

SCASM For ASD - SEEDS / Synthetic Tiles

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In FS Seeds or synthetic tiles are used to cover large areas and to define the ground elevation. They are sorted in rows and columns and come in 6 different sizes. Traditionally 3rd party scenery designers call them section 1 tiles (largest size) to section 6 tiles (smallest size). The smaller the size the higher their priority in the scenery display machine.

Traditionally SCASM uses the same syntax to generate Seeds/tiles as BGLGEN. BGLGEN by Enno Borgsteede was the first public available program to generate FS5 sceneries.

This document does not contain a description of the different types of seeds / synth tiles. For this information please see Microsoft(R) FS98SDK. Here you will also find information about the relationship between the seeds geographic position and the row/column format. If you do not use SCASM through a front end program like Airport or ASD you should look for a program named POSPLUS (by Pascal Meziat) to calculate the row/column information. You will also find some information in Maurizio Gavioli's FS5STRUC document.

Synth sect row

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sect section number (1...6) for scenery synth blocks. This section is used for all following Block commands until the next Synth command is entered.
row row number for scenery synth blocks. This row is used for all following Block commands until the next Synth command is entered.

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This command defines the section (size) and the row (latitude band) for the following Block commands. Section and row are valid until you insert a new Synth command.

Block collumn sel1 sel2 object alt

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collumn column (position) of this block (decimal)
sel1 selector 1, 8 bit hex number
sel2 selector 2, 8 bit hex number
object pattern to select an object type, (16 bit hex)
alt altitude in meters above MSL

Example for an simple blue (sea) block at 5.3 meters altitude where I can put a scenery like an little island on.
Block 177 0 0 1111 5.3
