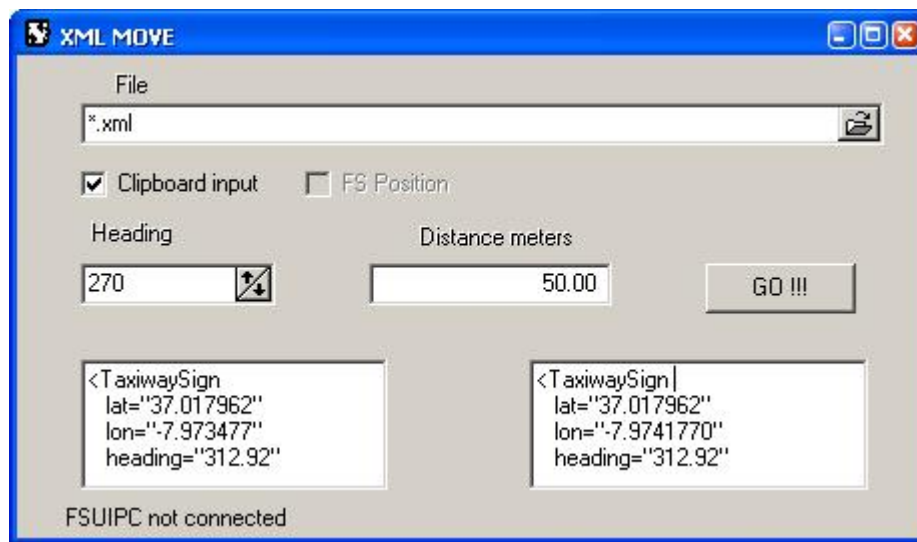


Program for scenery xml file content displacement or displacement particular objects in XML file.



Program works in three modes

1. Displacement entire XML file

Program reads input file , engaged in field File and creates new file shifted about distance engaged in field Distance at an angle engaged in field Heading

before shift implementation is content original file store below in the name of (file)_bak.xml

2. Shift clipboard content

Program takes clipboard content , perform shift and result store back to clipboard
This function is usable for shift particular object in XML file

3. Move clipboard content to FS position

Program takes clipboard content , and replace lat / lon position with actual FS position .
Use this function only for one pair of fields.

Note : For using this feature you need registered version of FSUIPC

Basic requirements on XML file format

Position have to be set in grades and decimals (N50.12578777)

```
<TaxiwaySign
lat="N50.204739"      -----
lon="E012.903117"    -----
```

```
heading="203.18"  
size="SIZE3"  
justification="LEFT"  
label="l[A]dD\"/>
```

Unitary shift

as basic shift in longitude is fixed term on 0.000014 grad / meter
as basic shift in latitude is fixed term on 0.000009 grad / meter

these values agree with for region about 50 grad latitude

for another areas we can enter corresponding values to the configuration file xmlmove.ini ``
located in same folder as program in the form

```
[Main]  
Lat = 0.0000xx  
Lon= 0.0000yy
```