SODE // Migration Guide

From V1.2.X → V1.3
02. December 2015

1 General

As of Version 1.3, the SODE **module** is installed outside of the sim platform's root, typically in C:\Program Files (x86)\12bPilot\SODE (refered to as „module folder")

All additional **data** needed by SODE (e.g. XML placement files) are located under C:\ProgramData\12bPilot\SODE (refered to as „data folder")

1.1 Manual Removal of V1.2.X („Old") SODE Installation

There are two main paths where SODE data are located at:

1. Module: <Sim Platform Root Folder>\SODE

2. SimObjects: <Sim Platform Root Folder>\SimObjects\Misc

For a complete removal, both paths must be cleaned up according to the instructions below.

1.1.1 Module Folder

Step 1: Of course, try to uninstall the old version by using the old installer or the Windows software manager.

Step 2: Check your sim platform's root folder if there is a SODE folder present. If this is the case, you can copy-paste the 'cfg', 'sdx' and 'xml' folders to the new data folder location (C:\ProgramData\12bPilot\SODE). If there is a '**SODE_Samples.xml**' in the 'xml' subfolder, you may delete it.

Important: It is possible that **sdx/xml files containing SODE jetways** copied from an old version of SODE will not work with version 1.3! In this case, the add-on developer should update the jetway models and the sdx/xml according to the **new SDK** file and provide a product update.

Step 3: All the other remaining files in this folder, i.e. AircraftParameters.ini, SimObjectDisplayEngine.ini, SimObjectDisplayEngine.exe and SimObjectAnimationModule.dll shall be deleted. As a last step, delete the main 'SODE' folder.

1.1.2 SimObjects Folder

Step 1: Navigate to the SimObjects/Misc subfolder of your sim platform root.

Step 2: If there is 'SODE_DYN' and 'SODE' folders in it, you can safely remove both folders.

Step 3: There may be more subfolders containing SimObjects from the various add-ons using SODE. You can leave them for now, but if the add-on will be updated, they should be removed by the uninstaller of that add-on (or manually deleted as per instructions in the add-on's manual).

1.2 Developer Instructions

1.2.1 SimObjects Data Path

As mentioned above, SODE V1.3 provides a new SimObjects data path located at C:\ProgramData\12bPilot\SODE\SimObjects. With the help of the **SODEPlatformManager.exe**, this path is registered with all available platforms and the containing SimObjects can be used for all of them. This means you can share the same set of SimObjects with all platforms!

Important: When you update your add-on to use SODE V1.3, please instruct your installer to **remove** all old SimObjects from the old location, i.e. <Sim Platform Root Folder>\SimObjects\Misc>.

Install the all the new SimObjects to the new data path, with following proposal:

- C:\ProgramData\12bPilot\SODE\SimObjects**<MyCompanyName_ProjectName>**

Reminder: Please use **unique SimTitles** for your SimObjects. The easiest way is to invent a common prefix for the titles, e.g. I used '12bPilot_SODE_'. A good idea is to use the proposal from above, like 'MyCompanyName_ProjectName_'.

1.2.2 Environmental Data Probe

The environmental data probe (EDP) SimObject is a mandatory SimObject used by SODE for important functions like weather detection. It is therefore now installed into the main module folder as a separate SimObject and is available to all sceneries using it.

To avoid any ambiguity, I have renamed the SimTitle of the EDP to '**12bPilot_SODE_Environmental_Data_Probe**' (old: Environmental_Data_Probe).

So if you have used the old EDP in one of your projects, update the SimTitle to the new title.