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XPRealistic Pro Manual

Thank you for choosing XPRealistic Pro! 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 Pro and its features.

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Video tutorials

Video tutorials can be found in XPRealistic official website under "Tutorials" tab.

Compatibility

- Minimum recommended X-Plane version is 10.41
- Multi-monitor setup works best with X-Camera

Support

Our main goal is to improve XPRealistic Pro and make your flight simulation experience more realistic, if you have suggestions, comments, or questions, please feel free to contact us anytime at XPRealistic@gmail.com or visit our official forum for continuous news and updates. Expected response time is up to 24 hours.

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Prerequisites

- Install FlyWithLua
  - XPRealistic Pro is lua based, therefore, FlyWithLua engine is required.
  - Download FlyWithLua for X-Plane 11 or for X-Plane 10.
  - Once downloaded, extract FlyWithLua folder and place it in the following location:
    - X-Plane 11/Resources/plugins/
  - If this is your first time installing FlyWithLua, we recommend to delete all files in the following location:
    - X-Plane 11/Resources/plugins/FlyWithLua/Scripts

Install

- Download and extract XPRealistic.zip into the following location:
  - X-Plane 11/Resources/plugins/FlyWithLua/Scripts/
- In case the file you have downloaded does not have a ".zip" extension, rename it by adding ".zip" at the end.
- Make sure final file / folder structure looks like this:
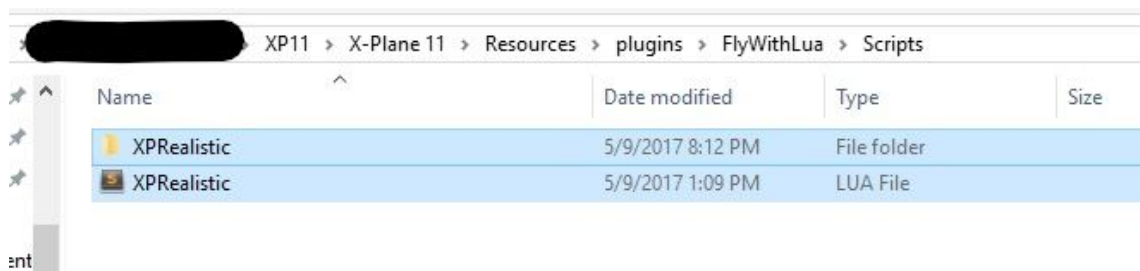
Update

- Important, in order not to lose your saved profiles, please do not delete anything during the update process.
- After downloading update zip file, unzip it into the following location, **OVERWRITE** files when asked to:
  - X-Plane 11/Resources/plugins/FlyWithLua/Scripts/

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How to start XPRealistic Pro

Rule of thumb: if it's blue or red colored, it's clickable or scrollable.

Go to X-Plane menu **Plugins** > **FlyWithLua Macros** > **XPRealistic Pro**.

Enable for ...

Select this option if you want XPRealistic Pro to work with the aircraft you are currently using.

Menu toggle

Assign a button / key that once you will press on it, XPRealistic Pro menu will show / hide.

Freeze toggle

Assign a button / key that once you will press on it, it will freeze / unfreeze the cockpit so you will have an easy approach to the instruments using the mouse during turbulence and cockpit shakings.

Master volume

Change the master volume of XPRealistic Pro.

Profile

By default, a new aircraft will use one of XPRealistic Pro default profiles, GA, Jets, or Gliders. The default profiles are fairly generic and may be a good fit for you. However, if you wish to create a customized profile for your aircraft, click on Customize.

![XPRealistic logo]

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How to use XPRealistic Pro

Active Profile

Select the profile you wish to be active.

Profile Actions

- Click Reset in order to reset an active profile to default profile settings.
- Click Delete in order to permanently delete an active profile.

Profile Immersions

Each profile is consisted of immersions, in this section you will be able to view / edit profile immersions. There are multiple editable properties for each immersion, see list below:

- Category - Select immersions category
- Name - Select immersion. Click Info to get details about the immersion.
- Enable - Enable / disable immersion.
- Sound - Select the sound to be used. Click it to play it.
- Volume - Change sound volume.
- Shake - Change shake intensity.
- Movements - Change movements intensity.

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Immersion Preview

You can test an immersion without flying by previewing it. To do that, simply check the Preview check box and play with the immersion's factors as required. Use this feature while you customize a profile for an easy and fast setup. Note, some immersions does not have preview capability.

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Users with latest X-Camera version

XPRealistic Pro has an integration with X-Camera beginning from version 2.3 Beta 2, latest X-Camera can be download here. X-Camera is a great utility for your X-Plane, it enhances the default X-Plane camera's capabilities and provides you with a full control over it, manipulate views and save them as a profiles.

In order to enable the integration of XPRealistic with X-Camera, select "Enable XPRealistic" option in X-Camera control panel. You may do it once for each aircraft and save it for later use.

If you are using multi-monitor setup, we recommend to use this version of X-Camera in order to enjoy head anticipation over all your monitors.
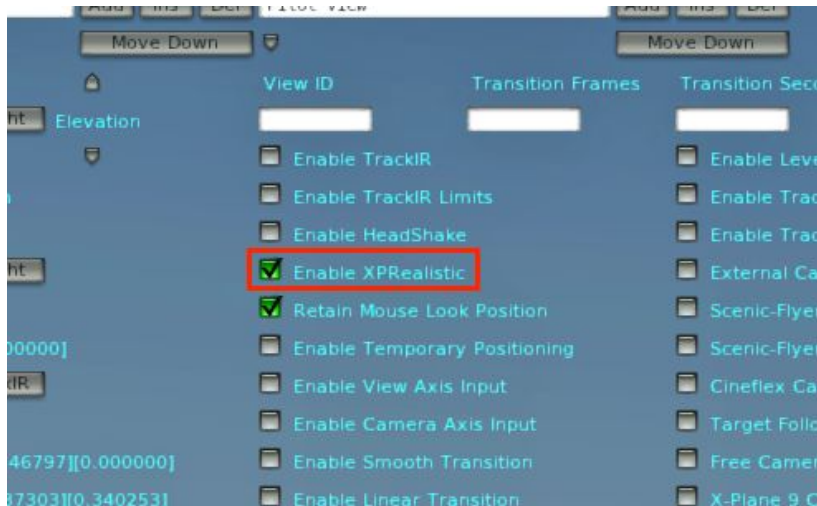
Users with older X-Camera version

If you are using an older version of X-Camera, you will have additional two options in XPRealistic Pro menu.

X-Camera

If you are using X-Camera, make sure to check this option.

TrackIR

If you are using TrackIR or any other head tracking device, make sure to check its option.

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Addons compatibility

Third-party aircraft

When using a third party aircraft, make sure to disable any g-force / shaking effects brought by that addon. This will give XPRealistic Pro full control over the camera and you will be able to get the most out of it.

Headshake / G-force plugins

If you are using any headshake / g-force related plugins, make sure to disable / remove them. This will give XPRealistic Pro full control over the camera and you will be able to get the most out of it.

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Immersions explained

As of v1.0.9, XPRealistic Pro comes with 33 different immersions. Immersions are grouped into categories, see below:

Uncategorized

- **Speed brake** - Speed brakes are here to help us lose speed, or in other words, create more drag. The more drag and air friction the more sound of drag. In some cases when air brakes are deployed on high speeds, aircraft airframe shakes may appear.

- **Airframe wind -** When an aircraft is yawing / pitching, wind hits the side airframe of the aircraft causing a sound of side wind to be present in the cockpit.

- **Side-prop** - When an aircraft is yawing due to pilot rudder move or wind, the angle of the air flowing into the propeller is changing, see it as a vent where you blow into it from different directions. This action causes the prop sound to change.

- **Ground effect** - Ground effect in XPRealistic Pro case is not more than a reflection of the sound coming from your airplane with the ground. Once you reach ~10 feet, you will start to hear some wind ambient, this is the sound of your airplane coming back towards you.

- **Stall** - Every airplane has something called Critical Angle of Attack or in short AoA. This is the angle where the the wings of the aircraft (at least part of them) don't create lift anymore to the point of stalling. When stalling, some aircraft tend to shake and rattle due to the unstable airflow during a stall.

- **Stall extra** - Use this immersion if you are flying a jet and you selected "Stick Shaker" as the sound of the main stall immersion. Here you can also set rattling / shaking sound in addition.

Atmosphere

- **Cockpit atmosphere** - Hear sounds of silence, little ticks, and more. **Tip** - select sound "Random" to get different cockpit sound each time you fly.

- **Airport atmosphere** - Hear sounds of other aircraft, cars, birds, engines and more. **Tip** - select sound "Random" to get different airport sound each time you fly.

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Engine

- **Engine vibrations -** Some engines on idle, prduce vibrations that can be felt in the cockpit.

- **Throttle** - When applying full throttle, some aircraft's airframe may shake. The higher the rpm the lower the shaking. Sometimes it takes a few seconds for the engine to reach a smooth point.

- **Engine start** - During an engine start, the aircraft airframe tends to shake due to the sudden engine torque.

- **Engine stop** - During an engine stop, the aircraft airframe tends to shake due to the sudden engine torque on low rpm.

- **Reverse thrust** - Some airplanes has the option to apply reverse thrust on landings in order to stop faster. Applying reverse thrust creates a strong rumble like sound in the cabin.

- **Activate reverse** - When a pilot activate reverse thrust, it produce a sound in the cockpit that it's hard to ignore.

Environment

- **Wind** - When it is windt OR when you fly fast, wind hit the windshield and creates a sound. The stronger the wind, the stronger the wind sound.

- **Turbulence** - Flying through turbulence is not always fun, well, with XPRealistic it is! The stronger the turbulence the stronger the rattling sound and cockpit vibrations.

- **Rain** - Rain sound in X-Plane 11 is not that good, this will add sound of rain. The more rain and speed, the higher the volume of the rain.

Flaps

- **Flaps set** - The click sound when pilot moves flaps leveler.

- **Flaps drag** - When flaps are lowered, air friction with the flaps create a sound of air drag. The lower the flaps, the stronger the drag sound.

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- **Flaps stress** - Vfe stands for maximum speed with flaps, once you pass that speed with lowered flaps, you risk your aircraft with a structural damage, the far you are into that speed, the more rattling sound will be induced.

Gear

- **Gear drag** - When an aircraft with a retractable gear lower its gear, air friction is present with the gear and drag is created, this creates a sound.

- **Wheel well** - When an aircraft with a retractable gear takes off and pull its gear up, the wheels are still spinning. Since the front wheel is under the cockpit (most of the times) and still spinning, it creates a sound. Once the wheel is in the wheel well and it is not spinning anymore, the sound will stop.

Ground roll

- **Ground roll slow** - During taxi, there are lots of sounds in the cockpit coming directly from the ground. This immersion is responsible for these sounds.

- **Ground roll fast** - During takeoff / landing roll, the cockpit tends to shake as it passes a long distance in a short period of time, and runways are not always smooth as silk. The faster you go, the more cockpit shaking and sound will be present.

Head movements

- **Pitch anticipation** - When pitching human's head tends to stay aligned with the horizon in order not to lose focus on current aircraft attitude.

- **Roll anticipation** - When banking human's head tends to stay aligned with the horizon in order not to lose focus on current aircraft attitude.

- **Heading anticipation** - When turning, your head will turn instinctively in order to anticipate what is about to come and to get a better eye view angle.

- **G-Forces** - G forces affects the way our body moves in the cockpit, like in a car when you do a sharp turn, your body will be thrown to the side, same in the aircraft.

- **Natural head** - The human body is not static, it always produces minor movements due to breathing, blood circulation and more.

- **Braking** - immersion used to be an integral part of G-Force effects immersion, now it is a stand-alone immersion which allows you to control the intensity of the braking effect. Brake immersion takes place when you are on the ground and braking; pilot's body behaves according to acceleration / deceleration. Now With Sound !

Touchdown

- **Touchdown main** - The moment the main gears touch the ground during a landing may create an impact effect. Therefore, pilot's body will move accordingly. The softer the landing, the softer the body will mode.

- **Touchdown front** - The same as Touchdown main immersion, but for front gear.