# How-To

## *Setup Prepar3D Custom D3D11 Render To Texture and Effects Example*

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# Description

This example will demonstrate how to pipe custom D3D11 draws into Prepar3D. The Plugin Service allows third party applications to create new Prepar3D internal textures and custom effects.

# Contents

The example is located in the following SDK location:

*%%%SDK%%%\Utilities\PDK\TextureAndEffectPluginSamples\DxGauge\DxGauge.sln*

# Setup Prepar3D

## Build the DxGauge Solution

Build the solution in either Debug or Release.

## Copy Content to the Add-ons Directory

Copy the entire DxGauge directory in to the Prepar3D v4 Add-ons directory.

Source:

*Utilities\PDK\TextureAndEffectPluginSamples\DxGauge\Output\x64\$(Configuration)\DxGauge*

Destination:

*%%%USER\_PROFILE%%%\Documents\Prepar3D v4 Add-ons*

## Update Mooney Bravo G1000 panel.cfg file

The **Mooney Bravo G1000 panel.cfg** can be located in the following location:

*%%%Prepar3D v4%%%\SimObjects\Airplanes\Mooney\_Bravo\panel.g1000*

Add a new texture entry to the **[VCockpit01]** section:

[VCockpit01]   
file=Mooney\_Panel\_G1000\_Decals\_Gray.bmp   
size\_mm=1024,1024   
pixel\_size=1024,1024   
texture=$Mooney\_G1000   
background\_color=0,0,0   
gauge00=G1000!MFD\_Mooney, 0,0,765,500   
gauge01=G1000!audio\_panel, 779,513,97,511   
gauge02=G1000!G1000\_PFD, 0,514,765,500   
**texture00=CursorTexture, 0,0,765,500**

## Update the Cameras.cfg file

Add the **Cursor Effect** as a **Post Process** to the **Virtual Cockpit** camera definition. The **cameras.cfg** file can be located in the following location:

*%%%AppData%%%\Roaming\Lockheed Martin\Prepar3D v4\cameras.cfg*

[CameraDefinition.002]   
title = Virtual Cockpit   
Guid = {C95EAB58-9E4A-4E2A-A34C-D8D9D948F078}   
Description = This is the description of the virtual cockpit view.   
Origin = Virtual Cockpit   
MomentumEffect = Yes   
SnapPbhAdjust = Swivel   
SnapPbhReturn = False   
PanPbhAdjust = Swivel   
PanPbhReturn = False   
Track = None   
ShowAxis = YES   
AllowZoom = TRUE   
InitialZoom = 0.7   
SmoothZoomTime = 2.0   
ZoomPanScalar = 1.0   
ShowWeather = Yes   
XyzAdjust = TRUE   
ShowLensFlare=FALSE   
Category = Cockpit   
PitchPanRate=30   
HeadingPanRate=75   
PanAcceleratorTime=0   
HotKeySelect=1   
**PostProcess00 = CursorEffect**

# Running Prepar3D

Run Prepar3D and Select the Mooney Bravo G1000 if not already selected. Enter the Virtual Cockpit view. The **Cursor Texture** will be rendered into the right GPS panel. The **Cursor Effect** will be rendered onto the Virtual Cockpit view.

