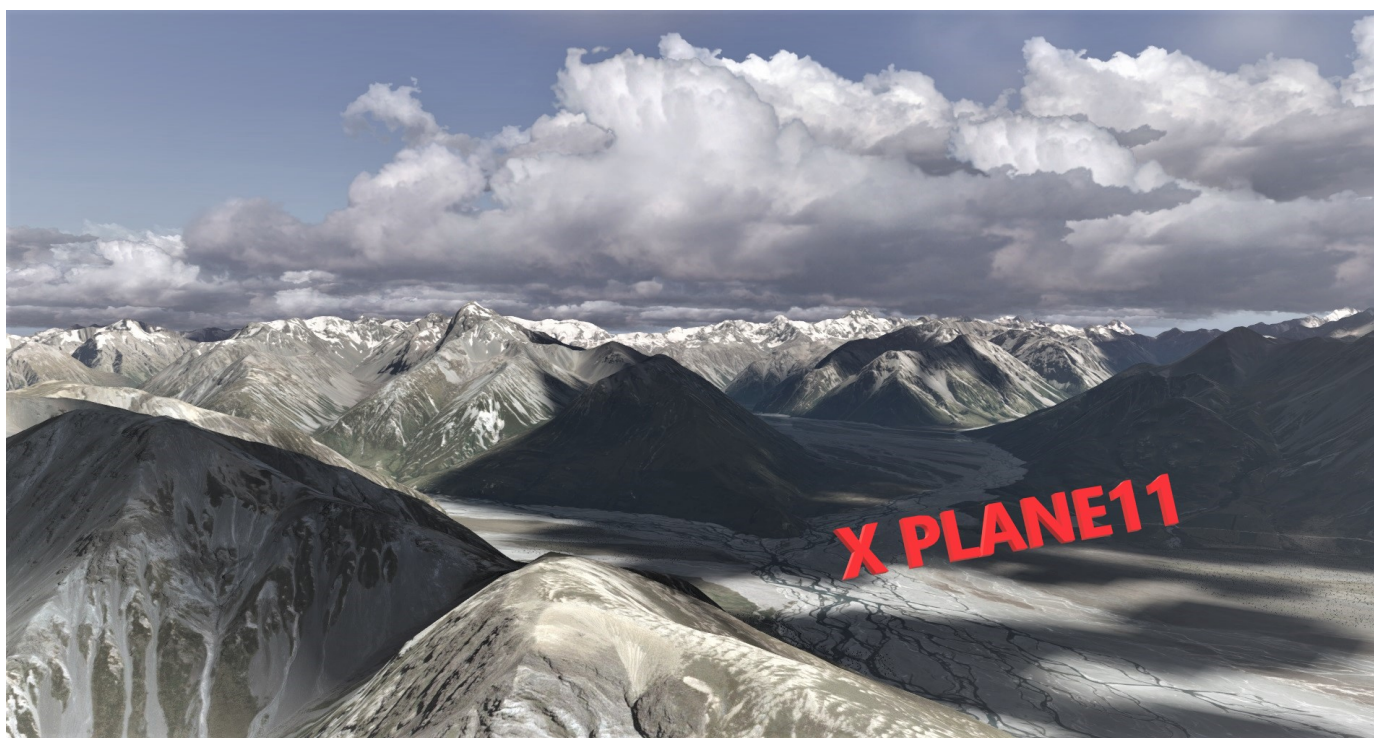


X.P- EnhanceR "MOD – 1.1

XP_ER Plugin a new XPeRiencE in Xplane



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1 Introduction

Plugin that allows you to have beautiful clouds and dynamic water coupled with the wind.

A big thank you to Guy for having tested and given the plugin in the different versions and given his good advice and his discharge.

Thanks to Pilot Piksy for allowing me to use modules from his plugin:

2 Installation

a) To do first :

Please, first, make a copy, a backup of your following directories:

- « H »:\X-Plane 11\Resources\bitmaps\world\clouds
- « H »:\X-Plane 11\Resources\bitmaps\skycolors
- « H »:\X-Plane 11\Resources\bitmaps\lites
- « H »:\Xplane11\X-Plane 11\Resources\bitmaps\world\water
- « H »:\X-Plane 11\Resources\plugins\FlyWithLua\Scripts
-

b) Package Content :

5 directories included in Zip are available corresponding to copies to be made in the directories below and an installation file that you have in front of you...

c) **Unzipp plugin .**

- You unzip plugin and you have:

The main Script file that will "optimize" clouds and water.

In this file, there are 8 custom ".lua" files and two subdirectories.

- - Four subdirectories:
- « **Clouds** »,
- « **Lites** »
- « **Skycolors** »
- « **Water** ».



For the plugin to work best, I advise you to remove everything associated with clouds (cloudarts, visibility, Haze, enhancedclouds, realistic clouds and anything related to fps gain (anything tagged lod radius...)).

The plugin uses optimization parameters that are used in these files. Dont use others one please.

d) **Installation des fichiers/répertoires**

- **Clouds**

Put the textures of the sectioned directory in Texture/Clouds in the following directory (you must save the initial textures):

-

« H »:\X-Plane 11\Resources\bitmaps\world\clouds ---« H »:\X-Plane 11

- **Lights**

- Same way to preceed Texture/Lites

- **Ciel**

- Put texture files in next directory Texture/Skycolor dans le répertoire suivant (faut faire une sauvegarde des textures initiales) : H:\X-Plane 11\Resources\bitmaps\skycolors

- **Water**

Copy the « any.png » file. Replace it by the any.png fil in the plugin*

Texture change

Lot of textures are available.

Open « Water directory » . Copy all files (all files) and copy textures files in « H:\X-Plane 11\Resources\bitmaps\world\Water

1- Delete the actual any.png

5

2 - Make a copy of the texture you want to use. As an example copy « any_01 » and paste it. You will get a new file named « any_01 copie ».

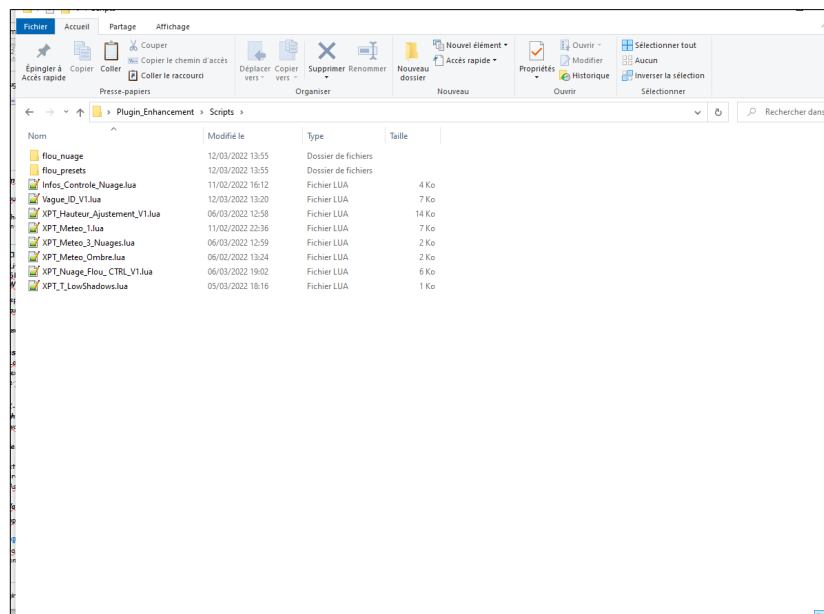
3 - Rename this file to « any.png » that's all

- **Plugins**

- Install all files in Plugin in next directory

H:\X-Plane 11\Resources\plugins\FlyWithLua\Scripts

:



You will find a plugin Xplane Flou Nuage in FLYWith LUA menu



This is the control center for FPS and desired effects. Basically, the more the sliders are to the right, the less FPS we have.

During the flight, you can change puff density, volume (3 first sliders)...Increase or reduce haze on horizon (Slider N°4). You can also change the number of objects (very useful when you are in on TOP VFR or outcast condition in liner...) on last slider.

Remember that the more it is to the right, the more the FPS will drop (well not that much anyway...)

There is a second small Nuages RAZ script which does not claim to reset the initial settings to zero.

Video link of what you should get is here :

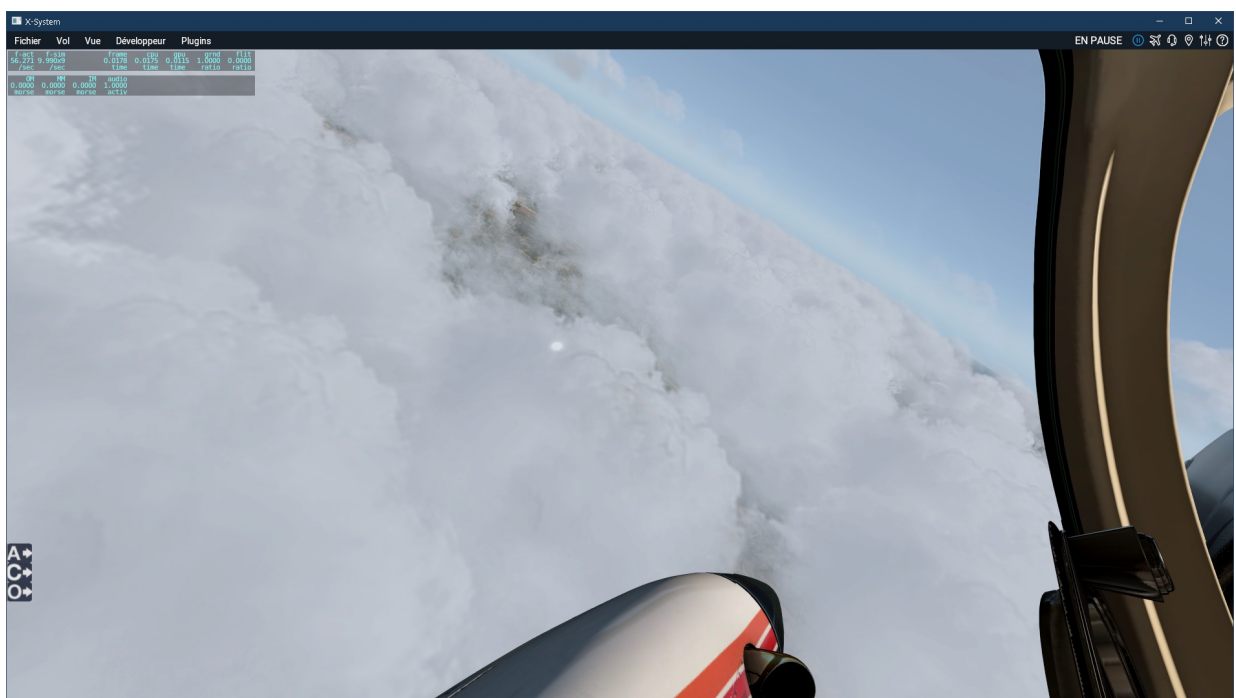
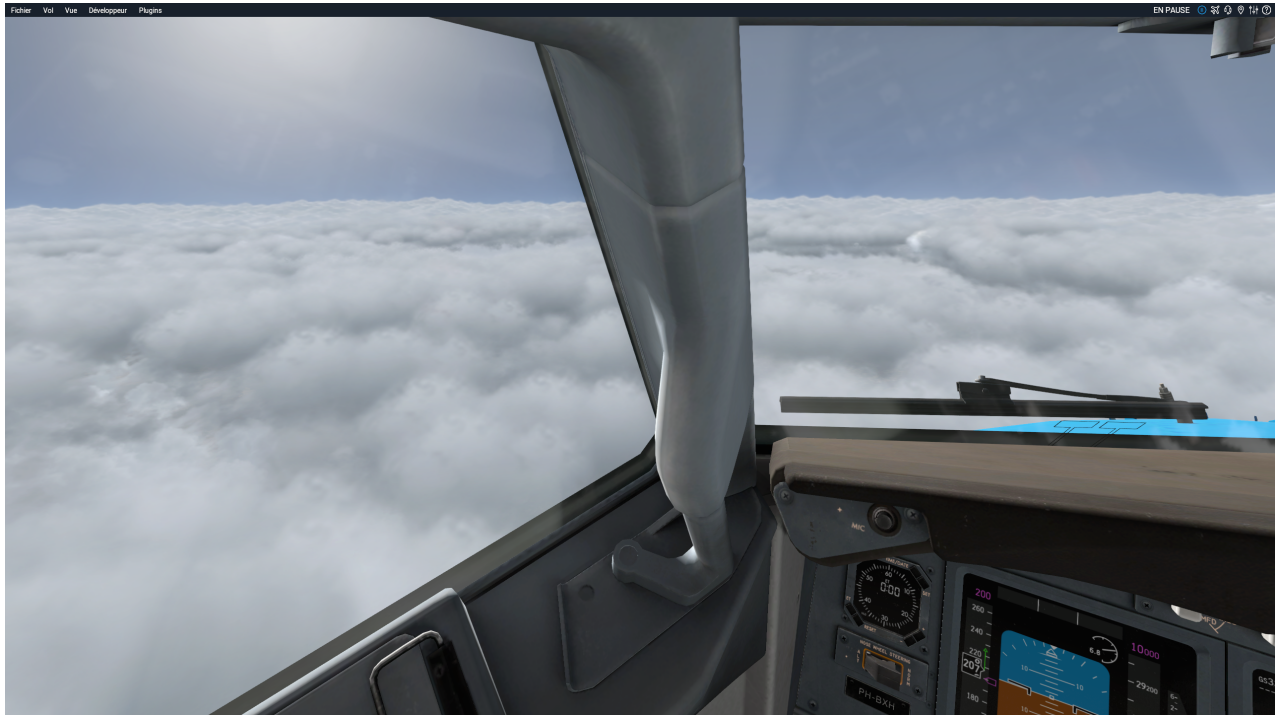
<https://youtu.be/KNyXJxf-cnM>

End of line...

Frequency change approved 🕊

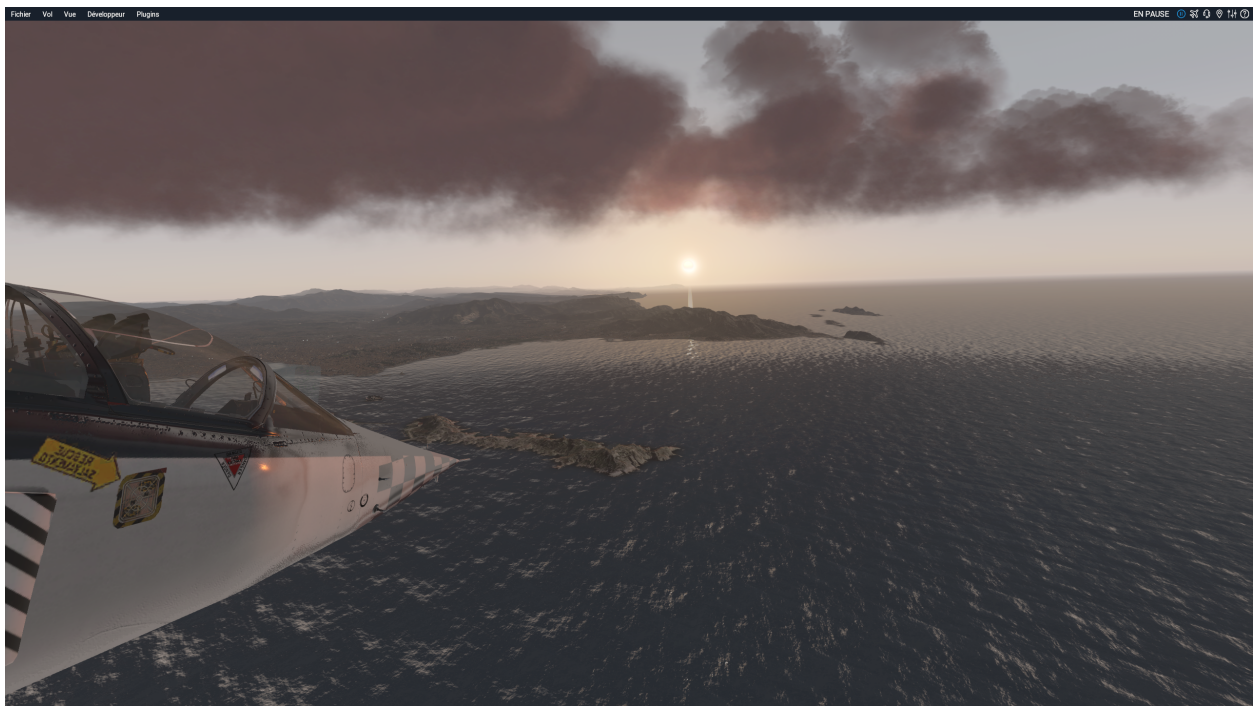
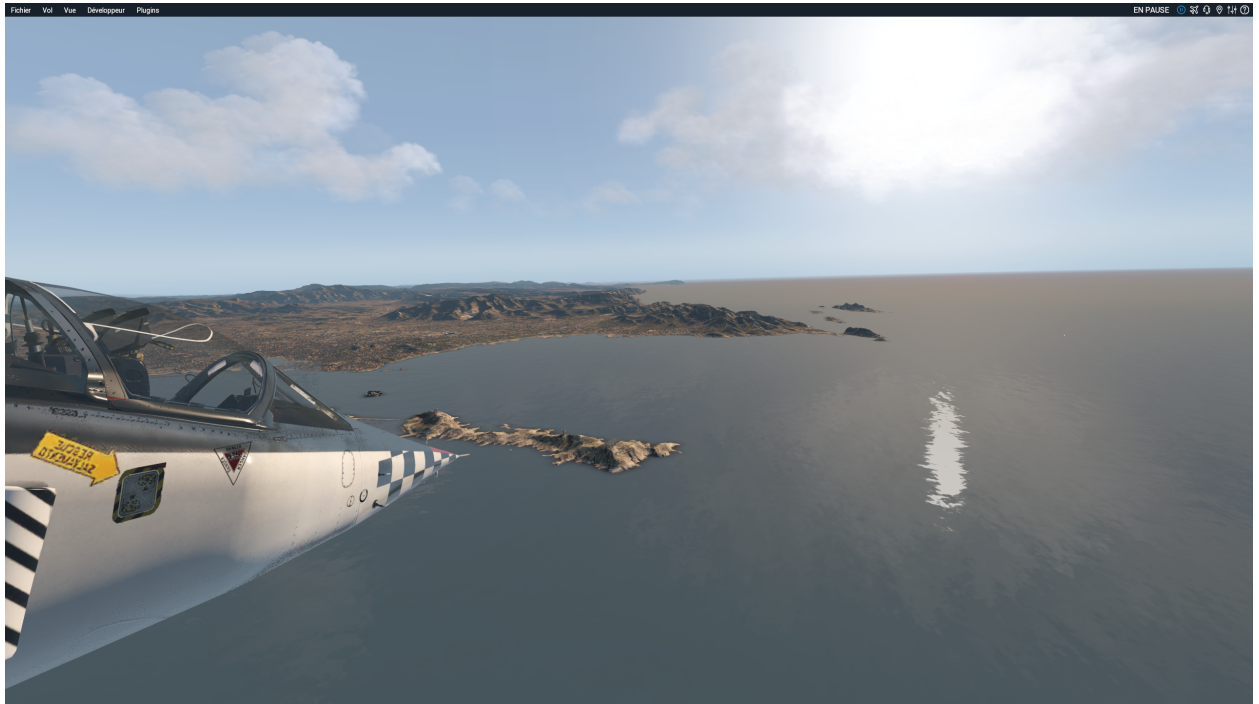
7

3 Clouds setup and screenshot



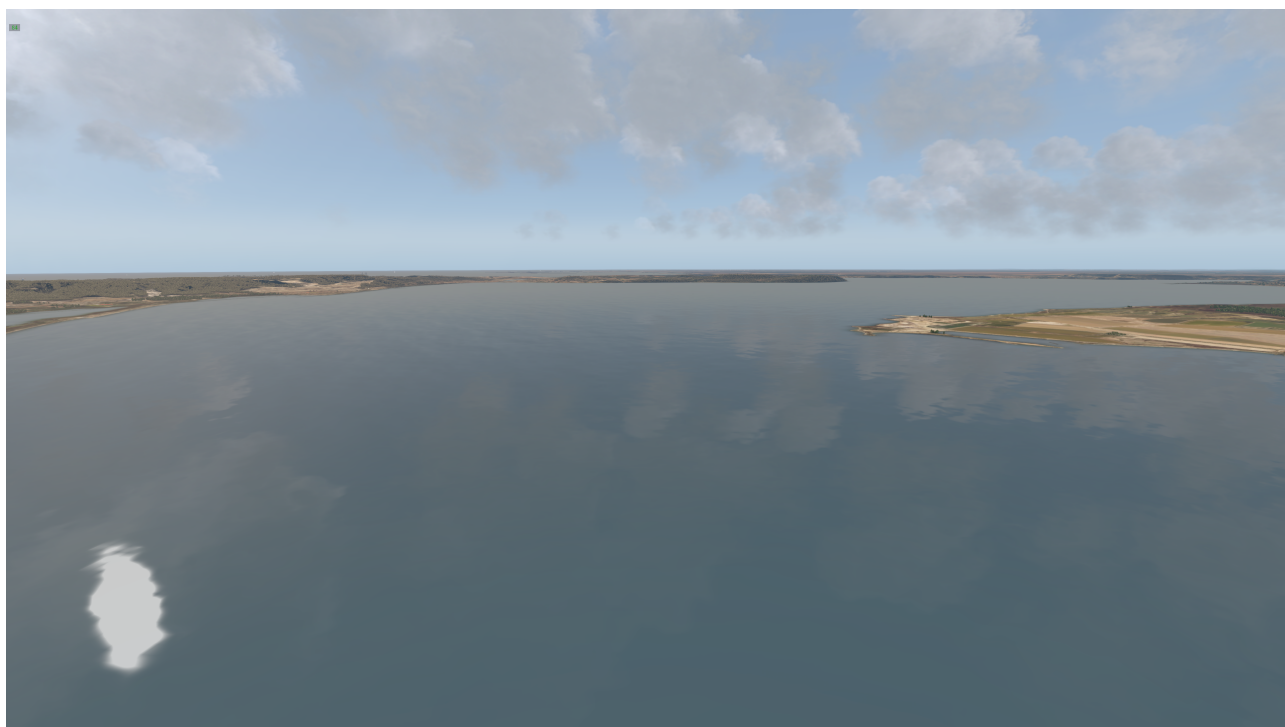


4 Water effect:

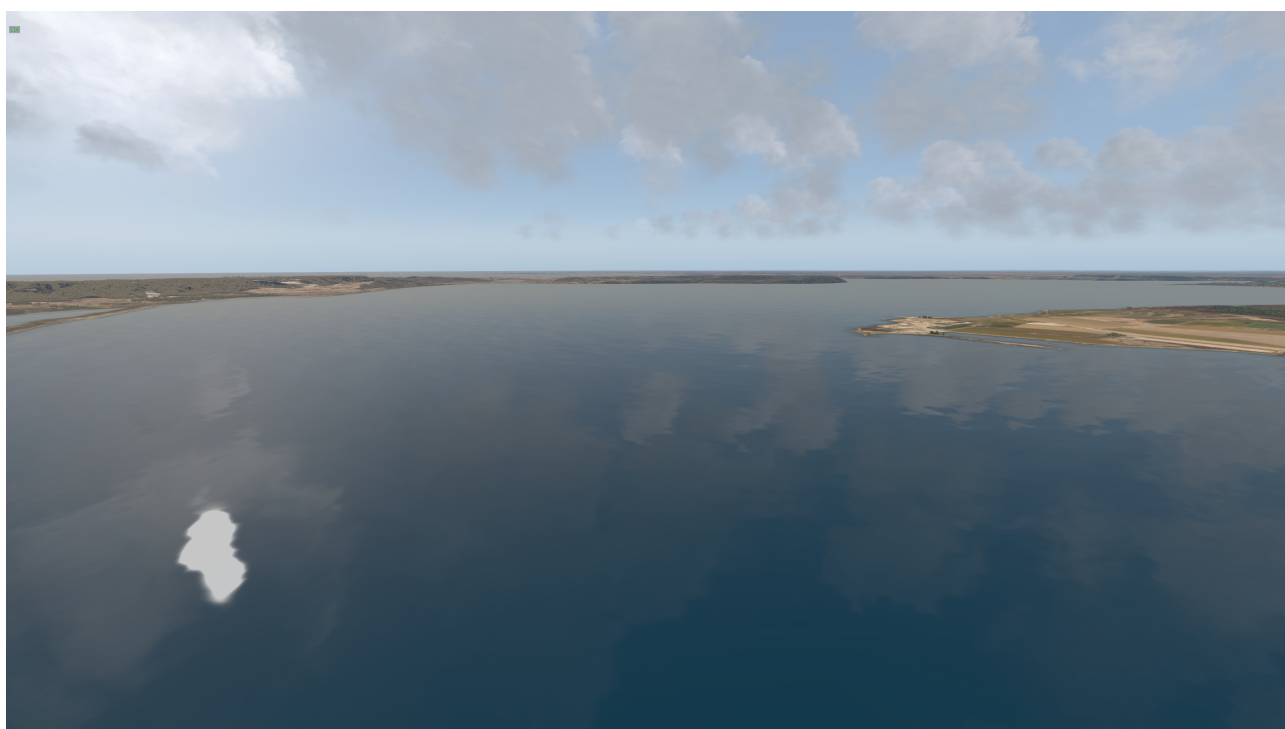




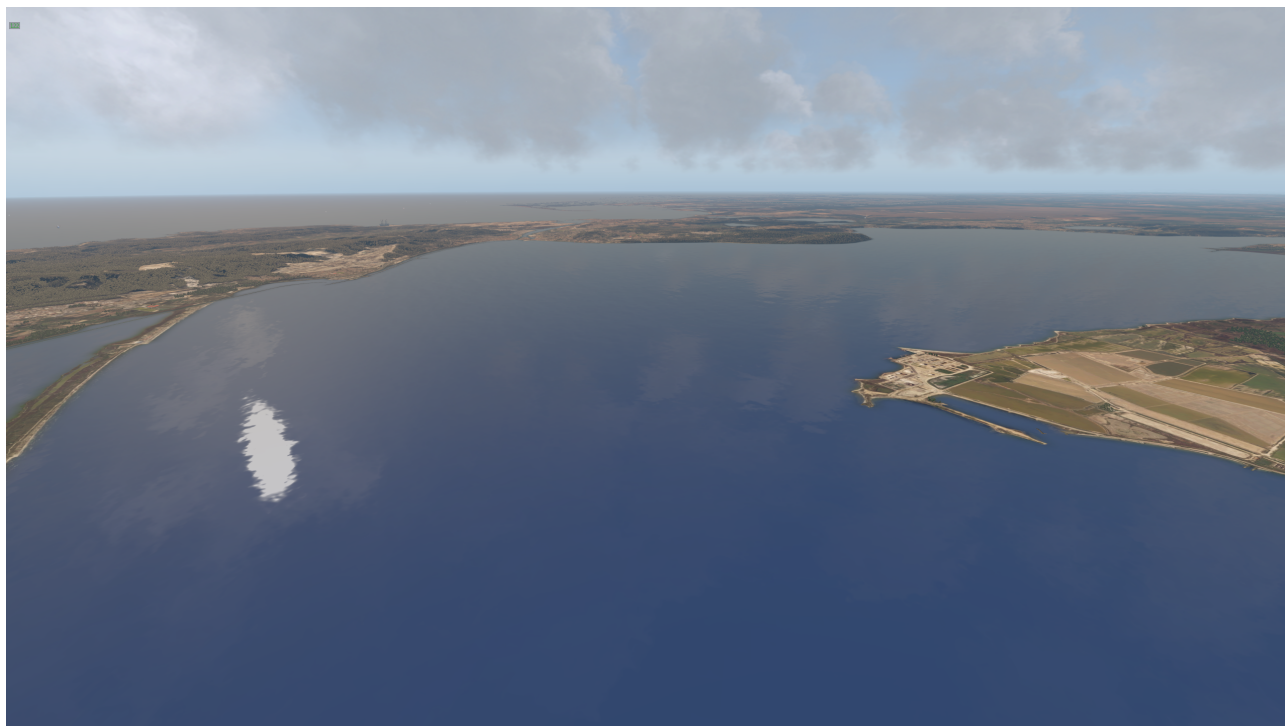
SET OF WATER TEXTURES
Any_00



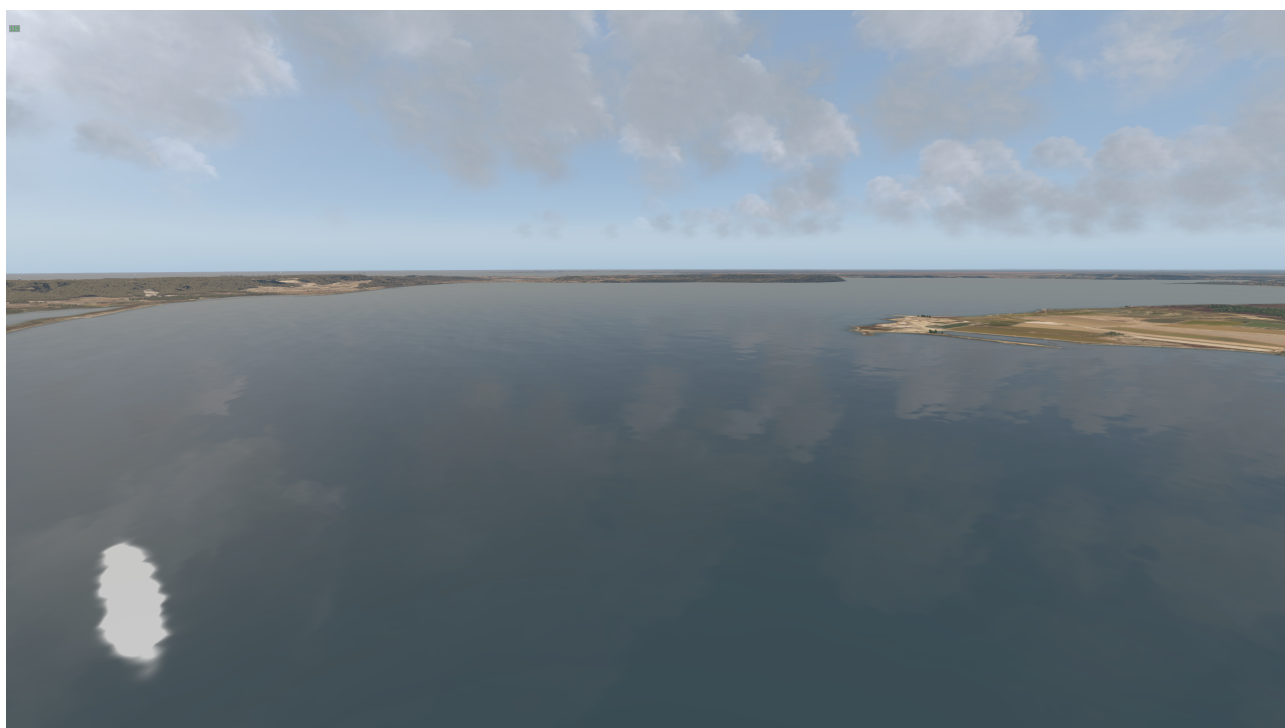
Any_01



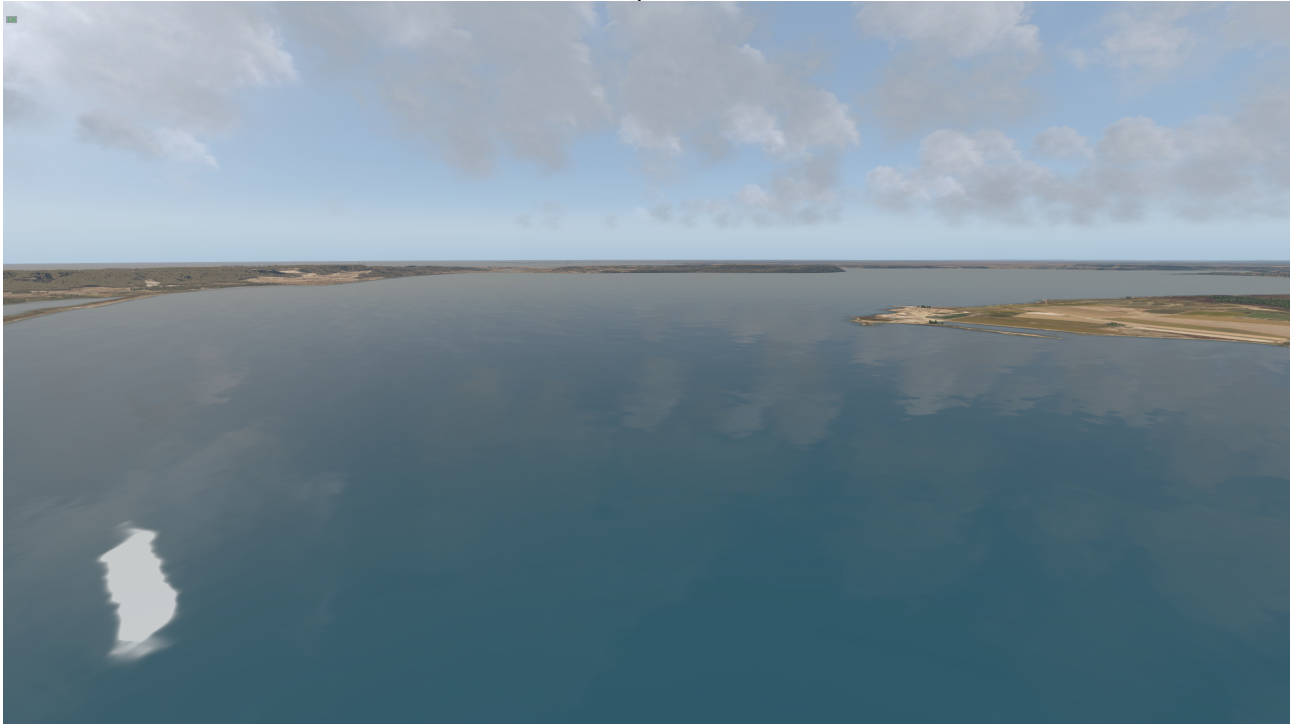
Any_02



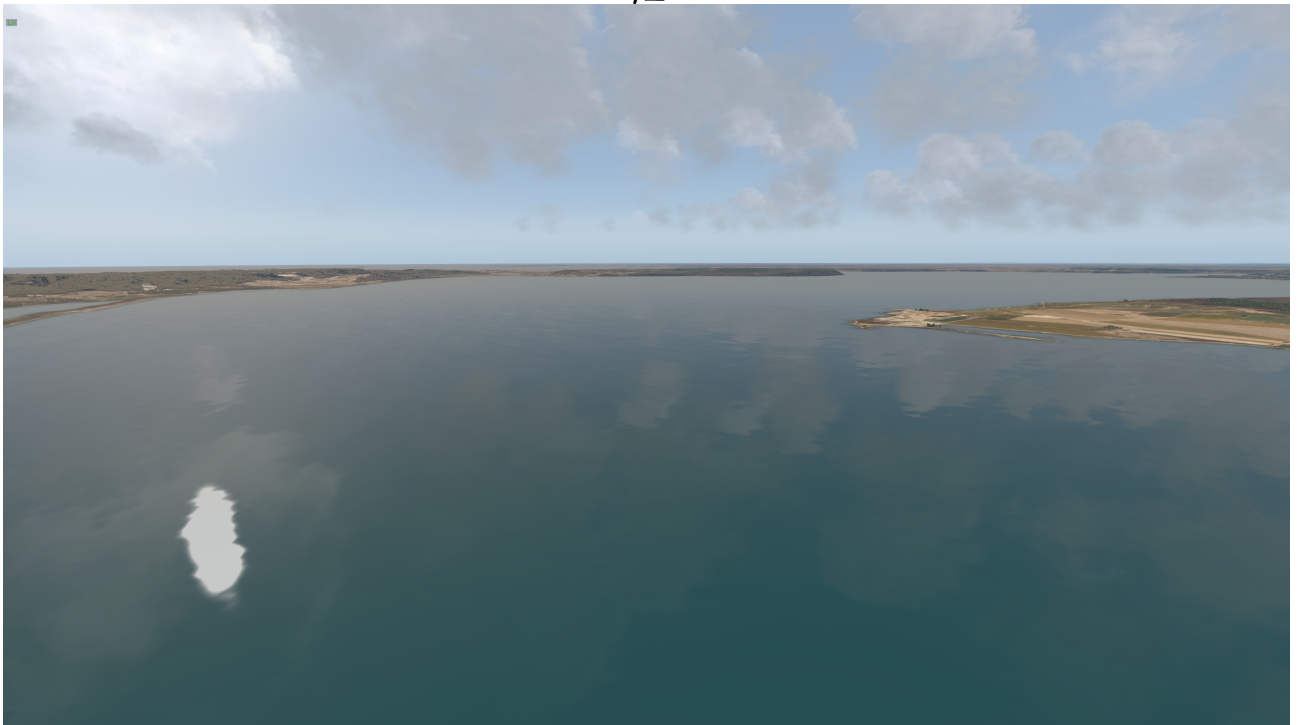
Any 03



Any_04



Any_05



SKY BELONG TO YOU....