

# PassengersFX for X-Plane

## Add-On Manual

Copyright 2017 mcpcfan

Version 1.0.1

### Disclaimers:

If you want to use the sounds for anything else, please read the Credits.txt file located in the PassengersFX folder (this is very important as it contains licensing information!).

I will not be held responsible for any damage to your system due to incorrect usage or any other reasons. Use at your own risk.

Please include your **FlyWithLua\_Debug.txt** and **Log.txt** if reporting an issue/bug.

# Installation

**Welcome and thank you** for downloading PassengersFX!

PassengersFX relies on the third-party plugin **FlyWithLua** for operation.

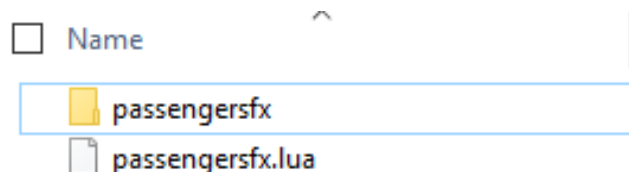
If you do not have it installed already, it can be downloaded/installed by clicking [here](#) and following the installation instructions (this is the **complete edition**. There have been reports that other editions don't work.)

After installing FlyWithLua, simply **drag PassengersFX + PassengersFX.lua** and **drop** it in the directory:

**(X-Plane Directory)Resources\plugins\FlyWithLua\Scripts<sup>\*</sup>**

<sup>\*</sup> (X-Plane Directory) being where you store the sim

The files below should also be capitalized ...



# Using your own custom sounds

You can use your own custom sounds with PassengersFX.

Just add the sound to the folder, delete the **original** sound file included with PassengersFX, **rename** the replacement to the sound file to the original's name ending in **.wav** (**not .WAV** or anything else!)

At this moment, as mentioned above, only wav files are supported by FlyWithLua.

There are no other restrictions or limitations (except: see below).

**Important:** If replacing the turbulencescream.wav file, ensure it less than exactly 2 seconds long.

**Important:** If you are replacing the safety video, please ensure there is a 1 - 2 second delay before the sound actually starts. This is because there is a bug in FlyWithLua that sometimes randomly plays the first defined sound in the script automatically.

**Important:** Please ensure, that when you rename the files, the replacement file's name matches the *exact* original's name. Even the slightest errors can cause huge problems!

**Note:** Lots of other sounds also have delays. If you're replacing sounds, make sure to add the delay, otherwise it will not sound realistic! (for example, the food cart sound has a 2-minute delay after the meal announcement to keep it realistic)

# How sounds are triggered

Most of the sounds in PassengersFX are triggered (played) when a combination of events is met.

Below is a table showing which sound is triggered by which event(s).

The sound	...is triggered when
Safety Video/Briefing	(during pushback): parking brake released, battery on, <b>landing lights on</b>
Takeoff preparation announcement	<b>Takeoff flaps are set</b> Do this before takeoff (not in the middle of taxi!) to make it sound realistic.
Seatbelts on/off	<b>Seatbelt switch position changed</b>
Welcome to destination	(shortly after landing, will not play on touch and go)
<b>(reserved for future)</b>	-
After landing, passengers deplaning	(after landing) → Parking brake set, aircraft stationary, seatbelts off
Cruise/Descent Announcement	<b>Cruise:</b> (airplane level and seatbelt sign off) <b>Descent:</b> Seatbelt sign on (toggle this <b>while</b> descending) <b>and</b> indicated airspeed less than 250 knots

There are obviously more sounds that are automatically or randomly triggered (I didn't include them because the logic is much more advanced), but these are the most important ones.

**Note:** A lot of sounds are also dependent on the position of the fasten seatbelt sign. Some will play while it's in the off position, some will in the on position.

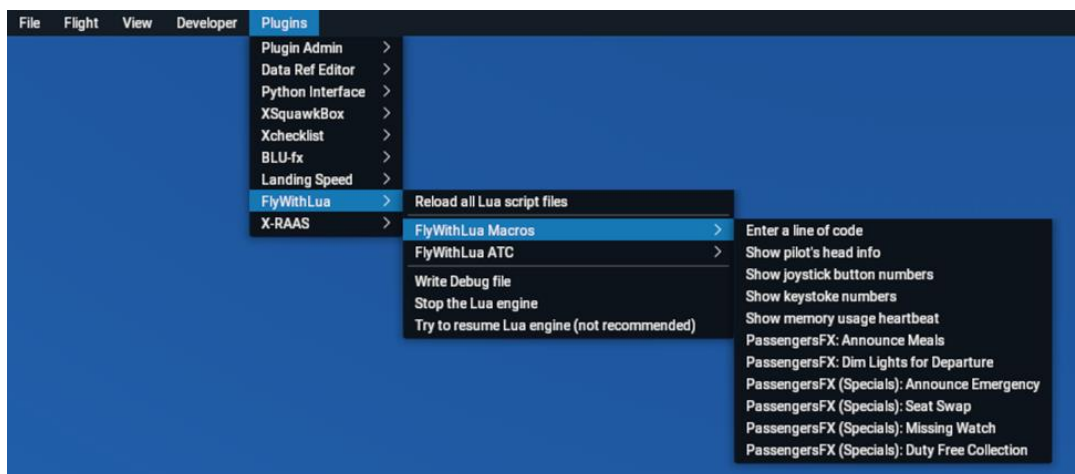
**Note:** Taxi music will stop if **both** (or if in a quad-jet, all four) of your throttle levers are past 75 - 80%. This is in place, so that if you forget to play the takeoff preparation announcement, the taxi music will not play during takeoff roll. Also, taxi music will **not** play after landing! (will definitely be changed in future)

## Manual announcements

There are some announcements in PassengersFX which will **not** be triggered automatically, but instead can be triggered using the **FlyWithLua Macros Menu** and **commands** (see next page), including special/non-normal announcements.

As of version 1.0.1, I have removed most macros and changed them to keyboard bindings (see next page). There are, however, still two macros left over (Ready for Boarding and Disable for this flight)

An image (outdated, please check the one in your sim) is provided below.

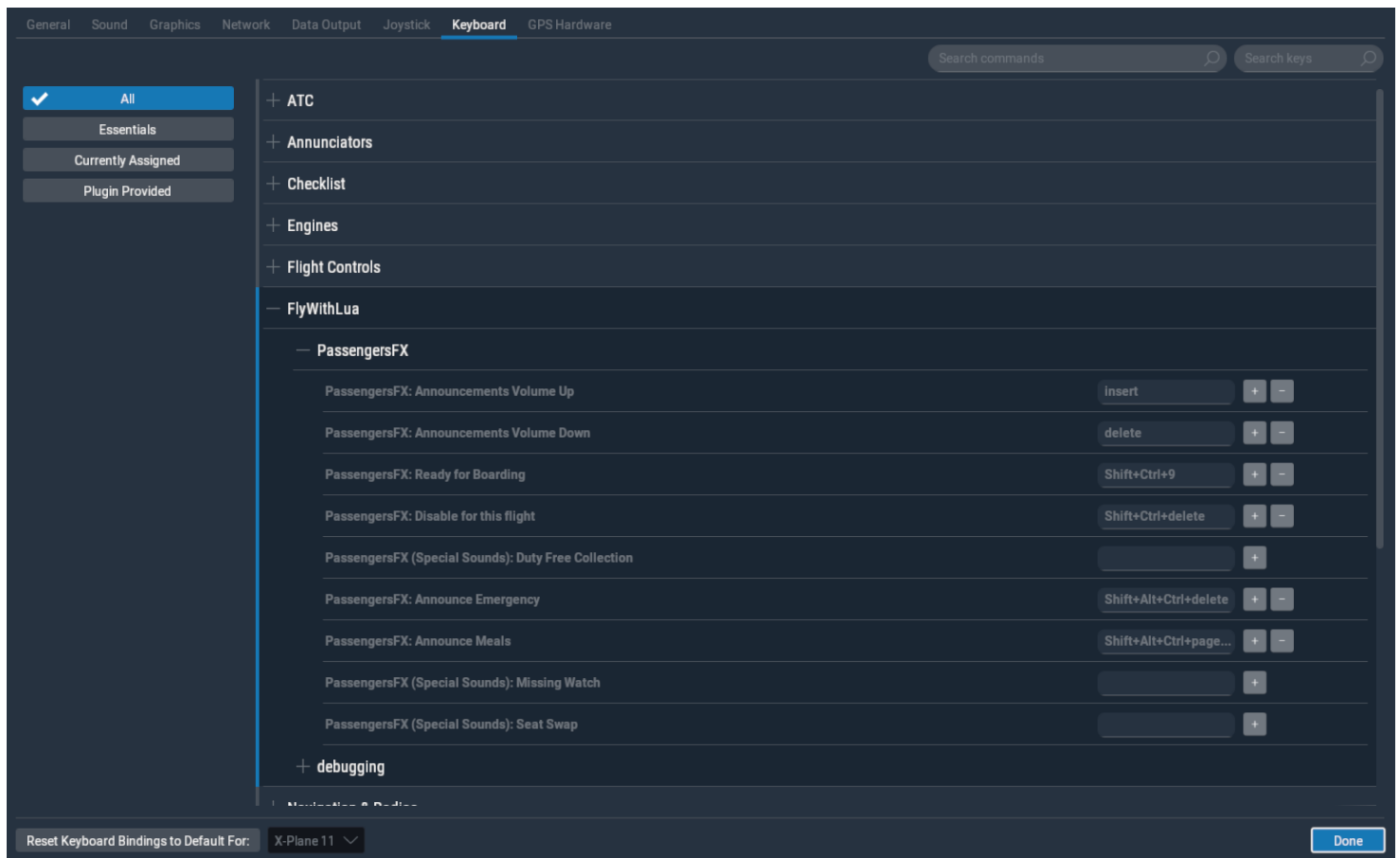


# Manual announcements (2)

## Keyboard Bindings / Commands

In version 1.0.1, I added commands so you can play announcements, control the volume for announcements, and disable PassengersFX for the flight using your keyboard or joystick.

Here's an image showing how to access them.



# Questions?

## **I'd like to report a bug I found... how?**

Check on the main add-on page to see if it is a "Known Bug". If it isn't, please PM me or leave a comment tagging @mcpcfanc otherwise I am not guaranteed to check it! Thank you!

## **Can I customize the script?**

Absolutely! I have provided (a rather basic, will be expanded in the future) set of options. You can disable and enable sounds. Open up the passengersfx.lua file with your favorite text editor and play around with the options!

Further modification of the script is allowed as long as you don't redistribute it to anyone (including your friends).

## **Is PassengersFX compatible with XPRealistic?**

I use XPRealistic Pro myself and have no issues with PassengersFX.

## **Your plugin crashes FlyWithLua/X-Plane or doesn't work! Can you help me?**

Apologies for the inconvenience! I'd like to help you get the script fully functional.

Please PM me (preferred) or leave a comment tagging @mcpcfanc.

## **Is PassengersFX compatible with X-Plane 10?**

PassengersFX has not yet been tested on X-Plane 10, but I presume it works.

(Ensure you are also using a compatible FlyWithLua version if testing)

## **Need help or have another question?**

Please PM me (mcpcfanc on X-Plane.org). I'll get back to you ASAP.

# Other features

## Disabling PassengersFX for the entire flight

PassengersFX will be automatically disabled if you aren't flying an aircraft with two or more engines, but it doesn't know if you're flying an airliner.

Let's say you're flying a GA aircraft, or just don't want PassengersFX for the flight. In the FlyWithLua Macros Menu, there's an option to disable it (right at the bottom). If you click it, PassengersFX will be completely disabled for the session (unless you disable and re-enable FlyWithLua in the plugins menu, which you shouldn't do as it may mess up other scripts and **will definitely** also mess up PassengersFX).

## Script settings

As said in the last page, open up passengersfx.lua with a text editor. Then, you'll be able to disable/enable some sounds. Volume settings can be changed in the sim.

**More features coming soon.**



# Donate

Development of PassengersFX costs lots of time and hard work - done in my spare time. Lots of development, tweaking/fine-tuning, testing, and even paying for sounds. If you like PassengersFX and want to support further development, please consider a donation. Of course, it's **completely** optional – donate only if you would like to :)

All donations are greatly appreciated.

Click [here](#) to donate.

You have reached the end of the manual. Now go, fly and enjoy :)