

GUID and Name Processor User Manual

GUID and Name Processor is a small utility to create new guides and that also allows users to examine and change the guid and/or “friendly name” included in scenery or aircraft “.mdl” files for Microsoft Flight Simulator X and all versions of Lockheed Martin’s Prepar3D.

GUID and Name Processor

Get new GUID or edit either field for automatic conversion

FSX Format: eeeeeade0-b1d8-4b1c-9c8c-603bbd77cb2f Upper Lower

FS9 Format: eeeeeade04b1cb1d83b608c9c2fcb77bd Upper Lower

New GUID FSX Brackets

D:\Tools - AFLT3\BaseModels\P3D\Obstruction.mdl

Name: obj_AF_Light_Obstruction

Replace GUID (and Name)

GUID and Name Processor

To create a new guid, click the New GUID button. The guid will be displayed in both FS9 and FSX formats.

Paste a guid into either the FS9 Format or FSX Format (as applicable) text box. The guid in the alternate format will be displayed automatically in the other text box.

Guids may be display in either upper or lower case and, in the case of the FSX format, with or without brackets, on command. Either guid in the displayed form may be copied to the Windows clipboard.

You may view the guid and friendly name assigned to a FSX or P3D “.mdl” file by clicking on the Select button, browsing to the file of interest and selecting it, or by entering the path of the file directly into the associated text box.

To change the friendly name and/or guid of a FSX or P3D “.mdl” file:

- edit the name in the Name textbox, and/or
- click the New GUID button or paste the desired guid into the FSX Format text box,

and click the Replace GUID (and Name) button.

Enjoy,
Don Grovestine (aka “Gadgets”)
don@stuff4fs.com

August 3, 2018