

# XPRealistic V2 - Manual

v2.1.0

**Captain**, thank you for choosing XPRealistic! You've just joined over 15,000 happy XPRealistic users. In a very short time, you will experience X-Plane like you've never experienced it before. Please go ahead and read the manual carefully in order to get the most out of XPRealistic and its features.

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## Compatibility

- X-Plane 11.41 and above.
- Windows / OS X (Linux support will be added at a later point).
- VR (beta) stable ASW 45 fps are required.

## Support

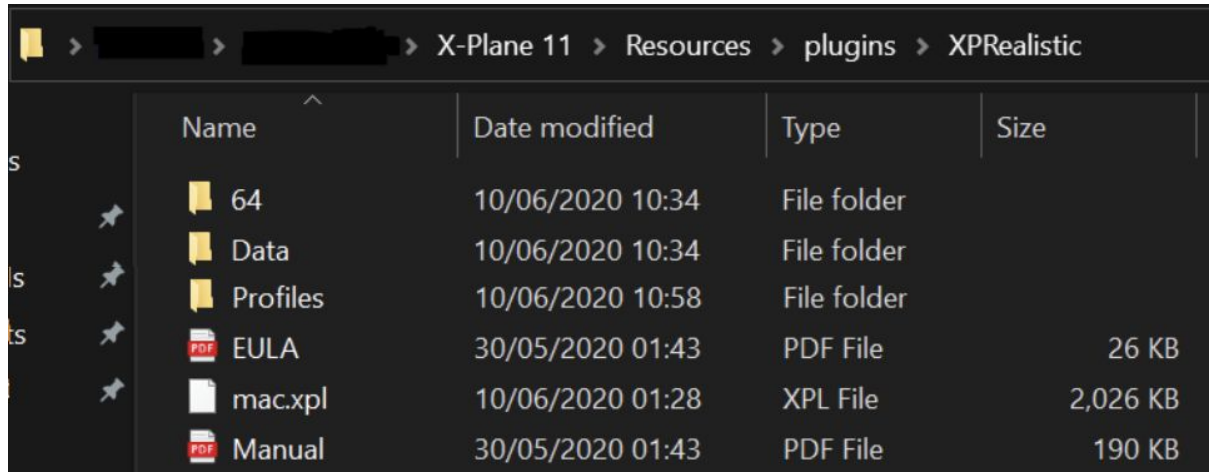
Our main goal is to make your flight simulation experience more realistic. If you have any suggestions, comments, or questions, please feel free to contact us anytime at [XPRealistic@gmail.com](mailto:XPRealistic@gmail.com) or visit our [official forum](#) for continuous news and updates.

## Credits

- Huge credits goes to XPRealistic V2 closed beta group captains - love ya!
- Huge credit goes to Stephan Siebertz for providing the blade slapping effect sounds.

## How to Install - New Users

- Download XPRRealistic zip file
- Extract XPRRealistic folder from inside the zip into the following path
  - X-Plane 11/Resources/plugins/
- This how the end result should look like



## How to Install - Coming from V1

- Delete XPRRealistic folder and XPRRealistic.lua file from the following path
  - X-Plane 11/Resources/plugins/FlyWithLua/scripts/
- Download XPRRealistic V2 zip file
- Extract XPRRealistic folder from inside the zip into the following path
  - X-Plane 11/Resources/plugins/

## How to Update

- **Windows**
  - During the update process, when you are asked if to overwrite - choose Yes.
  - Download XPRRealistic zip file
  - Extract XPRRealistic folder from inside the zip into the following path
    - X-Plane 11/Resources/plugins/
- **OS X**
  - Download XPRRealistic zip file
  - Extract XPRRealistic folder from inside the zip into a temporary location (i.e. Desktop)
  - From the extracted XPRRealistic folder copy **all but** "Profiles" folder into
    - X-Plane 11/Resources/plugins/XPRRealistic/
  - When asked to replace, accept

## License

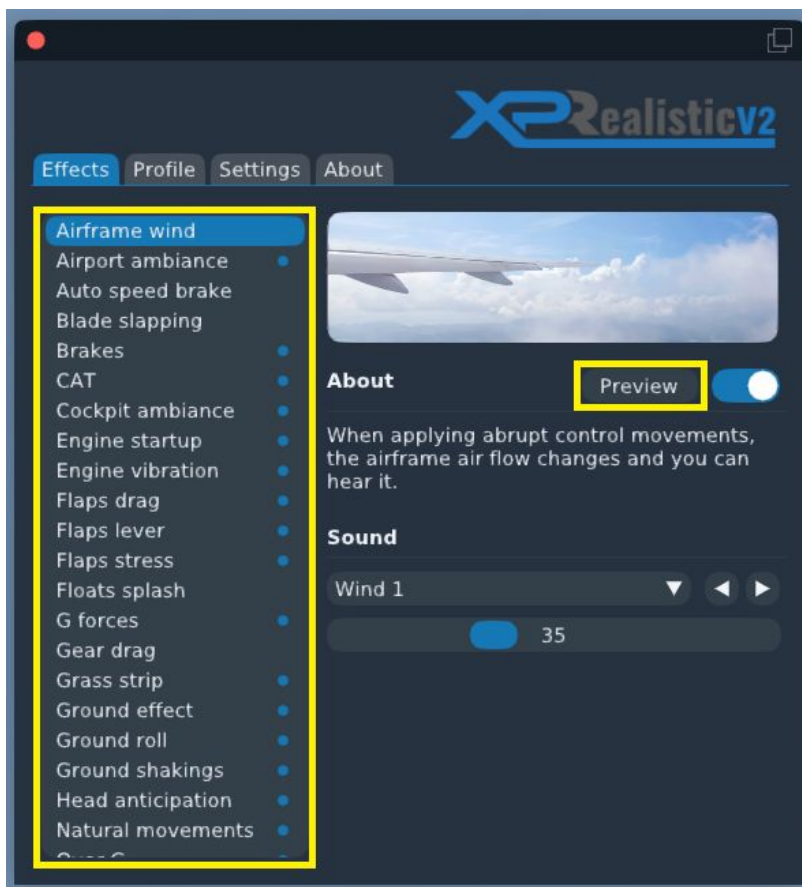
- When you first load X-Plane with XPRealistic, you will be offered with two options.
  - **Activate**
    - Choose this option in case you've already bought XPRealistic and have a product key.
  - **Trial**
    - Choose this option if you did not buy XPRealistic but want to try it for 7 days.

## License - Trial

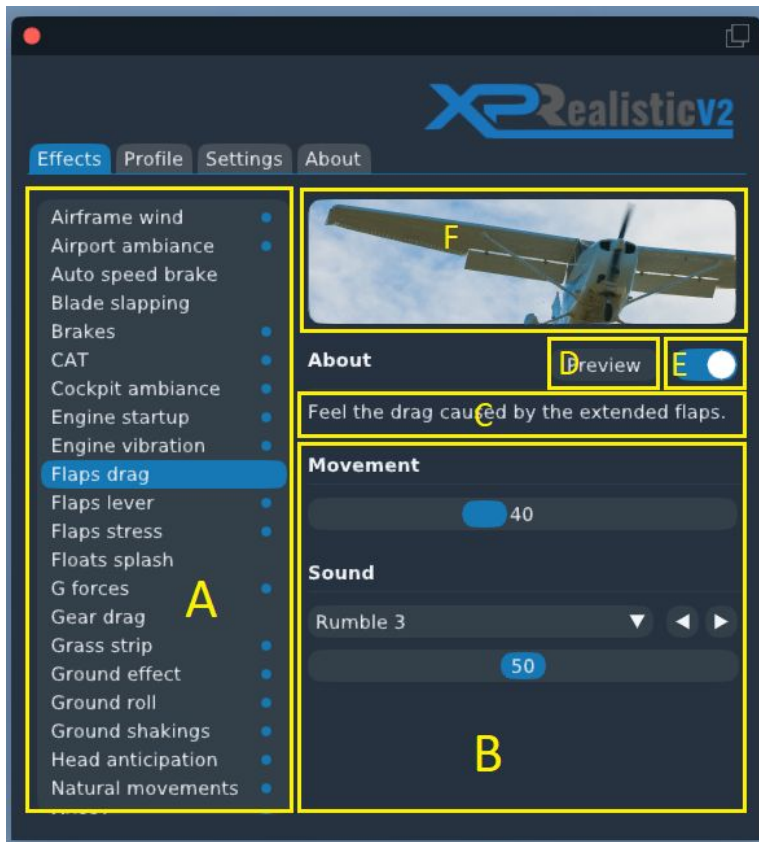
- XPRealistic comes with a trial mode, which allows anyone to try XPRealistic for free for 7 days.
- By the end of the trial period, if you liked XPRealistic and wish to keep it, you'll have to enter a product key to continue.
- If you ended up deciding not to use XPRealistic, please contact us as we'd love to hear your feedback and get better for you.

## How to Use - First Use

- OS X users, please read the OS X section first.
- By default, XPRRealistic is enabled for any aircraft that is loaded with XPRRealistic for the first time.
- XPRRealistic will automatically create a default profile for the aircraft on first load.
- From that point you can adjust the effects as you wish.
- All changes will be automatically saved into the aircraft profile.
- Our recommendation is to go over each effect, preview it (using the “Preview” button) and adjust it to fit your personal preference.
- At any point, you can revert back to the default profile by going to the “Profile” tab and pressing on “Reset” button.

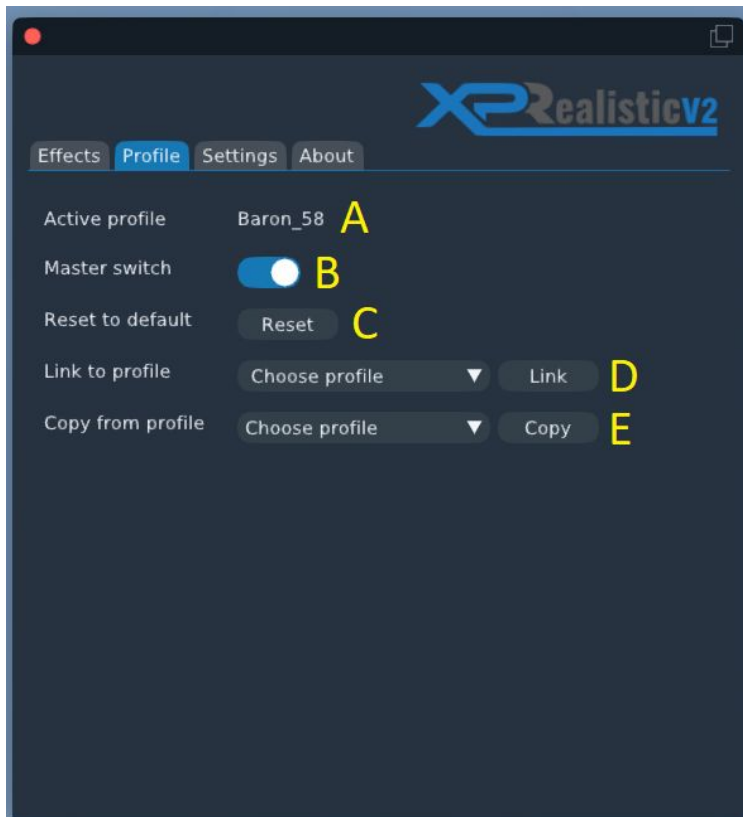


## How to Use - Tabs - Effects



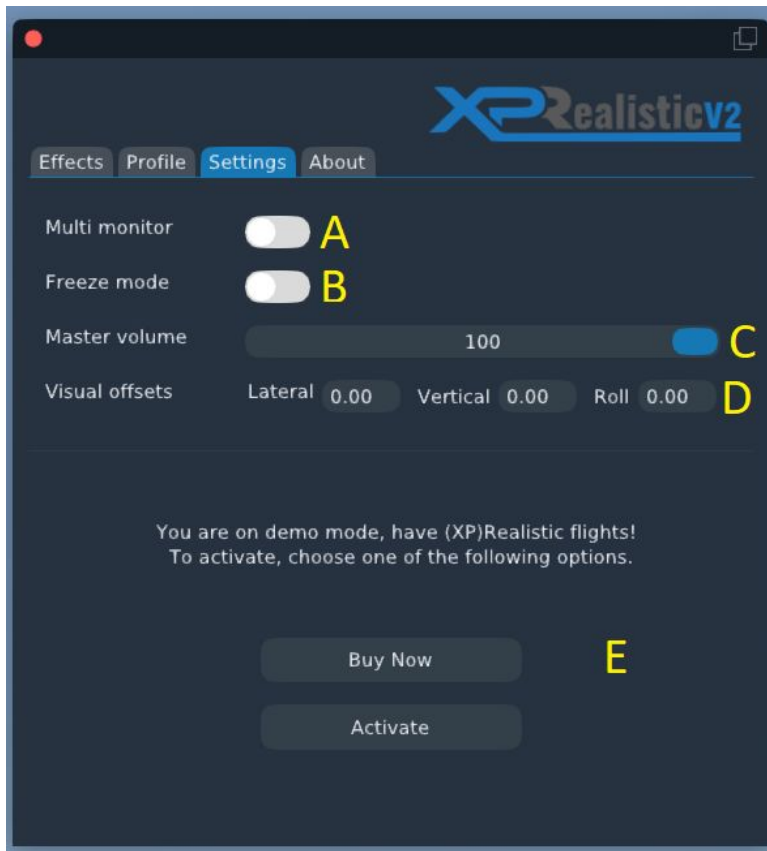
- **A**
  - List of effects. A blue dot next to an effect means it is turned ON.
- **B**
  - In this section you will be able to adjust the effect sliders.
    - Movement
      - This slider will control the camera movement.
      - To disable only this movement, slide all the way to the left.
    - Sound
      - The combo box is where you select the sound you want.
      - The slider is where you set its volume.
      - To disable only this sound, slide all the way to the left.
- **C / F**
  - Effect description to allow better understanding of what it does (**C**) and an image that represents the effect (**F**).
- **D**
  - Preview button. Press this to preview the effect regardless of your aircraft position / scenario (use this to tweak effect settings to your needs).
- **E**
  - Effect on / off toggle, use this to turn on or off the effect.

## How to Use - Tabs - Profile



- **A**
  - Name of the active profile.
- **B**
  - Profile master switch. Use this to turn off and on XPRRealistic for the loaded aircraft (see also buttons / keys assignment section).
- **C**
  - Press this button to reset the active profile to its default settings.
- **D**
  - You can link a profile of aircraft A to a profile of aircraft B.
  - For example, you have a profile of C172 and you want to use it with your C182.
  - Any changes that will be made, once linked, will be applied on the linked profile and not on the loaded aircraft profile.
  - To unlink and revert to the aircraft original profile, press “Unlink”.
- **E**
  - You can copy a profile from aircraft B into aircraft A profile.
  - For example, you have a profile of C172 and you want to copy it into C182 and then adjust it only for C182.
  - Unlink the link option, copy saved changes on the loaded aircraft profile only.

## How to Use - Tabs - Settings



- **A**
  - Toggle this on if you are running X-Plane across more than one monitor.
- **B**
  - You may want to freeze all camera movements to allow easier interaction with the cockpit, toggle this on to freeze camera movements. You can also assign this toggle to a button / key. See Buttons / Keys Assignment section.
- **C**
  - XPRealistic master volume.
- **D**
  - In case you don't use X-Camera and Multi monitor setup, this option will be visible.
  - Use it to adjust monitor offsets. Do not use X-Plane's monitor offsets anymore as XPRealistic will override them.
- **E**
  - If you are in trial mode, this will be visible to you.
  - Using this menu, you can activate XPRealistic before your trial ends.
  - X-Plane Plugins Menu



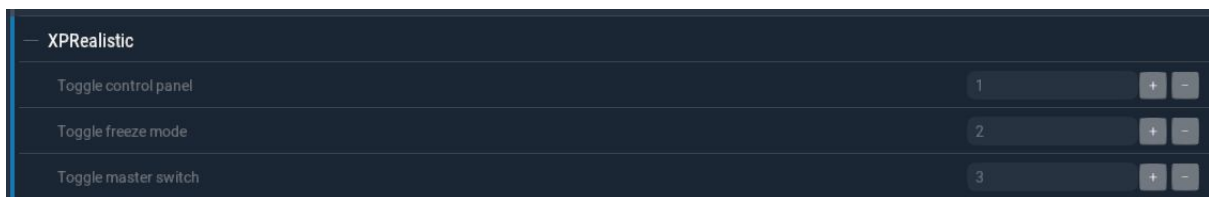
## How to Use - X-Plane's Plugins Menu

- In X-Plane plugins menu you'll find XPRRealistic, which will offer two options:
  - Disable / Enable
    - This will toggle on / off XPRRealistic profile master switch
  - Control Panel
    - This will open XPRRealistic control panel
- Both of the actions can also be triggered by assigning a button / key. See Buttons / Keys Assignment section.



## How to Use - Buttons / Keys Assignment

- XPRRealistic exposes some functionalities into X-Plane and therefore you can assign them with a button / key to trigger them easily with the need to open the XPRRealistic control panel or X-Plane plugins menu.
- These are the supported functionalities
  - Toggle XPRRealistic on / off
  - Toggle freeze mode on / off
  - Toggle control panel open / close



## Multi Monitor Setup

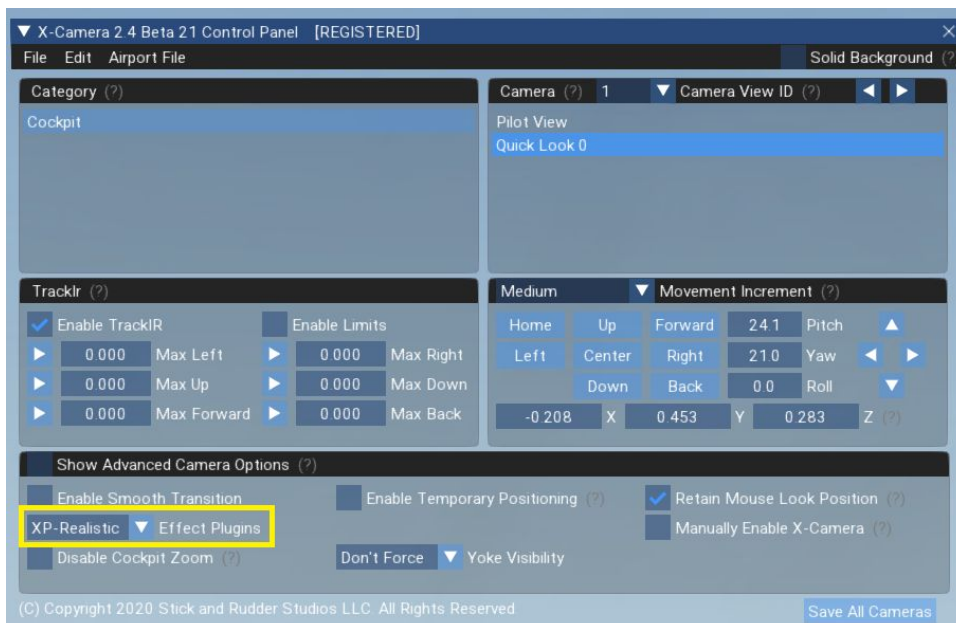
- XPRRealistic supports multi monitor setups with and without the assistance of other third party add-ons.
- To enable Multi Monitor support, go into XPRRealistic settings tab and toggle on the multi monitor option.
- Please read "Known Issues" section as some issues are related to multi monitor support.

## VR Support (Beta)

- XPRealistic has VR support which is currently in beta.
- To enable VR support
  - Go to XPRealistic effects tab.
  - Scroll down and press “VR” effect.
  - Toggle on the effect.
  - Close XPRealistic control panel right away to have minimum performance impact.
- Please read “Known Issues” section as some issues are related to VR support.

## Add Ons Integrations - X-Camera

- XPRealistic has an integration with X-Camera.
- To activate X-Camera to work with XPRealistic, please do the following:
  - Open X-Camera control panel
  - In the “Effects Plugins” list, select “XP-Realistic”.



## Add Ons Integrations - ASXP

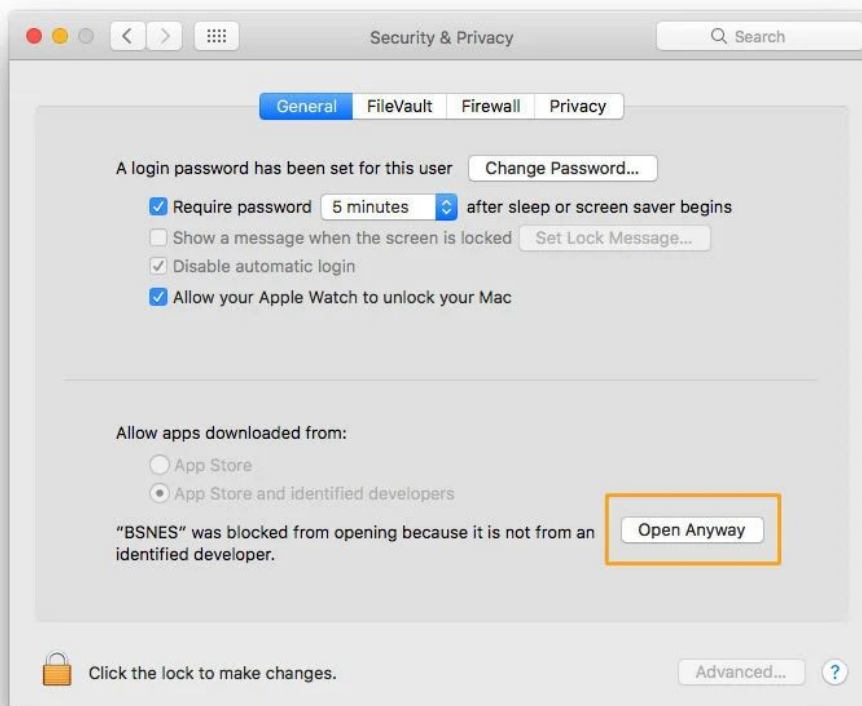
- XPRealistic V2 has an integration with ASXP since Active Sky XP B7467 beta build.

## Add Ons Integrations - Other

- If you have other add-ons that manipulates camera movements such as Headshake, you will need to disable them in order to allow XPRRealistic take over the camera and do its magic.
- Some of the aircraft add-ons have internal camera movements, like the IXEG 737. For XPRRealistic experience, turn the aircraft camera movements option off. Yet, it is up to you which to leave on.

## OS X Users

- Once you're done installing XPRRealistic according to the instructions, you will most probably run to open X-Plane.
- Then you might get a warning dialog that OS X cannot run XPRRealistic due to security reasons as XPRRealistic did not come from the App Store.
- In order to fix this, please go through the following steps
  - Open System Preferences.
  - Go to the Security & Privacy tab.
  - Click on the lock and enter your password so you can make changes.
  - Change the setting for 'Allow apps downloaded from' to 'App Store and identified developers' from just App Store.



## Known Issues

- When VR is enabled + XPRealistic control panel is open, exaggerated shakings may appear. Solution is not to use XPRealistic control panel while in VR except for turning VR effect on.
- On multi monitor setups, when using quick views, view may momentarily jump between quick views.
- On multi monitor setups, cinema verte X-Plane camera mode is not compatible.

## EULA

- You can find XPRealistic EULA under XPRealistic main folder.
- By using XPRealistic you agree to XPRealistic EULA content.

## TROUBLESHOOT

### I can't find XPRealistic in plugins menu

- Make sure you don't have an antivirus like norton that may remove win.xpl from XPRealistic/64/ folder.
- Install C++ libraries, download from here:
  - [https://aka.ms/vs/16/release/VC\\_redist.x64.exe](https://aka.ms/vs/16/release/VC_redist.x64.exe)

### XPRealistic window loads up but looks empty

- Make sure XPRealistic folder name stays XPRealistic

### Whenever I try to activate I get "Invalid Key" error

- In some countries, xprealistic.com may be blocked for unknown reason. This may lead to the activation to fail with error of "Invalid Key". To workaround this issue, please use a VPN connection to be able to load xprealistic.com.
- In case you need help doing that, please contact us.