RTMM eSwitcher Scenery Preparation Guide

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Warning for "consolidated" or "combined" RTMM seasonal scenery installations : *Before continuing, it is important to note that a new enhanced feature of the RTMM eSwitcher, switching **seasonal** sceneries by flight date, requires that each of your RTMM **seasonal** sceneries has its own scenery folder. This is already the recommended practice at Return To Misty Moorings. However, some users have been known to "consolidate" or "combine" all or some of their sceneries into one scenery folder. **Installing multiple different scenery files into a single scenery folder location (referred to as "consolidated" or "combined" scenery) is not supported by Return to Misty Moorings.**   If you are one of those users, and have consolidated some or all of your **seasonal** scenery folders then be aware that the "flight date" switching functionality of the eSwitcher will not work for those consolidated seasonal scenery folders. You will, with proper preparation, be able to use the RTMM eSwitcher for those same consolidated seasonal scenery folders for **season switching only** in addition to full RTMM eSwitcher functionality (including **flight date switching**) for any individually installed seasonal scenery folders you might have.*

If all of your RTMM seasonal scenery folders were installed, after July 24, 2019, into one folder set <u>for each scenery</u>, then your RTMM seasonal scenery folders should be up to date and "RTMM eSwitcher ready". Therefore, you should not need to use this Guide. Please go to the RTMM Enhanced Season Switcher folder and begin reading the RTMM Enhanced Season Switcher User Guide found inside.

If any of your RTMM seasonal scenery folders were installed before July 25, 2019 or if you are not sure of the date or if any of your seasonal scenery folders are consolidated into one folder, please read through this RTMM eSwitcher Scenery Preparation Guide to help you prepare your installed RTMM Scenery to be "RTMM eSwitcher ready".

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Introduction

This RTMM eSwitcher Scenery Preparation Guide has been developed to provide instruction that will assist you in making your current RTMM scenery folder installation "eSwitcher ready" **without** having to reinstall all of your seasonal sceneries which, of course, is always an option. That option, however, becomes less and less desirable depending on how many RTMM sceneries you have installed. In addition, this guide will help minimize the amount of manual work you will need to do through the use of a special automated utility.

At this point you must choose an option on how to proceed based on the type of seasonal scenery folder installation you have.

Option 1: If each of your seasonal sceneries are installed into their own folder set for each scenery then continue on to "Section I - Scenery Prep for Normal (unconsolidated) Scenery".

Option2: If you have consolidated two or more seasonal sceneries into a single folder but also have a number of seasonal sceneries that are each installed into their own folder then you will need to follow the steps in "Section I - Scenery Prep for Normal (unconsolidated) Scenery" of this guide for your unconsolidated seasonal sceneries and then continue on to "Section II - Scenery Prep for Consolidated Scenery".

Option 3: If you have consolidated all of your seasonal scenery into one folder then please jump to "Section II - Scenery Prep for Consolidated Scenery".

Section I - Scenery Prep for Normal (unconsolidated) Scenery

During the spring of 2019, the RTMM Scenery Library was updated and a number of features were added. Two of the changes made are very important to the successful use of the RTMM eSwitcher. These two changes are:

1. Season Map XML files were added to the RTMM seasonal sceneries (one in each scenery folder) to support the RTMM eSwitcher. FYI, the format of a Season Map XML file name is xxxxx_SeasonMap.xml where the xxxx is an RTMM seasonal scenery folder name.

2. A number of seasonal scenery folder names (the folder that is right above the generic "scenery" folder that holds the actual BGL files) were changed to better standardize the names since the same names are also used as the first part of each Season Map XML file name.

This preparation guide includes instructions on the use of a special utility (included) that was developed just for the purpose of electronically helping you incorporate changes (including the two mentioned above) to prepare your installed seasonal scenery folders to be able to use the RTMM eSwitcher. It is called the RTMM Season Map Injector Utility.

When you are finished with the preparation process, you should be able to successfully install the RTMM eSwitcher with a minimum of effort and quickly begin to enjoy its benefits.

Step 1 - Corrections for Hollis Harbor and Alaska Power Project

For those of you who are Hollis Harbor (pre v2.1) users and/or those of you who are Alaska Power Project (APP) users and don't have the recently released Alaska Power North and Alaska Power South scenery folders installed, you will need to correct some scenery incompatibilities that these sceneries have with the RTMM eSwitcher. If you do not have either of the above sceneries, please go to Step 2 on the next page.

Attention Hollis Harbor scenery users before v2.1:

Before using the RTMM eSwitcher, users who have Hollis Harbor currently installed (lower version than v2.1), must move the following two sets (5 files in each set) of seasonal traffic files from their ...FSX or P3D\scenery\world\scenery folder to their installed HollisHarbor\scenery folder (It does not matter what season the season switcher is set to):

1st set of 5 files to move: Traffic_Boats_HKC1_RTMM_*.*

2nd set of 5 files to move: Traffic_Floats_HYL_RTMM_*.*

Background: It used to be thought that traffic files only functioned properly in the scenery\world\scenery folder. However, FSX/P3D uses the traffic files properly when they are installed in any scenery folder. The new RTMM eSwitcher will no longer switch seasonal traffic files if they are located in the ...\Scenery\World\Scenery folder. To the best of our knowledge, Hollis Harbor is the only RTMM scenery that installed **seasonal** traffic files into the scenery\world\scenery folder.

Attention: Alaska Power Project (APP) users who don't yet have separate Alaska Power North and Alaska Power South scenery folders:

Before using the Alaska Power Project with the eSwitcher, you need to uninstall and delete your Alaska Power Project scenery (note: the RTMM Medical and APP Libraries that support the Alaska Power Project do not need to be uninstalled or reinstalled). Then, use this link: https://return.mistymoorings.com/alaska_power_project/index.php go to the Alaska Power Project page and scroll down to the second section, below the header area, named "Installation and Known Issues". There you will find a "Zip" button to click to download the latest APP.zip. Download and install v2.1 (current version at this time) of the Alaska Power Project as instructed in the download (you don't have to reinstall the "APP library" which refers to the RTMM Medical and APP Libraries FSXP3D since you should already have that installed). Once installed, you will have two new scenery folders (Alaska Power North, Alaska Power South) installed into your scenery library.

Background: APP is so large in geographical coverage that it takes two different Season Map XMLs to match the seasonal conditions in all the locations. With the new version, there is one Season Map XML in the Alaska Power North scenery folder and one in the Alaska Power South scenery folder.

Step 2 - Installing the RTMM Season Map Injector Utility

There are a number of things you will need to determine about your installed RTMM seasonal scenery folders in order to prepare to be able to use the RTMM eSwitcher. Some sceneries may need to be updated or modified, some seasonal scenery folder names may need to be changed and, most importantly, a new Season Map XML file needs to be added to each of your seasonal scenery folders. This file increases the ability of a seasonal scenery to match the simulator's current seasonal look for each calendar month. The addition of a Season Map XML to each of your seasonal scenery folders will not affect the functioning of your RTMM Scenery or the old Season Switcher.

I have created a small piece of software, a windows command file named the "RTMM Season Map Injector Utility", that will be your key scenery preparation tool. Its capabilities include the ability to:

a) generate some very useful information about your installed RTMM seasonal scenery folders that will help you know which scenery folders may need to be renamed

b) add the RTMM Season Map XML files to any seasonal folders that match the RTMM naming criteria

c) help you discover any scenery folder structure issues that need to be corrected and

d) help you discover whether you have one or more RTMM non-seasonal scenery folders installed that have recently been updated to become seasonal...a real added benefit to any user of season switching.

Keep in mind that the RTMM Season Map Injector Utility is only focused on seasonal sceneries and helping prepare them to successfully work with the RTMM eSwitcher. It does not check to see if all of your sceneries (non-seasonal as well as seasonal) are fully up to date with the RTMM Scenery Library because it would have no way to do that. Its sole focus is to help you update your current seasonal scenery so it will be compatible with the RTMM eSwitcher.

Very important! In order for you to successfully use the RTMM Season Map Injector Utility, your RTMM seasonal scenery folder installation needs to be structured properly. Please read:

> The RTMM Season Map Injector Utility is designed to function with a set of user installed RTMM scenery folders that **exactly** follow the RTMM scenery folder structure as recommended in Step Table #1 found on the RTMM Installation and Getting Started Web Page. Please review the following template and example of what does not work carefully to determine if your scenery folder installation meets the RTMM standard. The general structure of you scenery folder installation must match the following template:

> "RTMM Scenery Folders" folder (or something similarly named)
>   \<scenery name> folder
>   "scenery" folder
>   <.bgl files etc.>
>   \<scenery name> folder
>   "scenery" folder
>   <.bgl files etc.>

......and so on........

Here is a real-life example of **non-compliance** with the template shown above:

RTMM Scenery Library

Kimsquit River Logging Camp v2

Kimsquit River Logging Camp

Scenery

<.bgl files>

You might ask, what is wrong with the above structure. The problem is that this user installed the download package folder as the top level and then installed the actual scenery folder as the 2nd level. That is not the RTMM standard.

All RTMM installation instructions ask the user to install the scenery folder into their simulator, not the download package folder. If your scenery structure is like the real-life example above then the injector utility will not work! The sample container folder (RTMM Scenery Library) that the Injector Utility is being pointed at, can only be 2 levels above the "Scenery" folder. In the example above, it is 3 levels above the "Scenery" folder.

If your RTMM Scenery folder installation is standard and follows the RTMM template structure, then continue with the instructions that follow the Option 2 section below.

If your RTMM Scenery folder installation is non-standard and does not follow the template structure, you will need to either restructure your folders to be compliant with the RTMM standard **or** manually copy each Season Map XML file from the Season_Map_XMLs_<date> folder located in the RTMM eSwitcher Scenery Preparation folder into each of your scenery folders.

Please choose Option 1 or Option 2:

Option 1: I will restructure my folders to match the standard RTMM template and then continue with the instructions that follow the Option 2 section.

Option 2: I will manually copy the Season Map XMLs (not recommended) which means that you will have to manually do all of the checks and problem flagging that the Injector Utility does automatically. There is no need to install the Injector Utility since it won't work. Here are the manual steps to properly inject a Season Map XML into your Seasonal Scenery folders or flag any problems found. You may want to read through the two significant steps below before deciding whether you might want to take this option.

a) Manually go through each of your scenery folders (seasonal and non-seasonal) and determine which scenery folder names are an exact match (including spaces and special characters) to one of the Season Map XMLs found in the provided Season Map XMLs <date> folder. The Season Map XML format is xxxx_SeasonMap.xml where xxxx is the scenery name that you are trying to match with a scenery folder name. For each match, you must then determine if that matching scenery folder contains seasonal files (xxxx_rtmm_<season>.bgl or .off format). If both these checks are true, copy (and overwrite if asked) the appropriate Season Map XML file into the appropriate "scenery" folder and list the scenery folder name on a piece of paper (or a text file) under the heading "Season Map XML file written or updated".

b) For any scenery folder name that matches a Season Map XML but does not contain any seasonal files, list the scenery folder name on a piece of paper or a text file under the heading "Season Map XML file not copied". For any scenery folder name that contains seasonal files but does not match a Season Map XML, list the scenery folder name on a piece of paper or a text file under the heading "Seasonal scenery but no Season Map XML matched". These two "problem" lists now contain the exact type of errors the Injector Utility automatically generates. The "Season Map XML file written or updated" list, you created in the previous paragraph, is for your reference and should continue to be incremented as you fix the problems. Keep in mind that when you fix a problem, you will need to manually copy over the correct matching Season Map XML as appropriate. You can now jump to Step 4, paragraph c 2 in this Section which goes through the correction process for the problems that the utility normally flags which you have now manually flagged.

Since you (now) have a seasonal scenery folder structure that matches the standard RTMM template, the Injector Utility should run properly on your desktop. You can then point it to a scenery folder set (e.g. RTMM Scenery Library folder) or whatever you named the parent of your RTMM Scenery folders. This feature was added to the injector so that a user, who has distributed more than one group of their RTMM scenery folders into different disk/directory locations, can check the folder set of their choice each time they run the Injector utility.

To install the RTMM Season Map Injector Utility, copy the whole "RTMM Season Map Injector Utility" folder from the "RTMM eSwitcher Scenery Preparation" folder to your desktop.

Step 3 - Using the RTMM Season Map Injector Utility

The RTMM Season Map Injector Utility is a "text only" utility (like the RTMM Season Switcher) that was written to be a basic tool to assist RTMM users in preparing their current RTMM seasonal scenery installation for the implementation of the new RTMM eSwitcher.

The RTMM Season Map Injector Utility folder, now on your desktop, contains the latest version of the RTMM Season Map XML files located inside a folder named Season_Map_XMLs_<date> where the <date> is replaced by the current version date of the supplied Season Map XMLs. The folder also contains the RTMMSeasonMapInjector.cmd file which is an executable utility file.

When executed, the RTMM Season Map Injector will provide a text-based information screen explaining its main function which is to copy/overwrite the Season Map XMLs into your seasonal scenery folders. It is important to note that this utility is to be run with your simulator shut down. If you did leave FSX or P3D running, you will be notified with a screen message to exit the sim. The utility will then close.

On the next screens, a "browse for folder" pop-up will be provided where you will choose the "parent" folder that contains your installed RTMM scenery folders (see sample below).
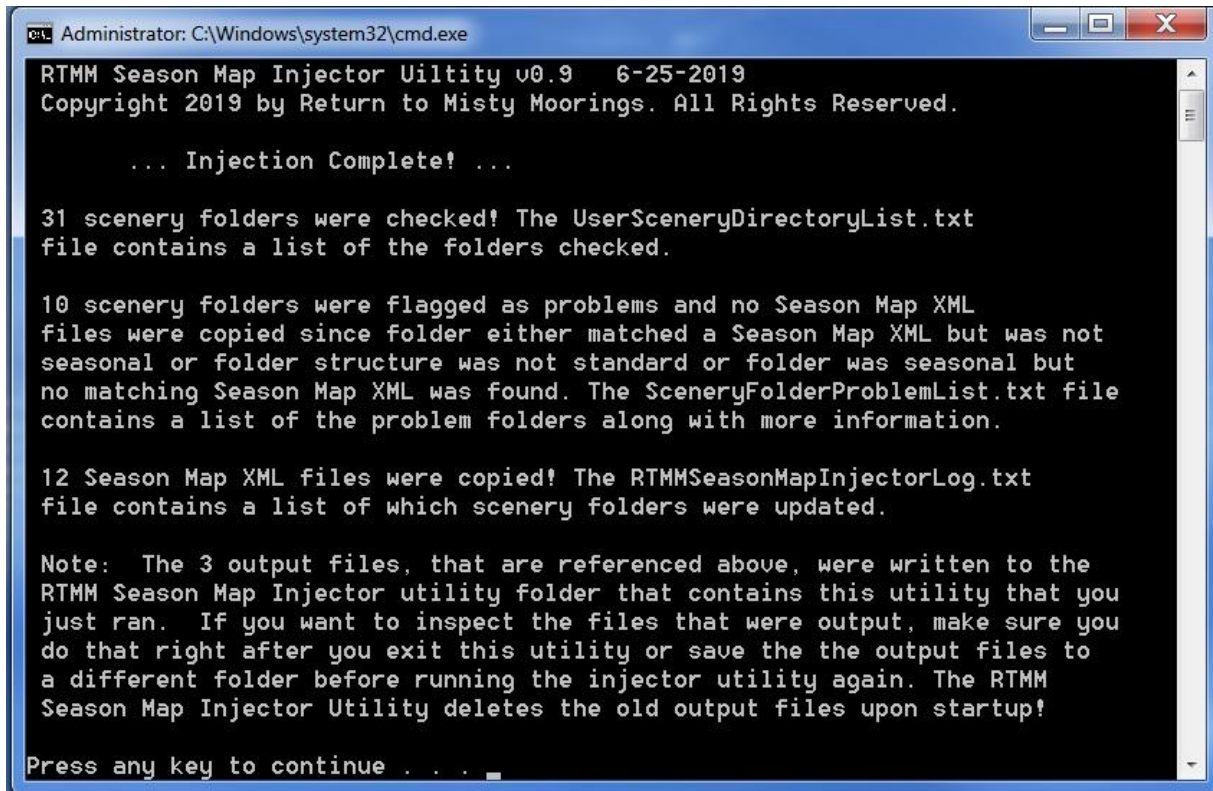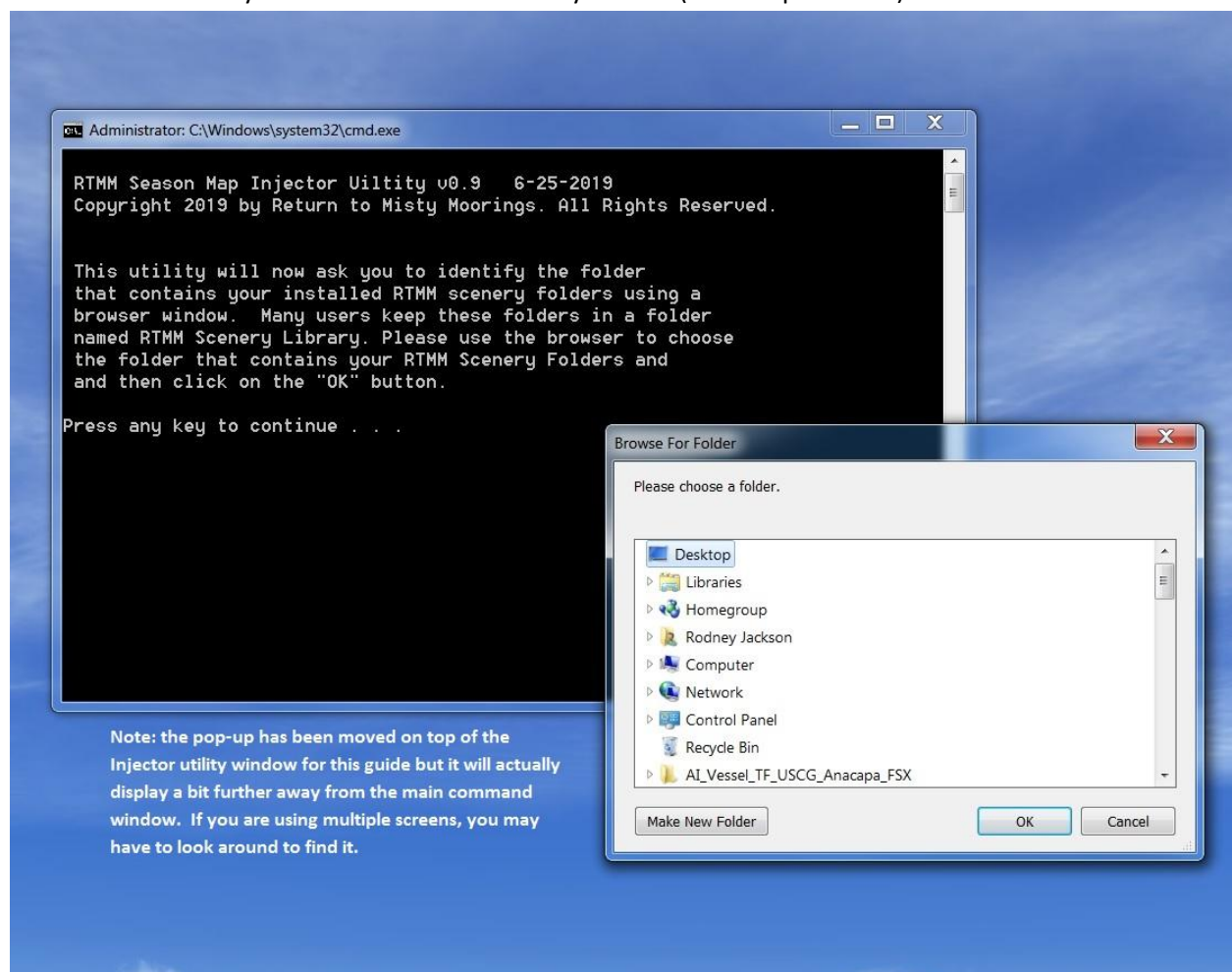
The folder you select should be the folder that contains your RTMM scenery folders. On my system, the folder I would "browse to" would be my RTMM Scenery Library folder which is one of the folders inside my Addon Scenery folder. My RTMM Scenery Library folder contains all of my RTMM sceneries. (Note: you can run this utility again and select a different parent folder should you have another set of RTMM scenery folders linked to your simulator from another directory or disk drive. You just have to remember to copy or rename the output reports before you run the utility again or they will be overwritten.)

The utility will then display the full path name of your folder selection and ask you to confirm if it is correct. If you indicate the path name is incorrect, the utility will go back to the "Browse for Folder" pop-up process and ask you to choose again.

Once you confirm that you have selected the correct path name, the utility will automatically process each of your RTMM scenery folders found along the path name you provided and check each of the scenery folder names to see if they match (exactly) the first part (characters before the underscore) of any of the 143 Season Map XML file names contained in the Season_Map_XMLs_<date> folder. If there is a match, the utility will check to see if the matched folder's "child" scenery folder contains seasonal BGL files. If the selected folder does have at least one seasonal BGL file in its "child" scenery folder, the utility will copy (with overwrite) the correct Season Map XML into that seasonal scenery folder. If the selected folder's, "child" scenery folder does not have any seasonal BGLs, it will be flagged as a problem and the matching Season Map XML file will not be copied. During this processing, the background screen turns red to indicate you need to wait until processing is complete.

Once all of the scenery folders have been processed, the utility displays a summary report:

```
Administrator: C:\Windows\system32\cmd.exe

RTMM Season Map Injector Uiltity v0.9   6-25-2019
Copyright 2019 by Return to Misty Moorings. All Rights Reserved.

        ... Injection Complete! ...

31 scenery folders were checked! The UserSceneryDirectoryList.txt
file contains a list of the folders checked.

10 scenery folders were flagged as problems and no Season Map XML
files were copied since folder either matched a Season Map XML but was not
seasonal or folder structure was not standard or folder was seasonal but
no matching Season Map XML was found. The SceneryFolderProblemList.txt file
contains a list of the problem folders along with more information.

12 Season Map XML files were copied! The RTMMSeasonMapInjectorLog.txt
file contains a list of which scenery folders were updated.

Note:  The 3 output files, that are referenced above, were written to the
RTMM Season Map Injector utility folder that contains this utility that you
just ran.  If you want to inspect the files that were output, make sure you
do that right after you exit this utility or save the the output files to
a different folder before running the injector utility again. The RTMM
Season Map Injector Utility deletes the old output files upon startup!

Press any key to continue . . . _
```

The three files containing the lists that support the three quantitative results in the displayed summary report shown above, are also written into the RTMM Season Map Injector Utility folder that is sitting on your desktop.

These three output report files (in brackets below) contain lists that provide you with the following information (including the day and time the report was run):

1. [UserSceneryDirectoryList.txt] The full path name of the scenery folders that were checked

2. [SceneryFolderProblemList.txt] The full path name of each scenery folder that the utility flagged as a problem . Though it is a very remote possibility that the folder was locked, the scenery folder was listed as a problem most probably due to one of the following three reasons:

   a) the scenery folder is a seasonal scenery but it does not contain any seasonal files so a matching Season Map XML file was not written or updated.

   b) the folder structure of the scenery folder does not fit the RTMM standard (for example, the scenery folder contained another duplicate or differently named scenery folder under it and that folder contained a scenery folder under it that ultimately had .bgl files in it).

   c) the scenery folder is a seasonal scenery (containing RTMM seasonal BGL files) but the problem scenery folder name does not match any of the current RTMM Season Map XML names.

3. [RTMMSeasonMapInjectorLog.txt] The full path name for each Season Map XML file that was copied into the user's matching scenery folder successfully as well as summary counts of the scenery folders that were updated, the scenery folders that were flagged, the scenery folders that were found to be non-seasonal and the total number of scenery folders checked (the three summary counts should add up to the total number of folders checked).

Please see Appendix A, at the bottom of this scenery preparation guide, for samples of the content in these three output report files.

 At this point, you have enough information to run the RTMMSeasonMapInjector.cmd file located inside the RTMM Season Map Injector Utility folder that is sitting on your desktop. Please do so.

Before you go to Step 4, let me remind you that the utility deletes the three report files every time when you start it. Therefore, you should consider saving your three report files to another location, renaming them or printing them out, especially if you have multiple locations where RTMM scenery folders are stored, before running the utility again. The most important report to save is the SceneryFolderProblemList.txt file since it is the only report that removes line items as you correct problems.

Step 4 - Acting on the RTMM Season Map Injector Utility reports

Now that you have run the utility, let's look at each of the output report files, learn what they say and decide what action to take.

a) UserSceneryDirectoryList.txt file

This is a very straight forward report that tells you at the beginning what "parent" path name was used to find the scenery folders that were checked and then listed in the report. Please review the report to make sure that the path you selected and the folders checked match where you wanted to "aim" the utility.

b) RTMMSeasonMapInjectorLog.txt file

This report lists the Season Map XML files that were written/overwritten to your scenery folders that contained seasonal BGL files and had the correct scenery folder name. Once you have eliminated all problem folders that were listed in the SceneryFolderProblemList.txt file, the next execution of the utility should list all of your seasonal scenery folders on this report. This report also provides summary numbers at the bottom that you could use to cross check against your actual folders to make sure all of your scenery folders are being processed properly.

c) SceneryFolderProblemList.txt file

Remember that your first goal is to reduce the number of problem lines in the SceneryFolderProblemList.txt file. Let's begin by focusing on the problem lines that look like   this:

<scenery path name> ...Season Map XML file not copied

> 1) For each problem line with the above message on this report, use the path name to go to the scenery folder listed. Once there, first make sure the folder hierarchy structure is correct. It should look exactly like this template:
>
> <folder you pointed the Injector Utility at>
>   <scenery name> folder
>   "scenery" folder
>   <.bgl files etc.>
>
>
> If the structure is wrong, please correct the folder structure and then continue with the following corrective actions:
>
> 2) If the hierarchy structure is correct, let's go to the RTMM Scenery Library and check to see if each particular scenery listed as a "Season Map XML file not copied" problem (that wasn't a structure problem) has a new seasonal version now available.   This would be good news since that would mean a seasonal enhancement is now available for that particular scenery. Look up the scenery in question and see if it is now seasonal. You can tell if the scenery in the RTMM Scenery

library is seasonal because it will be displaying a Season Map icon (shown below) on the left side under the thumbnail picture of the scenery.

If you find a match, then download and update the appropriate seasonal scenery for each scenery folder problem matched.

Once you have done the two types of checks described above and fixed the flagged problems, you may want to run the RTMM Season Map Injector Utility again to get an updated SceneryFolderProblemList.txt file.

   3) Next, let's look at the problem lines that look like this:

   <scenery path name> ...Seasonal scenery but no Season Map XML matched

This message is telling you that the utility could not find any Season Map XML file that matched the name of one of your scenery folders with seasonal files inside of it. The most likely reason for this problem message is that the seasonal scenery name for the scenery folder in question has been changed in the official RTMM scenery library since the time when you installed it.

In order to repair each of your seasonal scenery folder names that generated a missing Season Map XML problem line, you need to check to see if one of the current official RTMM Scenery Library names is a close match to your seasonal scenery folder name that does not quite match a Season Map XML.

In order to do that, please find the **Season Switcher Locations - Official Scenery Library Names** list by using this link: https://return.mistymoorings.com/maintenance/#names. This list of over 140 seasonal scenery folder names is in alphabetical order. Keep in mind that every one of these scenery folder names has a corresponding and unique Season Map XML file that is located in the Season_Map_XMLs_7-25-19 folder sitting inside your desktop RTMM Season Map Injector Utility folder.

By looking at the list displayed by the above link, you should be able to quickly see if the problem scenery folder name in question has a very close match to the official list but your scenery folder name may have an extra version number in the name or an extra character or space or missing a word etc. Keep in mind that the red names displayed in the official names list are the most likely to be somewhat different than your problem scenery folder name since they were only just changed

during the RTMM Spring scenery update this year. If you simply can't find a matching name, even after you have looked for similar names on the whole list and then looked at the RTMM Scenery Library itself, you might want to post on the forum and ask about the scenery in question.

Once you find a name that you are sure is the correct name for one of your problem seasonal scenery folder names, use this quick method to easily change the name of your installed seasonal scenery folder and make the correct change in the simulators' Scenery Library all in one process.

1. Start your simulator and go to the Scenery Library page

2. Go to your open RTMM scenery folder (while the simulator Scenery Library page is open) and change the folder name in question to the correct name.

3. Go to your open Scenery Library page, select the installed folder name in the library and choose "Edit Area".

4. Using the edit screen that opens, change the scenery folder name to the corrected name in the Directory section **and** in the Scenery area title section. Then, choose OK and you are set.

 As long as you don't choose the OK on the bottom of your open Scenery Library page, you can repeat the process for each scenery folder name that you need to change.

If you have a number of names to change, you can make those changes rapidly using the above method. If you are using a third party tool to manage your scenery library, you should also be able to make these types of scenery folder name changes using that tool if you prefer.

Step 5 - Final preparation steps

If you find you still have a seasonal scenery or two that need a seasonal map or have been missed due to a non-standard scenery folder structure, you are always able to take a look inside the included Season Map XMLs <date> folder to access the full set of the 143 possible Season Map XMLs. The first part of each XML filename matches the exact name of a scenery folder name that is in the RTMM Scenery library. Access to this file set, allows you to manually copy and install (if necessary) the new Season Map XMLs yourself or it also may help to make it clearer as to why certain scenery folders that the you think should have been updated by the Injector Utility were not updated.

Now that you have taken various corrective actions to fix the problems on the Scenery Folder Problem List, you can try running the RTMM Season Map Injector Utility again and see if your Scenery Folder Problem List has dropped to zero. Note: You can run the RTMM Season Map Injector Utility as many times as you want.

Even if you still have a problem line or two, you may get additional information that would help you solve the issues when you actually install and run the RTMM eSwitcher and read its detailed log. The other option is to post a question on the RTMM forum where you can get some help.

Now that your installed seasonal scenery folders have been prepared properly to be able to use the RTMM eSwitcher and if you don't use any consolidated seasonal scenery it is time to go to the RTMM Enhanced Season Switcher folder and open the RTMM Enhanced Season Switcher User Guide. There you will be able to begin (or continue) reading the information provided that tells you how to install and use the RTMM Enhanced Season Switcher.

If you do also have consolidated seasonal scenery, then you must now go to Section II

Section II - Scenery Prep for Consolidated Scenery

It is important to note that the flight date option of the RTMM eSwitcher will only work for seasonal sceneries that are each installed into their own folder set according to the RTMM standard described in Section I. If you wish to use the RTMM eSwitcher flight date switching capability for your consolidated seasonal sceneries, you would need to uninstall them and reinstall those sceneries each into their own folder set and then follow the Section I instructions. Since that is a major undertaking, you may not wish to do that at this time.

You can, however, continue with the following instructions to use the RTMM eSwitcher for **season only** switching of your consolidated seasonal sceneries. The RTMM eSwitcher is a more robust version (better error checking and correction) of the same switching you have been doing using the old RTMM Season Switcher.

a) If you are one of who the few users who have the Hollis Harbor scenery installed as consolidated scenery (lower version than v2.1), you must move the following two sets (5 files in each set) of seasonal traffic files from their ...FSX or P3D\scenery\world\scenery folder to your consolidated scenery folder (It does not matter what season the season switcher is set to):

1st set of 5 files to move: Traffic_Boats_HKC1_RTMM_*.*

2nd set of 5 files to move: Traffic_Floats_HYL_RTMM_*.*

Background: It used to be thought that traffic files only functioned properly in the scenery\world\scenery folder. However, FSX/P3D uses the traffic files properly when they are installed in any scenery folder. The new RTMM eSwitcher will no longer switch seasonal traffic files if they are located in the ...\Scenery\World\Scenery folder. To the best of our knowledge, Hollis Harbor is the only RTMM scenery that installed **seasonal** traffic files into the scenery\world\scenery folder.

 b) In order to enable your consolidated scenery to work with the RTMM eSwitcher for season switching only, you first must make sure you remove all the files with this format, *_SeasonMap.xml, from your consolidated scenery folder(s).

c) Please make sure that when you install the RTMM eSwitcher, you check the box at the bottom right of the main RTMM eSwitcher screen that reads: "Do not show consolidated scenery warning". This will keep the RTMM eSwitcher from giving a warning of a Missing Season Map since there are no longer any Season Map XMLs in your consolidated scenery folder (note that consolidated scenery warnings will still be written to the log as a reminder).

d) Now choose Option 1 or 2:

Option 1: If **all** of your seasonal sceneries are consolidated into a single folder or folders then you are done with this guide. Keep in mind that when you run the RTMM eSwitcher, the flight date option will always be "grayed" out. Please go to the RTMM Enhanced Season Switcher folder and begin reading the RTMM Enhanced Season Switcher User Guide found inside.

Option 2: If you have a mix of consolidated seasonal sceneries and seasonal sceneries that are each installed into their own separate folders (unconsolidated scenery), then you should have already gone through Section I of this guide to prepare your unconsolidated scenery. Once you have installed the RTMM eSwitcher, the flight date option should be enabled even though you have some consolidated seasonal scenery. That option can be used to set the flight date for your unconsolidated seasonal scenery. In addition, after you choose a date, the RTMM eSwitcher will allow you to choose a season for your consolidated seasonal sceneries now that the Season Map XMLs were removed in Section II b above. It is important to note that when you initially run the RTMM eSwitcher you will need to check the RTMM eSwitcher log.txt file to make sure that the only folder(s) missing a season map is your consolidated scenery folder (s) since now that you have checked the "Do not show consolidated scenery warning" box, missing season map warnings are no longer displayed. Please go to the RTMM Enhanced Season Switcher folder and begin reading the RTMM Enhanced Season Switcher User Guide found inside.

Appendix - Sample Output Reports Files

Sample UserSceneryDirectoryList.txt

RTMM Season Map Injector Utility was run on Tue 06/25/2019 17:12:37.16

The following "parent" folder was selected by the user to be checked:

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library

31 scenery folder names were checked using the selected "parent" folder shown above. They are listed below:

Bear Camp Research
Bobs Bay Cabin
BWEP Richardson Highway
Crevice Creek
Gilbert Bay Airfield
Granduc Camp
Halibut Cove
Hidden Inlet Retreat
High Lake Cabin
Hollis Harbor
Iggy's Harbor
Klutina Outfitters
Luelia Lake Cabin
Misty's Old Yacht Club
Mistys Place
Owikeno Lake Area
Punchbowl Lake Retreat v2.0
RTMM BWEP SAK v2 for PAVD by ORBX
RTMM BWEP The Interior v1.3
RTMM Missing Cabins
RTMM Scenery Object Tester
SAK Seaplane Bases
Taku Lodge
Tsuniah Lake Lodge
TWC - Part 2
TWC-2 Floats
TWChugach - Part 1
Waterfall
Whistler Aerodrome
Wood Lake
Yes Bay Lodge

Sample SceneryFolderProblemList.txt

RTMM Season Map Injector Utility was run on Tue 06/25/2019 17:12:37.13

The following Scenery Folders (if any) were flagged for update but skipped for one of the reasons shown below:

1. If message shows '...Season Map XML file not copied', then it is probably one of the two following problems:

   a) No seasonal files were found in the folder checked but the scenery has probably been enhanced with seasonal files in RTMM's Scenery Library or
   b) The folder structure for the folder checked is not standard.

2. If message shows '...Seasonal scenery but no Season Map XML matched', then the folder name has probably been changed in the RTMM Scenery Library.

Scenery folder problem list:

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Bobs Bay Cabin ...Seasonal scenery but No Season Map XML matched

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Hidden Inlet Retreat ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\High Lake Cabin ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Luelia Lake Cabin ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Owikeno Lake Area ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Punchbowl Lake Retreat v2.0 ...Seasonal scenery but No Season Map XML matched

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\RTMM Missing Cabins ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Taku Lodge ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Tsuniah Lake Lodge ...Season Map XML file not copied

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Waterfall ...Season Map XML file not copied

10 Scenery folders were flagged as problems. If all user's seasonal scenery folders are "RTMM eSwitcher ready" then this utility should not report any scenery problems.

Sample RTMMSeasonMapInjectorLog.txt file:

RTMM Season Map Injector Utility was run on Tue 06/25/2019 17:12:37.19

The following Season Map XML files were written or updated:

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Bear Camp Research\Bear Camp Research_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Crevice Creek\Crevice Creek_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Gilbert Bay Airfield\Gilbert Bay Airfield_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Granduc Camp\Granduc Camp_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Halibut Cove\Halibut Cove_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Hollis Harbor\Hollis Harbor_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Iggy's Harbor\Iggy's Harbor_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Klutina Outfitters\Klutina Outfitters_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\TWC - Part 2\TWC - Part 2_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\TWChugach - Part 1\TWChugach - Part 1_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Whistler Aerodrome\Whistler Aerodrome_SeasonMap.xml

C:\Users\Rodney Jackson\Desktop\utility test bed\RTMM Scenery Library\Wood Lake\Wood Lake_SeasonMap.xml

RTMM Season Map Injector Utility Summary Totals

12 Scenery folders were revised with a new or updated Season Map File! See detail above.
10 Scenery folders were flagged for problems, see SceneryFolderProblemList.txt file for detail!
9 Scenery folders were found to be non-seasonal and no updates or problems were logged!

31 Scenery folders were checked! Please see UserSceneryDirectoryList.txt file for a folder list!