

Infinite Flight Airport Editing: Basic Principles of WED

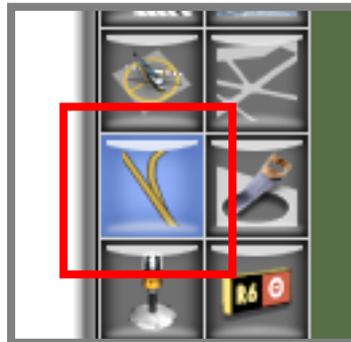
By Jonathan Perkins

In this tutorial we will be looking at various ways of making the WED airport editing experience much easier. The tutorials have been taken from my experience using WED and have made airports that I have edited much more efficient and fun to do.

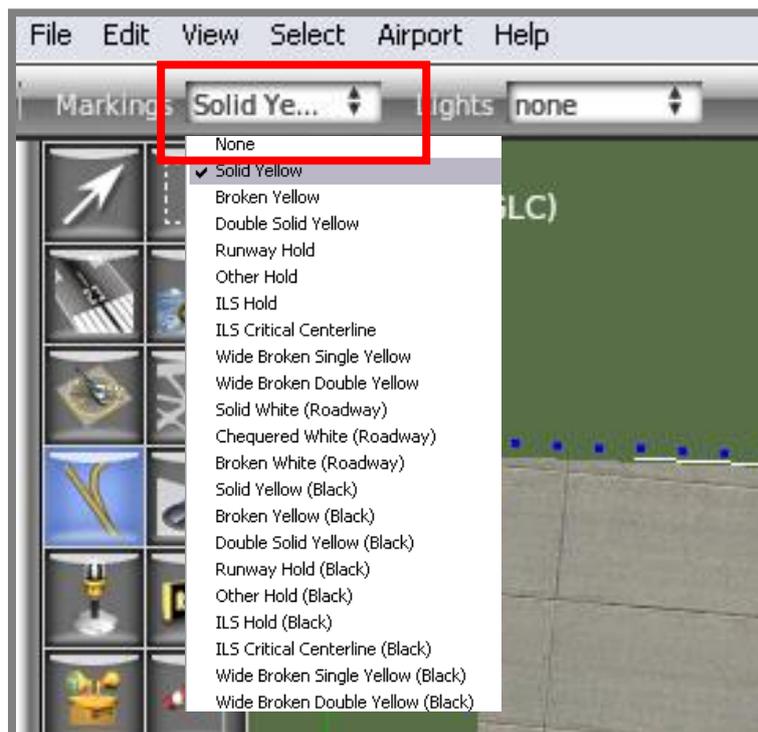
Drawing Taxi Lines

Tutorial (1) : Drawing a Taxi Line

1) Click on the taxi line icon on the left hand side menu.



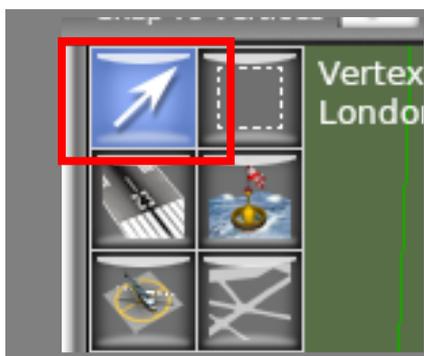
2) In the upper bar, select the style of the line from the drop-down menu.



3) Click where you want the line to start, and then click where you want the line to end.



4) Click the select button to finish the line.



Snapping Lines (Vertices)

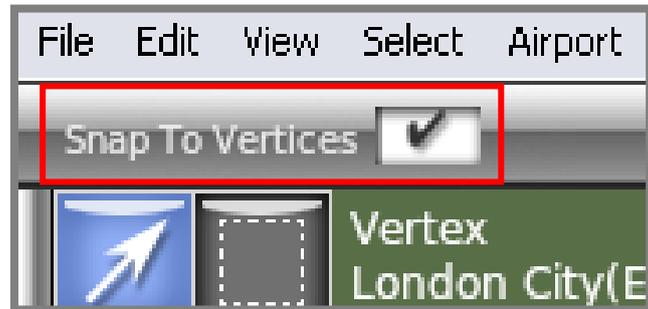
This is one of the most important aspects of editing that should always be taken into consideration. In WED if you draw a line, and then draw another so it lines up with the first line they look joined. However when the scenery is updated into Infinite Flight, the lines can overlap or not join at all which can look untidy.

The image below shows a taxi line that has been drawn badly. In the editor on the computer this would have looked fine, but the lines must be “Snapped” together after the two lines have been drawn.

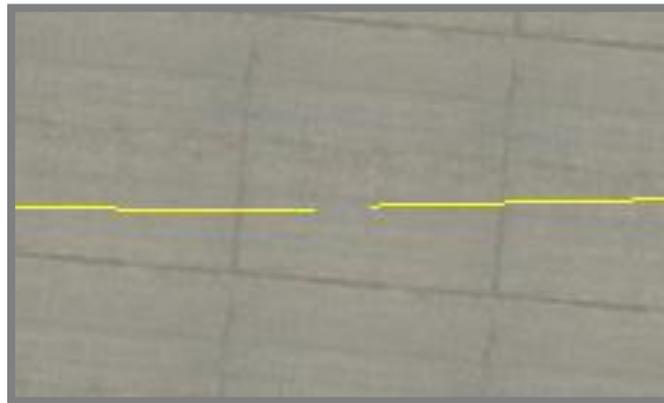


Tutorial (2) : Joining Two Taxi Lines

1) The “Snap to Vertices” box in the top left-hand corner of the editor must be checked.



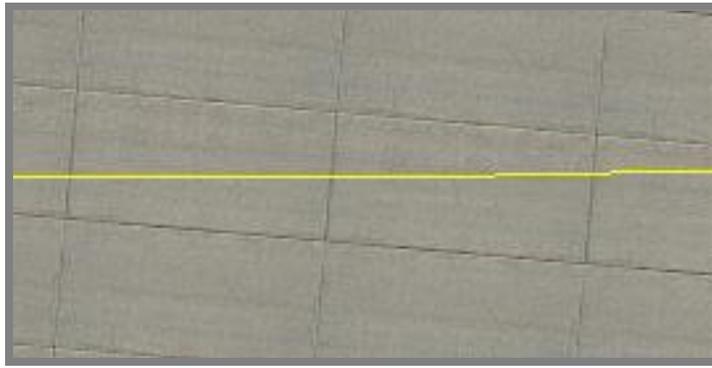
2) Draw out the two taxi lines that will eventually be connected.



3) Click on one of the lines so that it shows an upside down green triangle at the end of the line.



4) Drag the upside down green triangle towards the end of the other taxi line, and they will snap together. After snapping the lines, click away from the lines to un-select them.



You will now have a perfectly joined taxi line.

More on Upside Down Triangles

We have now established that the green triangles are used as join and select points. If you draw a taxi way line and then draw another one mid way along the first one, perpendicular (90 degree angle) there are not going to be any join points (green triangles) mid-way along the first line. This is shown in the image below.



This means that we are going to create a join point on the bottom (horizontal) line about mid-way along.

Tutorial (3) : Creating a Join Point

1) Draw two taxi way lines in a similar arrangement as the image above. After selecting the bottom (horizontal) line, hold the ALT key (on your keyboard) and click the point on the bottom line where the top (vertical) line would meet.



2) You should have now created a green triangle (join point) for the vertical line to snap to. If unsure how to connect the taxi lines together, follow “Tutorial (1)”. Unfortunately WED does not have support for accurate measurements for lengths and angles. To overcome the positioning problems of taxi lines we can use satellite imagery to trace over. For more information on how to do this, take a look at Nik Barbour’s tutorial, “A Guide to Importing Satellite Imagery into WED from Google Earth”.

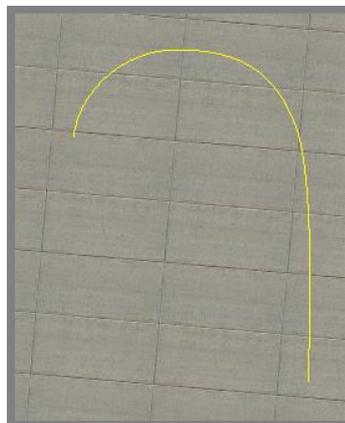
Link:

<https://www.dropbox.com/s/t72uxuwj10aba5w/guide%20to%20placing%20images%20in%20WED.pdf?dl=1>

Creating Curved Taxi Lines

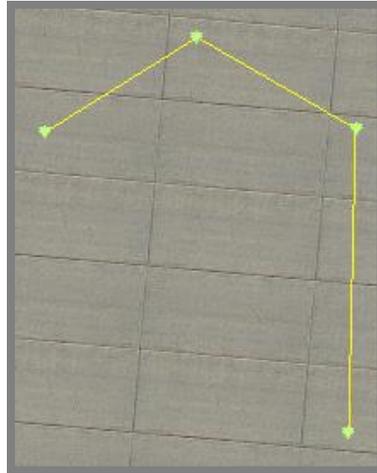
We have now learnt how to join lines together and create our own join points. However we have only covered straight lines, so we are now going to move onto curved ones. And yes, those green triangles make an appearance once again!

In the next tutorial we are going to create a hook shaped taxi line.



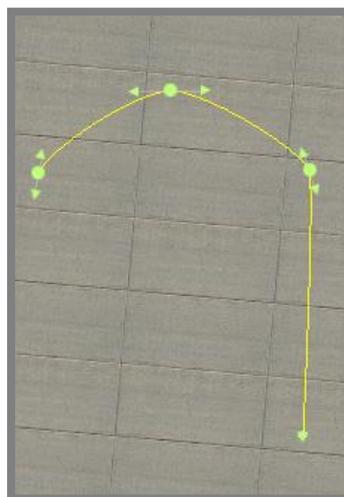
Tutorial (4) : Curved Taxi Lines

1) First we need to draw a taxi line with four join points including the ends.

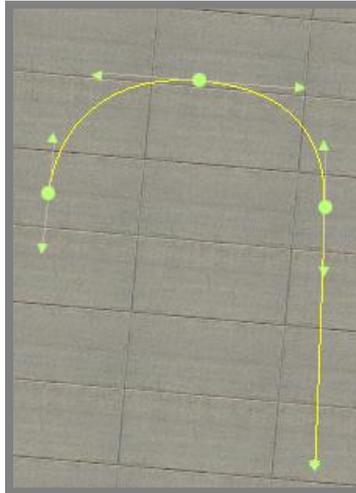


This can be made in one single line as the image above shows. When drawing the line, click to add a join point.

2) We are now going to turn the triangle join points into circle curve points. To this hold down the ALT key and click & drag on the required triangle join points. They will then turn into circle curve points. The image below shows the curve points that we are going to use to create the hook shape.



3) You will notice that when you drag to create the circle curve points, an arrow will appear either side of the circle. These arrows are control handles and they are used to manipulate the curve of the line. You will need to adjust the length and tilt of the handles to achieve the perfect curve.

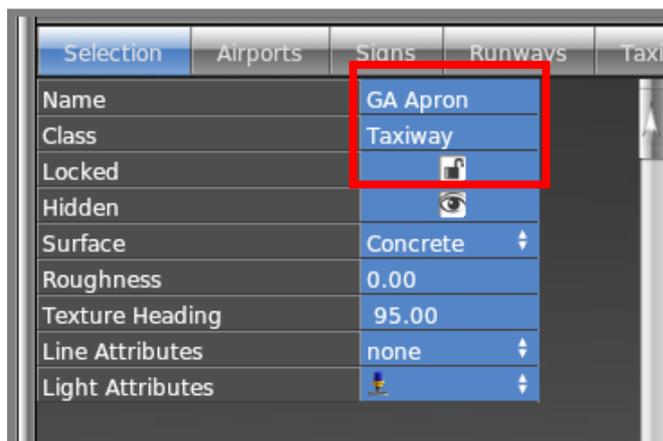


Creating a 2D Building

Infinite Flight does not have support for placing 3D buildings, so instead we will be creating a 2D building using asphalt taxiways to represent where a 3D building would be.

Tutorial (5) Creating a Taxiway Building

1) Check that the pavement (taxiway) that you want to draw a building within, is unlocked. This can be checked by clicking the pavement, drag out the right side menu and check that the padlock symbol is in the unlocked position.



3) From my experience using WED, if you were to draw an asphalt taxiway on top of the initial base concrete pavement, Infinite Flight will not recognise the asphalt on top of the concrete and make both layers concrete. To overcome this problem we will be cutting a hole in the concrete pavement to make room to place asphalt pavement in the gap. Firstly select the concrete (base pavement) and click the hole cutting icon.



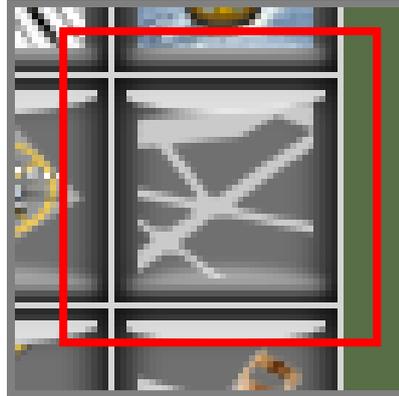
4) Start by drawing out the shape of the building. It is strongly advised to use a satellite image to determine the exact shape and size of the building. In this tutorial we will only be drawing a basic shape. You must make sure that the last click to finish the shape is within the green circle.



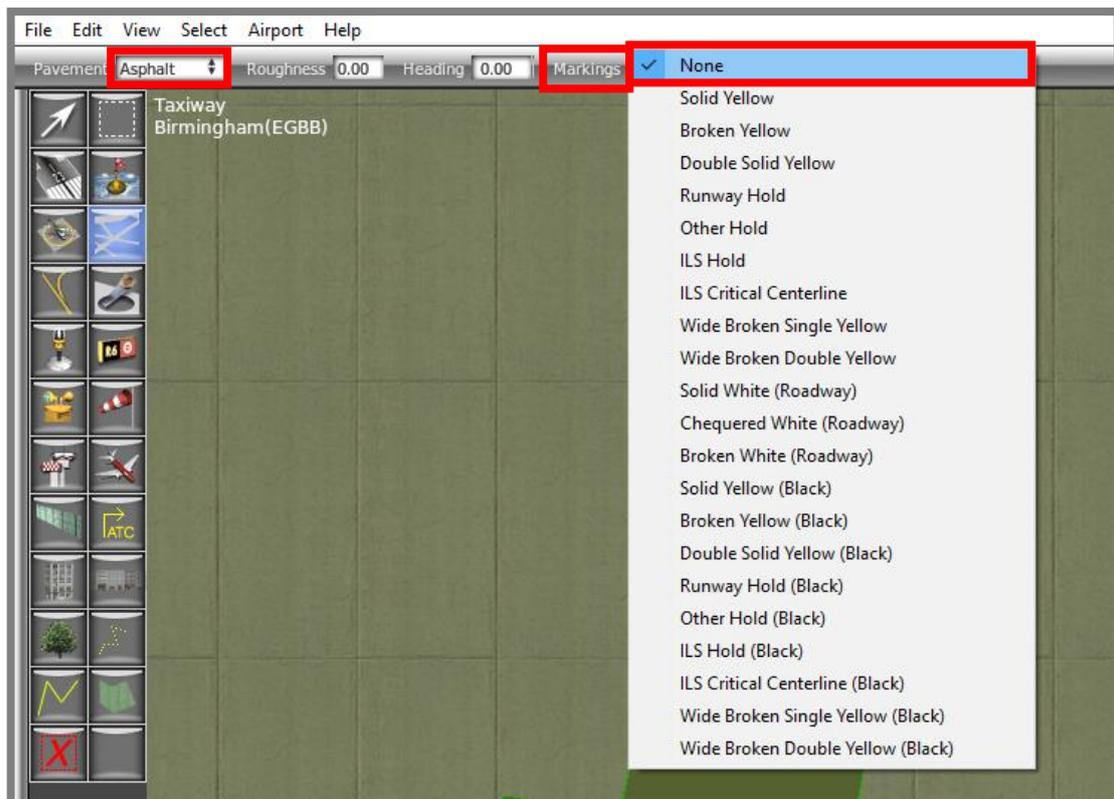
5) Resize, and adjust the hole using the green triangle select points. Then click the select button and you should have a hole that looks something like this.



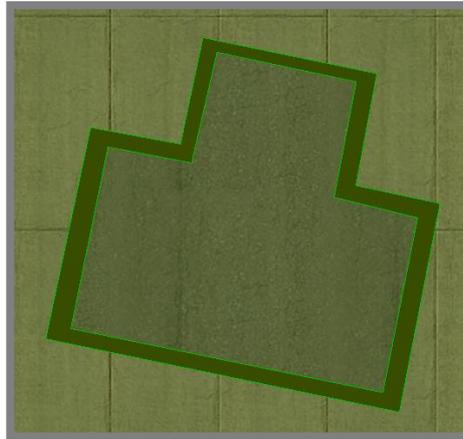
6) Click the taxiway icon.



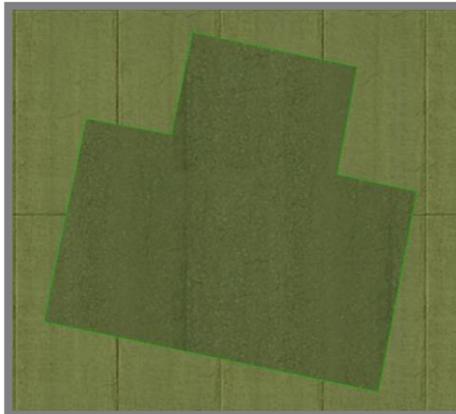
7) Select from the “Pavement” drop down menu” Asphalt” and from “Markings” select “None”. Airport buildings submitted without this specification will NOT be added to the library.



8) Begin to draw the taxiway in the same way as drawing the hole, but keep it within the hole with a small gap between the inside edge of the hole and the outside edge of the asphalt taxiway.



9) You can now either leave the building as above with a gap or snap the asphalt to the taxiway. If a gap remains, be sure it is a suitable width. Snapping lines is preferred by me, but it is your choice. It may be the case that you will have to include some curves for some buildings. This works the same for creating a curve on a taxi line.



Building Complete!

Summary

In this tutorial document, we have learnt the basics of WED airport editing:

- Drawing a taxi line
- Connecting taxi lines
- Creating our own join points (green triangles)
- Drawing a curved line
- Cutting a hole
- Creating a 2D building