Multigen Creator FAQ's 51-100

This unofficial Multigen Creator FAQ Part 2 (51 thru 100) is provided by Gordon Tomlinson , I hope you find the information contained with these FAQ's useful and helpful

If you have a tip, FAQ or code snippet etc you would like to share you can send it me at faqs@3dscenegraph.com and I will add to the FAQ, or if you spot an error in a FAQ or a change in Creator that makes a topic out dated let me know and I will get the items updated

FAQ's

51 Help Creating VASI lights Systems

VASI lights can be constructed in Creator using Light Points and Light Strings. Both can be created from the Light Point tool. In the Create tool caddy, pick Create Light Point. Press F1, then click on the Create Light Point button to launch help about light points to get more information about specific types and attributes.

As far as what VASI means, here are some links that may be useful:

- Aeronautical Lighting and Other Airport Visual Aids - documentation from the FAA, see section 2.1.2a.
- Light Points - documentation about light points by SGI for Performer. Not all Performer attributes are supported in OpenFlight but some of the metadata here is useful, and many of the attributes are used in Creator/OpenFlight.
- Approach Lights - another write-up about approach lighting, has some notes about the VASI system that may be useful

52 How to convert a Flight File to a Contour Map

Out of the box, Creator does not have a tool that will just do this. However there are a couple of options:

1) Using the attribute search functionality, you could search for all vertices whose z value is in a certain range (this range would correspond to one elevation band of your contour map). Given these vertices, it is easy to select the corresponding faces, then simply set the color on those faces to the color corresponding to that elevation band. This may get tedious if you have many many elevation bands.

2) Using the OpenFlight API, you could create a plugin that does this all in one shot. Same idea, just look through the database for vertices with specific z values, and color the parent faces according to where that z value falls in your elevation bands.

Some links to third party tools that can create contour maps with include:

http://3dfmaps.com/ http://super3.arcl.ed.ac.uk/baspmirror/basp.html

http://teachserv.earth.ox.ac.uk/resources/s_earth.html

http://www.simtel.net/category.php?id=135

http://www.geog.le.ac.uk/assist/grass/source/ http://www.geomantics.com/free.html

http://www.geog.nottingham.ac.uk/~mather/useful/Computing.html

http://www.profantasy.com/products/ft_features.asp

http://www.see.ed.ac.uk/~vision/links/fileformats_faq.html

http://www.webeverything.co.uk/directory/5734.html

MicroDEM is another tool that might help you do this. http://www.usna.edu/Users/oceano/pguth/website/microdem.htm

You should be able to do this in MG's terrain tools. Convert your terrain to ded and then bring the ded file into the terrain generator. It should have different colors based on the height. You could then take a screenshot of this image and then bring a bmp into MicroDEM.

One option would be to convert your ded to dem and then bring it to MicroDEM but I can find no tool to do the ded to dem or even an rgb conversion.

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