
INSTALLATION DU PLUGIN

About This File

« X.P- E n h a n c e R » MOD – 3.1 by PZorlgub

About This File

Welcome to "XPER for Xplane» Plugin All-in-One X.P Enhancer MOD for X-Plane 11

XPER for Xplane Plugin brings you nice clouds, sky, water textures. FPS friendly by mean of menulet.

Default X Plane will be changed and users have very nice view with this mod.

<https://youtu.be/J7TmlJJz3RU>

XPER X for XPlane Plugin Mod includes...

- Enhanced Clouds with Better Color, Shapes, Sizes and Draw Distance and Reduced Haze. Numerous textures set available
- Enhanced Water that looks Amazing and Reflects the Environment and Clouds in a Realistic way by means of a set of more than 10 textures
- Enhanced Waves motion as a fonction of a slider.
- Enhanced Cockpit and Exterior Aircraft Shadows (enable/Disable)
- Control Lod Radius, Sky Visibility, Road Traffic, Night lights...

This Mod works with Active Sky as well as custom X Plane 11 weather menu.

INSTALLATION

Step 1 - Download Flywithlua and install it here: H:\X-Plane 11\Resources\plugins

**** Important ****

*** Backup files ***

Step 2 – BACKUP : H:\X-Plane 11\Resources\ bitmaps\skycolors

Step 3 – BACKUP : H:\X-Plane 11\Resources\bitmaps\world\clouds

Step 4 – BACKUP : H:\X-Plane 11\Resources\bitmaps\lites

Step 5 – BACKUP : H:\X-Plane 11\Resources\bitmaps\water

*** Textures installation ***

Unzip file.

Step 1 - Open « Skycolor directory" . Copy all files and copy textures files in « H:\X-Plane 11\ Resources\ bitmaps\skycolors » directory

Step 2 - Open « Lites directory" . Copy all files and copy textures files in « H:\X-Plane 11\ Resources\ bitmaps\Lites » directory

**** CLOUDS INSTALLATION ****

Step 3 - Open « Clouds Texture_XXX" : Both are nice photos pictures of Clouds depending on the visual effect you are looking on :

*** Cloud for liner flight or IFR (where you fly onto clouds) ***

- "Cloud_Textures_1_Tres Couvert" is rather big clouds, Cloud_Textures_1_Tres Couvert" is big clouds

- "Cloud_Textures_3_Moyen" is middle size clouds : "Cloud_Textures_4_Leger" are small size clouds

*** Cloud for VFR flight ***

" Cloud Texture_Préférée_VFR1" to "VFR_7" are for VFR flight.

Cb are more or less puffy, with high elevation. Test all of them and make your choice

The next one (Pure VFR5) are nice texture for VFR but avoid to enter in clouds (it's VFR rules), you will have more clouds rotation

For VFR Flight (mais pas que...), you have a directory named "Setup_Texture_VFR_Xplane".

In this directory, you will find clouds texture associated with the cockpit view. You will also have the flou_nuage.txt file to drag to "XXX:Flywithlua\Scripts\flou_presets\"

*** Water installation ***

more than 10 textures are available.

Step 4- Open « Water directory" . Copy all files and copy textures files in « H:\X-Plane 11\ Resources\bitmaps\world\Water

1- Delete the actual any.png

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

During the flight you can change the water or cloud textures, just use "alt tab" keys to open Water or Cloud directories, copy and paste textures set. Go back to Xplane and reload texture files by means of Xplane menulet.

*** Script installation ***

Step 5 Open « Scripts directory" : Copy all files and directory into :\\X-Plane 11\\Resources\\plugins\\FlyWithLua\\Scripts

If you want special setup, copy from "Setup_Texture_VFR_Xplane" the "flou_nuage.txt file" associated with the visual effect you want. Drag it to "XXX:Flywithlua\\Scripts\\flou_presets\\"

During the flight, you can change puff density, volume and more tweaks by means of "Xplane Flou Nuage" menu in FlyWithLua Macro menu in Xplane

You can also change the number of objects (very useful when you are in on TOP VFR or outcast condition in liner...)

Ctrl_Waves allows to change water motion by means of one slider. It's 2D effect, no 3D one....

XPT_Night_Control allows to change night light by means of one slider

Numerous additional Scripts are in the flywithlua directory. You can remove some of them depending of the visual effect you want...

Important, to know :

1 - Do not use Ultra Weather or Skymaxpro or 3jfps preset. All preset related with lod radius enhancement, sky color improvement, clouds visibility, Flyagi are in conflict with my own script....

2- Remove all Weather or Water plugin, you will have conflict between scripts.

The best way is to get the minimum in flywithlua/script directory before installing my plugin

Questions about this MOD :

1- FPS friendly, you may also have higher frame rate (on my I7 8700K, I've FPS gain). Works very well with Activ Sky.

2- Works well with custom Weather of X Plane

3- If you want to increase the clouds visibility till horizon, just change the visibility option in X Plane.

4- Works on Linux, Mac

Take care, you may be addicted and have a WAOO effect ;-)

Thx to Guy, my favorite beta tester, thx to Pilot Piksy to give me the right to use a small part but so useful of his plugin