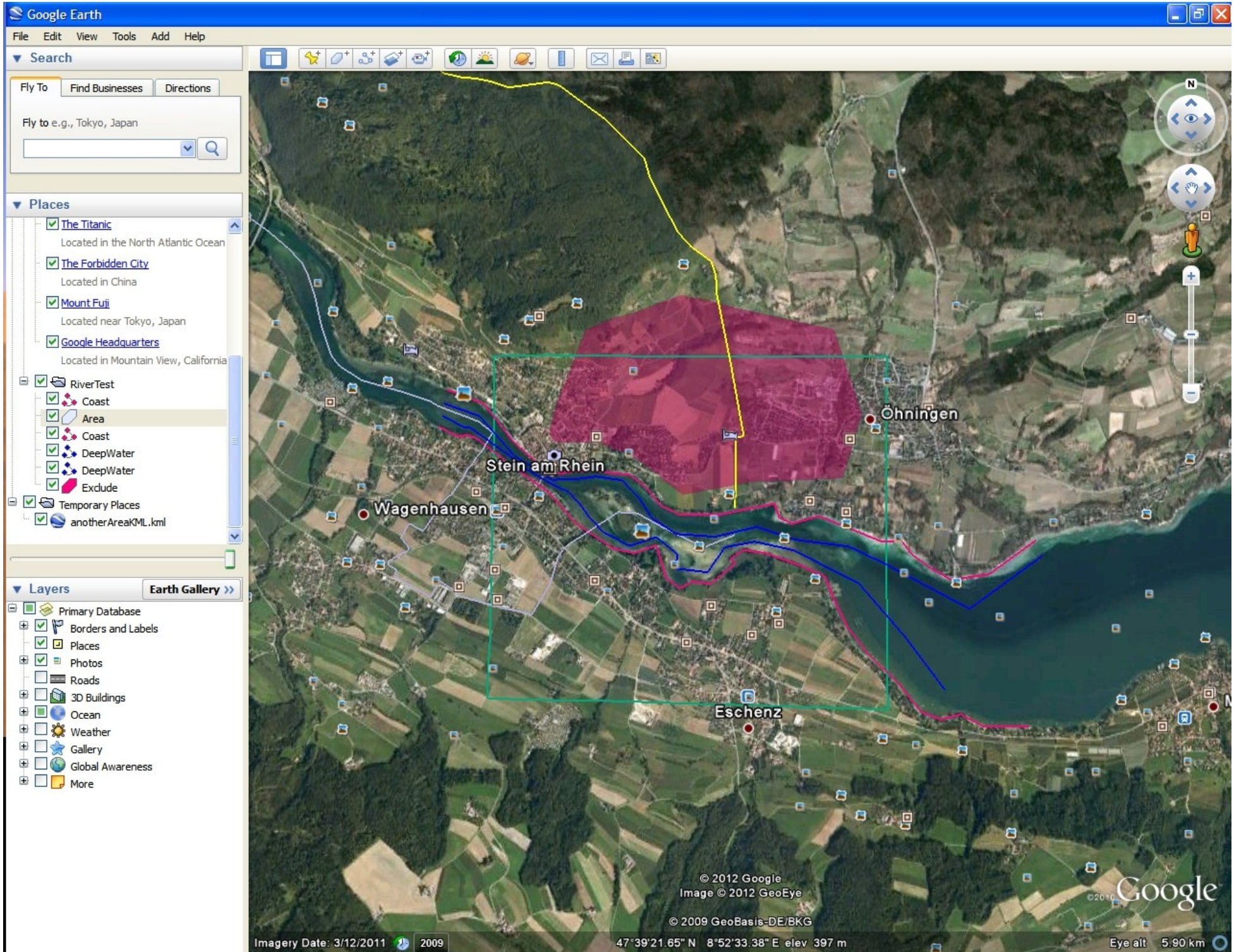
528 MB

Required Work Space

18538 MB

0 -> 0.5m/Pix
 1 -> 1 m/Pix
 2 -> 2 m/Pix
 3 -> 4 m/Pix
 4 -> 4 m/Pix
 5 -> 8 m/Pix
 6 -> 16 m/Pix
 7 -> 32 m/Pix
 8 -> 64 m/Pix





Select Area Exclude Area

Working Folder: C:\Downloads\FSX\fsset1\rs\FSEarthTiles\FSEarthTiles\bin\Debug\work

Scenery Folder: C:\Downloads\FSX\fsset1\rs\FSEarthTiles\FSEarthTiles\bin\Debug\Addon Scenery\FSEarthTiles

North-West-Corner
Lat. 47° 39' 54.1" N
Long. 8° 51' 15.8" ESouth-East-Corner
Lat. 47° 38' 40.6" N
Long. 8° 53' 18.7" E

Input: ok

Display

Area: 1.383 nm X 1.226 nm

Area Def. Mode: 2Points

Draw

Place

Auto

Edit Ref

Start Abort

Download Resolution: 1

Area Count: 1

Tile Count: 168

Earth Service: VE

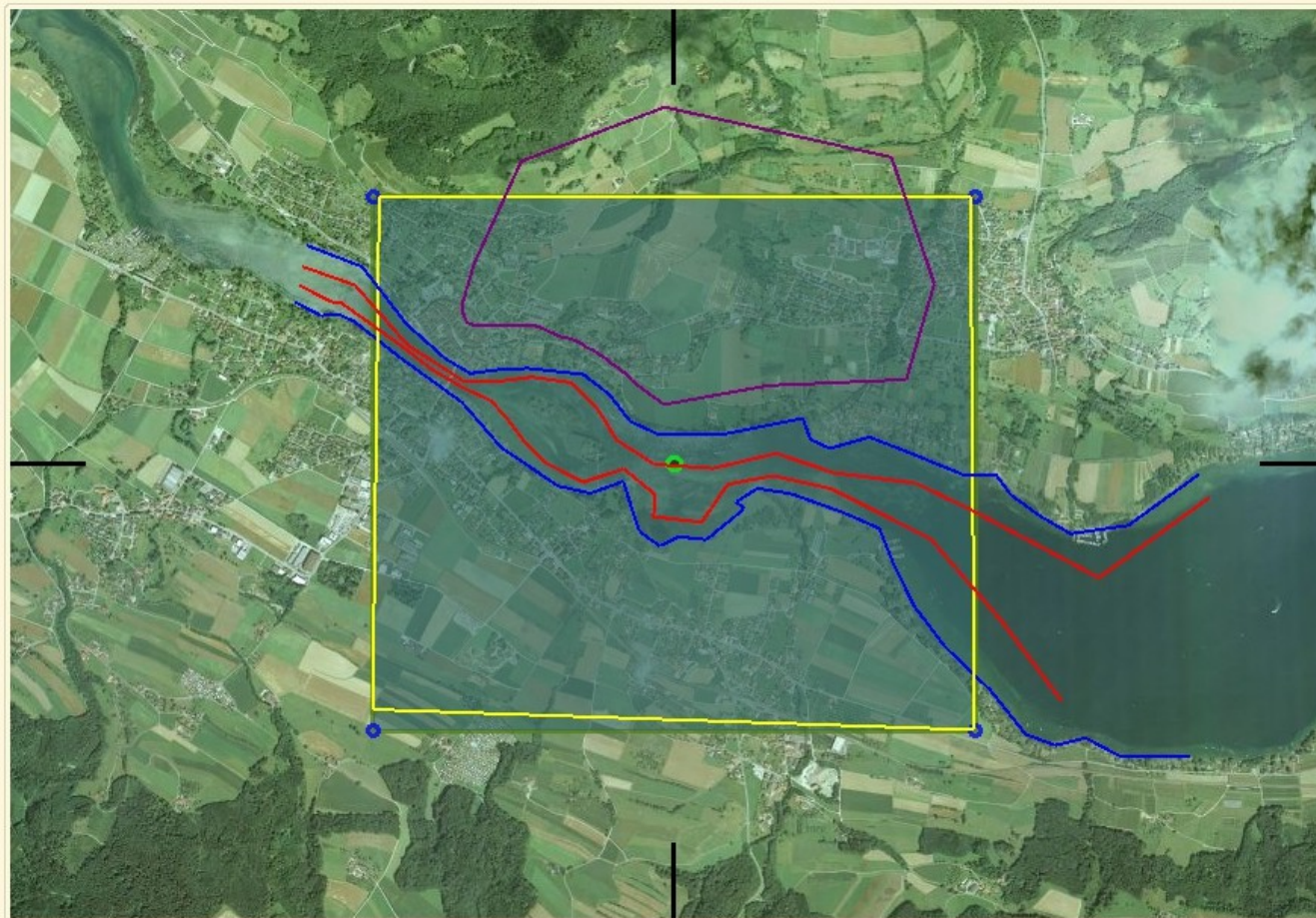
Scen. Compiler: FSX

Area Snap: Off

Create Masks: Yes

Comp. Scenery: Yes

Use Cache: Yes



next con. direct

Zoom 4

Jump to corner

NW NE

C

SW SE

DI. Queues

Service Sources 1

Est. DI. Size 2 MB

Est. Scen. Size 27 MB

Required Free Ram 52 MB

Required Work Space 84 MB

0 -> 0.5m/Pix

1 -> 1 m/Pix

2 -> 2 m/Pix

3 -> 4 m/Pix

4 -> 4 m/Pix

5 -> 8 m/Pix

6 -> 16 m/Pix

7 -> 32 m/Pix

8 -> 64 m/Pix

N47° 39' 17.27" E8° 52' 17.32"

HB-100, 1 2