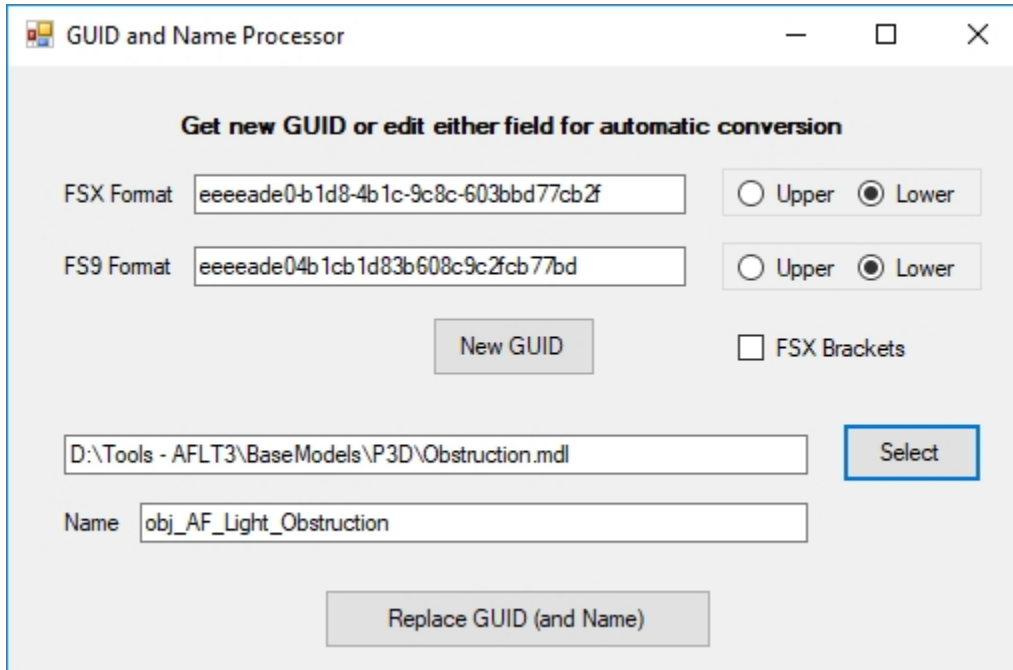


## **GUID and Name Processor User Manual**

GUID and Name Processor is a small utility to create new guids 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.



The screenshot shows the 'GUID and Name Processor' application window. The title bar includes the application icon and the text 'GUID and Name Processor'. The window contains the following elements:

- A header text: **Get new GUID or edit either field for automatic conversion**
- Two text input fields for GUIDs:
  - FSX Format:** Contains the text 'eeeeade0-b1d8-4b1c-9c8c-603bbd77cb2f'. To its right are radio buttons for 'Upper' (unselected) and 'Lower' (selected).
  - FS9 Format:** Contains the text 'eeeeade04b1cb1d83b608c9c2fcb77bd'. To its right are radio buttons for 'Upper' (unselected) and 'Lower' (selected).
- A 'New GUID' button located below the FSX Format field.
- A checkbox labeled 'FSX Brackets' located to the right of the 'New GUID' button.
- A text input field for a file path: 'D:\Tools - AFLT3\BaseModels\P3D\Obstruction.mdl'. To its right is a 'Select' button.
- A text input field for a name: 'obj\_AF\_Light\_Obstruction'.
- A 'Replace GUID (and Name)' button located at the bottom center of the window.

### *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 myy 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,  
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