

Fixing Autogen c3d related “Ghost Files”

Object :

It was discovered that Autogen c3d files could reference textures that did not exist in the scene.

When identified during the Beta phase, the non-existent textures were called "ghost files."

SceneryCheck3 includes the ability to replace references to non-existent textures in Autogen c3d files with those of textures delivered with the scene.

This document will outline the process to follow to make these corrections.

Important note: This operation should only be performed by the creator of the scene in question.

And it's important that the issue of these missing references and the purpose of this operation be fully understood before following this process.

1. Starting SceneryCheck3

SceneryCheck

3

SceneryCheck

3

Base directory
G:\Simul\Condor3

Type

Scope

Details

Basic

Developer

Selection

Airports

Scenery Objects

Autogen Objects

All objects

Objects utilization

Minimum

Standard

Maximum

Options

Tree

Hexa

Errors

Sceneries

Output

Tree

Load

Check

Scenery name	Version	Origin	Terrain	Airports	Objects	Textures	Textures (Autogen)	Date	Size
☐ AA3	0.6	V3	OK	OK	OK	OK	OK	13/11/2024	120 413 MB
☐ AA3Mini	0.5	V3	OK	OK	OK	OK	OK	29/10/2024	67 255 MB
☐ AA3Mini - Copie	.ini missing	Unknown	Missing	Missing	Missing	OK	Missing	-	55 472 MB
☐ AA3Mini95	.ini missing	Unknown	Missing	OK	Missing	Missing	OK	-	11 273 MB
☐ BigPyrenees2	1.00	V2+V3	OK	OK	OK	OK	Missing	02/03/2018	15 150 MB
☐ Czech_Republic	0.5	V2+V3	OK	OK	OK	OK	Missing	18/09/2022	12 707 MB
☐ Slovenia3	1.01	V3	OK	OK	OK	OK	OK	16/11/2024	30 033 MB
☐ Slovenia3-B10	Beta10	V2+V3	OK	OK	OK	Missing	OK	17/05/2024	19 076 MB
☐ Slovenia3Mini	1.00	V3	OK	OK	OK	OK	OK	14/10/2024	3 782 MB
☐ United Kingdom3	1.02	V2+V3	OK	OK	OK	OK	OK	18/12/2024	67 102 MB

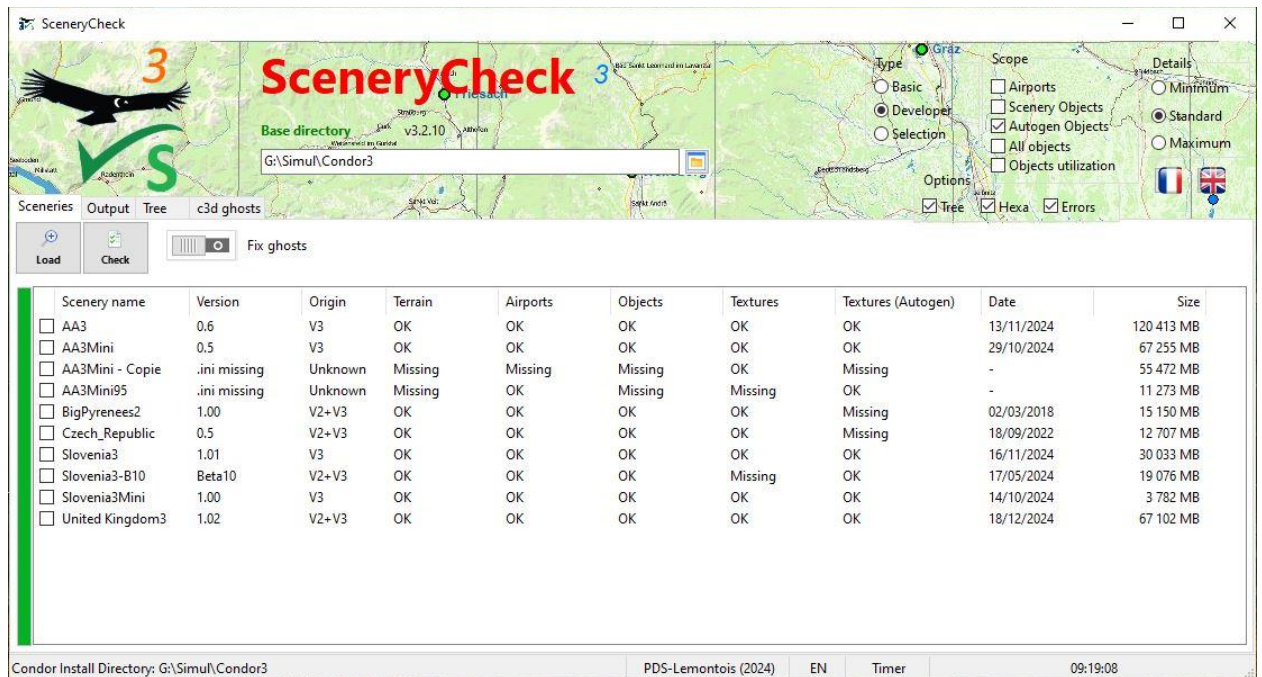
Condor Install Directory: G:\Simul\Condor3

PDS-Lemontois (2024)ENTimer09:18:13

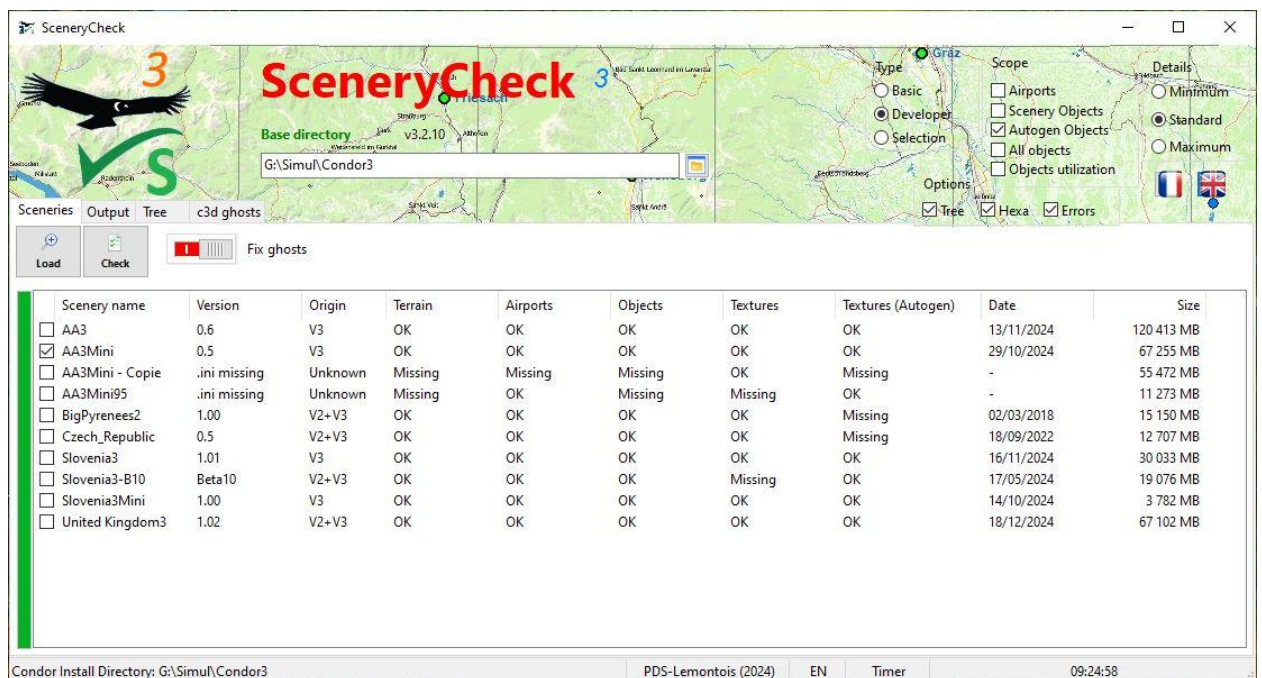
2. To make available the possibility to correct ghost files related to Autogen, check:

- Type = Développeur
- Scope = Autogen Objects
- Option Hexa
- Option Errors

The “c3d ghosts” tab will then appear



3. To analyze Autogen files and suggest corrections during the check, move the “Fix ghosts” slider



4. During the check, a table summarizing the proposed replacements will be created in the “c3d ghosts” tab.

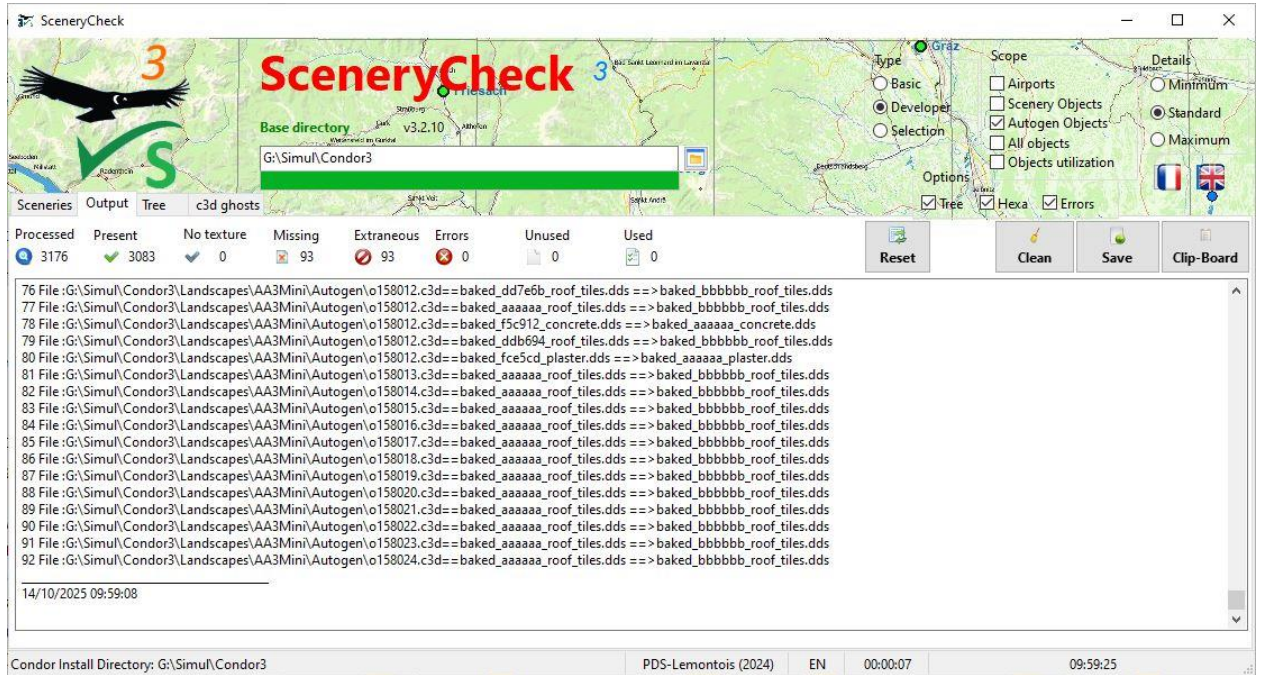
The screenshot shows the SceneryCheck application interface. The top panel displays a map of Austria with a red '3' indicating the number of errors. The 'Base directory' is set to 'G:\Simul\Condor3'. The 'c3d ghosts' tab is active, showing a table with 92 files to be replaced. The table has columns: Landscape, Autogen, Offset, Num Obj, Ghost, Extension, and Generic. The bottom status bar shows 'Condor Install Directory: G:\Simul\Condor3', 'PDS-Lemontois (2024)', 'EN', '00:00:07', and '09:58:09'.

Landscape	Autogen	Offset	Num Obj	Ghost	Extension	Generic
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000011.c3d	1134	13	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000012.c3d	2479	29	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013.c3d	2575	30	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013.c3d	3182	37	baked_cbcacd_plaster.dds	plaster.dds	aaaaaa
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013.c3d	3272	38	baked_93878b_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013a.c3d	2575	30	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013b.c3d	2575	30	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013c.c3d	3182	37	baked_cbcacd_plaster.dds	plaster.dds	aaaaaa
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013c.c3d	3272	38	baked_93878b_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013c.c3d	2575	30	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013c.c3d	3182	37	baked_cbcacd_plaster.dds	plaster.dds	aaaaaa
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000013c.c3d	3272	38	baked_93878b_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000014.c3d	832	10	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000015.c3d	3015	35	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000016.c3d	766	9	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	bbbbbb
AA3Mini	G:\Simul\Condor3\Landscapes\AA3Mini\Autogen\o000017.c3d	860	10	baked_aaaaaa_roof_tiles.dds	roof_tiles.dds	hhhhhh

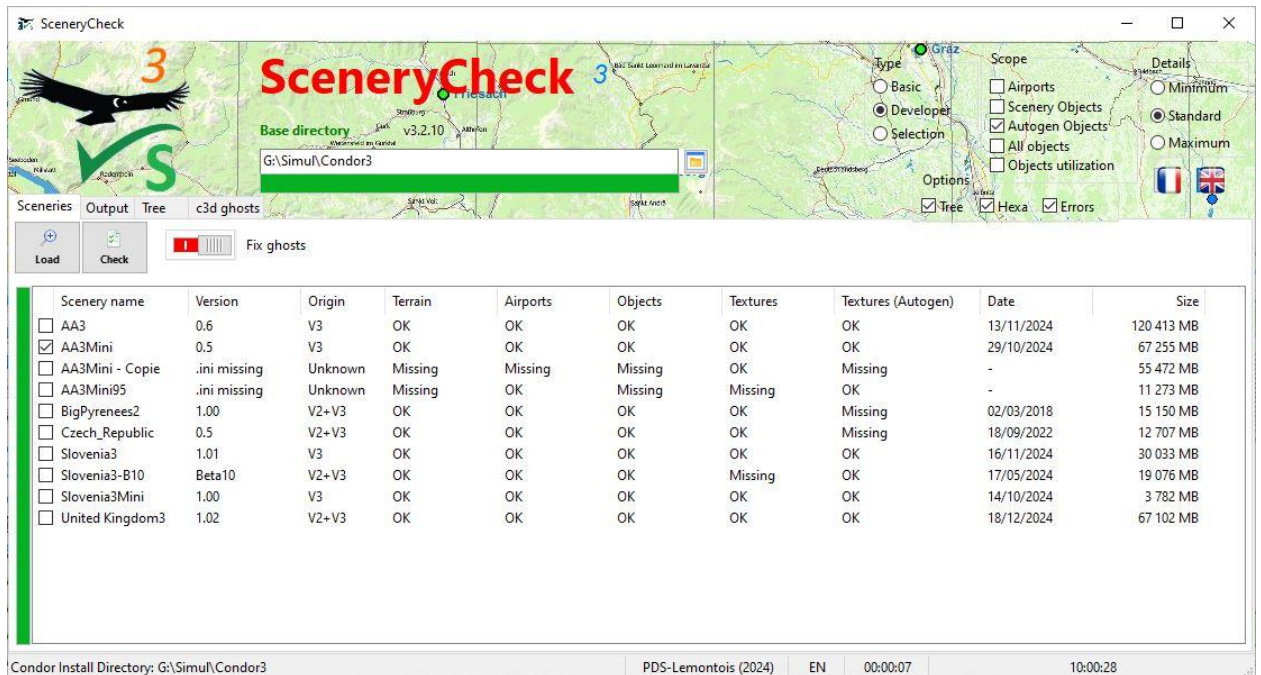
5. To start the proposed corrections, click on the button, you will then be asked to confirm the requested action

The screenshot shows the SceneryCheck application with the same table as before. A warning dialog box is overlaid on the table, asking for confirmation to replace ghost texture files with generic ones. The dialog box has a yellow warning icon and the text: 'Warning: You are about to replace the ghost texture files with generic ones. This operation will be irreversible. Do you want to continue?'. There are 'Yes' and 'No' buttons at the bottom of the dialog box. The bottom status bar shows 'Condor Install Directory: G:\Simul\Condor3', 'PDS-Lemontois (2024)', 'EN', '00:00:07', and '09:58:39'.

6. Once the action is confirmed, replacements will take place.



7. To ensure this, relaunch a check



8. There should be no more files to fix

