



The Modern Addon Manager for X-Plane 11 & 12

Version 2.4.0 · User Manual

February 2026



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# Introduction

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**X-Addon-Oxide** is a native, high-performance addon manager for X-Plane 11 and 12. Built in Rust, it starts fast, runs light, and handles libraries of thousands of addons without slowdown. It replaces manual `scenery_packs.ini` editing with a visual, drag-and-drop interface backed by an AI heuristics engine (BitNet).

## Key Features at a Glance

Feature	Description
<b>Smart Sort</b>	AI-powered scenery ordering that enforces X-Plane's strict layer rules automatically
<b>Scenery Basket</b>	Temporary selection tool for bulk enable/disable/reorder operations
<b>Interactive Map</b>	World map showing your exact scenery coverage, health scores, and airport inspector
<b>Profiles</b>	Switch between multiple addon configurations (e.g. Summer, Winter, VATSIM) instantly
<b>Aircraft Installer</b>	Drag a zip archive in; it extracts to the right folder with a progress bar
<b>Flight Generator</b>	Natural-language flight plans with live METAR weather, time-of-day filtering, and four export formats
<b>FlyWithLua Scripts</b>	Enable/disable individual Lua scripts without touching plugin files
<b>Issues Dashboard</b>	Scans <code>Log.txt</code> for missing assets, DSF errors, and scenery order violations
<b>Companion Apps</b>	Launch SimBrief, Navgraph, Little NavMap, vPilot, and more from one place
<b>Export Lists</b>	Export your scenery or aircraft library to CSV or XML for documentation

# System Requirements

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## Minimum Requirements (all platforms)

Component	Minimum
CPU	64-bit dual-core, 2 GHz
RAM	4 GB
Disk	200 MB free (for app and METAR cache)
Display	1280 × 720
Network	Optional — required for live METAR weather in Flight Generator

## Windows

Requirement	Version
Operating System	Windows 10 (64-bit) or later
Visual C++ Runtime	Included in installer
.NET	Not required

## macOS

Requirement	Version
Operating System	macOS 11 Big Sur or later
Architecture	Intel x86-64 and Apple Silicon (arm64) both supported

## Linux

Requirement	Details
Operating System	Any modern 64-bit distro (glibc ≥ 2.31)
Display	X11 or Wayland
Required libraries	<a href="#">alsa-lib</a> , <a href="#">fontconfig</a> , <a href="#">wayland</a> , <a href="#">libX11</a> , <a href="#">libxkbcommon</a> , <a href="#">dbus</a> , <a href="#">gtk3</a>

### Install libraries on your distro:

```
# Ubuntu / Debian
sudo apt-get install -y libasound2-dev libfontconfig1-dev libwayland-dev \
    libx11-dev libxkbcommon-dev libdbus-1-dev libgtk-3-dev

# Arch Linux
sudo pacman -S alsa-lib fontconfig wayland libx11 libxkbcommon dbus gtk3

# Fedora
sudo dnf install alsa-lib-devel fontconfig-devel wayland-devel libX11-devel \
    libxkbcommon-devel dbus-devel gtk3-devel

# openSUSE
sudo zypper install alsa-devel fontconfig-devel wayland-devel libX11-devel \
    libxkbcommon-devel dbus-1-devel gtk3-devel
```

# Installation

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## Windows

1. Download the `.exe` installer from the [Releases](#) page.
2. Double-click the installer and follow the NSIS setup wizard.
3. Accept the default install location (`C:\Program Files\X-Addon-Oxide\`) or choose your own.
4. A Start Menu shortcut and optional Desktop shortcut are created automatically.
5. Launch **X-Addon-Oxide** from the Start Menu.

**Windows Defender / Antivirus:** On first launch, Windows may scan the executable. If your antivirus slows the initial scenery scan (especially on large libraries), see [Windows Troubleshooting](#) for the recommended exclusion path.

## macOS

1. Download the `.dmg` disk image from the [Releases](#) page.
2. Open the DMG and drag **X-Addon-Oxide** to your **Applications** folder.
3. On first launch, right-click the app and choose **Open** to bypass Gatekeeper on the first run.
4. Grant any permission prompts (filesystem access to your X-Plane folder).

**macOS Gatekeeper:** Because the app is distributed outside the Mac App Store, macOS will warn you on first launch. Right-click → Open resolves this permanently for future launches.

## Linux

### AppImage (recommended — no installation required)

1. Download `X-Addon-Oxide-x86_64.AppImage` from the [Releases](#) page.
2. Make it executable:  

```
bash chmod +x X-Addon-Oxide-x86_64.AppImage
```
3. Run it:  

```
bash ./X-Addon-Oxide-x86_64.AppImage
```

## **DEB Package (Ubuntu / Debian)**

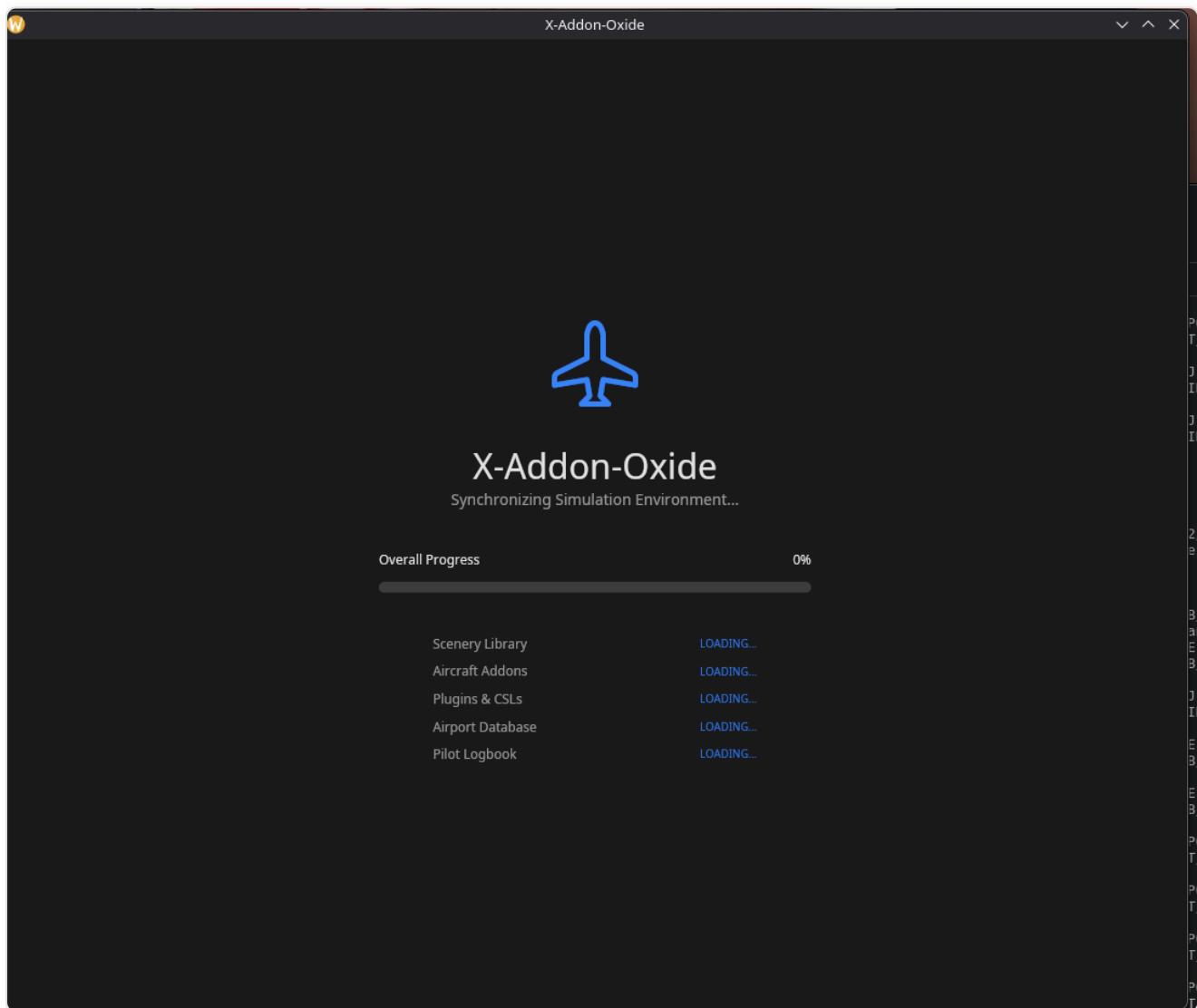
```
sudo dpkg -i x-addon-oxide_2.4.0_amd64.deb  
# Then launch from your application menu or:  
x-addon-oxide
```

## **RPM Package (Fedora / openSUSE)**

```
sudo rpm -i x-addon-oxide-2.4.0.x86_64.rpm
```

# First Launch & Initial Setup

On first launch, X-Addon-Oxide displays its loading screen while it synchronises with your X-Plane installation.

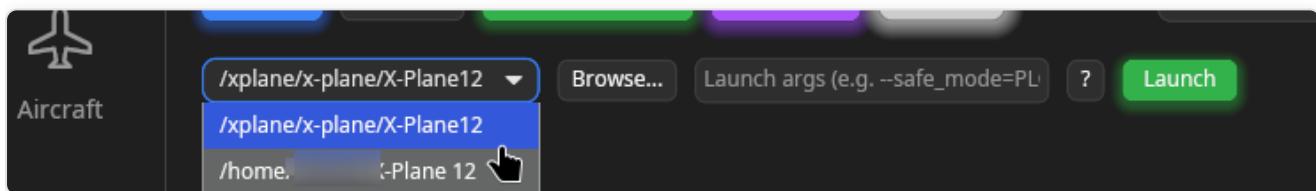


The loader initialises five subsystems simultaneously:

Subsystem	What it loads
Scenery Library	Reads <code>scenery_packs.ini</code> and scans <code>Custom Scenery/</code>
Aircraft Addons	Scans the <code>Aircraft/</code> folder tree
Plugins & CSLs	Scans <code>Resources/plugins/</code>
Airport Database	Builds the global 38,000-airport index for Flight Generator
Pilot Logbook	Parses <code>Output/logbooks/Pilot.txt</code>

## Setting Your X-Plane Root

If auto-detection fails (or you have multiple X-Plane installations), set the root manually:



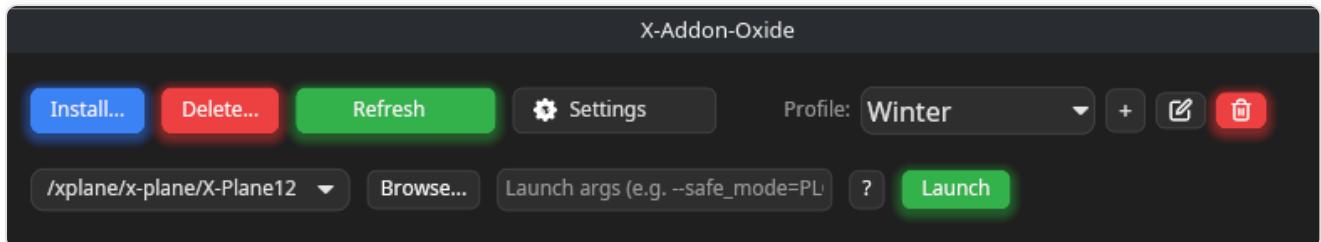
1. Click the **path dropdown** in the top toolbar (shows your current X-Plane path).
2. Select an existing detected install, or click **Browse...** to locate your X-Plane folder manually.
3. The app reloads all data from the newly selected installation immediately.

**Multiple Installations:** X-Addon-Oxide fully supports switching between X-Plane 11 and X-Plane 12 installations. Each installation has its own isolated config so profiles, pins, and tags don't bleed between installs.

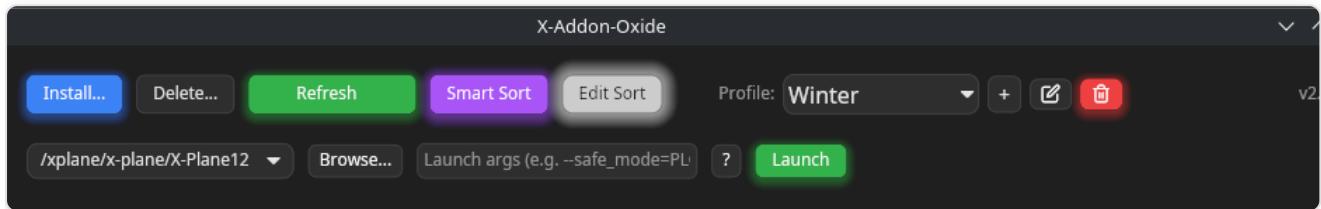
# Interface Overview

The top toolbar is present on every tab and provides quick access to the most common actions.

## Aircraft tab toolbar:



## Scenery tab toolbar:



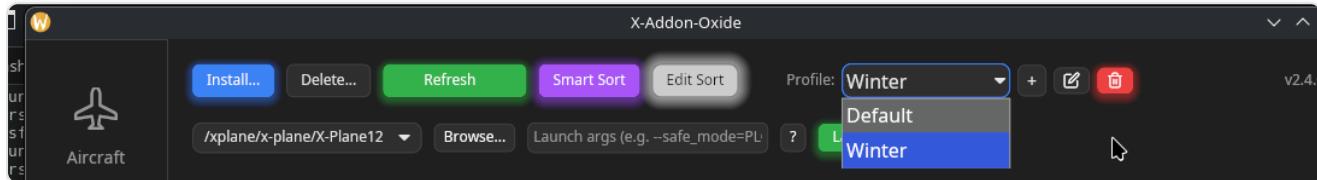
Control	Function
<b>Install...</b>	Install an aircraft or scenery pack from a zip archive
<b>Delete...</b>	Permanently delete a selected addon from disk
<b>Refresh</b>	Re-scan all addons (use after external changes)
<b>Smart Sort</b>	Automatically order scenery by X-Plane loading rules
<b>Edit Sort</b>	Manual pin editor (text-based)
<b>Settings</b>	Open the Settings tab
<b>Profile</b> dropdown	Switch between saved hangar profiles
<b>+</b>	Create a new profile
Pencil / Trash	Rename or delete the current profile
<b>X-Plane path</b> dropdown	Switch between installed X-Plane versions
<b>Browse...</b>	Locate X-Plane root manually
<b>Launch args</b>	Command-line arguments passed to X-Plane on launch
<b>Launch</b>	Start X-Plane directly from X-Addon-Oxide

**Tab navigation** (left sidebar):

Tab	Purpose
Aircraft	Hangar management, install, enable/disable, icons
Scenery	Scenery order, smart sort, basket, tagging, export
Plugins	Plugin and FlyWithLua script management
CSLs	Online traffic model libraries
Flight Gen	Natural-language flight plan generator
Utilities	Companion Apps and Pilot Logbook
Issues	X-Plane Log.txt error analyser
Settings	App-wide configuration

# Profiles

Profiles let you maintain multiple addon configurations for the same X-Plane installation — for example a **Default** profile (everything on) and a **Winter** profile (winter mesh only, summer airports disabled).



## Managing Profiles

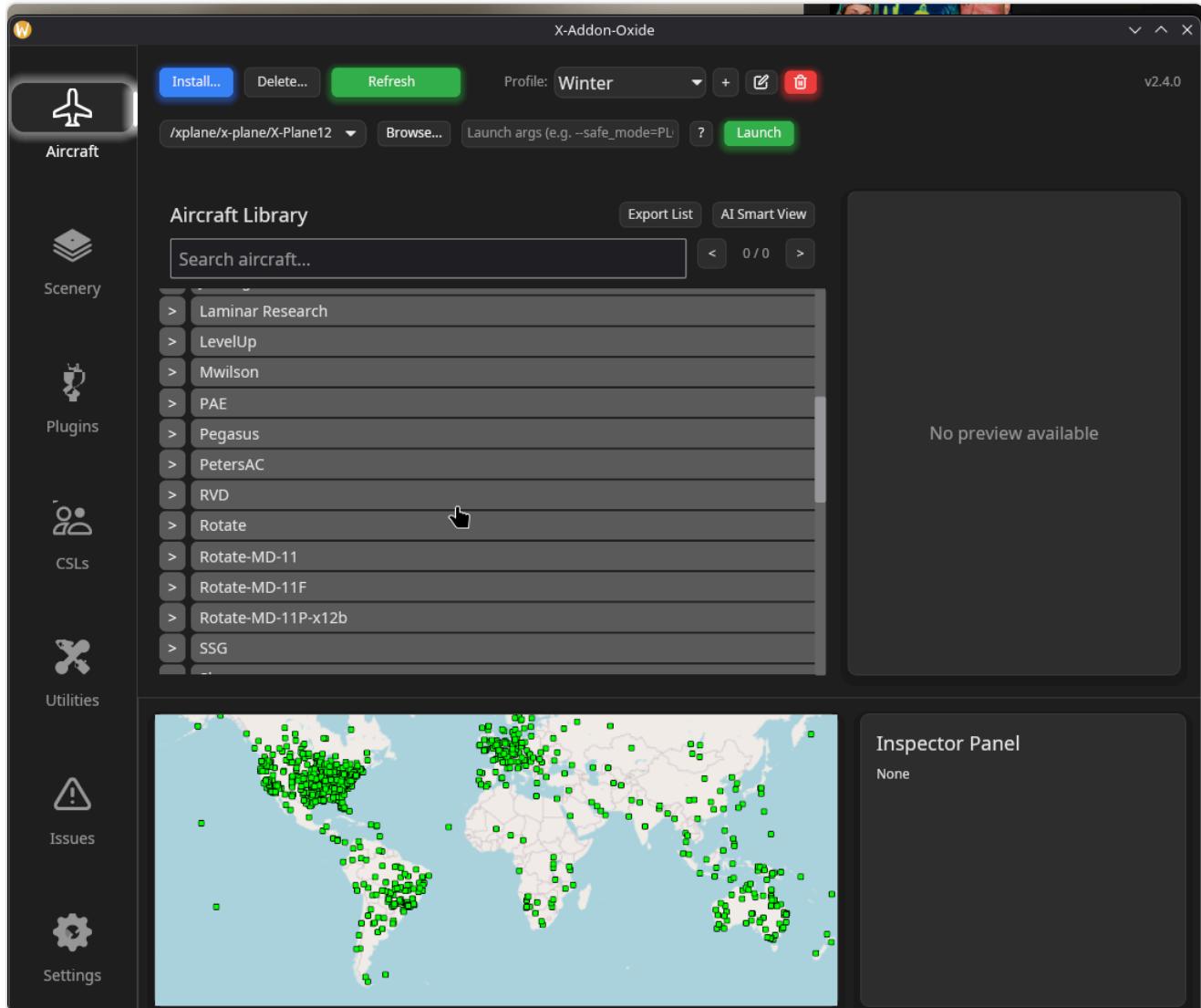
Action	How
<b>Switch</b>	Click the Profile dropdown and select a name
<b>Create</b>	Click <b>+</b> next to the dropdown
<b>Rename</b>	Click the pencil icon
<b>Delete</b>	Click the trash icon (cannot delete the last profile)

Switching profiles immediately rewrites your `scenery_packs.ini` to reflect the selected configuration. Each profile independently tracks which packs are enabled, disabled, or pinned.

**Tip:** Create a *Performance* profile that disables all orthophoto mesh packs for faster X-Plane loading when you just want a quick flight.

# Aircraft Manager

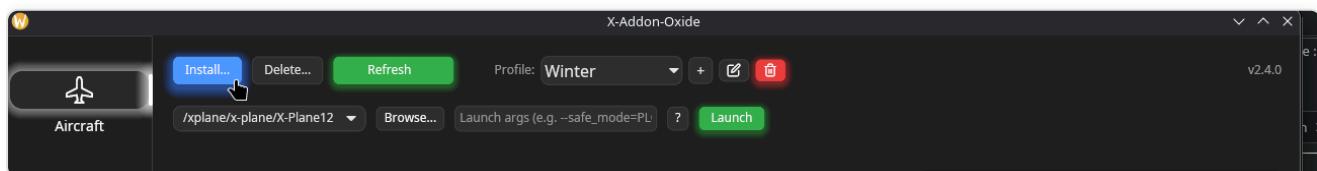
The **Aircraft** tab gives you complete control over your [Aircraft/](#) folder. Everything is organised in a collapsible folder tree.



## Installing Aircraft

You can install aircraft directly from a zip archive without leaving the app.

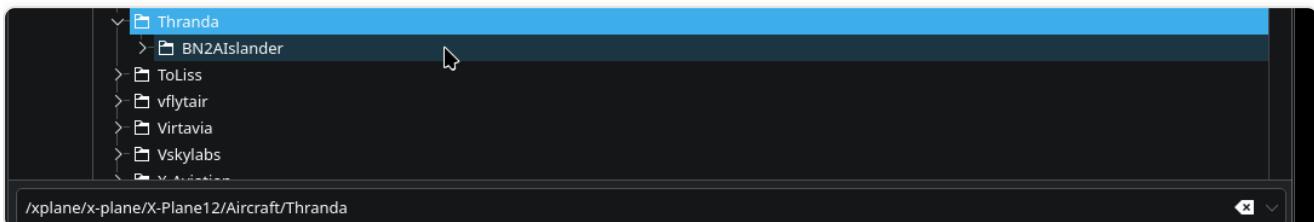
1. Click **Install...** in the top toolbar.



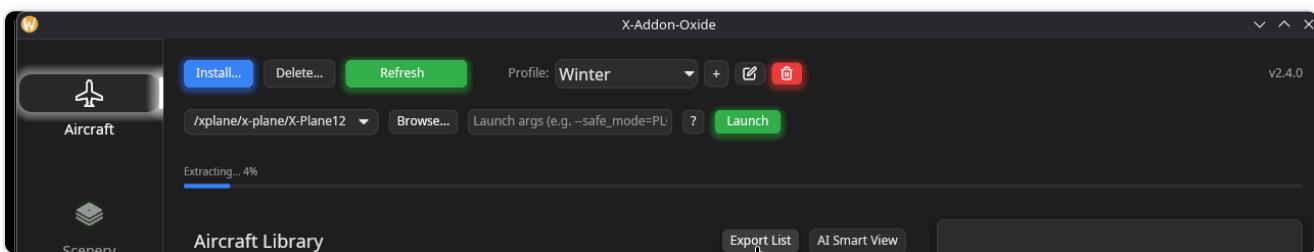
1. A file browser opens — select the zip archive for the aircraft you want to install.



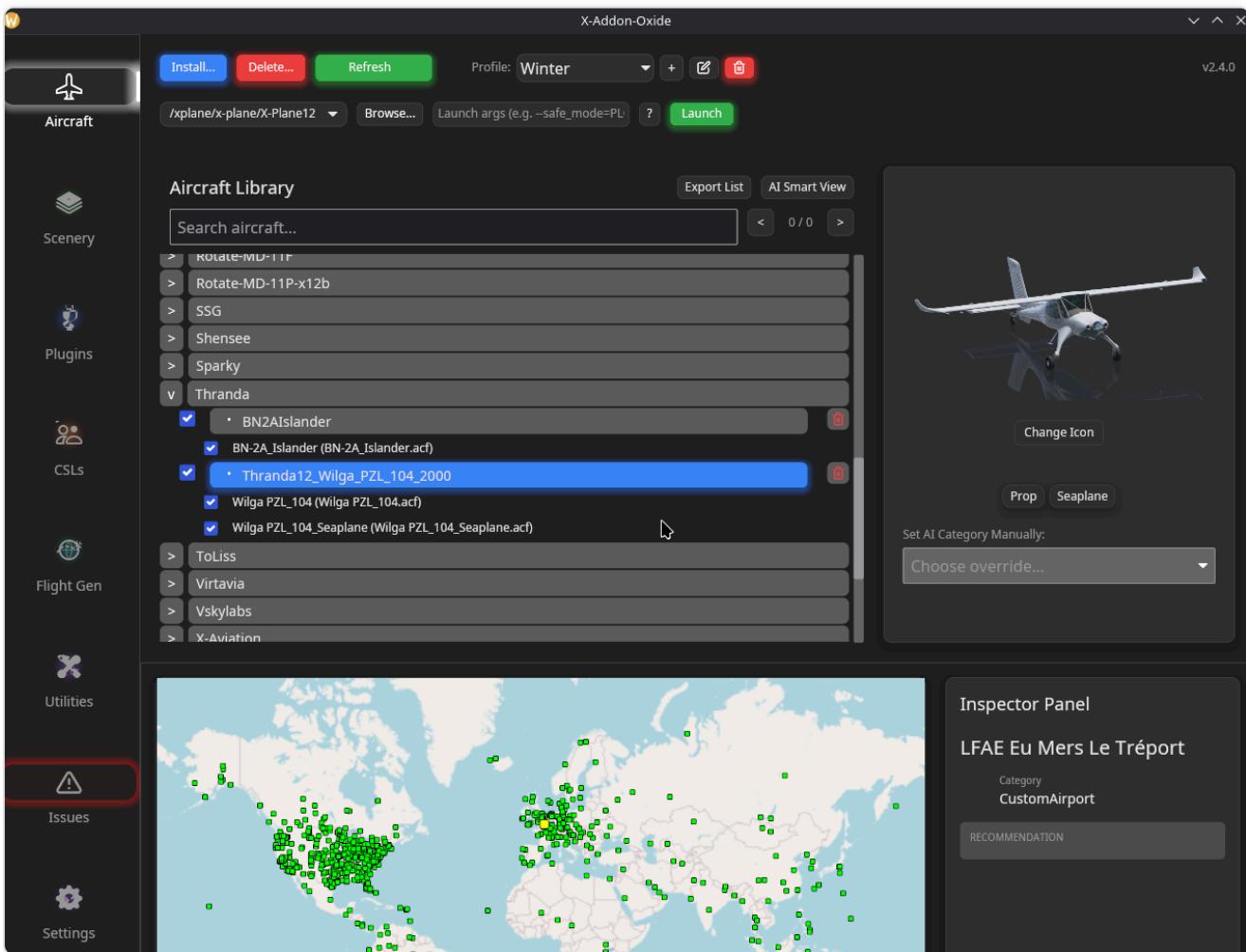
1. Choose the destination folder inside `Aircraft/` where the pack will be extracted.



1. Extraction begins with a live progress bar. Large archives (3+ GB) show percentage completion.

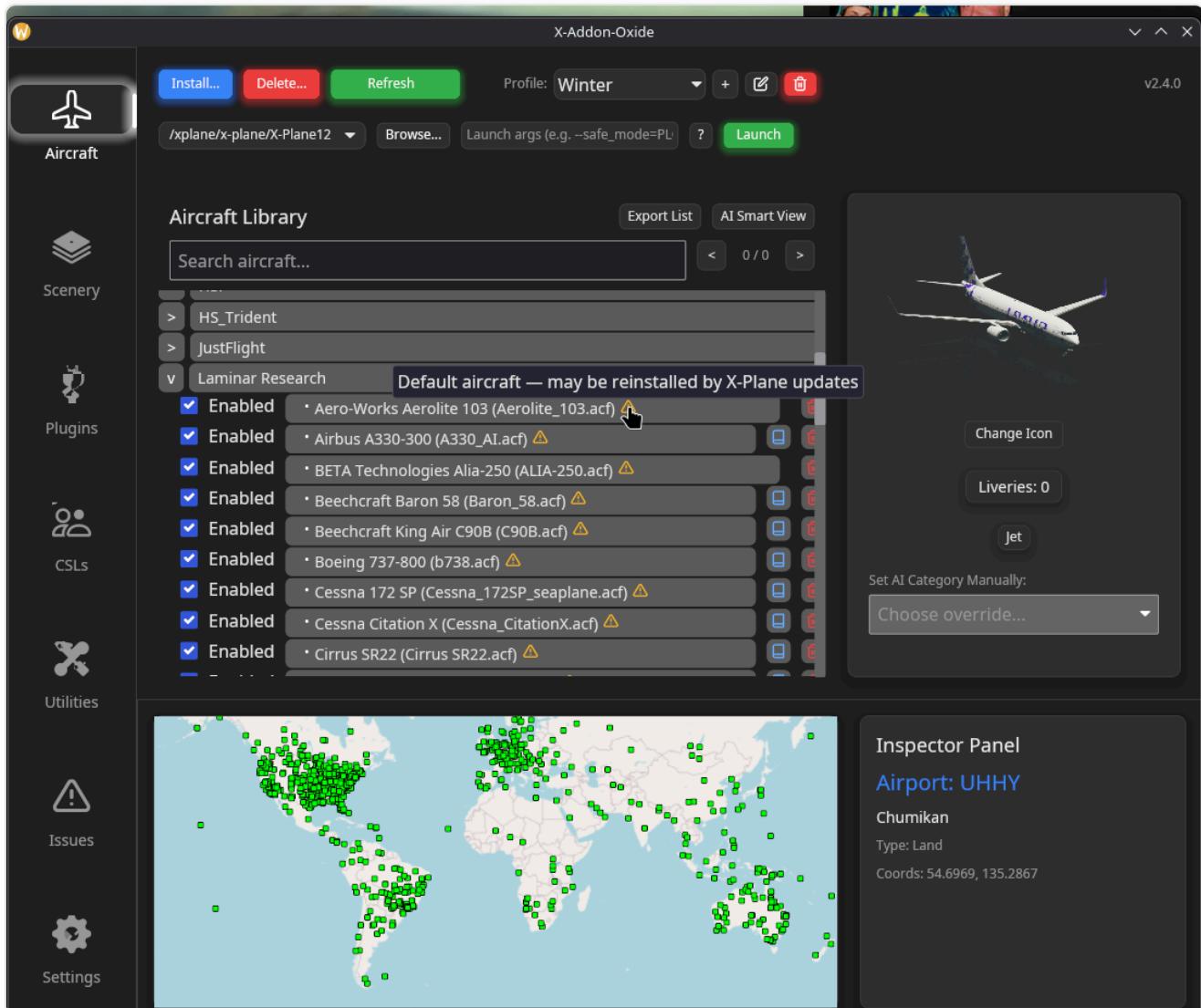


1. When complete, click **Refresh** — the new aircraft appears in the library.



## Disabling Aircraft

Disabled aircraft are still on disk but hidden from X-Plane's aircraft selector. X-Addon-Oxide moves the folder to an **(Disabled)** sub-folder — no files are deleted.

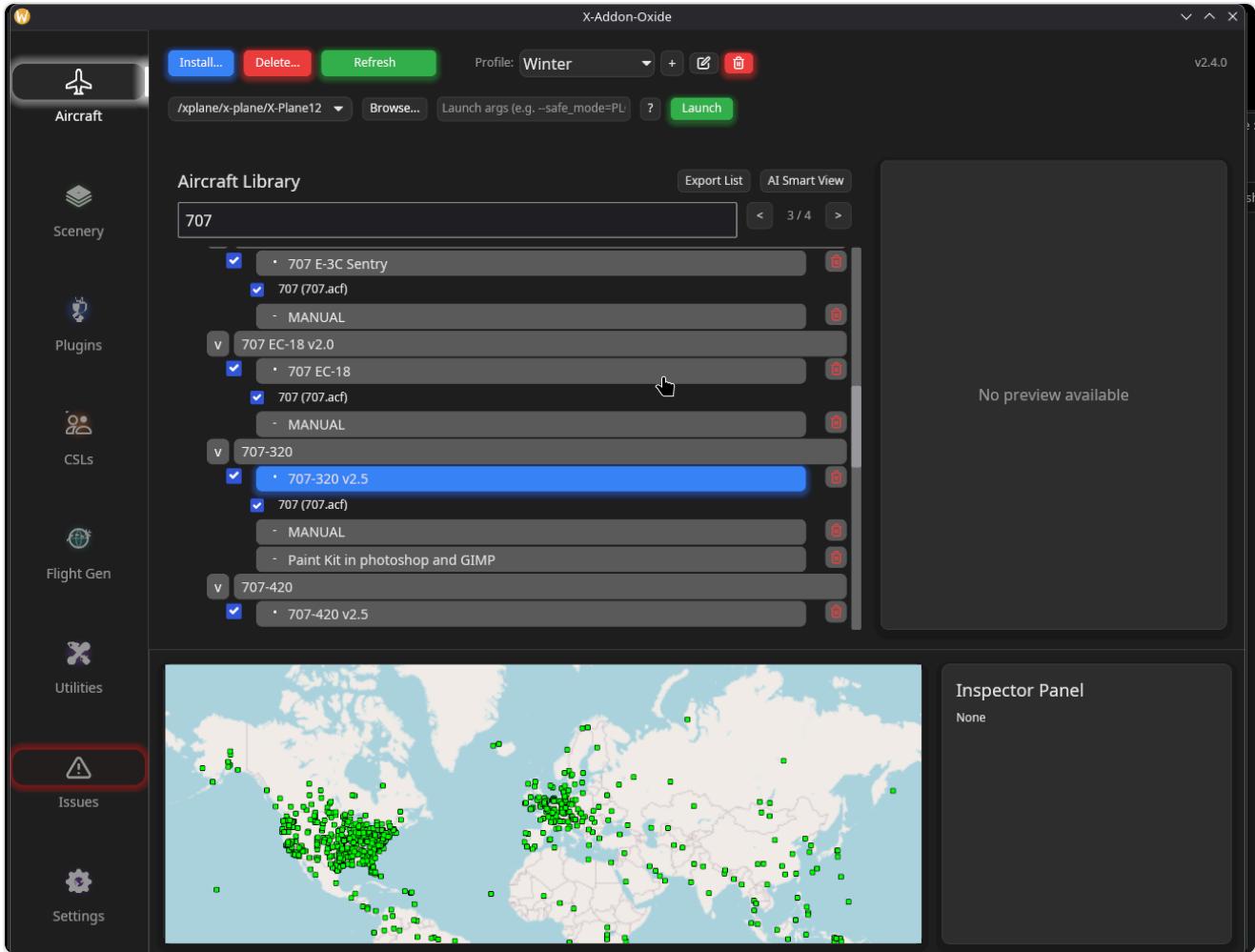


Click the checkbox or toggle next to any aircraft to enable or disable it. The status updates immediately.

**Note:** X-Plane may flag disabled aircraft as "may be removed" in its own UI. This is cosmetic — the files remain intact and can be re-enabled from X-Addon-Oxide at any time.

## Searching Aircraft

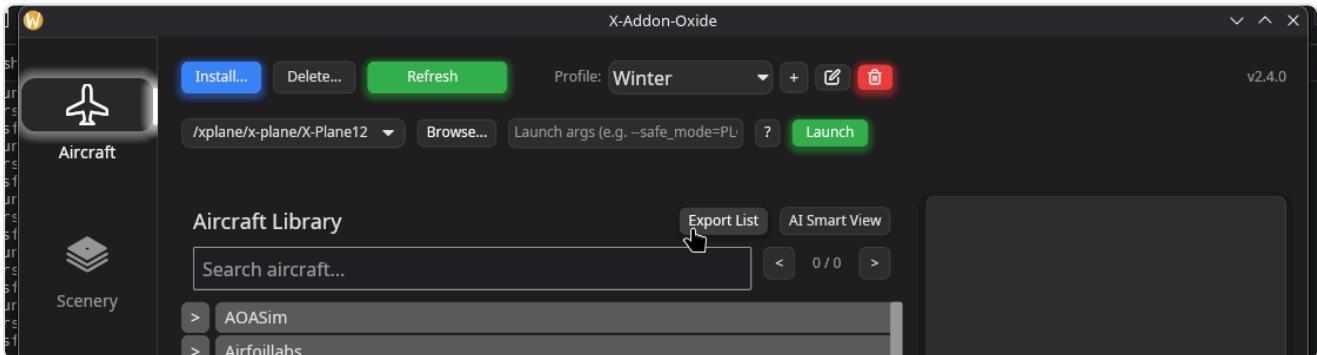
Use the **Search aircraft...** bar at the top of the library to filter by name or manufacturer. The folder tree stays collapsed and only matching entries appear.



Results appear as an expandable tree — the folder name is the parent and individual `.acf` variants are children. Click ► to expand any folder and see all liveries and variant files.

## Exporting Your Aircraft List

Click **Export List** to save a catalogue of your entire aircraft library.



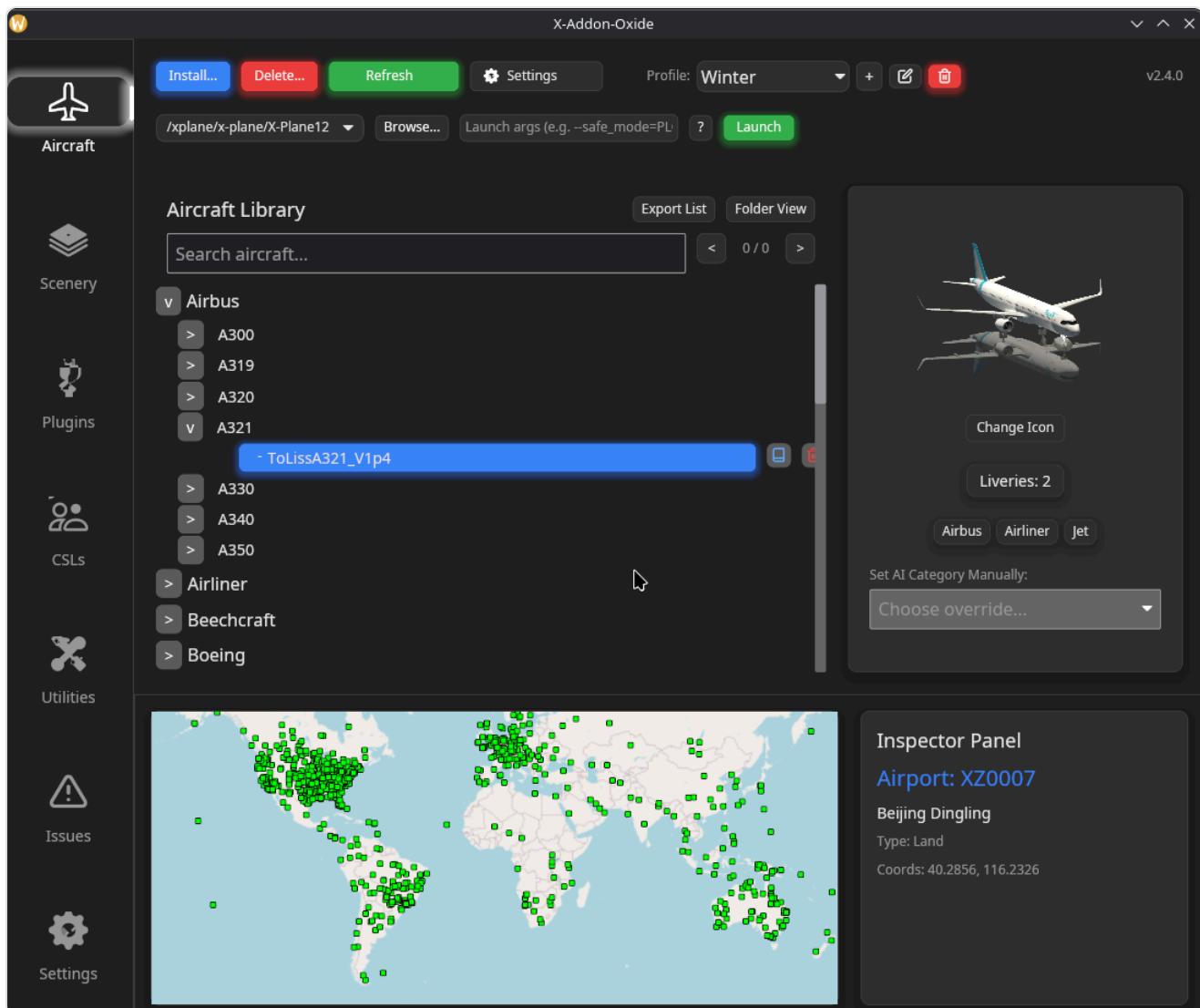
A file-save dialog appears with three format options:

Name:	x_plane_aircraft_library.csv	1.6 kB	2/4/26 9:14 PM
File type:	CSV File	123.7 kB	2/4/26 3:33 PM
	CSV File		
	XML File		
	Text File		

The exported CSV includes aircraft name, `.acf` path, category, and enabled status.

# AI Smart View

Toggle **AI Smart View** to automatically categorise your aircraft by type using the BitNet heuristics engine.

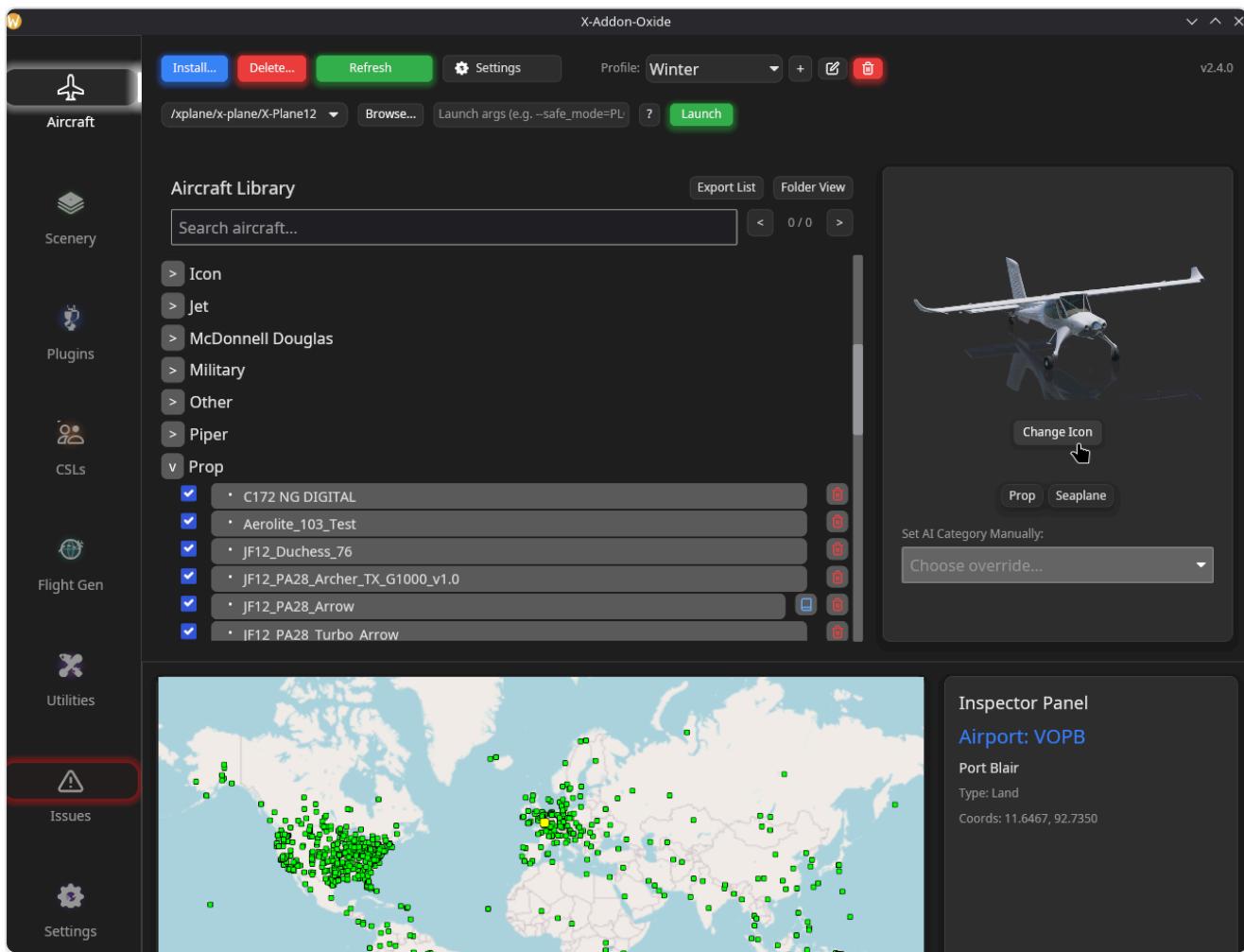


If an aircraft is placed in the wrong category, select it and use **Set Category** in the Inspector Panel. Your choice is saved and applied to future refreshes.

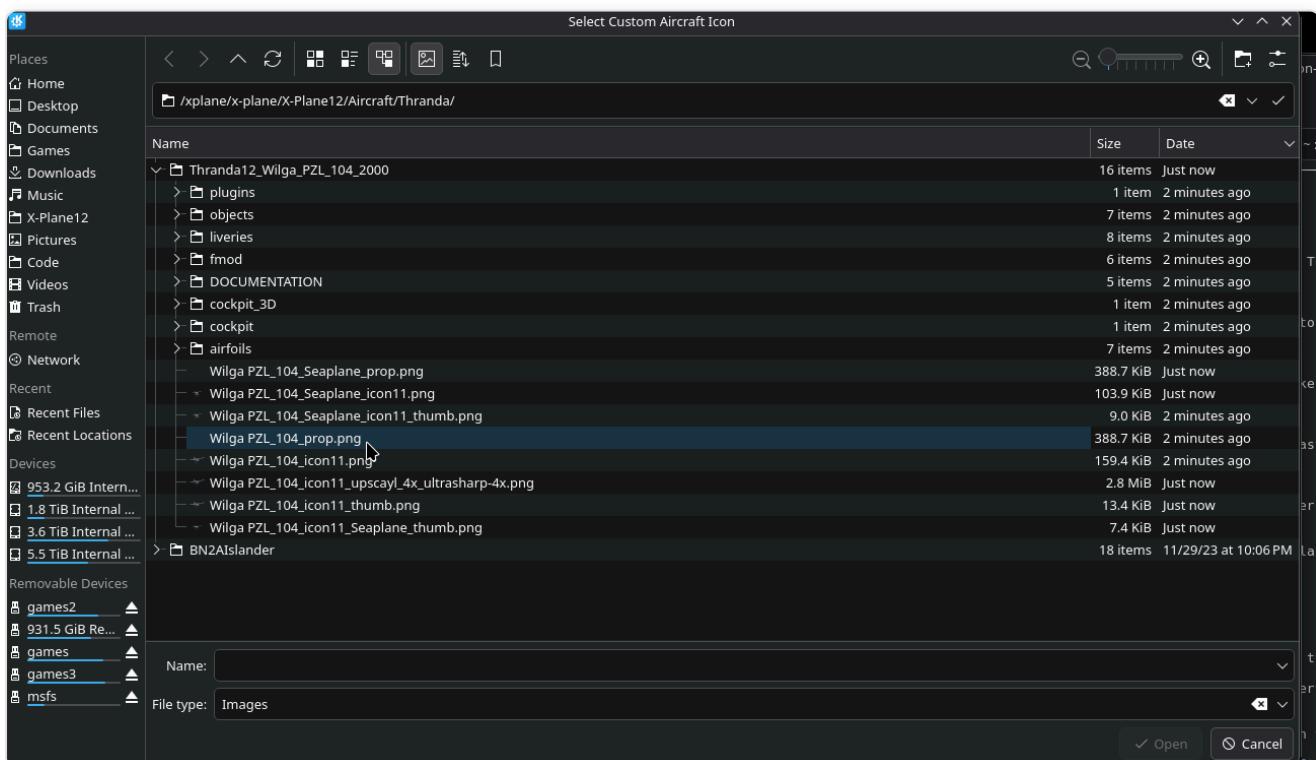
## Custom Icons

Personalise your hangar with a custom icon for any aircraft.

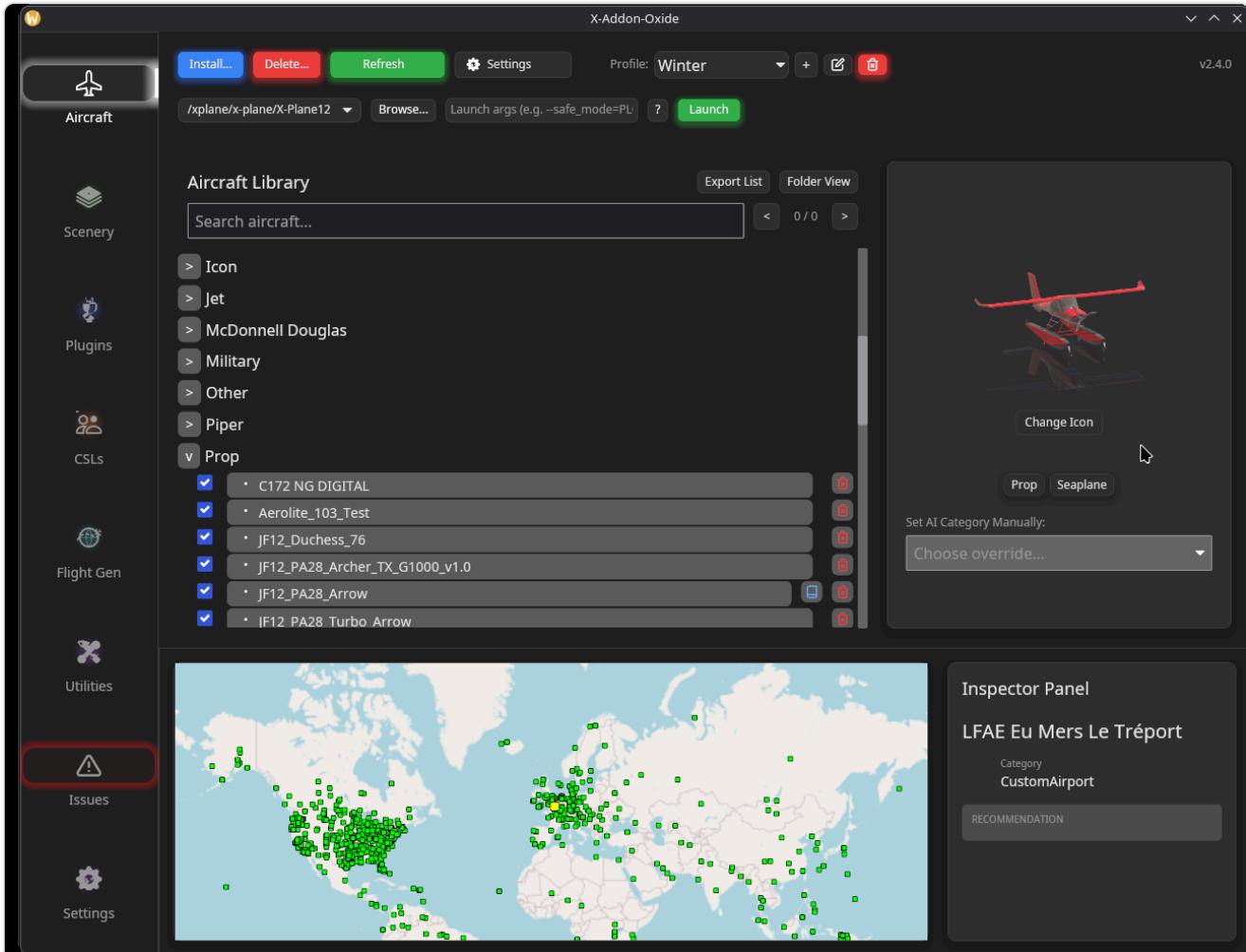
1. Select the aircraft in the list.
2. Click **Change Icon** in the Inspector Panel.



1. A file chooser opens. Navigate to any `.png` or `.jpg` image — you can use the aircraft's own livery thumbnail.

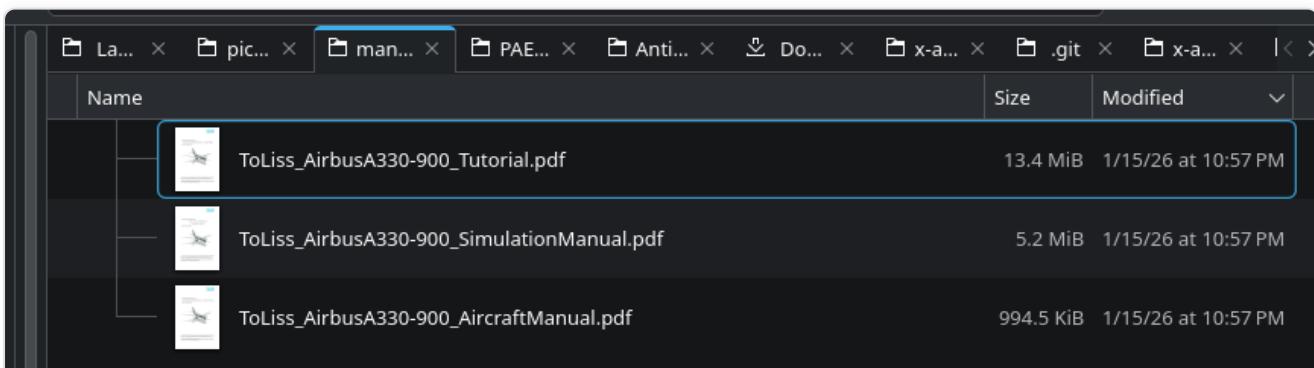


1. The icon updates instantly.



## PDF Manuals

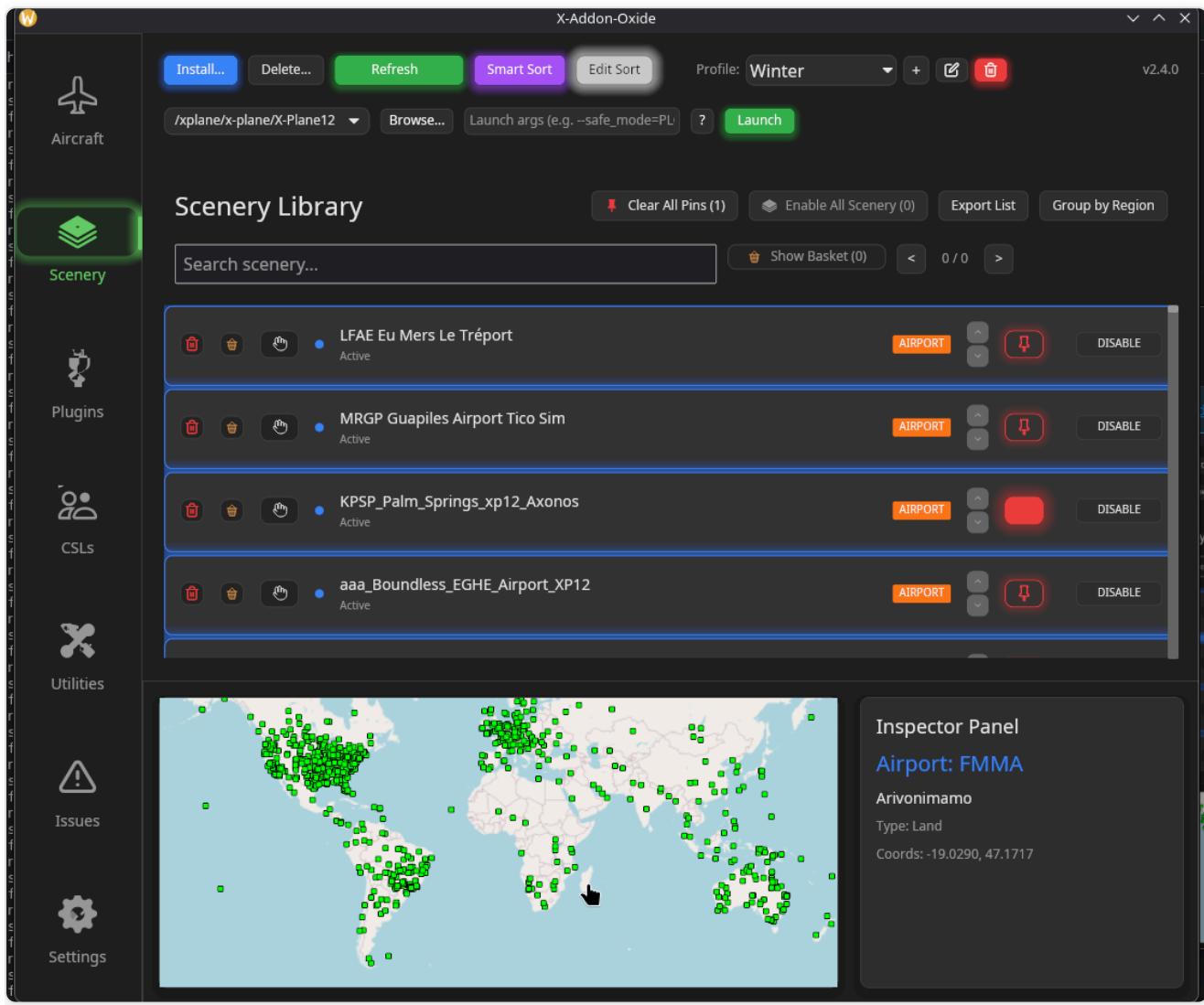
If an aircraft includes a `manuals/` folder with PDF files, a **Book** icon (📘) appears next to its name.



- Clicking the icon opens the PDF directly in your system's default viewer.
- If multiple PDFs are found, the `manuals/` folder opens instead so you can choose.

# Scenery Manager

The **Scenery** tab is the heart of X-Addon-Oxide. It manages `scenery_packs.ini` — the file X-Plane reads to determine which scenery packs load and in what order.



## Understanding the Scenery List

Each row in the Scenery Library represents one entry in `scenery_packs.ini`. The order from top to bottom is the exact order X-Plane loads them — items at the top take priority over items below.

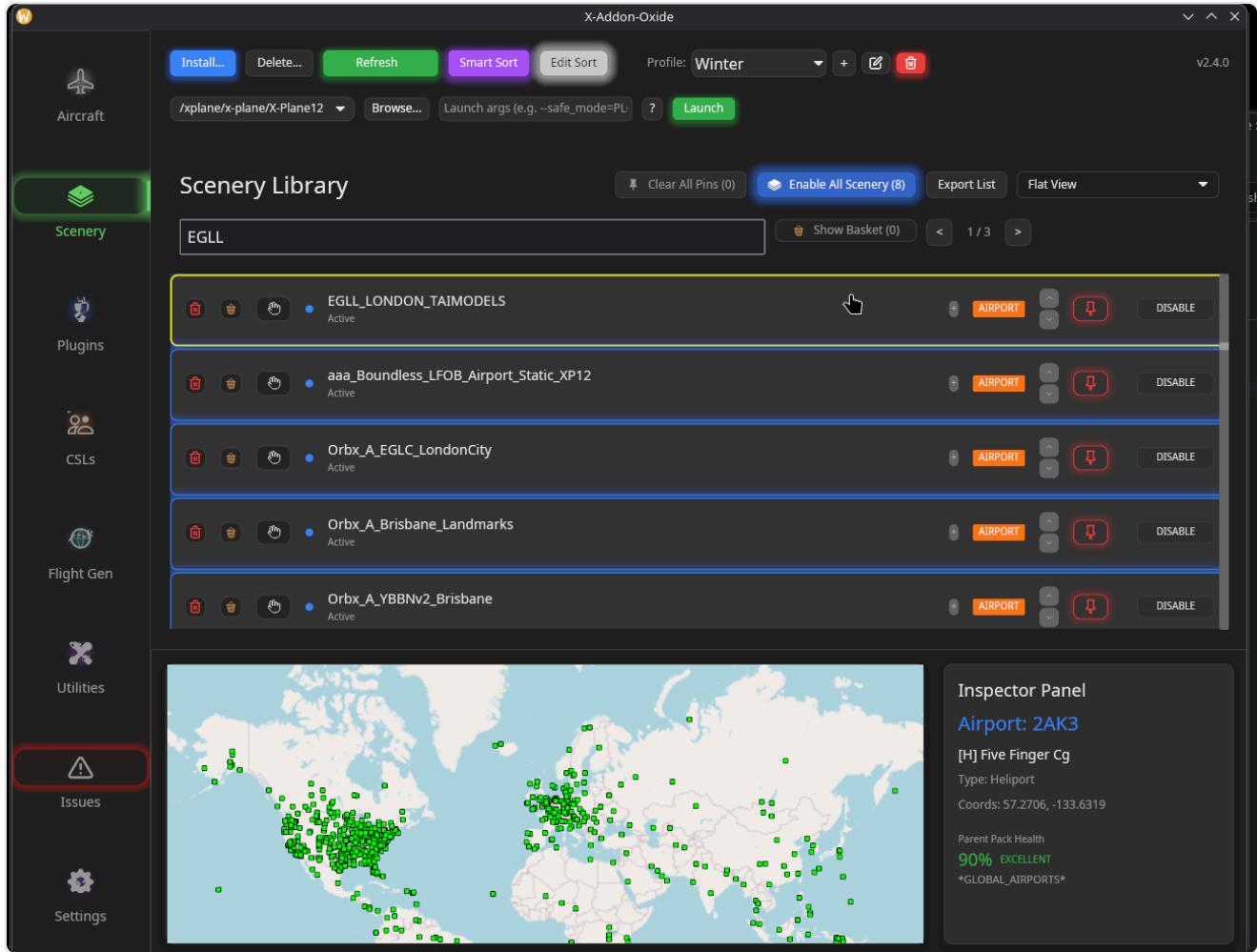
**Row controls (left to right):**

Control	Function
Red trash icon	Delete pack from disk permanently
Orange basket icon	Add/remove from Scenery Basket
Drag handle (::)	Drag to reorder manually
Blue dot / grey dot	Enabled (blue) or disabled (grey)
Pack name + status	Name and Active/Disabled indicator
Category badge	Auto-detected type (AIRPORT, MESH, OVERLAY...)
Tag badges	Your custom tags with × remove buttons
Up/Down arrows	Move one position up or down
Pin icon	Pinned status — pinned packs are respected by Smart Sort
DISABLE / ENABLE	Toggle pack on or off in the INI

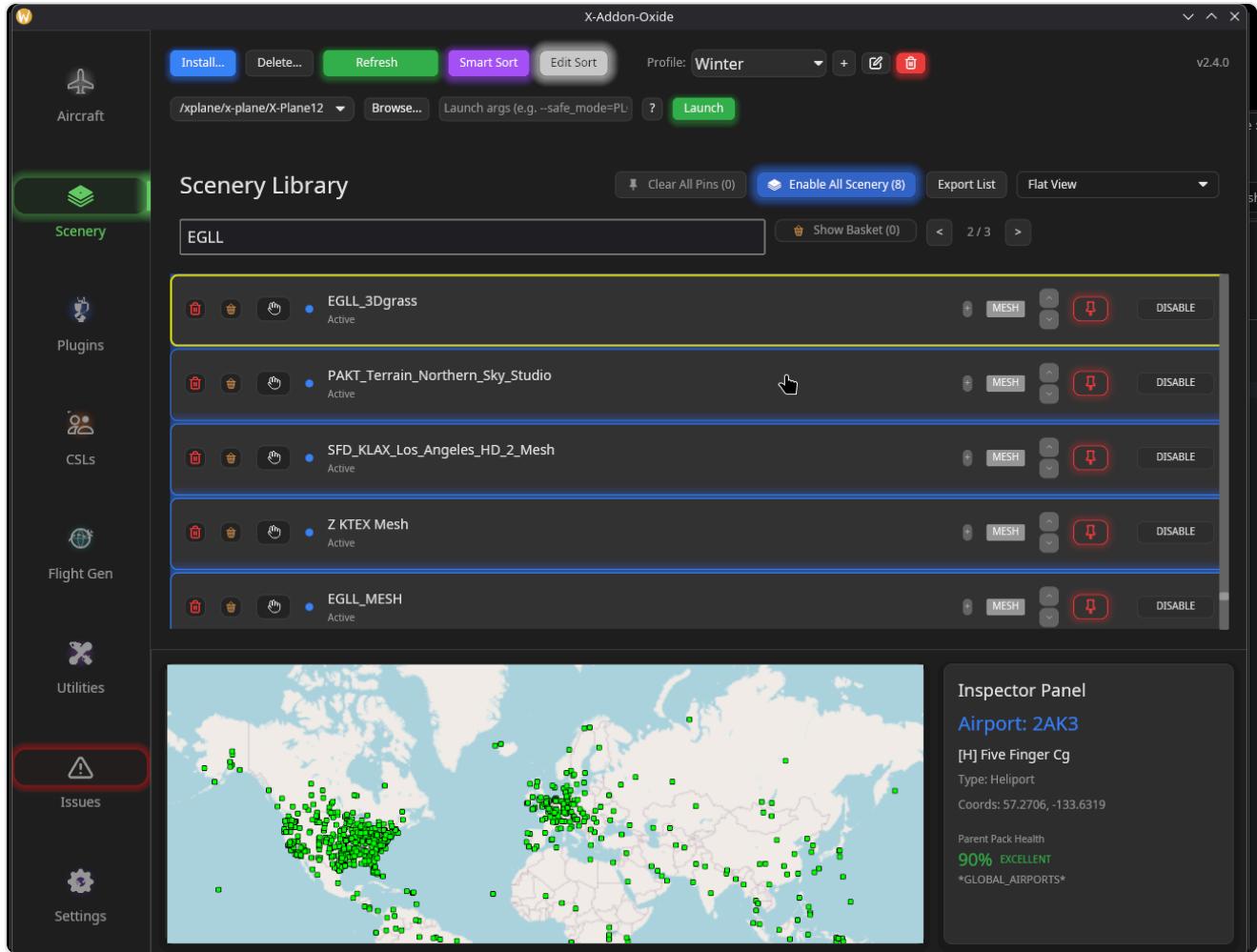
## Searching Scenery

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Type in the **Search scenery...** bar to filter instantly by pack name or ICAO code.

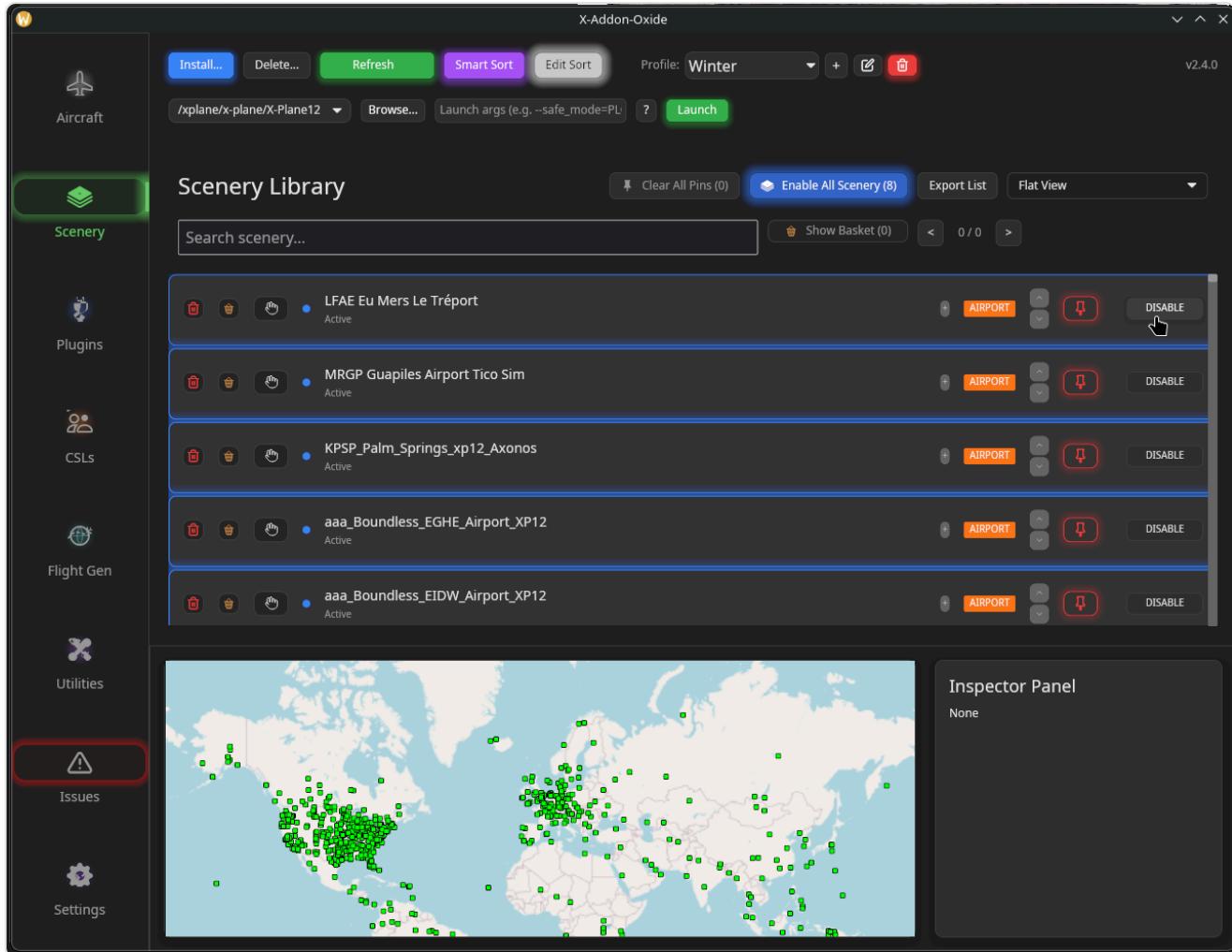


All pack types that match appear — airports, mesh, overlays, and libraries — making it easy to find a specific addon in a library of hundreds.



## Enabling and Disabling Scenery

Disabled packs are flagged with `SCENERY_PACK_DISABLED` in `scenery_packs.ini`. X-Plane skips them at startup. No files are moved or deleted.



Click **DISABLE** on any active pack. The status line beneath the name changes to *Disabled*, and the INI entry updates immediately:

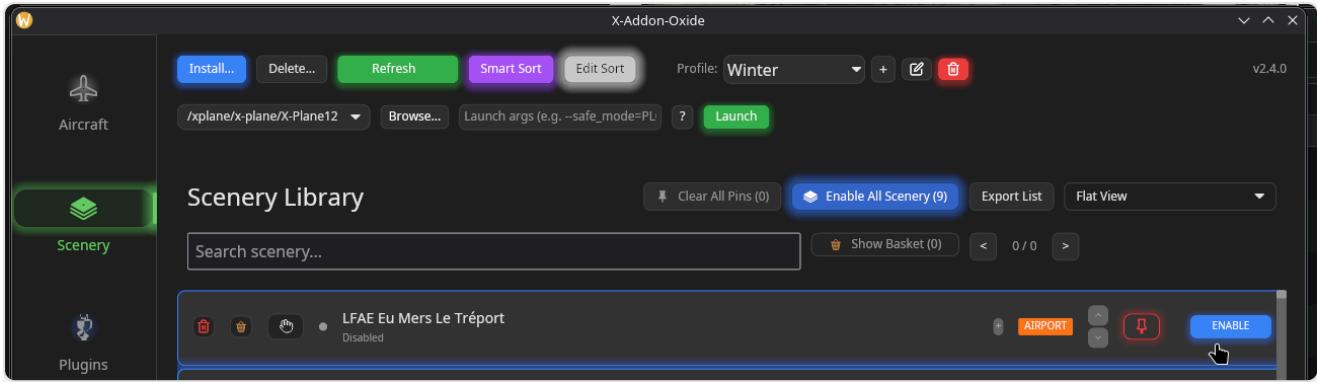
```

1000 Version
SCENERY

# Airports
SCENERY_PACK_DISABLED Custom Scenery/LFAE Eu Mers Le Tréport/
SCENERY_PACK Custom Scenery/MRGP Guapiles Airport Tico Sim/
SCENERY_PACK Custom Scenery/KPSP_Palm_Springs_xp12_Axonos/
SCENERY_PACK Custom Scenery/aaa_Boundless_EGHE_Airport_XP12/
SCENERY_PACK Custom Scenery/aaa_Boundless_EIDW_Airport_XP12/
SCENERY_PACK Custom Scenery/EDDH_JustSim_XPL12_v1.0/
SCENERY_PACK Custom Scenery/FlyTampa_Amsterdam_0_airport/
SCENERY_PACK Custom Scenery/Aerosoft - EGCC Manchester/
SCENERY_PACK Custom Scenery/aaa_Boundless_EGHC_Airport_XP12/
SCENERY_PACK Custom Scenery/DarkBlue-RJTT_Haneda/
SCENERY_PACK Custom Scenery/Aerosoft - LPFR Faro/
SCENERY_PACK Custom Scenery/EGCC_Manchester/

```

To re-enable, click **ENABLE** — the button appears on any disabled row:



The INI reverts to a normal `SCENERY_PACK` line:

```

1000 Version
SCENERY

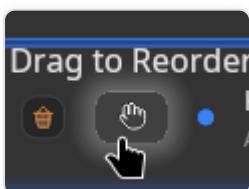
# Airports
SCENERY_PACK Custom Scenery/LFAE Eu Mers Le Tréport/
SCENERY_PACK Custom Scenery/MRGP Guapiles Airport Tico Sim/
SCENERY_PACK Custom Scenery/KPSP_Palm_Springs_xp12_Axonos/
SCENERY_PACK Custom Scenery/aaa_Boundless_EGHE_Airport_XP12/
SCENERY_PACK Custom Scenery/aaa_Boundless_EIDW_Airport_XP12/
SCENERY_PACK Custom Scenery/EDDH_JustSim_XPL12_v1.0/
SCENERY_PACK Custom Scenery/FlyTampa_Amsterdam_0_airport/
SCENERY_PACK Custom Scenery/Aerosoft - EGCC_Manchester/

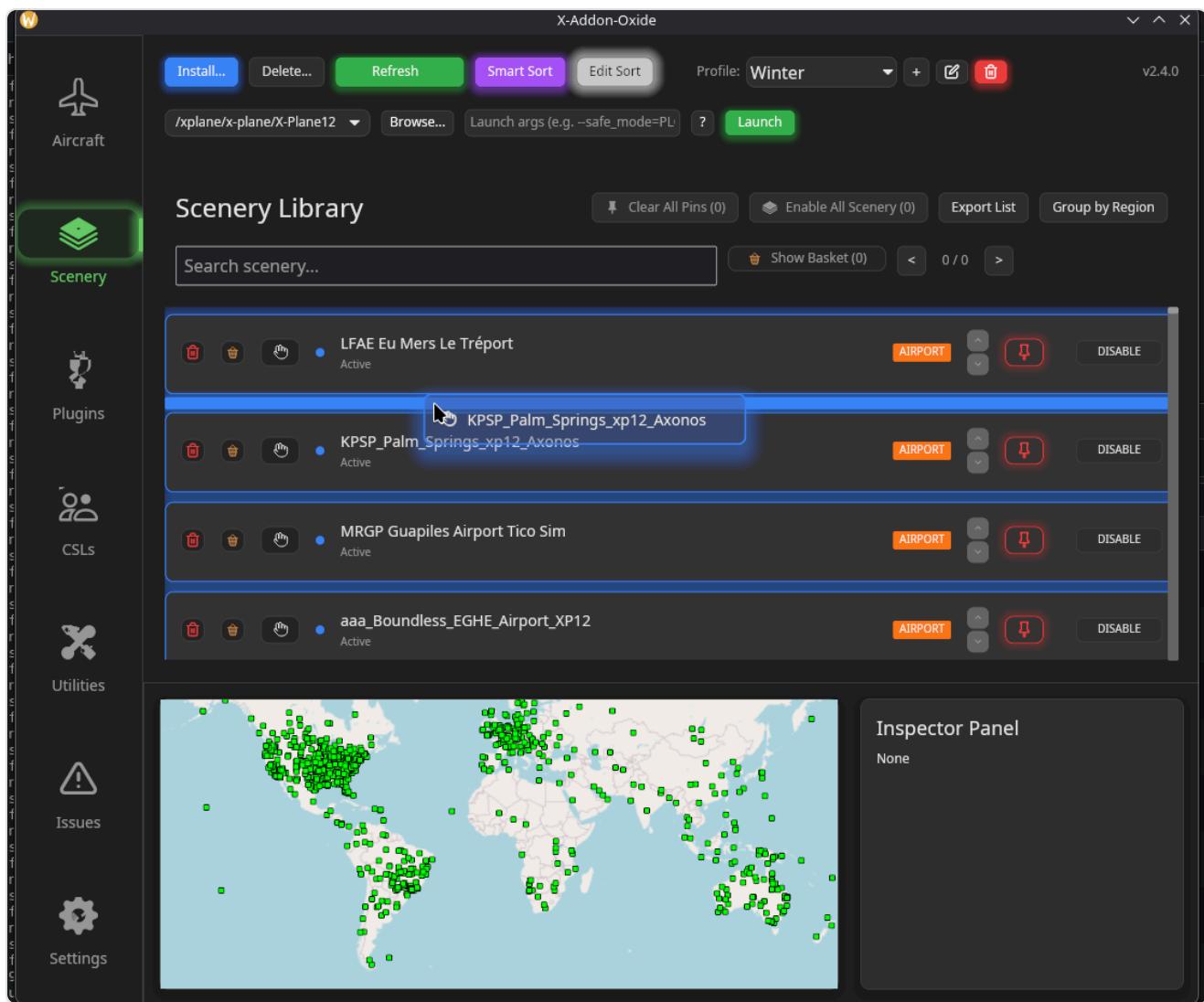
```

**Note:** The **Enable All Scenery** button at the top of the library re-enables every disabled pack in one click — useful after switching profiles.

## Drag-and-Drop Reordering

Grab the grip handle (⋮) on the left edge of any row and drag it to a new position.



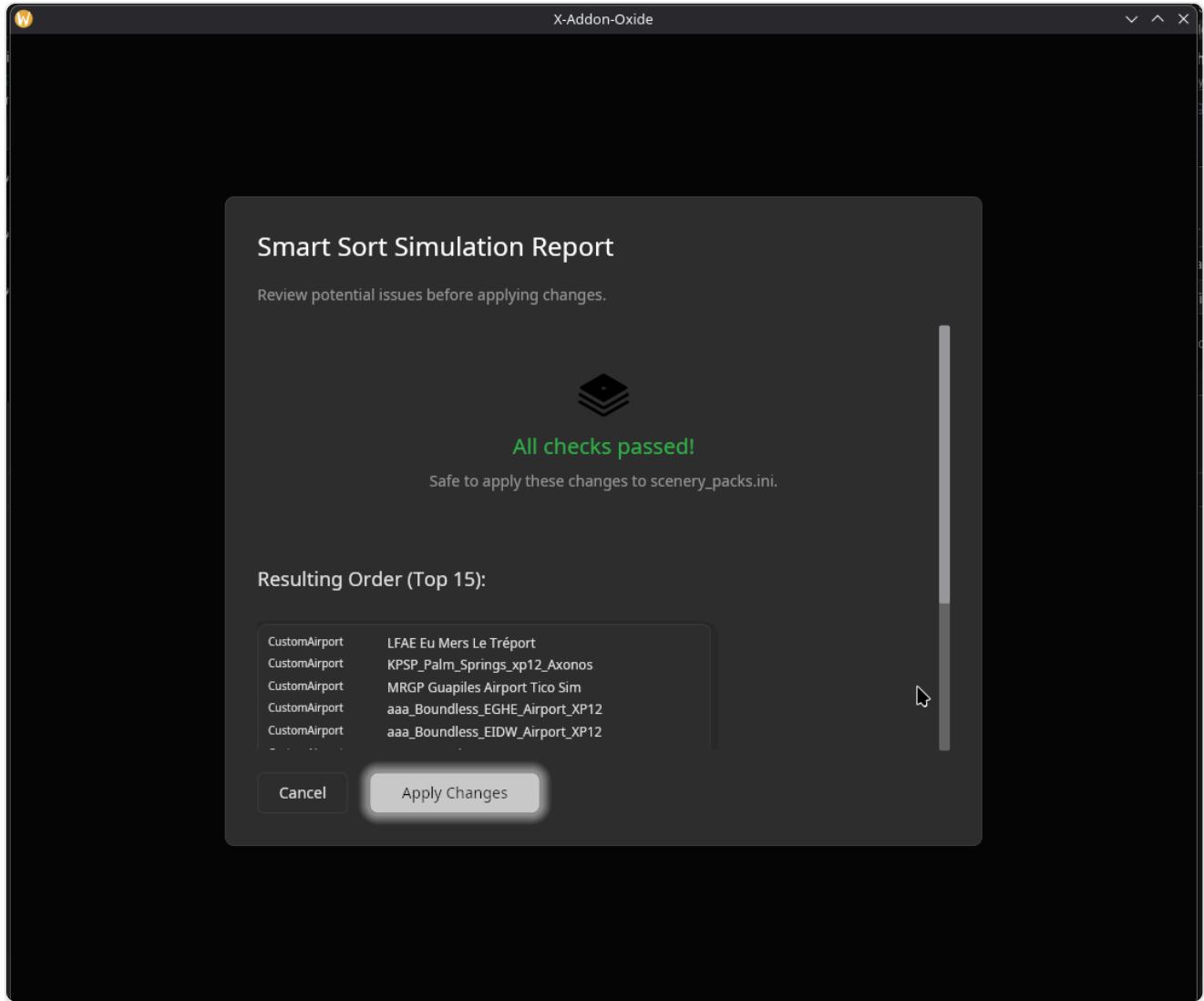


A ghost overlay shows the pack being moved. A gap indicator shows exactly where it will land. When you release, the change is written to `scenery_packs.ini` immediately — no Apply button needed.

Manually moved packs are automatically **pinned** (red pin icon). Smart Sort will not move pinned packs in future runs, preserving your manual arrangement.

## Smart Sort

Click **Smart Sort** to let the BitNet engine automatically order your entire library according to X-Plane's loading rules. A **Smart Sort Simulation Report** appears before any changes are made.



The report shows:

- \* A **pass / fail** status with a list of any detected ordering issues.
- \* A preview of the **Top 15 packs** in the resulting order.

Click **Apply Changes** to write the new order, or **Cancel** to discard.

## How Smart Sort Orders Scenery

Smart Sort uses category scores to assign each pack a priority tier:

Tier	Category	Examples
1	Custom Airports	Hand-crafted airport payware
2	Custom Landmarks	City overlays, 3D buildings
3	Orthophoto Overlays	Detailed ground textures
4	Global Airports	X-Plane's built-in <code>*GLOBAL_AIRPORTS*</code>
5	Libraries	Object libraries (e.g. OpenSceneryX)
6	Mesh / Terrain	Elevation mesh (e.g. SimHeaven HD Mesh)

**The Golden Rule:** Global Airports **must** load above SimHeaven / X-World mesh packs. If SimHeaven loads first, its exclusion zones hide the default airport terminals, leaving empty aprons. Smart Sort enforces this automatically.

## Edit Sort

Click **Edit Sort** for a text-based editor where you can manually adjust priority scores, create pin rules, and fine-tune sort behaviour beyond what the GUI exposes.

Scenery Sorting Heuristics (JSON Editor)

Customize the weights and keywords used by the BitNet AI for sorting.

Region Focus: America Europe Asia Australia Africa

```
{  
  "rules": [  
    {  
      "name": "Orbx A Custom",  
      "keywords": [  
        "orbx_a"  
      ],  
      "score": 12,  
      "is_exclusion": false  
    },  
  ]  
}
```

Save Rules Import Export Reset to Defaults Clear Overrides

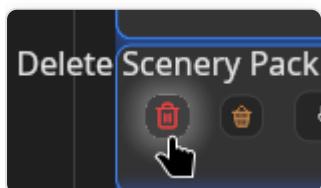
Score Reference  
LOWER SCORE = HIGHER PRIORITY  
10 - Airports (High Priority)  
12 - Orbx A Custom  
20 - Global Airports  
25 - Landmarks  
28 - Orbx B / TrueEarth  
30 - SimHeaven / X-World  
32 - Global Forests

## Pinning

Any pack can be pinned to lock its position against future Smart Sorts. Dragging a pack manually auto-pins it. To clear all pins, click **Clear All Pins (n)** at the top of the library.

## Deleting Scenery

To permanently remove a pack from disk, click the **red trash icon** on the left of the row.



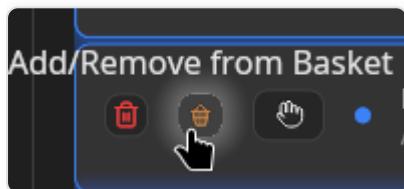
**Warning:** Deletion is permanent and cannot be undone. The pack folder is removed from disk entirely. Use **Disable** if you may want the pack back.

## Scenery Basket

The Scenery Basket is a temporary holding area for collecting packs you want to act on as a group — bulk enable/disable, reorder, or inspect.

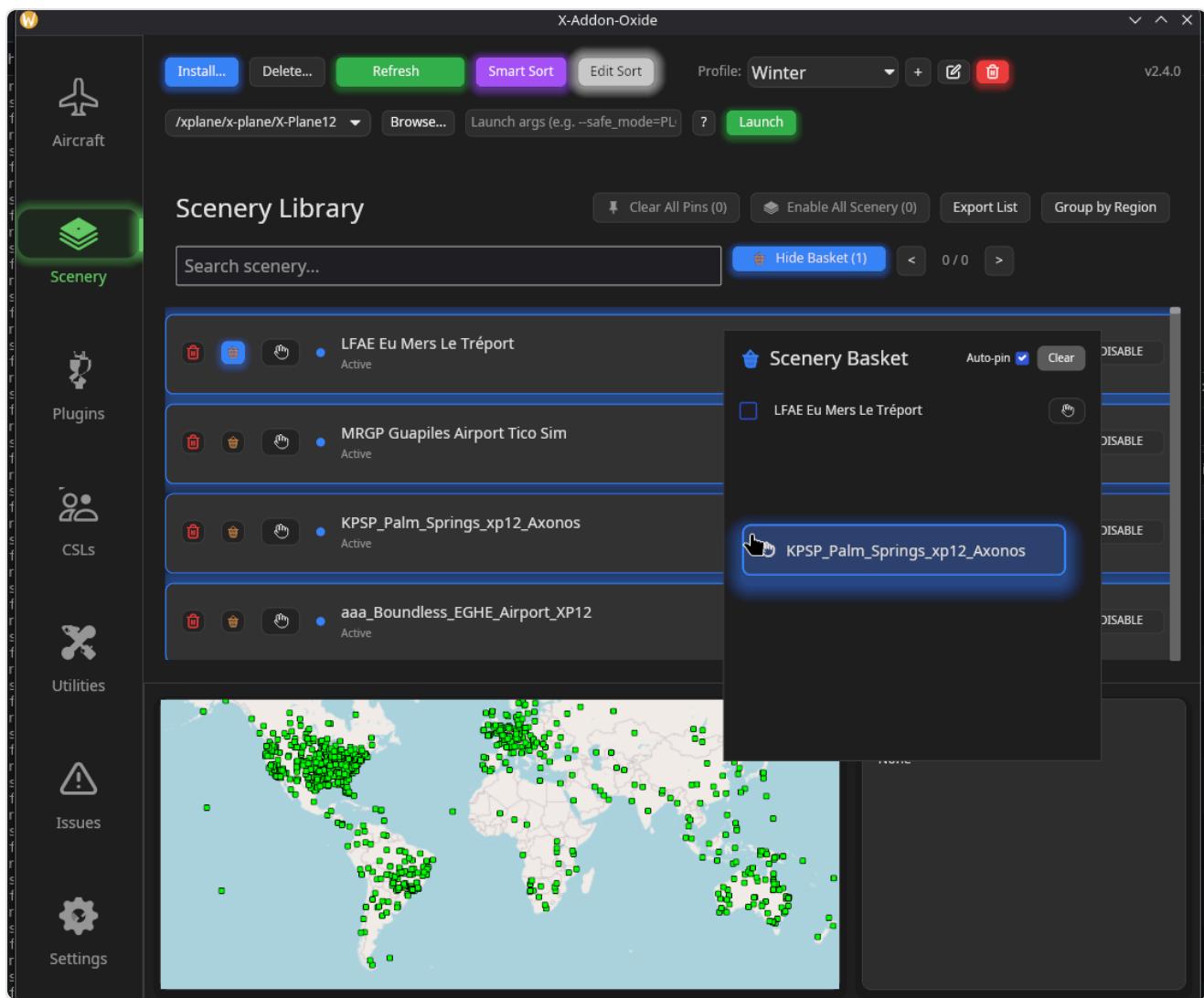
### Adding to the Basket

**Method 1 — Click the basket icon:**

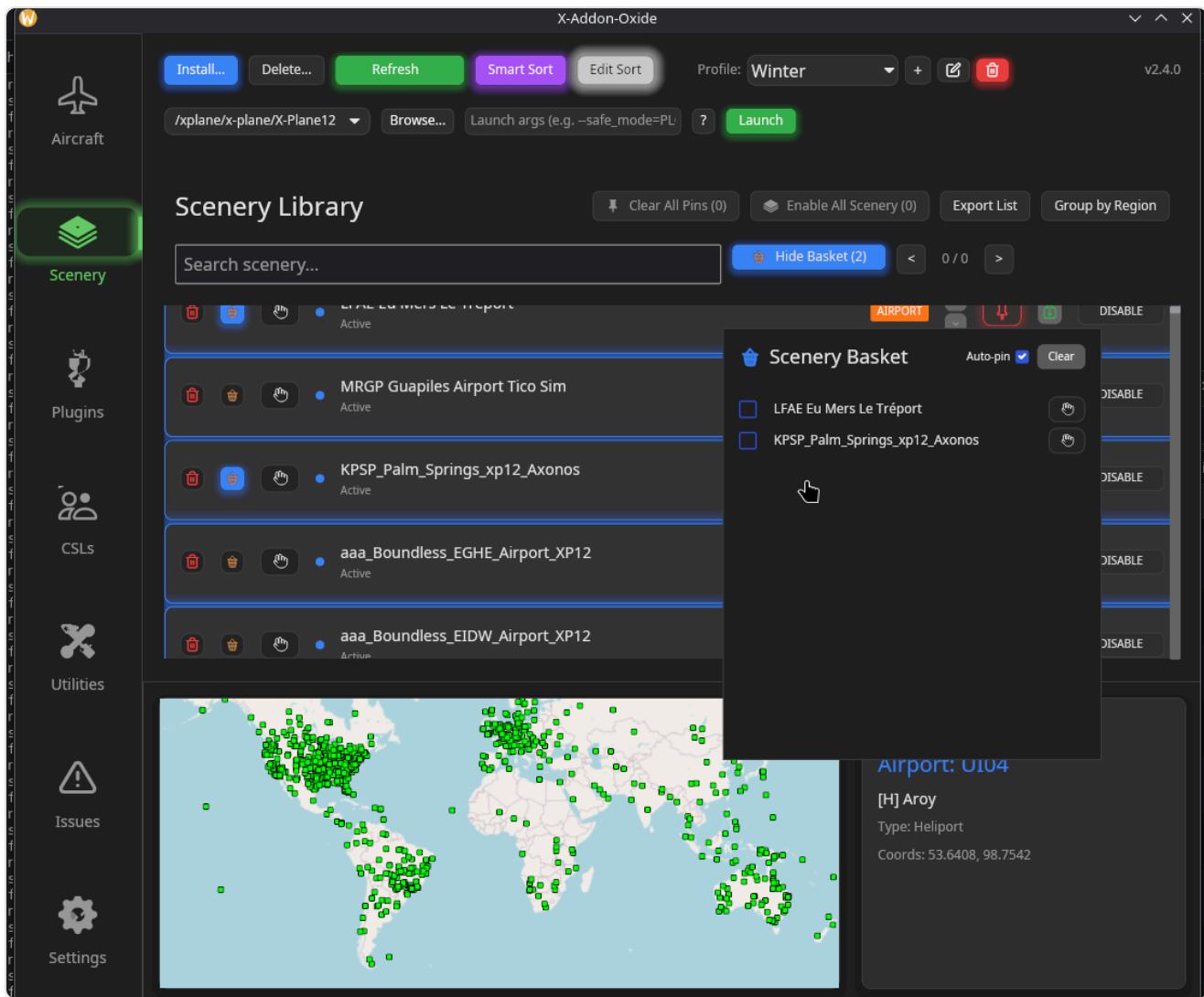


Click the orange basket icon on any row to add it to the basket. Click again to remove it.

**Method 2 — Drag into the basket:**

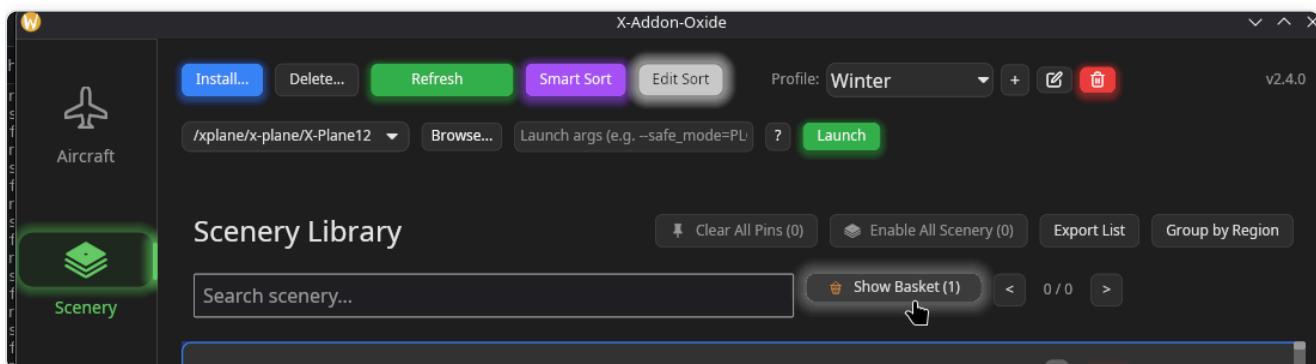


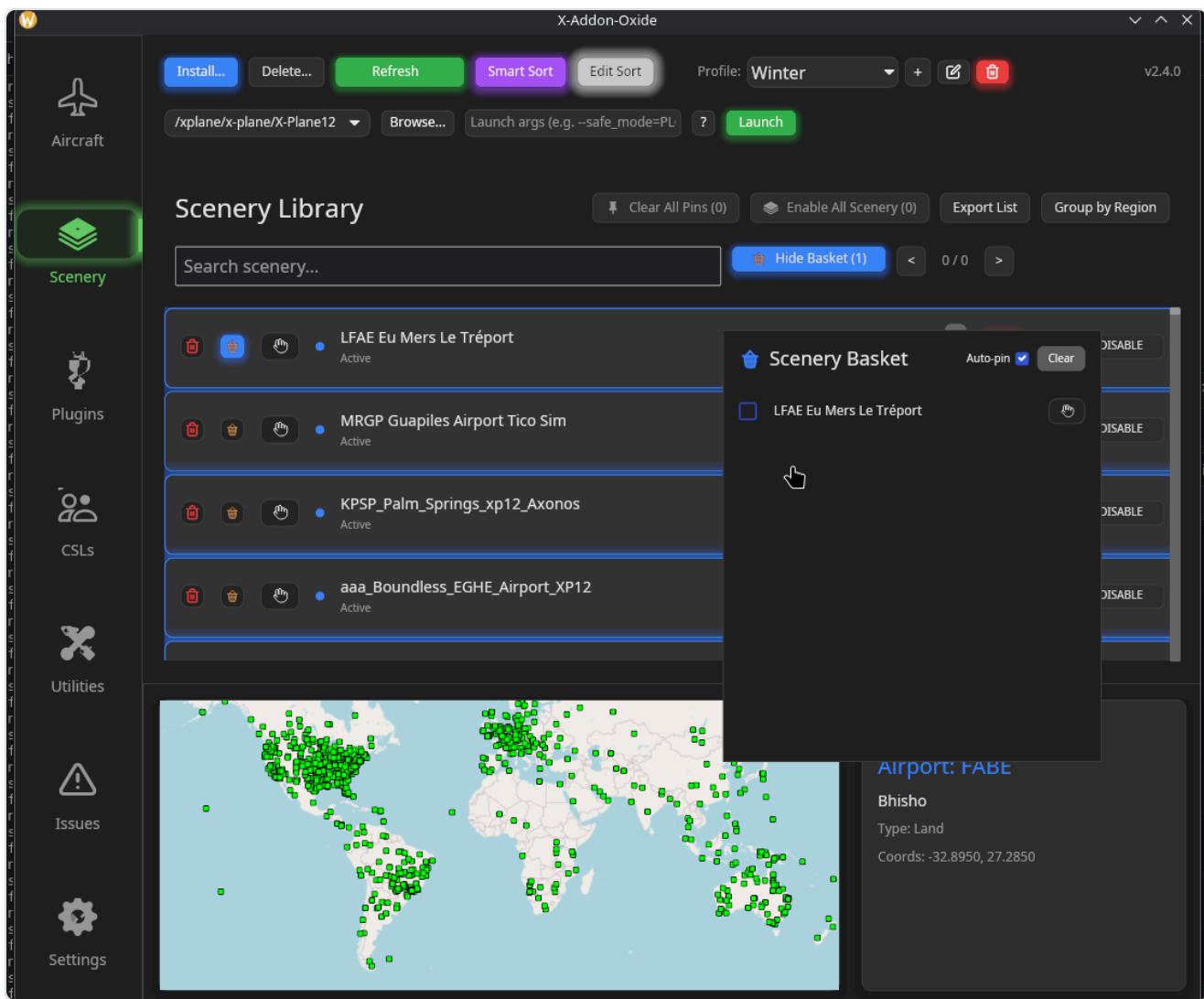
Open the basket panel, then drag a row directly into it.



## Opening the Basket

Once you have at least one item in the basket, the **Show Basket (n)** button appears in the toolbar area. Click it to open the basket panel.



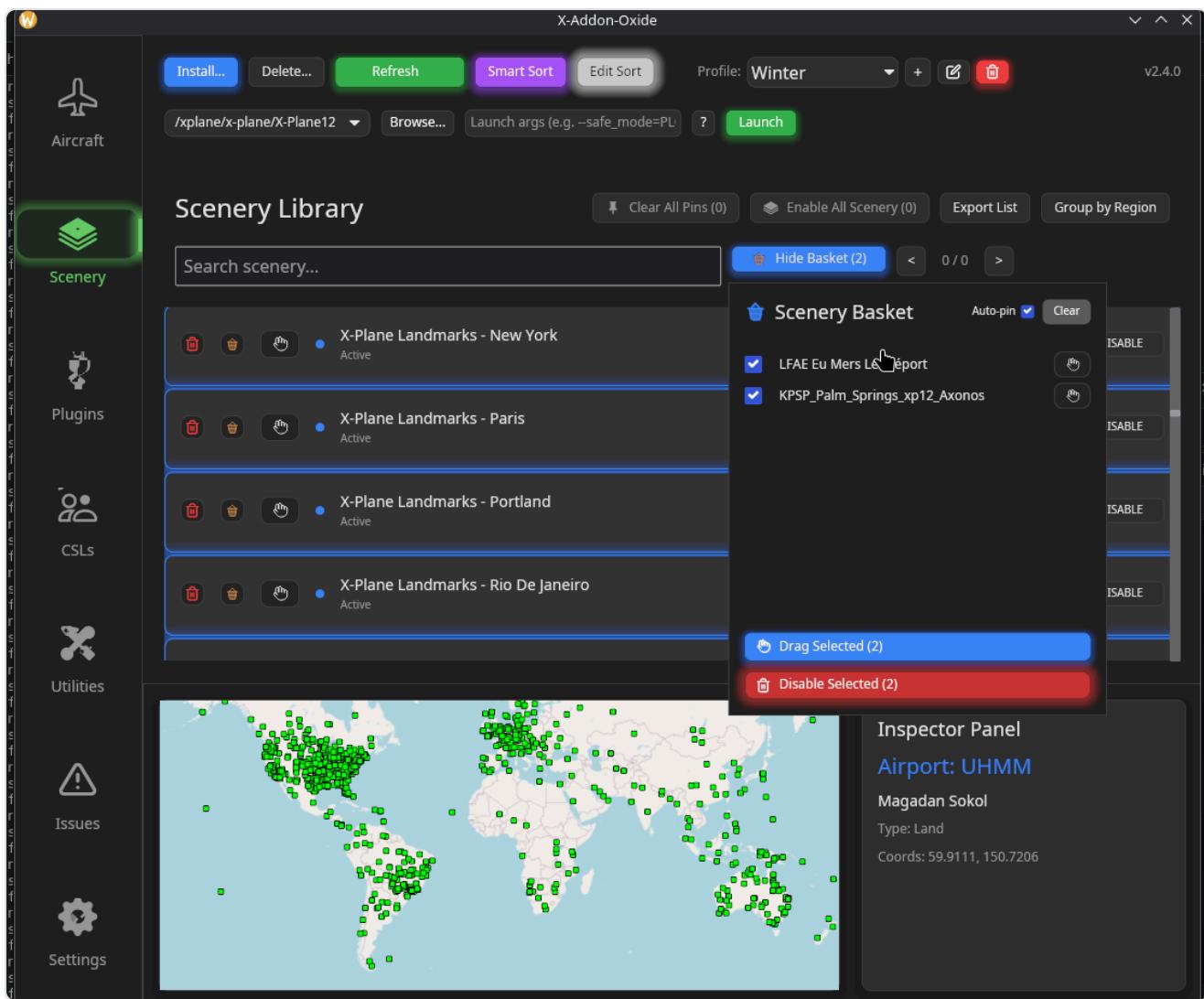


The basket panel slides in from the right. It shows all selected packs with:

- \* **Auto-pin** toggle — automatically pins each pack after a basket operation.
- \* **Clear** — empties the basket.
- \* Individual remove buttons per item.

## Bulk Operations

With packs in the basket, bulk action buttons appear:



Button	Condition	Effect
<b>Disable Selected</b> (red)	All basket packs are enabled	Disables every pack in the basket
<b>Enable Selected</b> (blue)	All basket packs are disabled	Enables every pack in the basket
<b>Toggle Selected</b> (purple)	Mixed enabled/disabled	Flips each pack to its opposite state

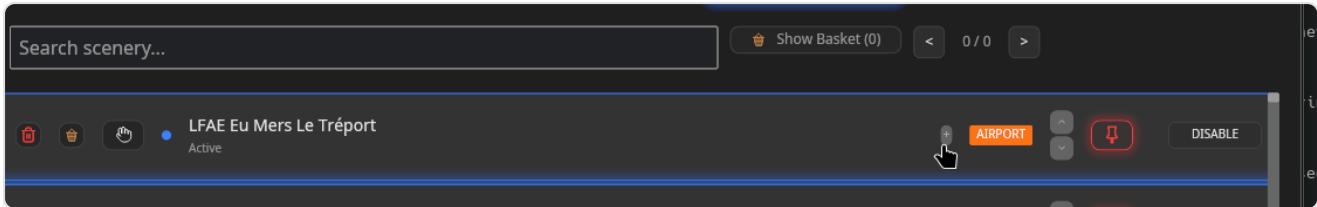
**Tip:** Use the basket to build a set of "summer airports" and another for "winter airports", then bulk-toggle between them rather than creating full profiles.

## Tagging Scenery

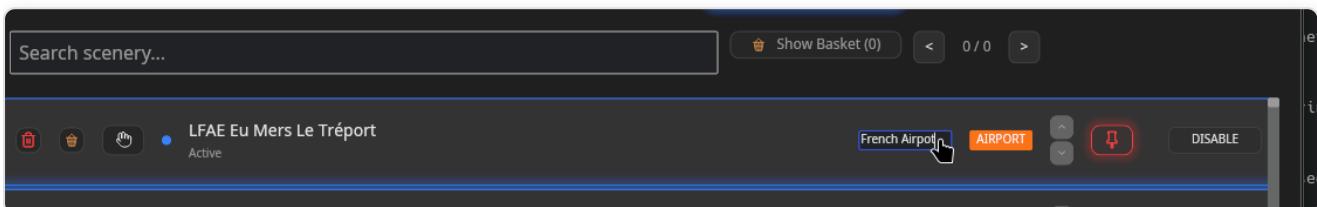
Assign custom text tags to any pack for your own organisation system.

### Adding a tag:

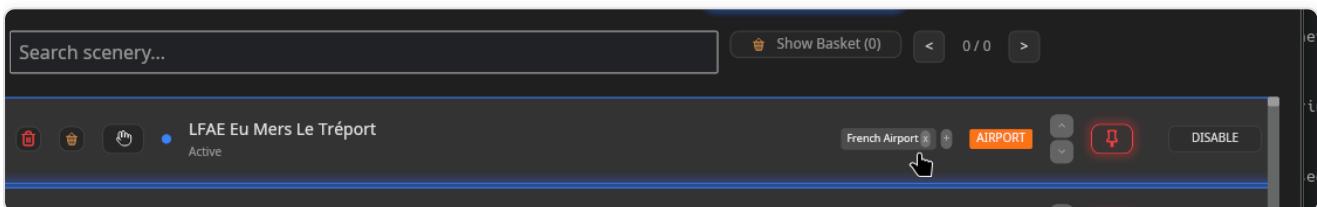
1. Click the + tag button on any row.



1. Type the tag name in the input field that appears inline.

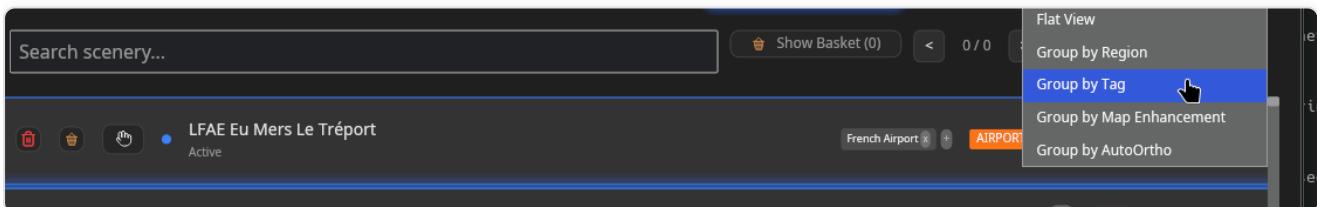


1. Press **Enter** to apply. The tag badge appears on the row, with an × to remove it.



## View Modes

The **view dropdown** (top-right of the Scenery Library) switches how packs are grouped:



Mode	Description
<b>Flat View</b>	All packs in one list — the actual <code>scenery_packs.ini</code> loading order
<b>Group by Region</b>	Packs organised by geographic continent
<b>Group by Tag</b>	Packs grouped under your custom tag labels
<b>Group by Map Enhancement</b>	Separates ortho, mesh, and overlay packs
<b>Group by AutoOrtho</b>	Groups AutoOrtho tile sets together

## Group by Tag

The screenshot shows the X-Addon-Oxide interface with a search bar at the top. Below it, there's a list of scenery groups. The first group is 'French Airport' with '(1 packs)' and an 'Untagged' section below it with '(218 packs)'. Each group has 'Add to Bucket' and 'Disable All' buttons. A cursor is hovering over the 'DISABLE' button for the 'French Airport' group.

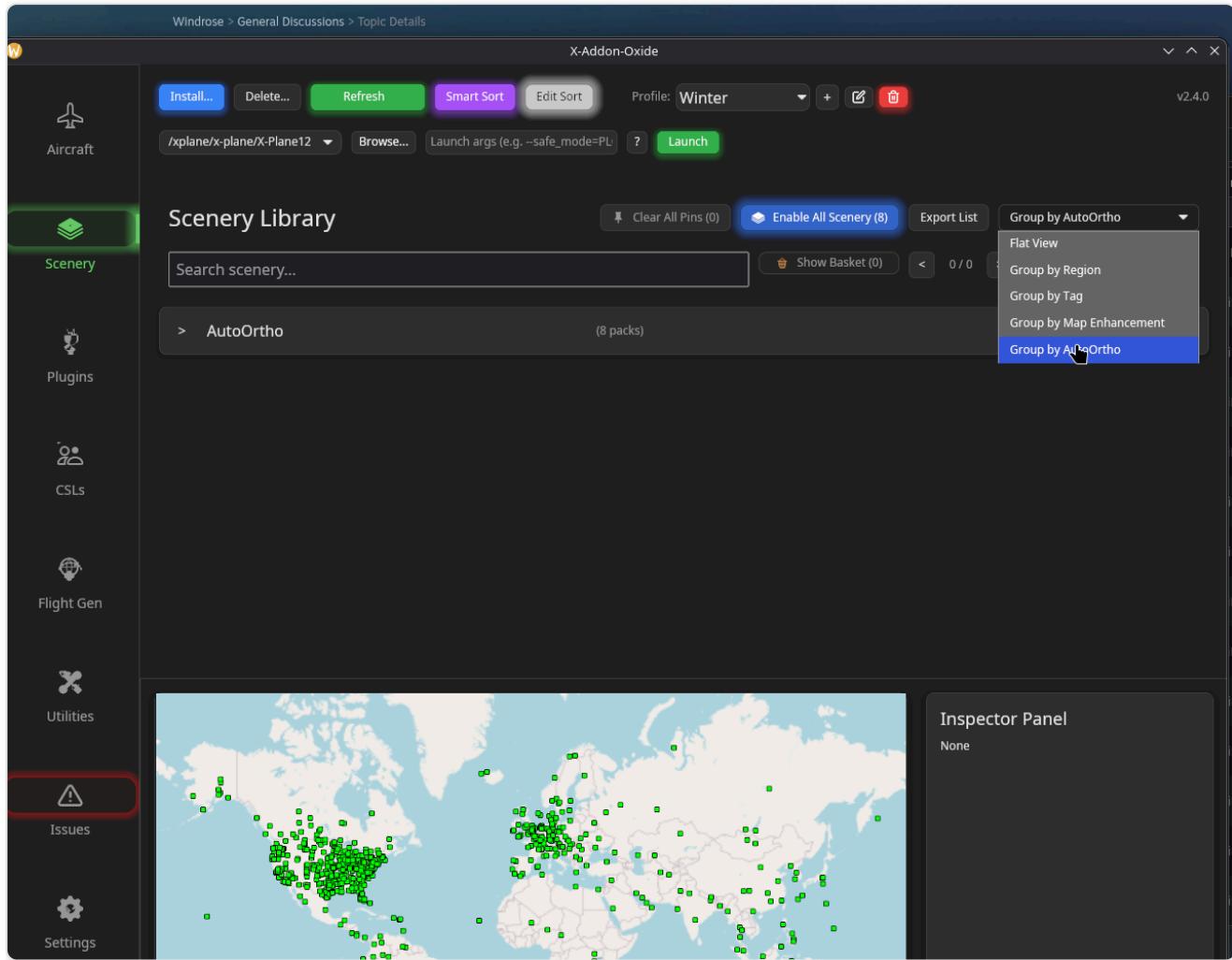
Each tag becomes a collapsible group header showing its pack count. Untagged packs collect under **Untagged**. Each group has **Add to Bucket** and **Disable All** actions for quick bulk operations.

## Group by Region

The screenshot shows the X-Addon-Oxide interface with a search bar at the top. Below it, there's a list of regions: Africa, Asia, Europe, North America, Oceania, Other / Global, and South America. Each region has '(pack count)' and 'Add to Bucket' and 'Disable All' buttons. A cursor is hovering over the 'DISABLE' button for the 'North America' group. At the bottom, there's a world map with green dots representing scenery locations and an 'Inspector Panel' on the right showing details for the airport 'ULMA'.

Packs are assigned to a continent based on their airport GPS coordinates. Each continent group shows pack count and supports **Add to Bucket** and **Disable All**.

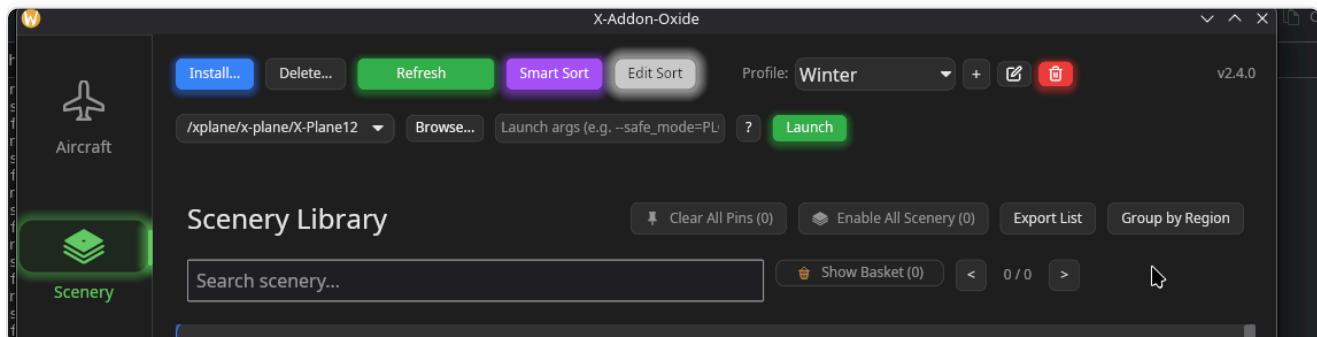
## Group by AutoOrtho



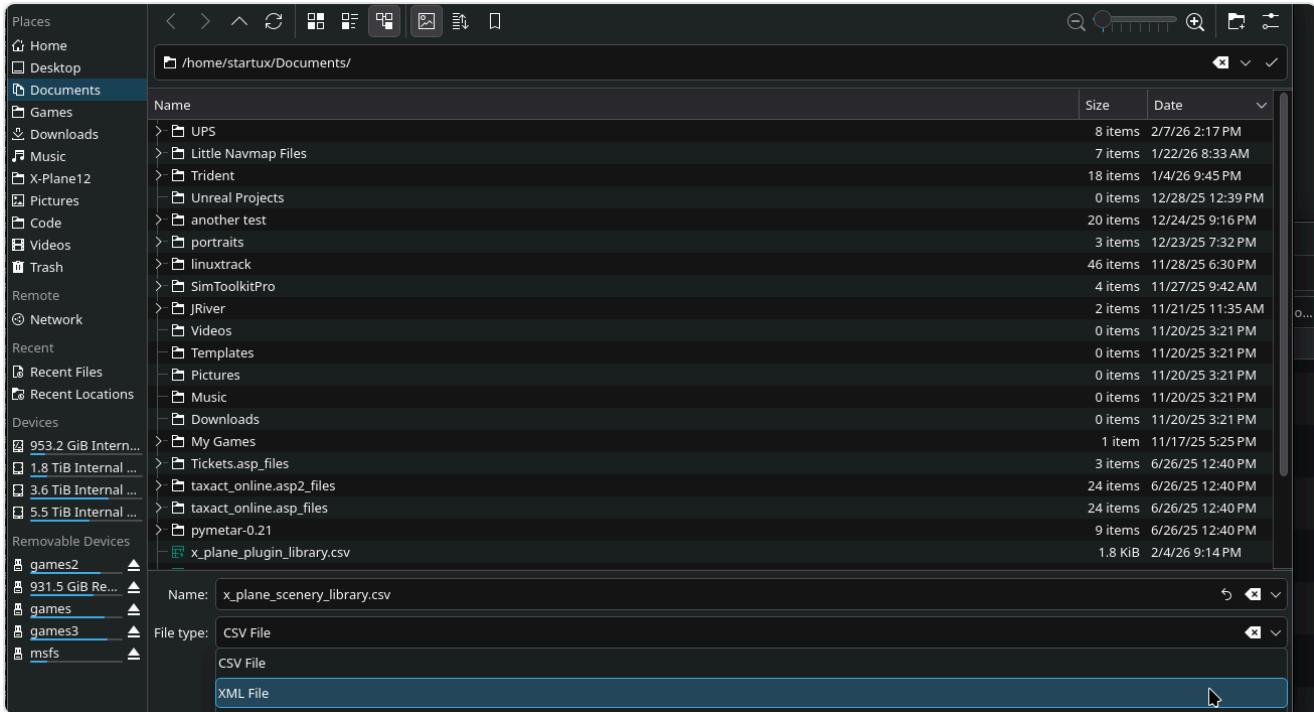
Detects and groups AutoOrtho tile sets automatically, making it easy to disable the entire AutoOrtho layer for a VFR-only session.

## Exporting Your Scenery List

Click **Export List** to save a snapshot of your entire scenery library.



A file-save dialog opens with format options:



Format	Contains
CSV	Pack name, path, category, region, enabled status, ICAO codes
XML	Structured hierarchy for use in scripts or documentation

### CSV example (LibreOffice):

Name	Type	Status	Region	Airports
1 LFAE Muers Le Treport	CustomAirport	Active	Europe	LFAE
2 MNGP Guigues Airport Tocancin	CustomAirport	Active	South America	MNGP
3 PDX Portland International Airport	CustomAirport	Active	North America	PDX
aaa_Boundless_EGHE_Airport_XP12	CustomAirport	Active	Europe	EGHE
aaa_Boundless_EGHH_Airport_XP12	CustomAirport	Active	Europe	EGHH
EDOH_Justin_XPLPL_v1.0	CustomAirport	Active	Europe	EDOH
FlyTampa_Amsterdam_0_airport	CustomAirport	Active	Europe	EHAM
Amsterdam_Airport_XP12	CustomAirport	Active	Europe	EGCC
aaa_Boundless_EGHC_Airport_XP12	CustomAirport	Active	Europe	EGHC
Dansbury_Airport_Haneda	CustomAirport	Active	Asia	JPRT
Amman_Airport_XP12	CustomAirport	Active	Europe	LPFR
KSMF_Sacramento_international_airport_Taimodes	CustomAirport	Active	North America	KSMF
HNL_Honolulu International Airport (ECK)	CustomAirport	Active	North America	ECK
AeroSoft_LPNN_Nice_Cote_d_azur_X	CustomAirport	Active	Europe	LFNN
KTEX_Telluride Regional Airport	CustomAirport	Active	North America	KTEX
KLAX_Los_Angeles_XP12_Chicago_XP12	CustomAirport	Active	North America	KLAX
pacio_anchorage_v2.0_X	CustomAirport	Active	North America	PANC
1033_Airport_XP12	CustomAirport	Active	Europe	OLGD
Skyline_Simulations_KAST_Astoria	CustomAirport	Active	North America	KAST
Skyline_Simulations_LXGB_Altitude_Base	CustomAirport	Active	Europe	LXBT
Skyline_Simulations_LXGB_Generator	CustomAirport	Active	Europe	LXGB
Skyline_Sim_SKNS_John_Wayne	CustomAirport	Active	North America	KSNA
TMA_Toronto_Malton_Airport	CustomAirport	Active	Europe	LMVY
X_Plane_Airports_EGPR_Burra	CustomAirport	Active	Europe	EGRP
X_Plane_Airports_XPLPL_v1.0	CustomAirport	Active	Europe	XPPL
X_Plane_Airports_XPLPL_v2.0	CustomAirport	Active	Europe	KJRB
X_Plane_Airports_LSEZ_Zermatt_Heliport	CustomAirport	Active	Europe	LSEZ
19 SFO_San_Francisco_XP12	CustomAirport	Active	North America	KSFO
20 X_Plane_Airports_XPLPL_v2.0	CustomAirport	Active	Europe	XPPL
21 Skyline_Simulations_XPLS_Airport	CustomAirport	Active	Europe	XPPL
22 Skyline_Simulations_XPLS_Airport	CustomAirport	Active	Europe	XPPL
23 Skyline_Sim_SKNS_John_Wayne	CustomAirport	Active	North America	KSNA
24 TMA_Toronto_Malton_Airport	CustomAirport	Active	Europe	LMVY
25 X_Plane_Airports_EGCR_Burra	CustomAirport	Active	Europe	EGRB
26 X_Plane_Airports_XPLPL_v1.0	CustomAirport	Active	Europe	XPPL
27 X_Plane_Airports_XPLPL_v2.0	CustomAirport	Active	Europe	XPPL
28 X_Plane_Airports_XPLPL_v3.0	CustomAirport	Active	Europe	XPPL
29 X_Plane_Airports_XPLPL_v4.0	CustomAirport	Active	Europe	XPPL
30 X_Plane_Airports_XPLPL_v5.0	CustomAirport	Active	Europe	XPPL
31 X_Plane_Airports_TNC5_Juancho_E_Yrausquih	CustomAirport	Active	North America	TNC5
32 X_Skinny_UKOO_XP12	CustomAirport	Active	Europe	UKOO
33 X_Plane_Airports_XPLPL_v6.0	CustomAirport	Active	Europe	XPPL
34 UCC_CataniaSicily	CustomAirport	Active	Europe	LEOK
35 aaa_Boundless_EGPE_Airport	CustomAirport	Active	Europe	EGPE
36 aaa_Boundless_EGSS_Airport_XP12	CustomAirport	Active	Europe	EGSS
37 aaa_Boundless_EGWB_Airport_XP12	CustomAirport	Active	Europe	LGBB
38 aaa_Boundless_EGCW_Airport_XP12	CustomAirport	Active	Europe	EGCW
39 aaa_Boundless_XPLPL_v2.0_Heliport	CustomAirport	Active	Europe	XPPL
40 aaa_Boundless_XPLPL_v3.0_Heliport	CustomAirport	Active	Europe	XPPL
41 aaa_Boundless_XPLPL_v4.0_Heliport	CustomAirport	Active	Europe	XPPL
42 aaa_Boundless_EGLC_LondonCity	CustomAirport	Active	Europe	EGMC
43 aaa_Boundless_XPLC_Columbian_Virtual_Design	CustomAirport	Active	Europe	XPCL
44 Coakwood_SEA_V_1_0	CustomAirport	Active	Oceania	YCKN
45 PART_Northern_Sky_Studio	CustomAirport	Active	North America	PAKT
46 EGOL_Egelsbach_Airport	CustomAirport	Active	Europe	EGOL
47 OPTION	CustomAirport	Active	Europe	EGLL
48 Partenavia_Northern_Sky_Studio	CustomAirport	Active	North America	YPRH
49 Orts_A_EGLC_LondonCity	CustomAirport	Active	Europe	EGLC
50 Orts_A_Brisbane_Landmarks	CustomAirport	Active	Oceania	YMBR
51 Orts_A_GB_Central_Landmarks	CustomAirport	Active	Europe	YBBN
52 Orts_A_GB_Central_TrueEarth_Custom	OrbxAirport	Active	Europe	YBBN
53 Orts_A_GB_South_TrueEarth_Airports	CustomAirport	Active	Europe	EGBR
54 Orts_A_GB_South_TrueEarth_Concepts	CustomAirport	Active	Europe	EGBR
55 Orts_A_GB_South_TrueEarth_Custom	OrbxAirport	Active	Europe	EGBR
56 X_Plane_Landmarks_Baltimore	Landmark	Active	North America	AERU
57 X_Plane_Landmarks_Baltimore_Louis	Landmark	Active	North America	MU31
58 X_Plane_Landmarks_Berlin_and_Frankfurt	Landmark	Active	Europe	DEUR
59 X_Plane_Landmarks_Boston	Landmark	Active	North America	KBOS
60 X_Plane_Landmarks_Chicago	Landmark	Active	North America	KCHG
61 X_Plane_Landmarks_Las_Vegas	Landmark	Active	North America	KLAS
62 X_Plane_Landmarks_Los_Angeles	Landmark	Active	North America	KLAX
63 X_Plane_Landmarks_Los_Angeles	Landmark	Active	North America	KLAX
64 X_Plane_Landmarks_New_York	Landmark	Active	North America	KJFK
65 X_Plane_Landmarks_Paris	Landmark	Active	Europe	LFPG
66 X_Plane_Landmarks_Portland	Landmark	Active	North America	KPTD

### XML example:

X-Ardinn-Oxide

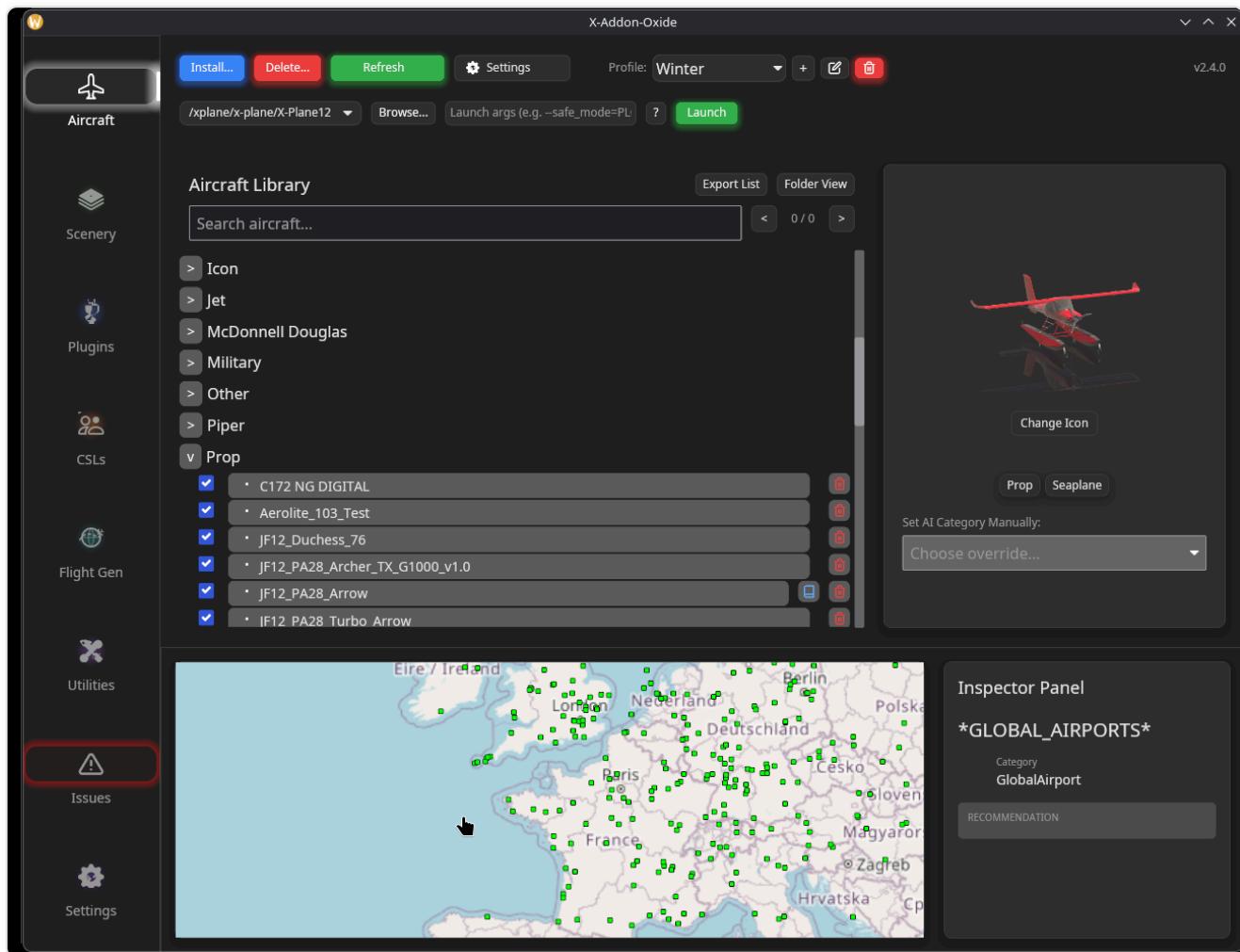
x\_plane\_scenery\_library.xml — KWrite

```
File Edit Selection View Go Tools Settings Help
New Open... Save Save As... Undo Redo

1 <?xml version="1.0" encoding="UTF-8"?>
2 <SceneryLibrary version="2.4.0">
3   <Region name="Africa">
4     <Pack name="Global_Forests_v2" status="Active" type="RegionalFluff">
5       <Path>/xplane/x-plane/X-Plane12/Custom Scenery/Global_Forests_v2</Path>
6     </Pack>
7     <Pack name="yAutoOrtho_Overlays" status="Active" type="AutoOrthoOverlay">
8       <Path>/xplane/x-plane/X-Plane12/Custom Scenery/yAutoOrtho_Overlays</Path>
9     </Pack>
10    <Pack name="z_autoortho" status="Active" type="OrthoBase">
11      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/z_autoortho</Path>
12    </Pack>
13  </Region>
14  <Region name="Asia">
15    <Pack name="DarkBlue-RJTT_Haneda" status="Active" type="CustomAirport">
16      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/DarkBlue-RJTT_Haneda</Path>
17      <Airports>
18        <Airport icao="RJTT" name="Tokyo Haneda Intl" lat="35.55333333" lon="139.78111111" />
19      </Airports>
20    </Pack>
21    <Pack name="DarkBlue-RJTT_Haneda_Overlays1" status="Active" type="AirportOverlay">
22      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/DarkBlue-RJTT_Haneda_Overlays1</Path>
23    </Pack>
24    <Pack name="DarkBlue-RJTT_Haneda_Overlays2" status="Active" type="AirportOverlay">
25      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/DarkBlue-RJTT_Haneda_Overlays2</Path>
26    </Pack>
27  </Region>
28  <Region name="Europe">
29    <Pack name="LFAE_Eu_Mers_Le_Tréport" status="Active" type="CustomAirport">
30      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/LFAE_Eu_Mers_Le_Tréport</Path>
31      <Airports>
32        <Airport icao="LFAE" name="Eu Mers Le Treport" lat="50.069166667" lon="1.426666667" />
33      </Airports>
34    </Pack>
35    <Pack name="aaa_Boundless_EGHE_Airport_XP12" status="Active" type="CustomAirport">
36      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/aaa_Boundless_EGHE_Airport_XP12</Path>
37      <Airports>
38        <Airport icao="EGHE" name="St. Marys" lat="49.91334286999994" lon="-6.291775175" />
39      </Airports>
40    </Pack>
41    <Pack name="aaa_Boundless_EIDW_Airport_XP12" status="Active" type="CustomAirport">
42      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/aaa_Boundless_EIDW_Airport_XP12</Path>
43      <Airports>
44        <Airport icao="EIDW" name="Dublin" lat="53.421388889" lon="-6.27" />
45      </Airports>
46    </Pack>
47    <Pack name="EDDH_JustSim_XPL12_v1.0" status="Active" type="CustomAirport">
48      <Path>/xplane/x-plane/X-Plane12/Custom Scenery/EDDH_JustSim_XPL12_v1.0</Path>
```

# World Map

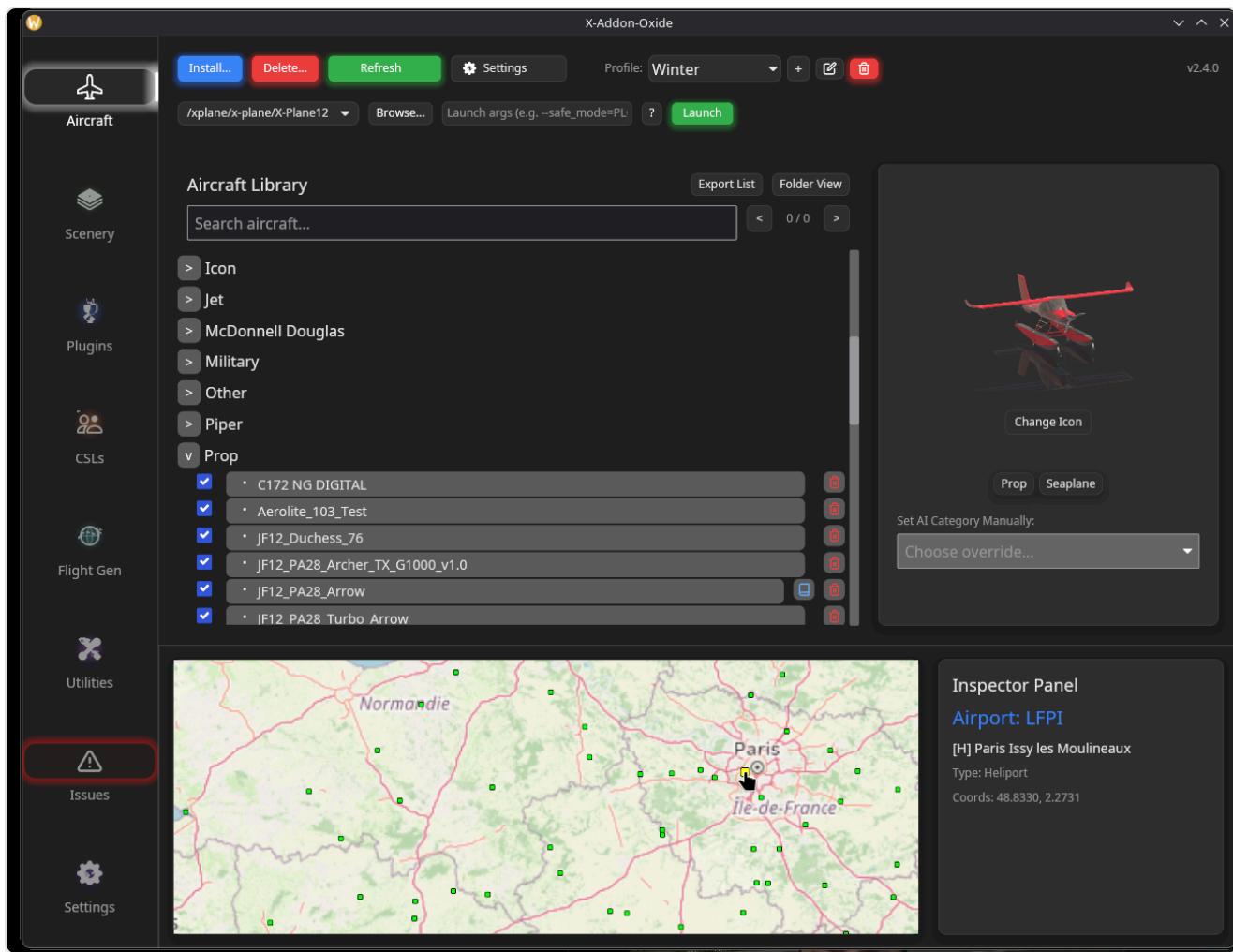
The interactive map at the bottom of the screen visualises your entire installed scenery coverage.



## Reading the Map

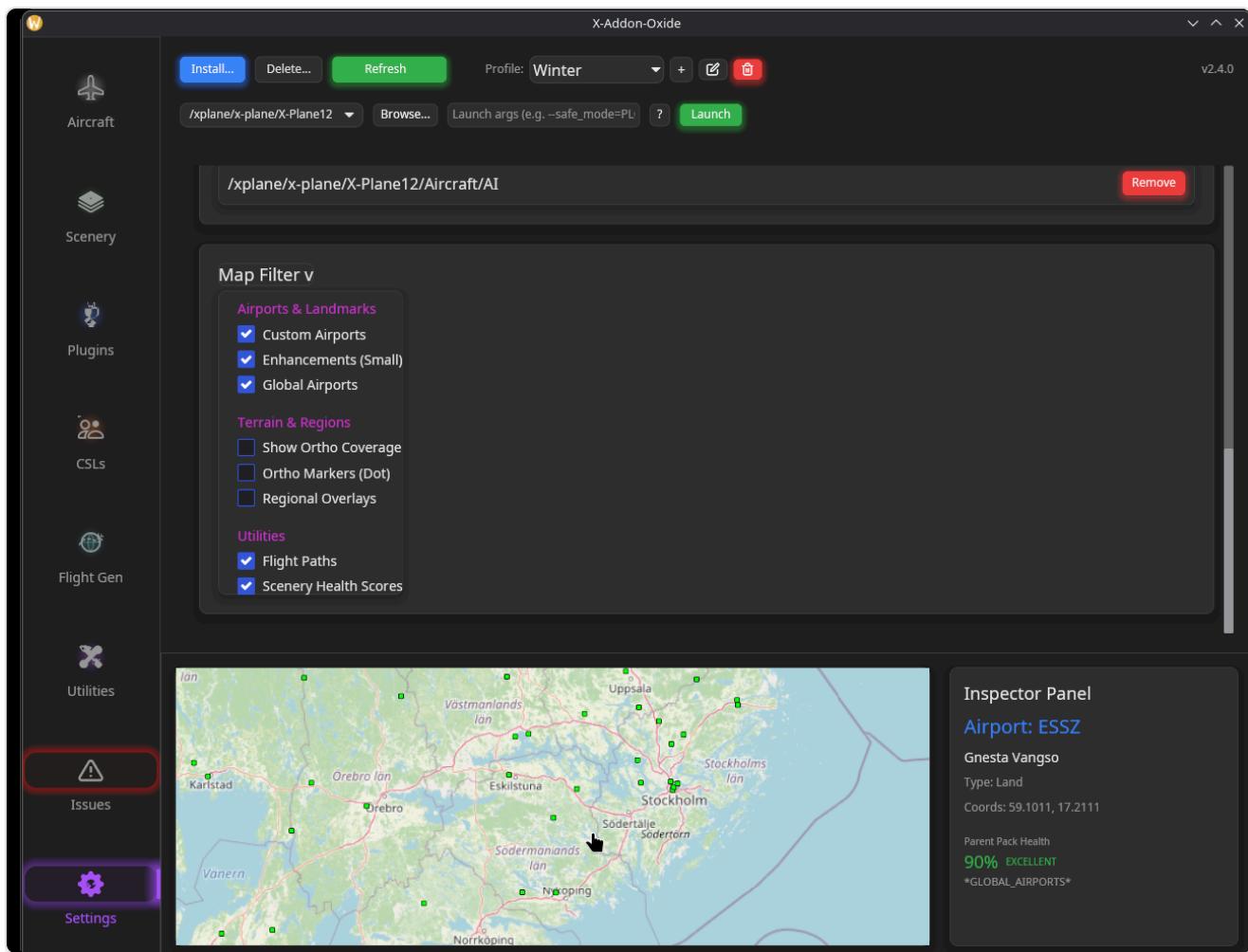
Marker	Meaning
Green dot	Custom airport from your installed scenery packs
Cyan / blue tile	Orthophoto or mesh coverage tile
Grey dot	Global Airports (built-in X-Plane)

**Inspector Panel:** Click any dot or tile to see details — ICAO code, airport name, type, GPS coordinates, parent pack name, and health score.



## Zoom and Pan

- **Scroll wheel** — zoom in/out.
- **Click-drag** — pan the map.
- At higher zoom levels, OpenStreetMap base tiles load to show roads and terrain context.



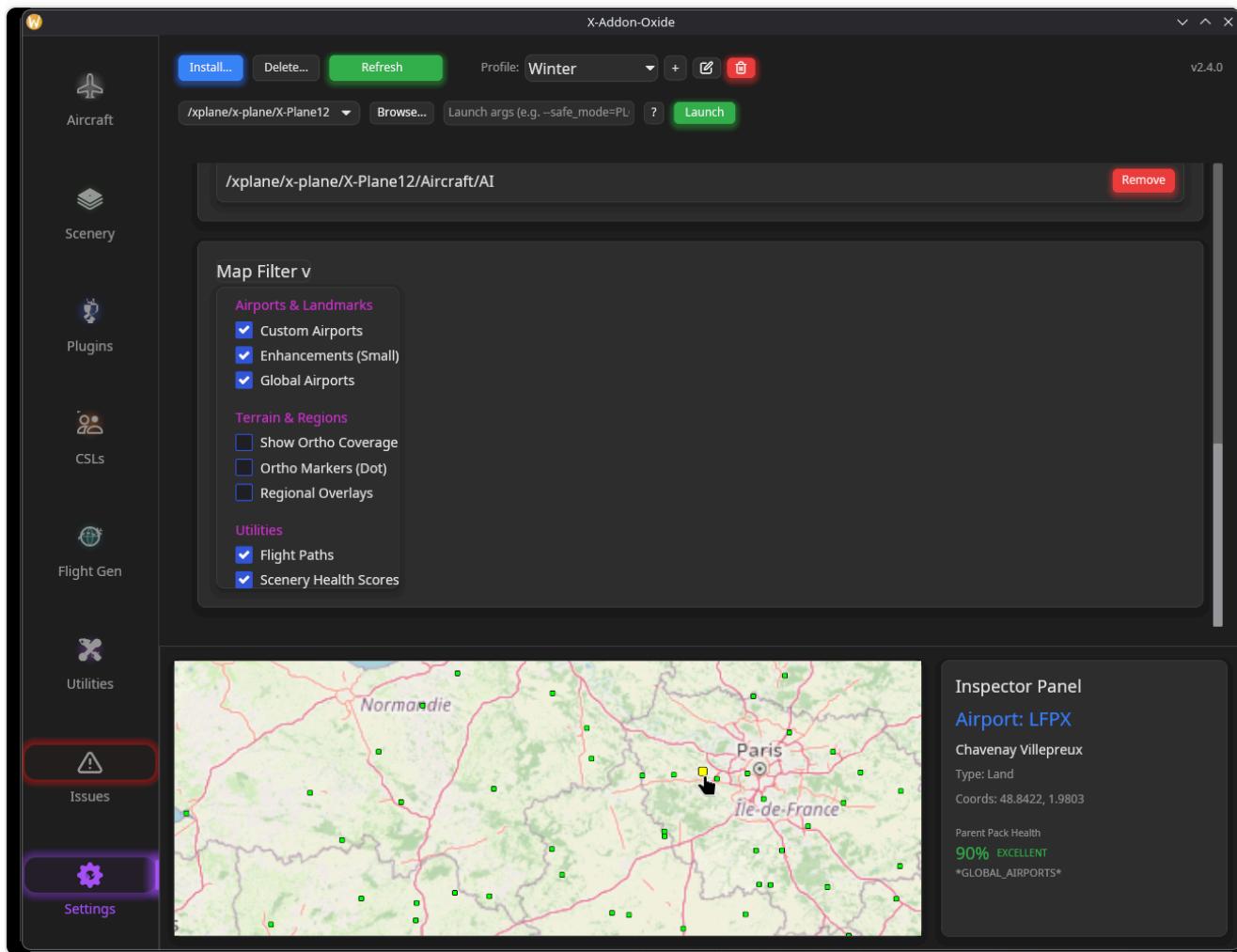
## Map Filters

Click **Map Filter ▾** to control which layers are visible:

Filter	Shows
Custom Airports	Your installed airport pack dots
Enhancements (Small)	Overlay and enhancement scenery
Global Airports	Built-in X-Plane airport markers
Show Ortho Coverage	Orthophoto tile footprints
OrthoMasters (Grid)	Grid lines for ortho tile sets
Regional Overlays	Regional mesh footprints
Flight Paths	Logbook route tracks from the Logbook tab
Scenery Health Scores	Colour-coded airport health overlay

# Scenery Health Scores

Enable **Scenery Health Scores** in the filter to colour-code each airport dot by structural completeness:

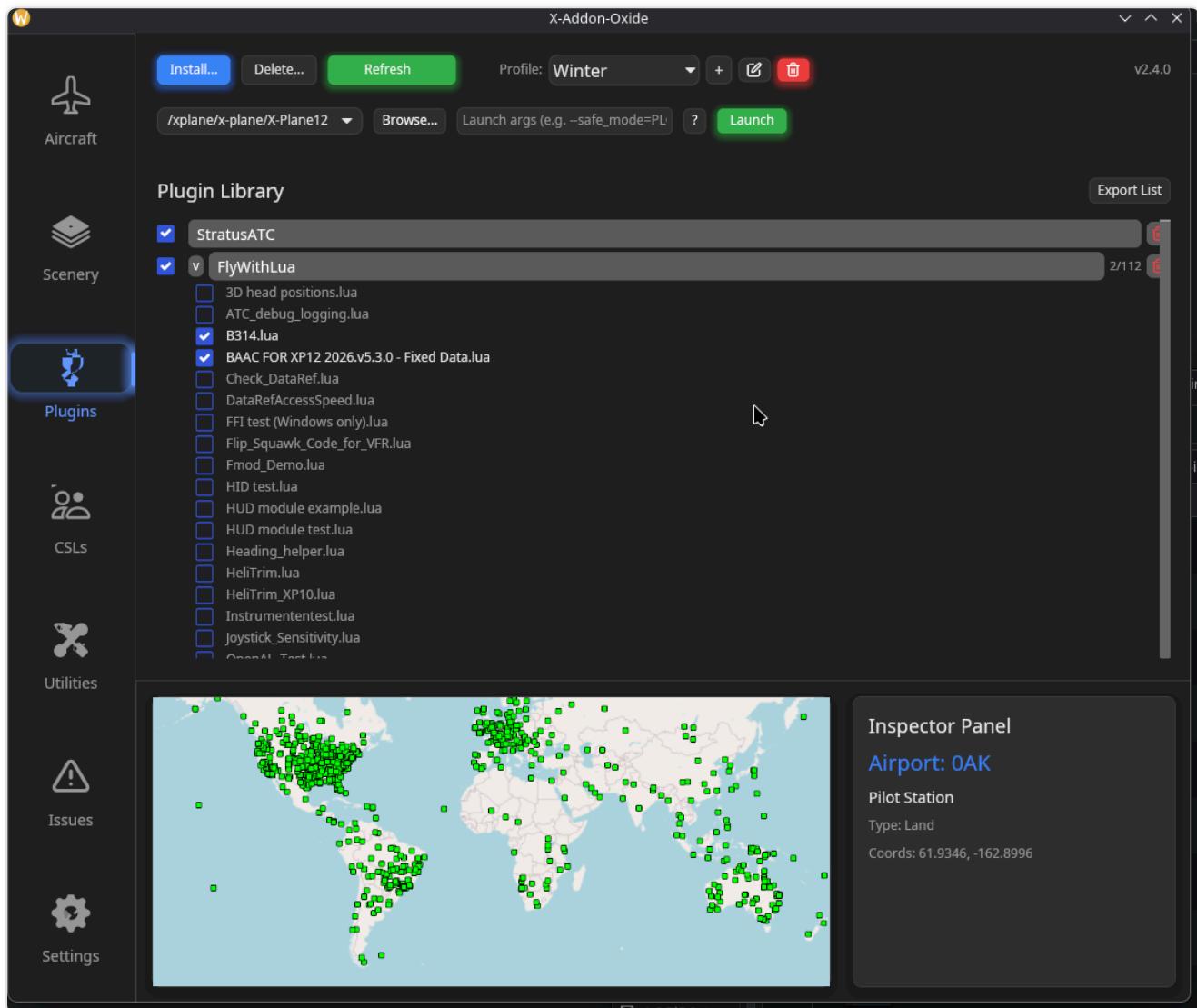


Colour	Score	Meaning
Green	80–100% (Excellent)	All expected files present (apt.dat, DSF objects)
Orange	50–79% (Fair)	Some expected files missing
Red	0–49% (Poor)	Critical files absent — pack may not work

# Plugins & CSLs

## Plugin Management

The **Plugins** tab lists everything in [Resources/plugins/](#). Use the checkbox on any row to enable or disable a plugin. Disabled plugins are moved to a [\(disabled\)](#) sub-folder — no files are ever deleted.



## FlyWithLua Script Management

If you use **FlyWithLua**, X-Addon-Oxide discovers every [.lua](#) script inside its [Scripts/](#) and [Scripts \(disabled\)](#) / [sub-folders](#) and shows them as expandable children under the FlyWithLua row.

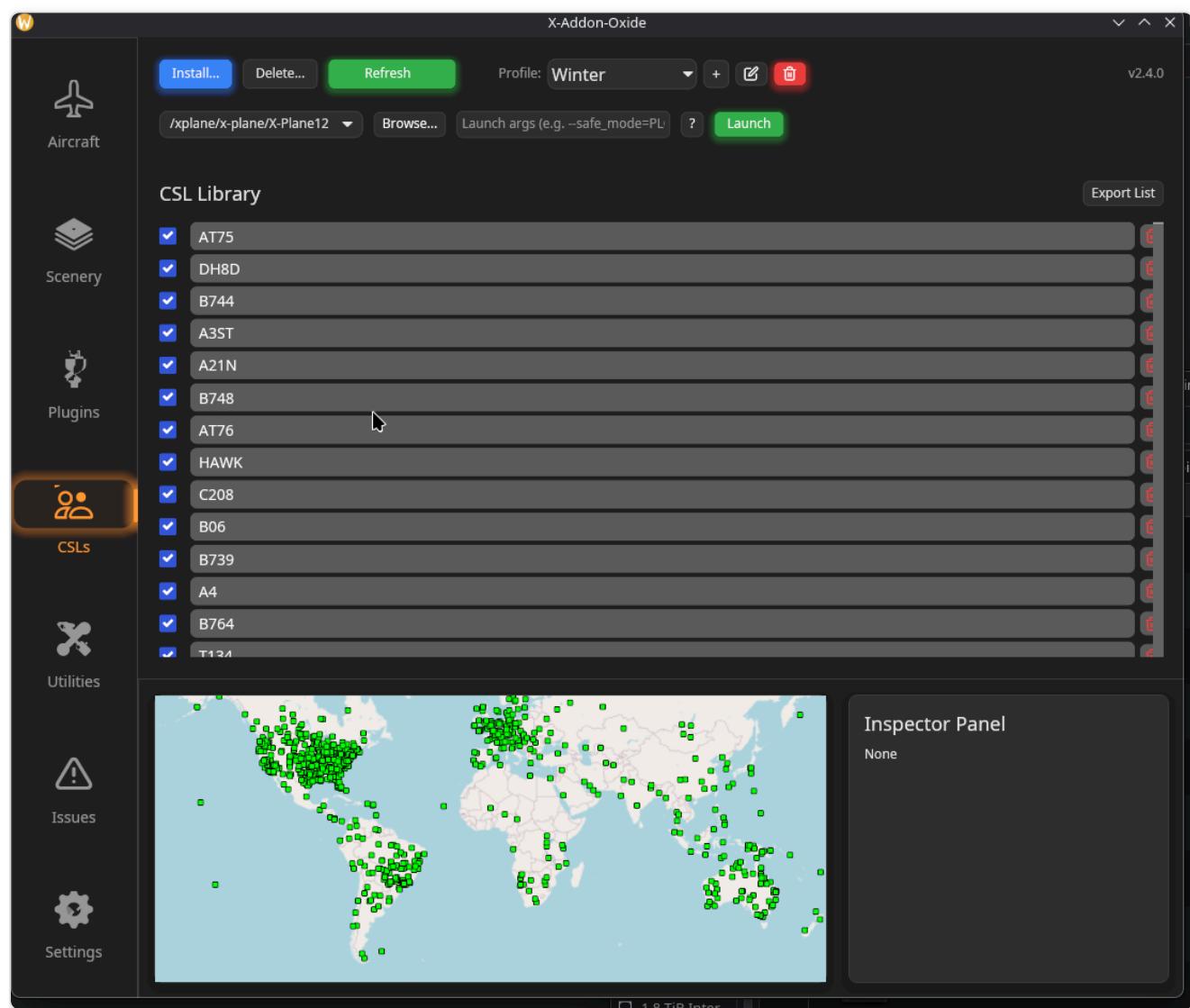
- Click ► on the FlyWithLua row to expand the script list.
- The badge (e.g. [2/12](#)) shows how many scripts are currently enabled out of total found.

- Check or uncheck individual scripts — enabled scripts live in `Scripts/`, disabled ones move to `Scripts (disabled) /`.
- The plugin itself is unaffected; only the individual script files are toggled.

**Tip:** Keep development scripts (test utilities, debug tools) in FlyWithLua but disable them for normal flying. Re-enable them in seconds when you need them.

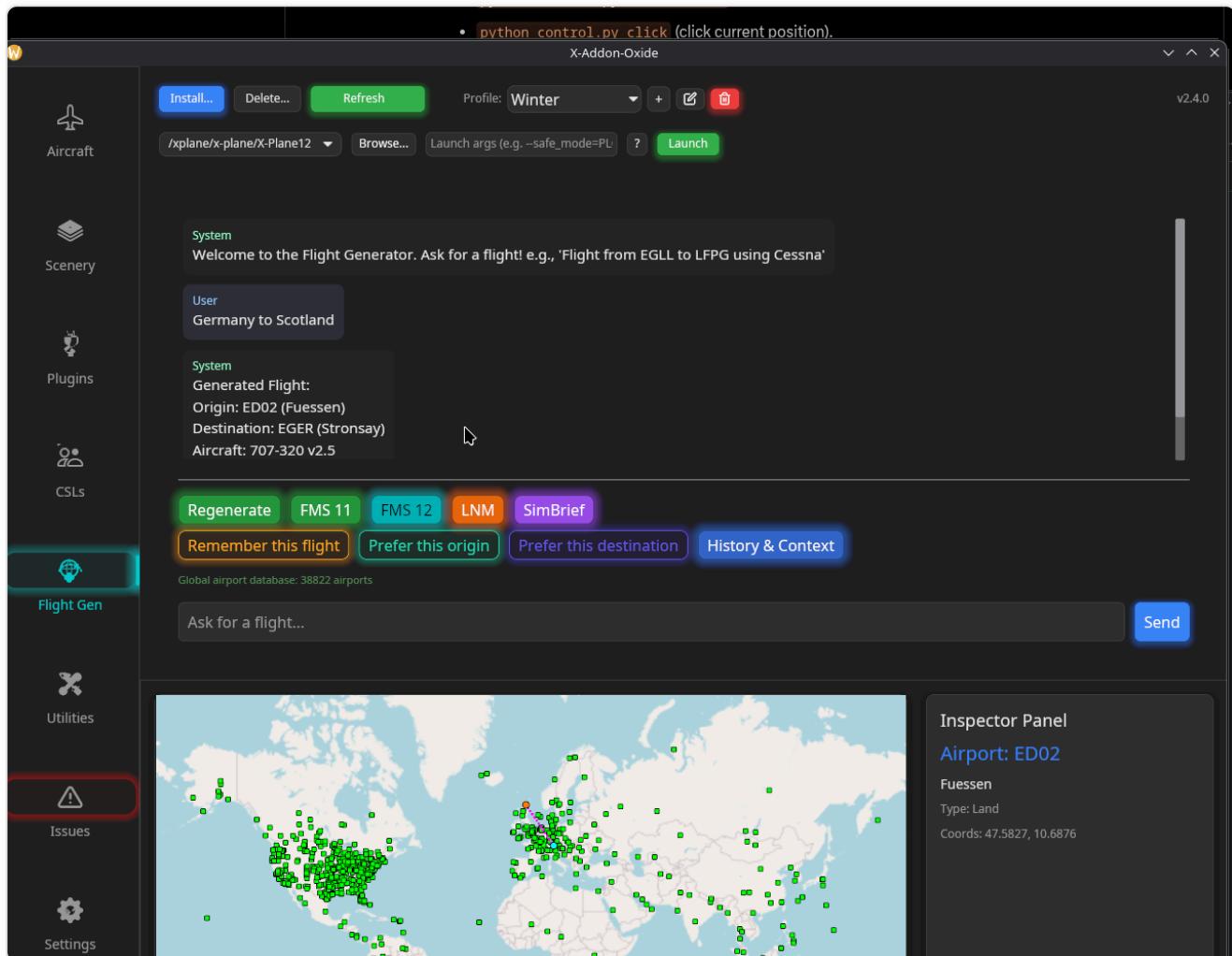
## CSL Libraries

For online flying (VATSIM / IVAO), CSL (Common Shape Library) packages provide traffic model rendering. The **CSLs** tab lists all detected CSL packages and lets you toggle them individually.



# Flight Generator

The **Flight Gen** tab generates complete flight plans from natural-language text prompts. It uses a global airport database (~38,000 airports) and — when an internet connection is available — live METAR data from NOAA for real-time weather filtering.



## Writing a Prompt

Type your request into **Ask for a flight...** and press **Send** or **Enter**. Be as specific or as vague as you like:

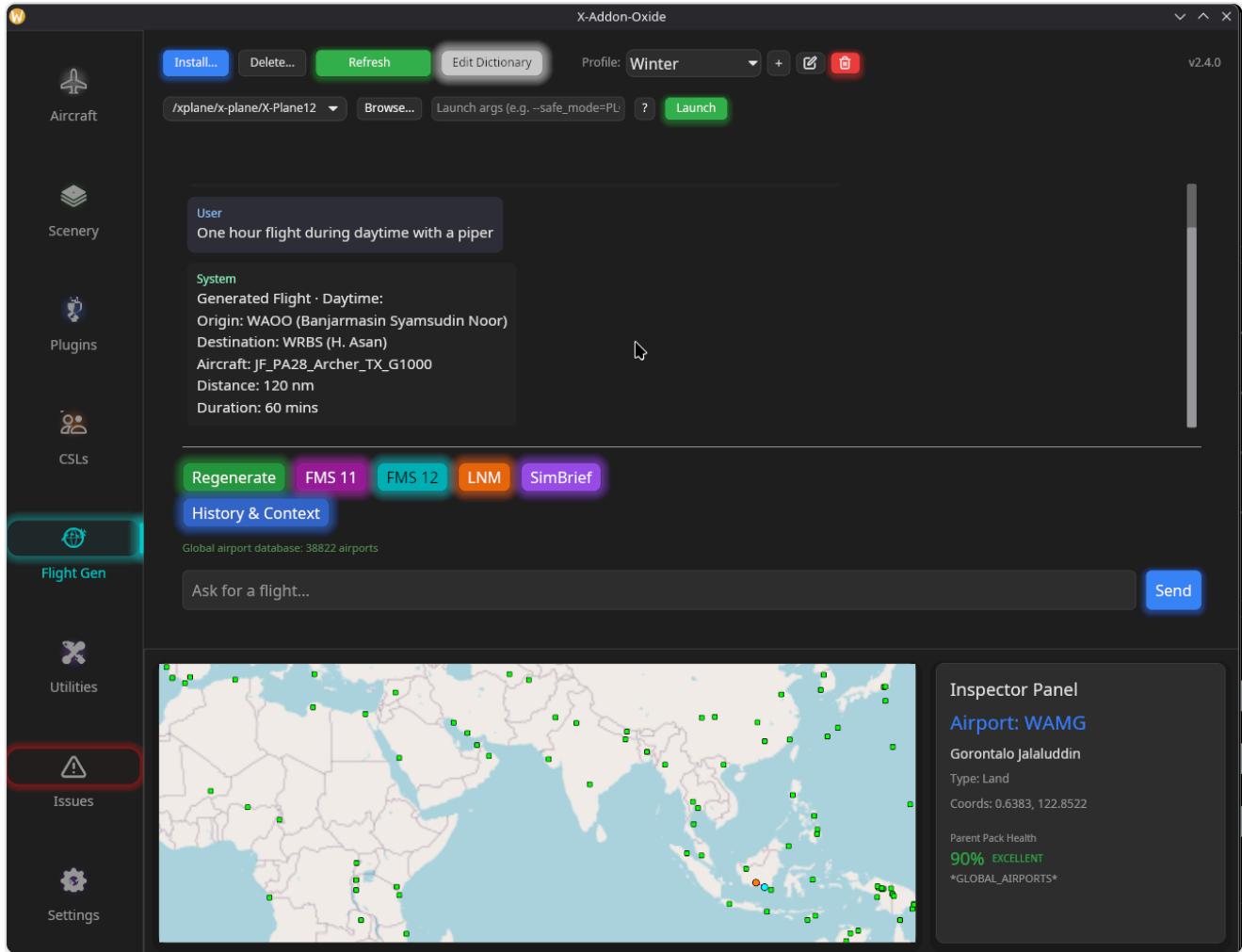
```
London to Paris in a 737
One hour flight at dawn
Bush flight in Alaska with a floatplane
Flight from KLAX to KSFO with an Airbus
Storm flight in Europe for 2 hours
```

The engine extracts the following from your text:

Element	Examples
Origin	ICAO code, city name, country, region, or omit for random
Destination	Same as origin — can differ in specificity
Aircraft	Manufacturer, model name, category (helicopter, jet, turboprop...)
Duration	short, 1 hour, 45 minutes, long haul, transatlantic
Time of day	dawn, daytime, afternoon, sunset, night
Weather	storm, clear, fog, snow, gusty, calm, rain
Surface	grass, gravel, water / seaplane / floatplane, paved
Flight type	bush, backcountry, regional

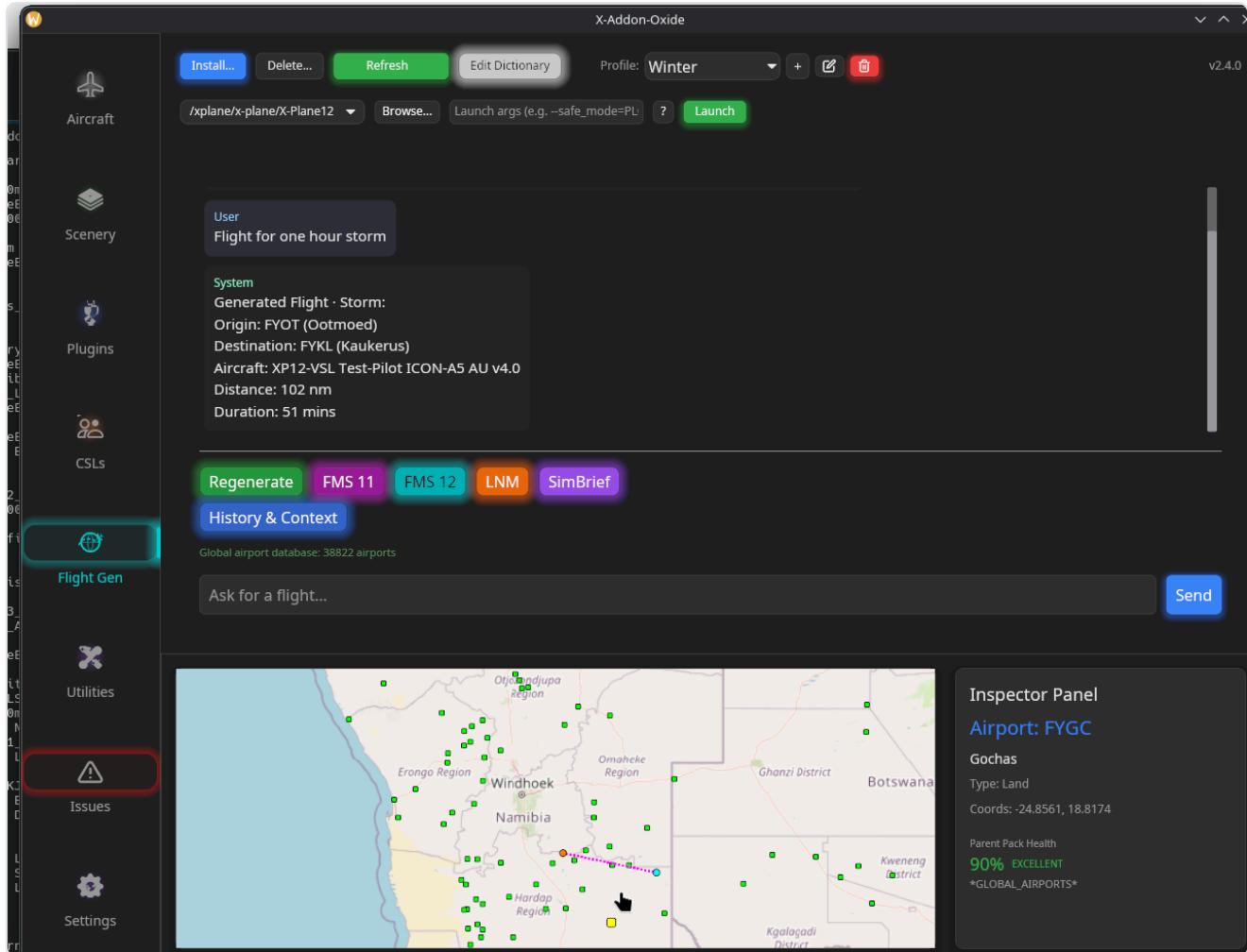
## Time-of-Day Filtering

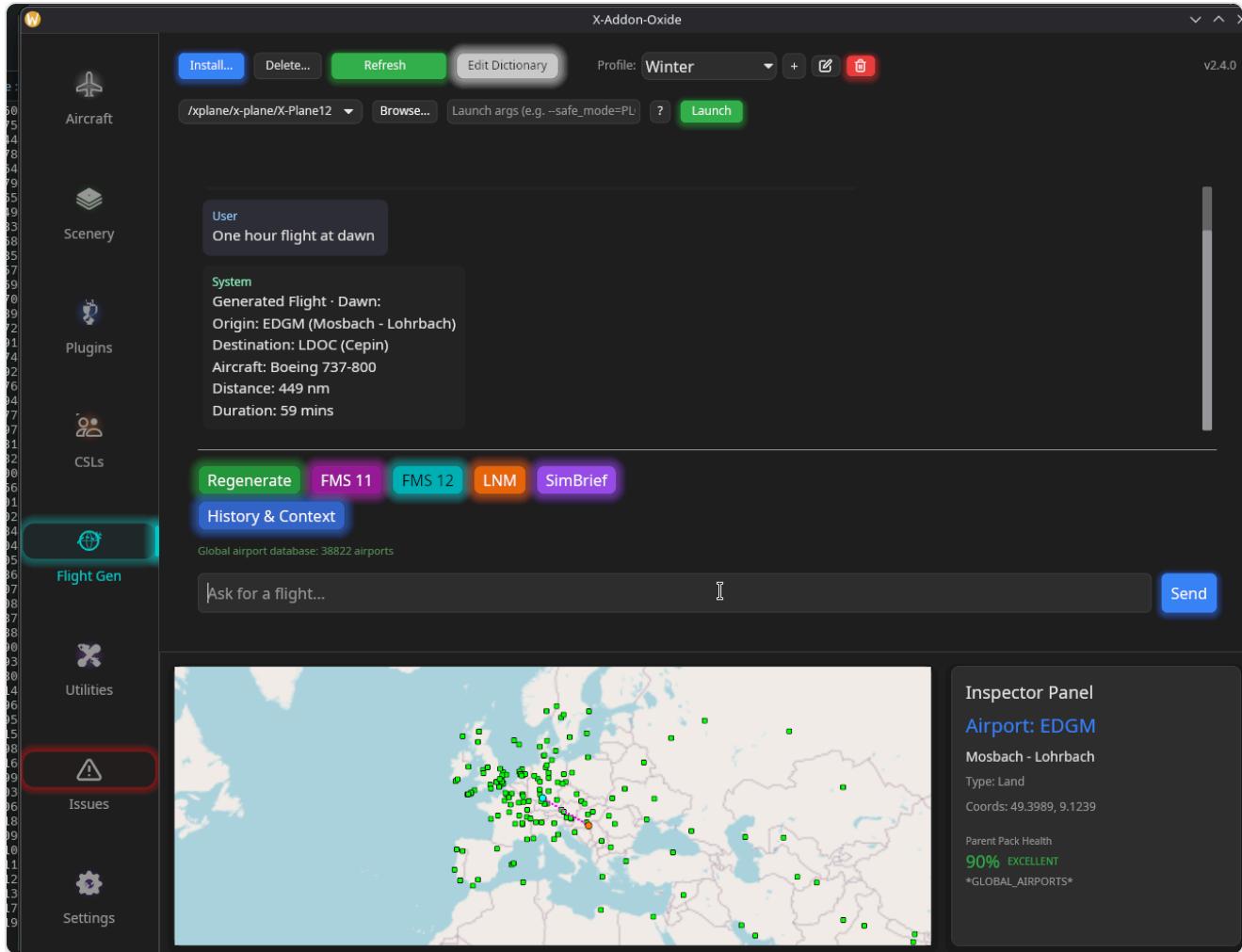
When you specify a time like `daytime` or `at dawn`, the engine calculates the current local solar time at each candidate airport and only selects airports where the sun is in the correct position **right now**.



## Weather Filtering

Weather prompts trigger live METAR lookup. The engine downloads a real-time global METAR cache from NOAA (~38,000 stations) and only selects airports where the actual reported conditions match your request.





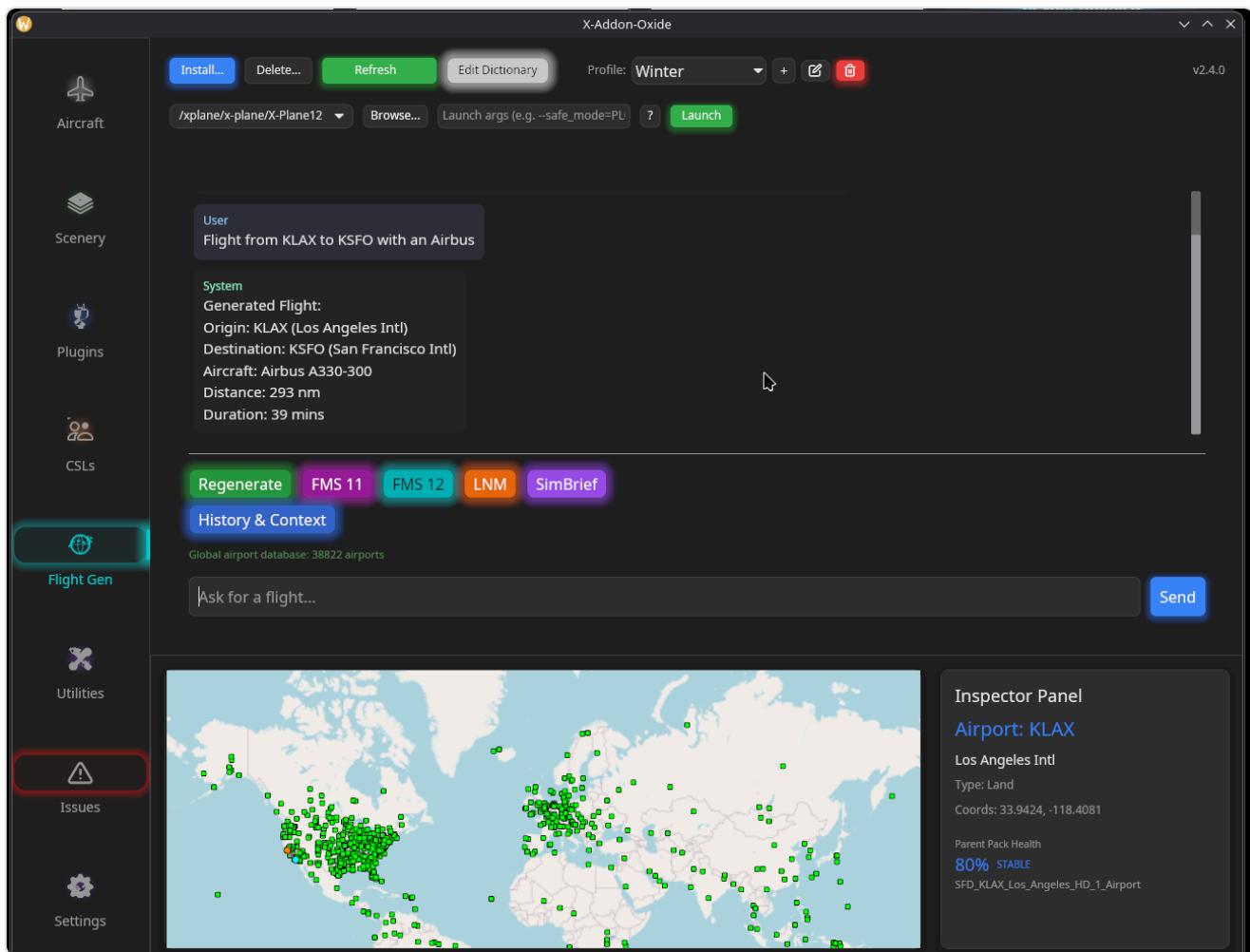
**Weather not showing?** If the selected airport has no METAR station (small strips, remote airports), the weather label is omitted from the result. The flight is still valid — just unverified by live data.

## Regenerate

Click **Regenerate** to get a different airport pair for the same prompt without retyping. Each press picks fresh random candidates from the airport pool. Use it if the first result is not what you had in mind geographically.

## Export Formats

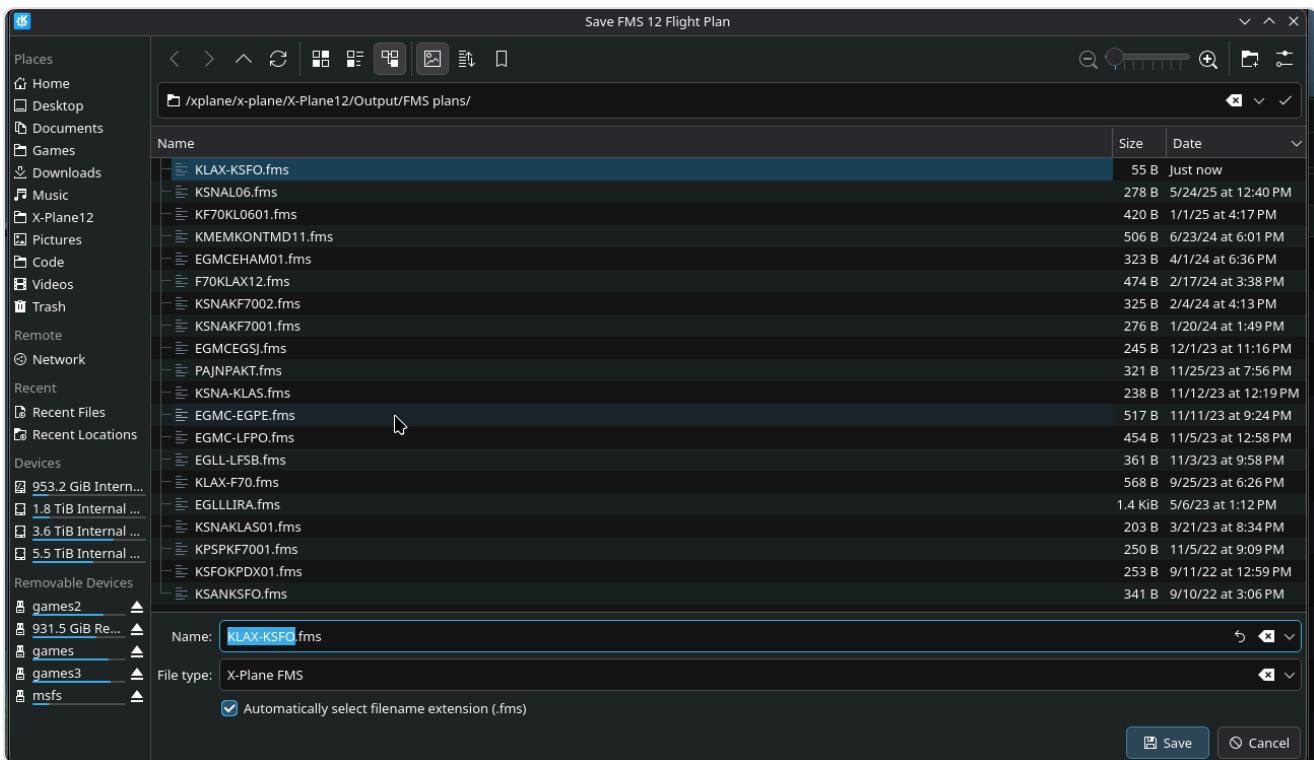
After generation, four export buttons appear below the result:



Button	Format	Use with
<b>FMS 11</b>	X-Plane 11 <code>.fms</code>	X-Plane 11 built-in FMS, G1000
<b>FMS 12</b>	X-Plane 12 <code>.fms</code>	X-Plane 12 FMS, Toliss, Zibo 737, IXEG
<b>LNM</b>	Little NavMap <code>.lnmpln</code>	Little NavMap for route planning and briefing
<b>SimBrief</b>	Opens SimBrief website	Full OFP dispatch briefing

## FMS 12 — Step-by-Step

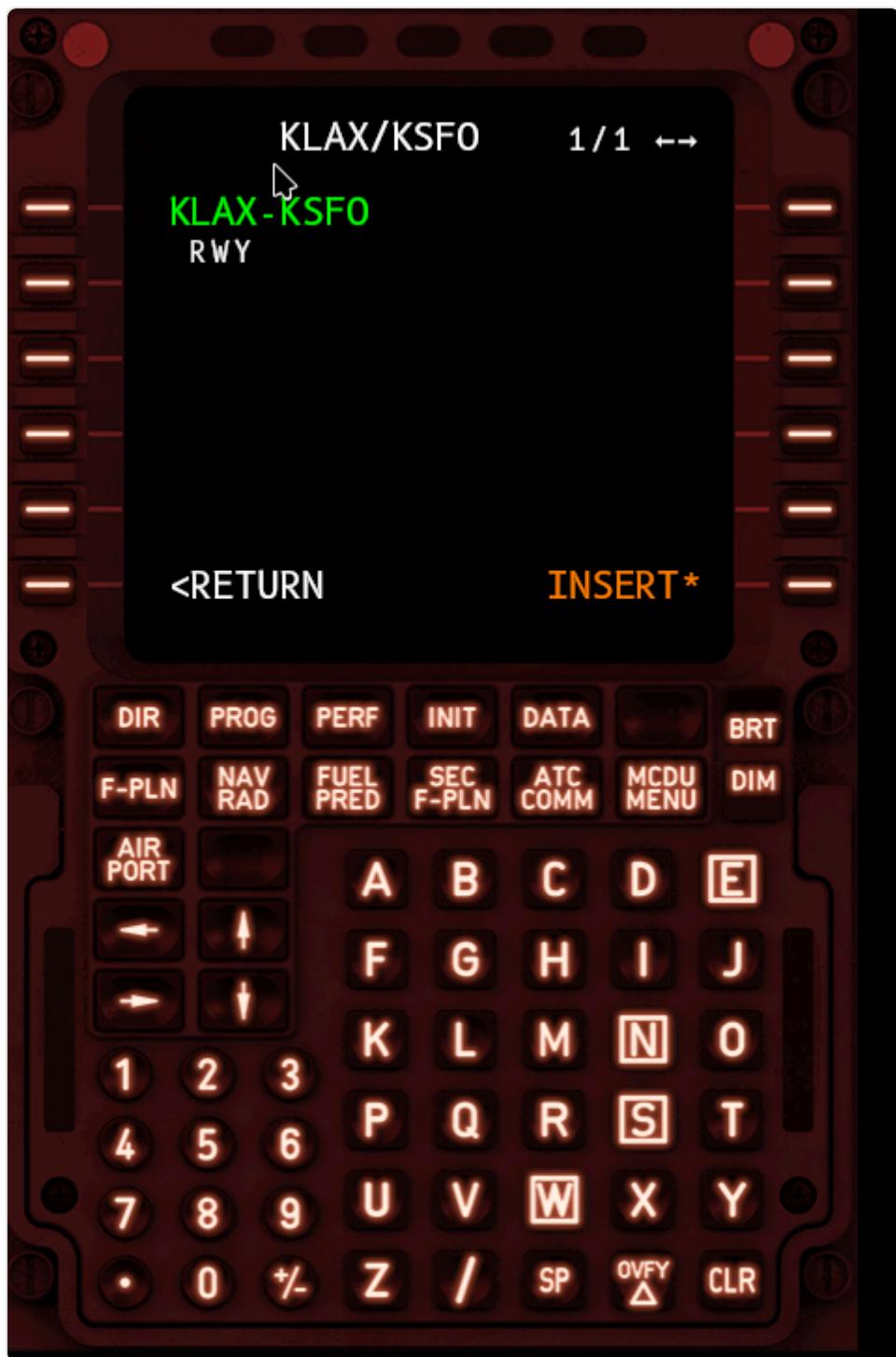
1. Click **FMS 12**. A system save dialog opens, pre-navigated to `Output/FMS plans/`.



1. The filename is pre-filled with the route (e.g. `KLAX-KSFO.fms`). Click **Save**.
2. Open X-Plane and load your aircraft. On the FMC, navigate to the **F-PLN** page.



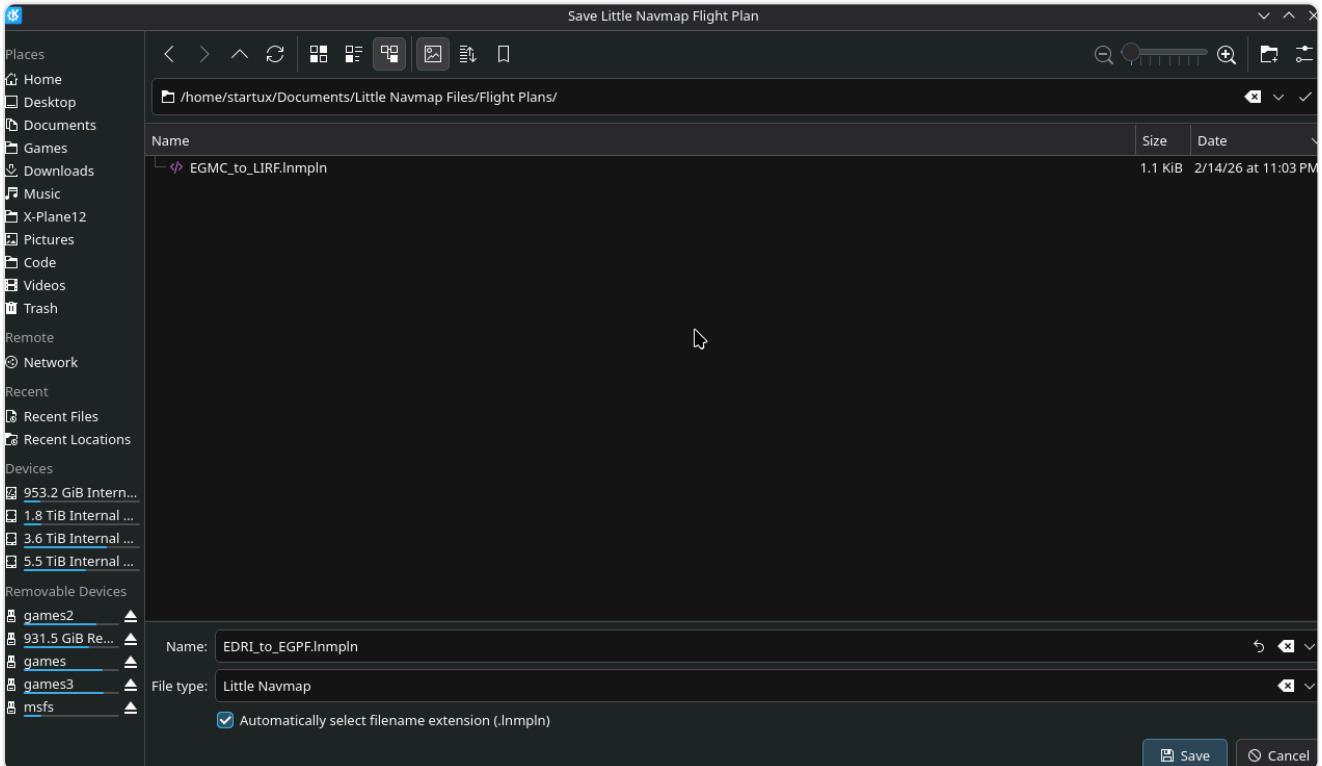
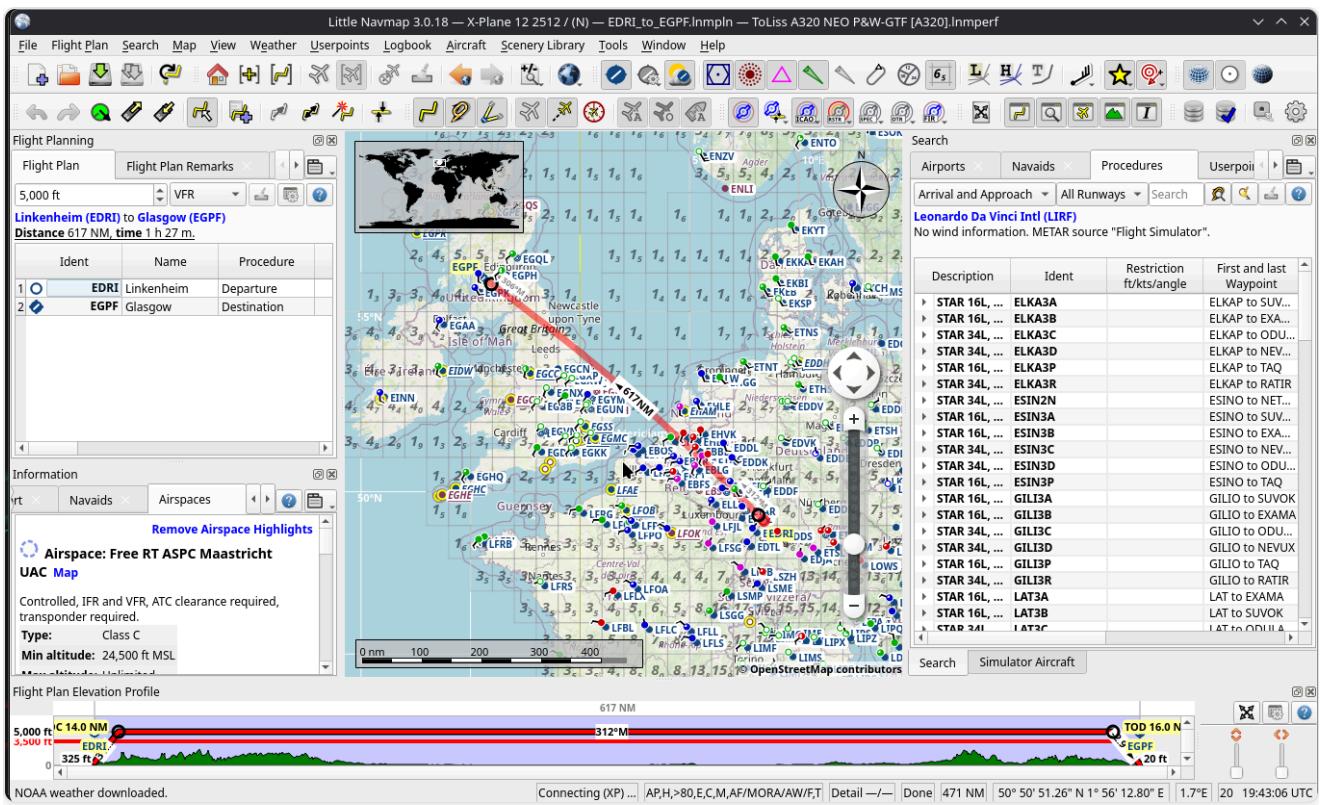
1. The route loads with departure and destination pre-populated.





## Little NavMap

After exporting an `.lnmp1n` file, open it in Little NavMap (**File → Open Flight Plan**):



## SimBrief

Clicking **SimBrief** opens SimBrief's Generate Flight page in your browser, pre-populated with your origin, destination, and aircraft:

Screenshot of the Flight Context panel showing flight planning details and a map of Europe.

**Flight Info**

- Airline: CACI
- Flight Number: 0000
- Depart: EDRI
- Arrive: EGPF
- Alternate: EGPH
- Departure Time: 20 Feb 2026 - 20:40

**Aircraft Info**

- Aircraft Type: Cessna 172R
- Climb Profile: NORMAL
- Cruise Profile: 2200RPM
- Descent Profile: NORMAL
- ATC Callsign: N1725B

**Selections**

- OFP Layout: LIDO
- AIRAC Cycle: AIRAC 2602 - 19Feb26 to 10Mar26
- Units: Pounds
- Flight Rules: IFR
- Type of Flight: Scheduled
- Alternates Count: 1

**Optional Entries** (Automatically calculated, but can be customized)

- Scheduled Block Time: 06:00
- Departure Runway: 05
- Arrival Runway: 05
- Altitude: AUTO
- Passengers: AUTO
- Freight: NONE
- Payload: AUTO
- Zero Fuel Weight: AUTO

**Fuel Planning** (Custom fuel policies and extra fuel options)

**Text Entries** (Names and remarks)

**Route** (Selected Route: GEGKU Z229 T0MP1 Q260 MAPTG Q263 L1M00 NE52 LND S0MVA L1B50 APPLE16G)

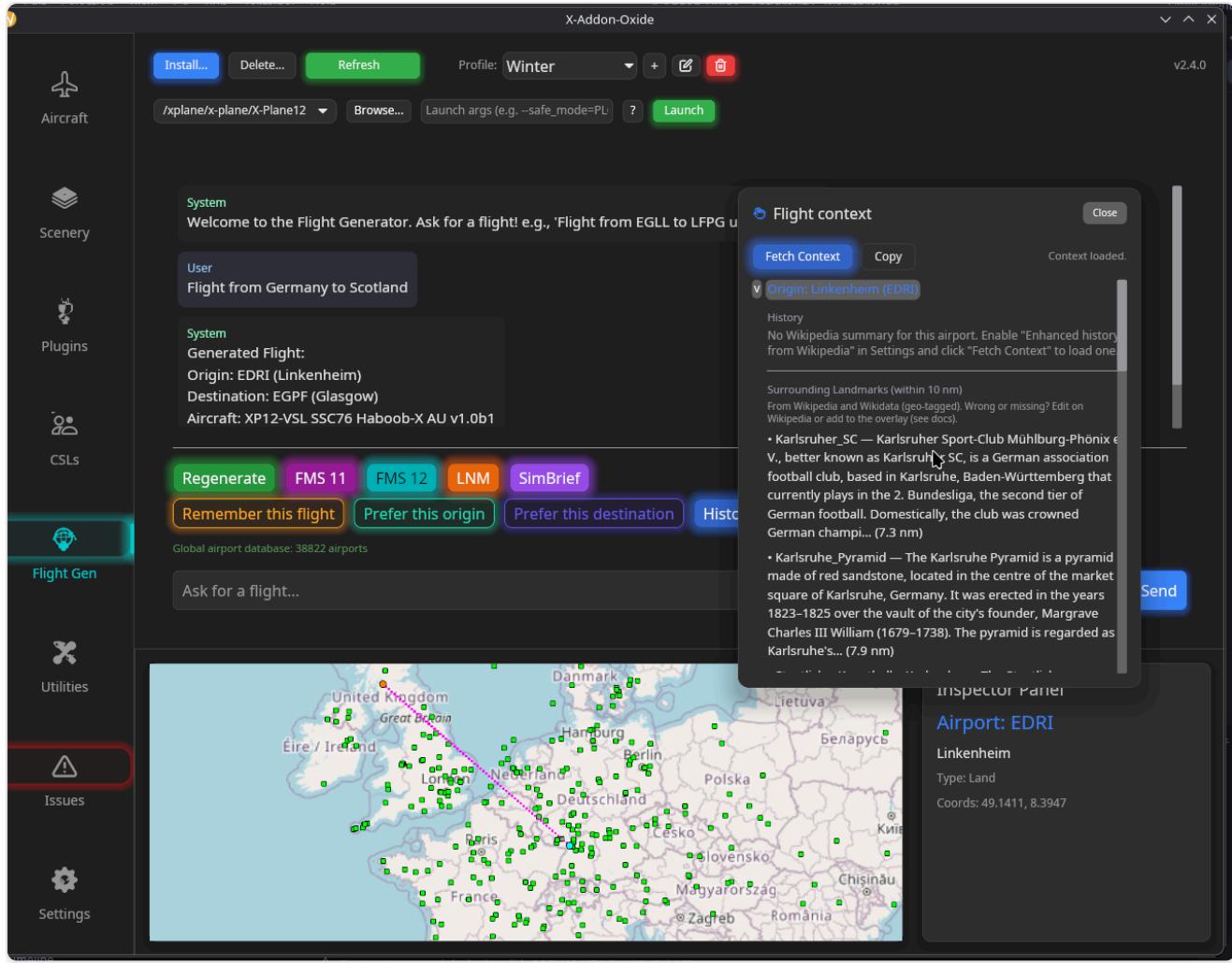
**Suggested Routes** (Click to use View All)

**Map** (A map of Europe showing the flight route from GEGKU (Germany) to Z229 (UK), passing through T0MP1, Q260, MAPTG, Q263, L1M00, NE52, LND, S0MVA, L1B50, and ending at APPLE16G (Germany). The route is highlighted in red on a blue background map with yellow landmasses and blue water bodies. Labels include Ireland, UK, France, Germany, and various cities like London, Paris, Berlin, and Amsterdam.)

Complete the dispatch form and generate your OFP briefing as normal.

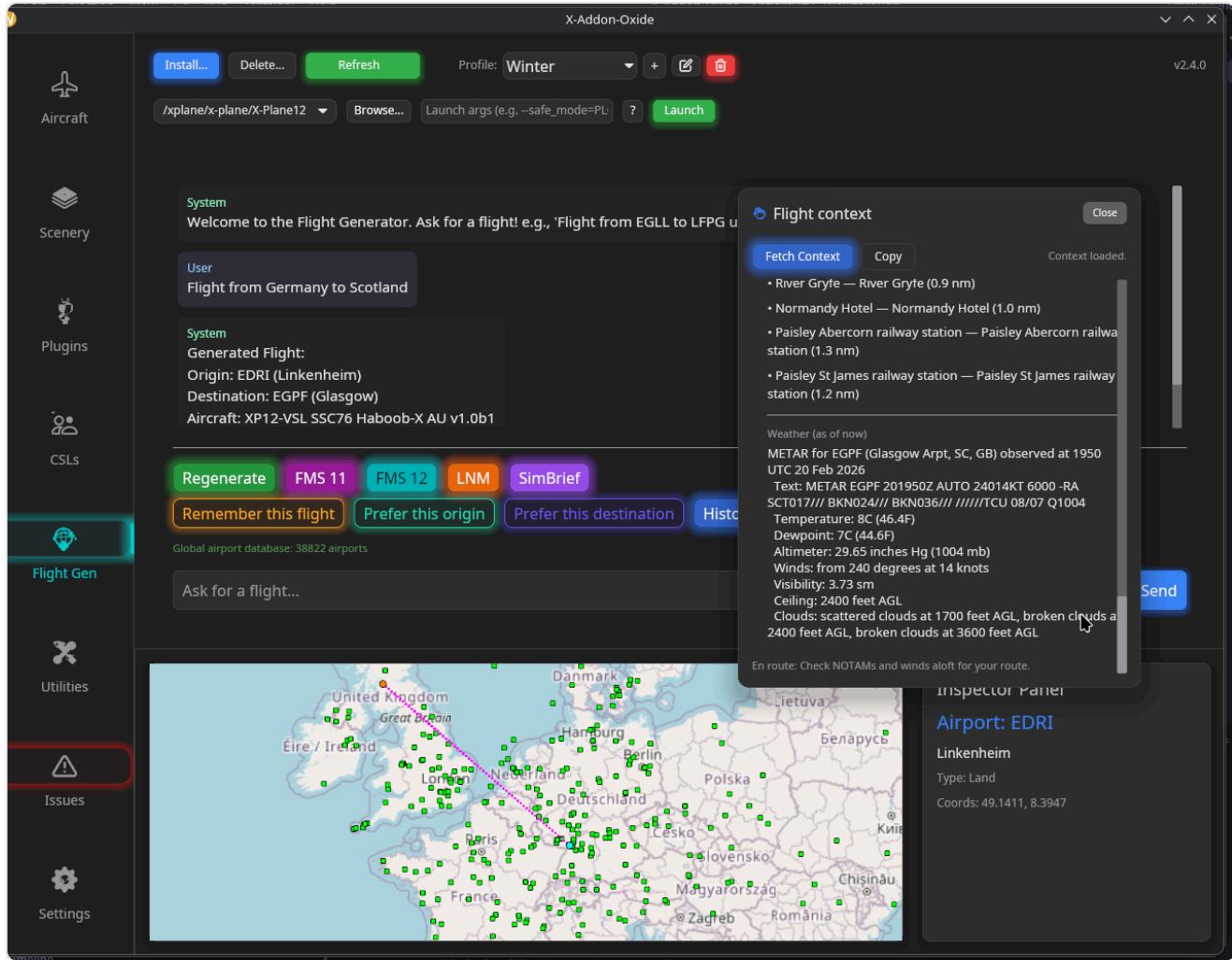
## History & Context

Click **History & Context** to open the Flight Context panel.



The panel shows:

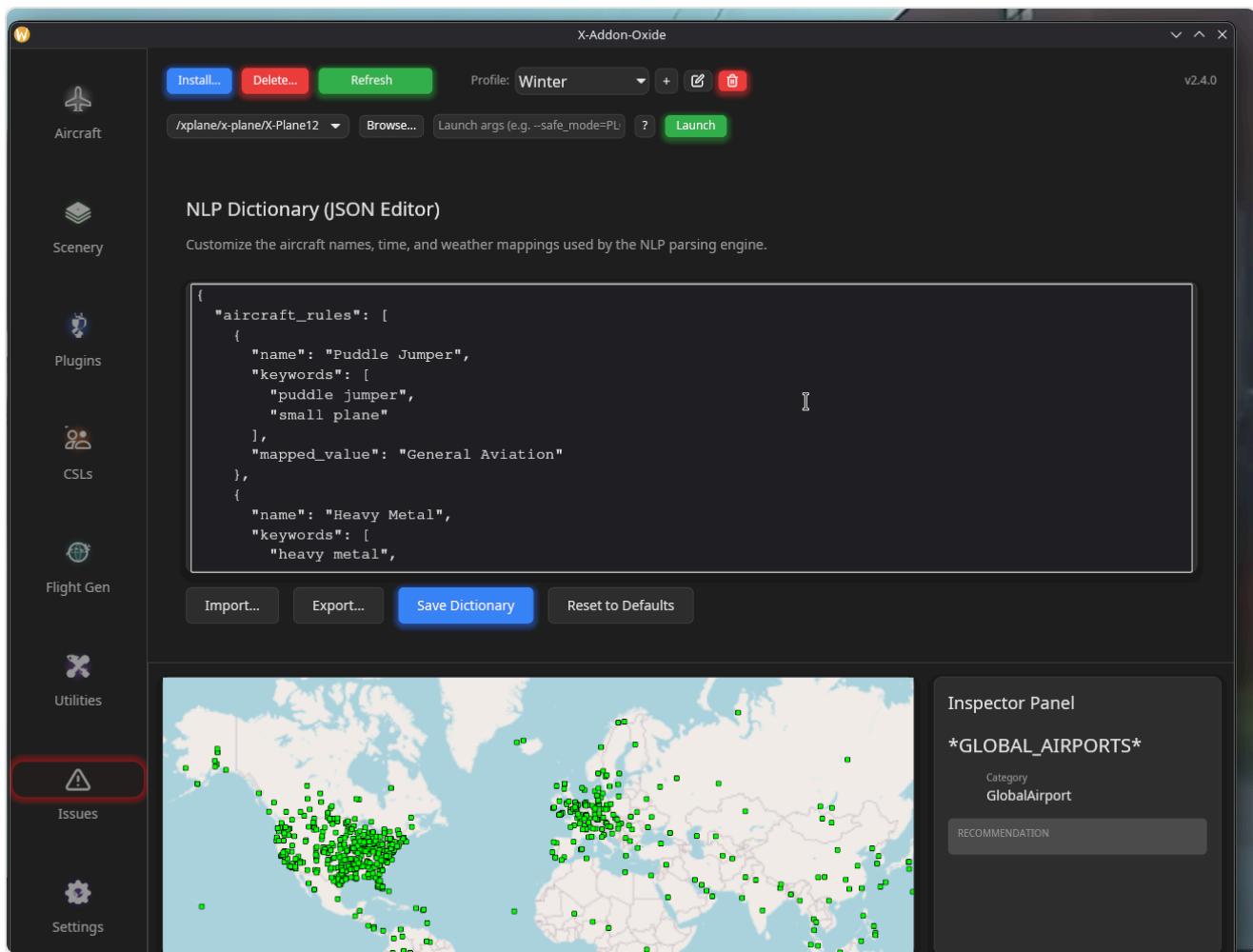
- \* **A Wikipedia summary** for the origin airport and surrounding area (fetched live or from local cache).
- \* Points of interest within range.
- \* **Remember this flight** — persists this origin/destination pair as a preference. Future prompts for the same region are more likely to pick these airports.
- \* **Prefer this origin / destination** — marks the individual airport for higher priority in random selection.



The METAR panel within History & Context shows the live weather report for your origin airport.

## Edit Dictionary (NLP Customisation)

The **Edit Dictionary** button opens the NLP JSON editor. This lets you teach the flight engine custom vocabulary for aircraft, weather, time, surface, flight type, and duration — without touching any code.



The dictionary supports six rule categories:

Category	Controls
<code>aircraft_rules</code>	Maps phrases → aircraft tags; optionally sets distance limits and cruise speed
<code>time_rules</code>	Maps phrases → solar time-of-day windows (dawn/day/dusk/night)
<code>weather_rules</code>	Maps phrases → METAR weather conditions
<code>surface_rules</code>	Maps phrases → runway surface preference (soft/hard/water)
<code>flight_type_rules</code>	Maps phrases → flight type (bush/regional)
<code>duration_rules</code>	Maps phrases → distance envelopes (short/medium/long/haul)

Each rule has a `priority` field — higher priority rules are matched first, so `"long haul"` at priority 1 always beats `"long"` at priority 0.

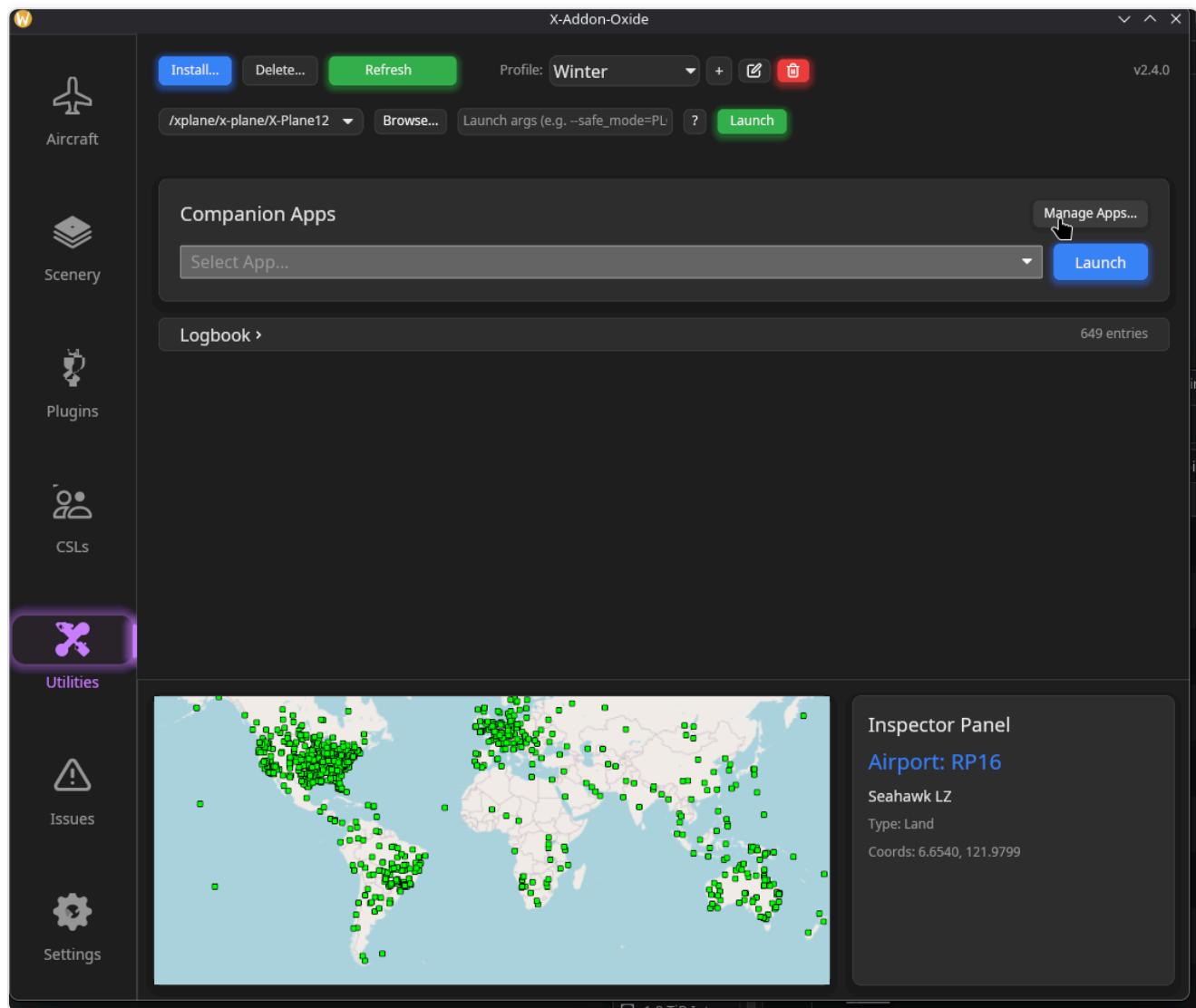
Click ► **Valid Values Reference** inside the editor for an inline reference of all accepted `mapped_value` options for each category.

Use **Import / Export** to back up or share your dictionary. **Reset to Defaults** restores the factory vocabulary.

For the complete schema reference, see [docs/NLP\\_DICTIONARY.md](#) in the repository.

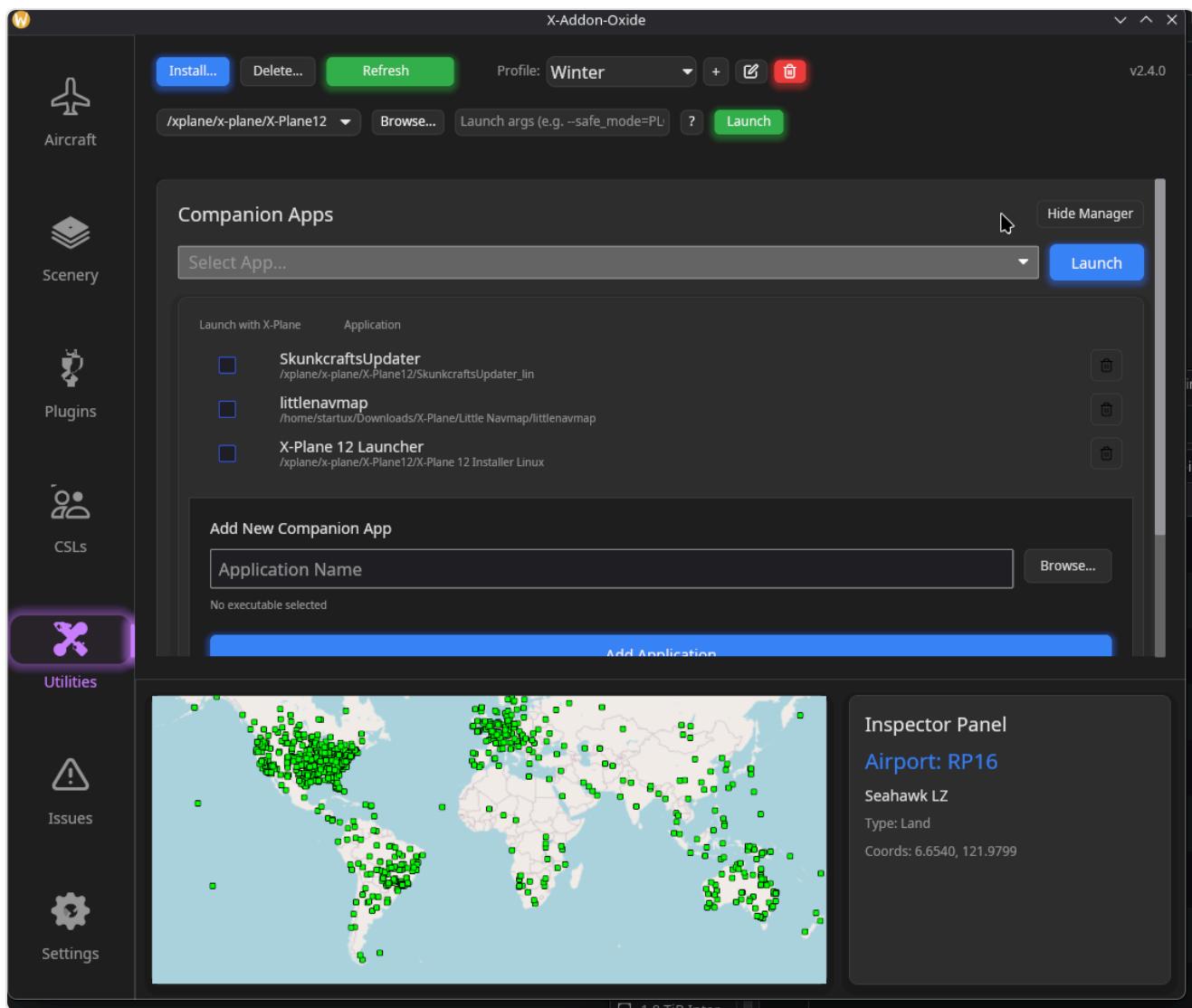
# Utilities

The **Utilities** tab contains the Companion Apps manager and your Pilot Logbook.



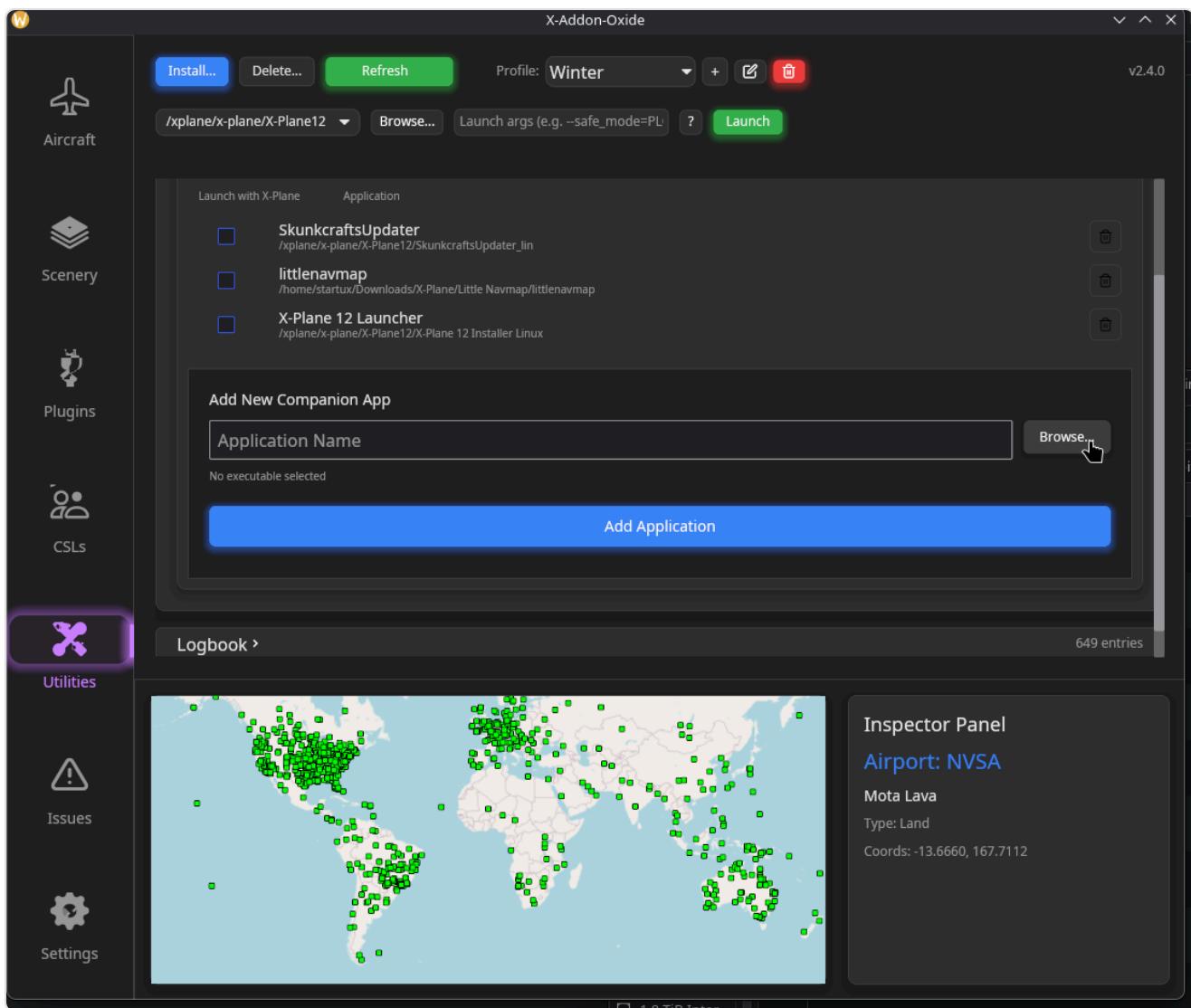
## Companion Apps

Launch your essential flight tools without switching windows.



## Adding a Companion App

1. Click **Manage Apps...** to expand the manager.
2. Type a name in **Application Name**, then click **Browse...** to locate the executable.



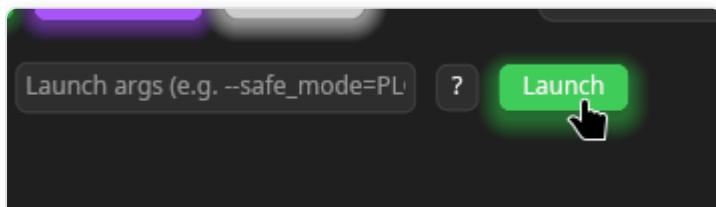
1. Click **Add Application**.

## Launching

- Select an app from the **Select App...** dropdown.
- Optionally check **Launch with X-Plane** to start it automatically when you click the main **Launch** button.
- Click **Launch** to start the app immediately.

## Launch X-Plane with Arguments

The **Launch args** field in the top toolbar passes command-line arguments directly to X-Plane:

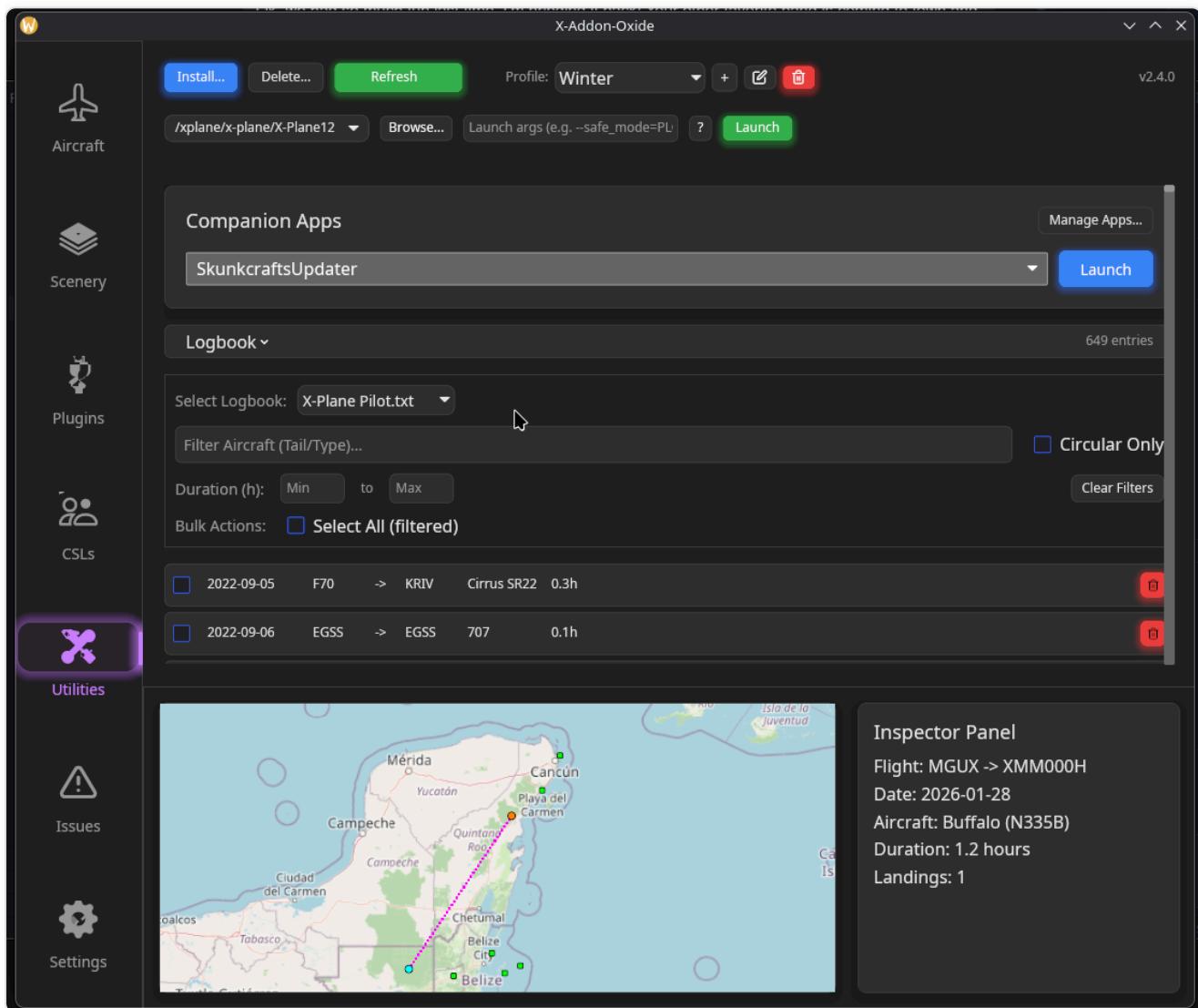


Common arguments:

Argument	Effect
--safe_mode=Plugin	Disables all plugins on startup
--fps_test=5	Runs a 5-second FPS benchmark and exits
--weather_seed=12345	Forces a specific weather seed

## Pilot Logbook

The Logbook section reads your X-Plane `Pilot.txt` file and presents all flights in a searchable, editable table.



## Features

- **Search & Filter** — filter by tail number, aircraft type, airport ICAO, or date range.

- **Delete entries** — select one or multiple rows and delete them. A `.bak` backup is created automatically before any changes are written.
- **Show Route** — click any entry to plot the flight path on the world map.

X-Addon-Oxide v2.4.0

Profile: Winter

Install... Delete... Refresh

/xplane/x-plane/X-Plane12 Browse... Launch args (e.g. --safe\_mode=PL) ? Launch

Flight Log (sr\_G1000)

Date	From	To	Aircraft	Duration
2026-01-22	F70	→ F70	JF_PA28_Turbo_Arrow	0.2h
2026-01-22	F70	→ F70	JF_PA28_Turbo_Arrow	0.6h
2026-01-22	F70	→ F70	JF_PA28_Turbo_Arrow	0.1h
2026-01-28	MGUX	→ XMM000H	Buffalo	1.2h
2026-01-28	EVRA	→ EVRA	DWSim_SF37	0.1h
2026-01-28	EGLC	→ EGLC	DWSim_SF37	0.1h
2026-01-29	EGLC	→ EGMC	DWSim_SF37	0.2h
2026-01-29	EGMC	→ EGUN	DWSim_SF37	0.2h

**Utilities**

Issues Settings

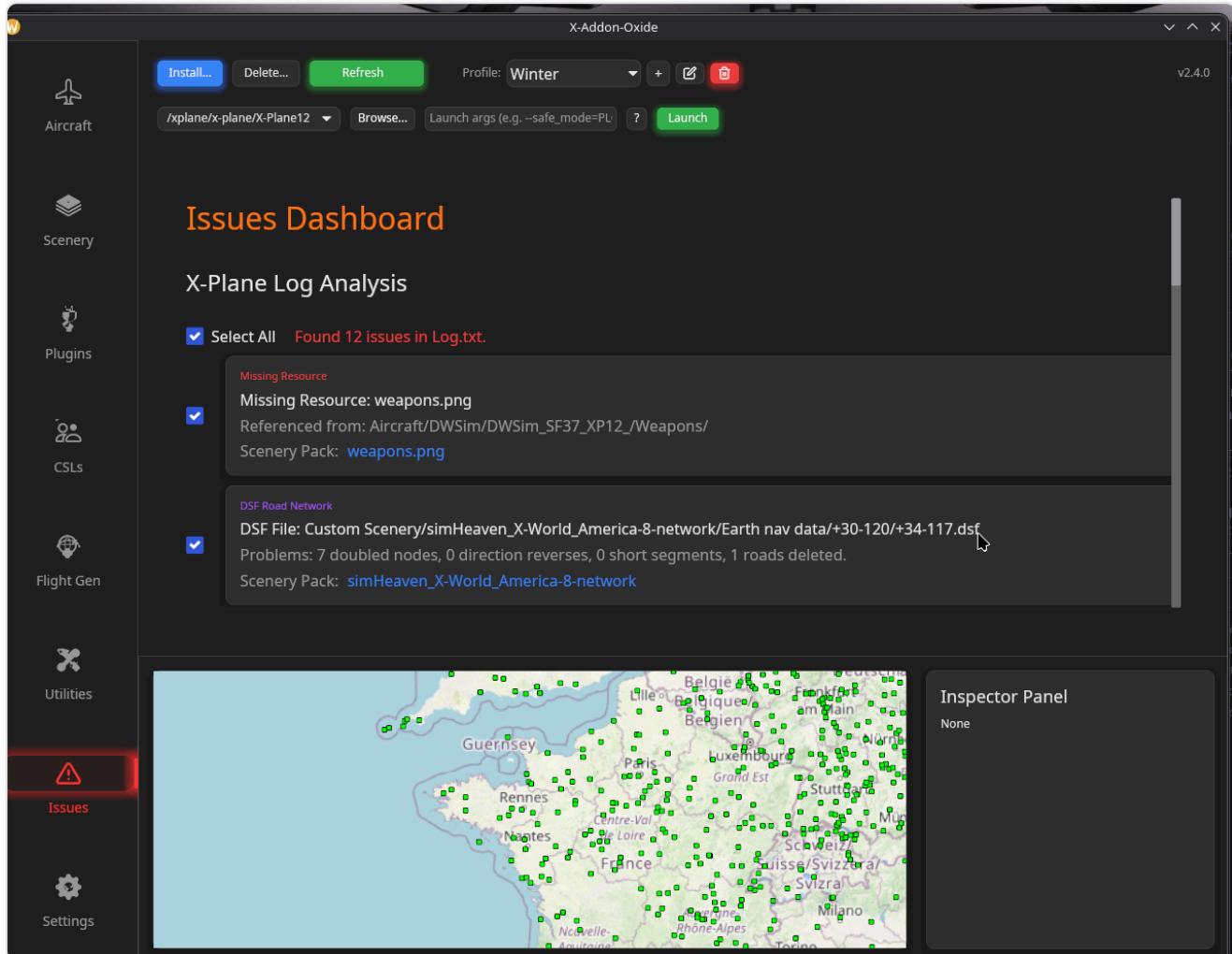
Inspector Panel

Flight: MGUX → XMM000H  
Date: 2026-01-28  
Aircraft: Buffalo (N335B)  
Duration: 1.2 hours  
Landings: 1

**Warning:** Logbook edits are permanent once saved. Always keep an external backup of your `Pilot.txt` file before bulk deletions.

# Issues Dashboard

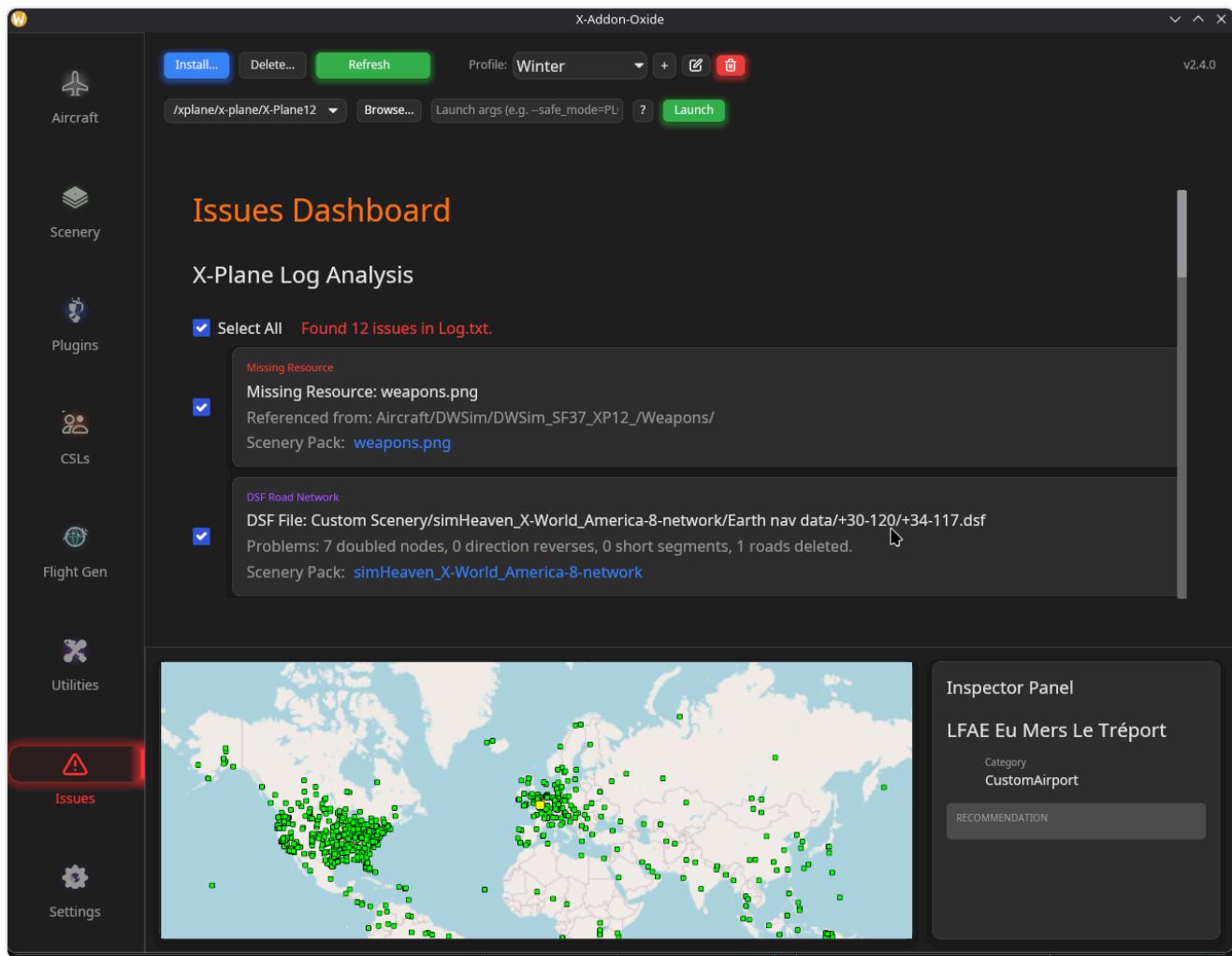
The **Issues** tab scans your `X-Plane Log.txt` after a session and presents a structured error report — without requiring you to parse thousands of lines of log output manually.



## Running a Scan

1. Fly a session in X-Plane (or reproduce the error you're investigating).
2. Close X-Plane or alt-tab to X-Addon-Oxide.
3. Open the **Issues** tab. Click **Select All** or check individual issue types.
4. Click **Scan** (or it auto-scans on first open).

## Understanding Results

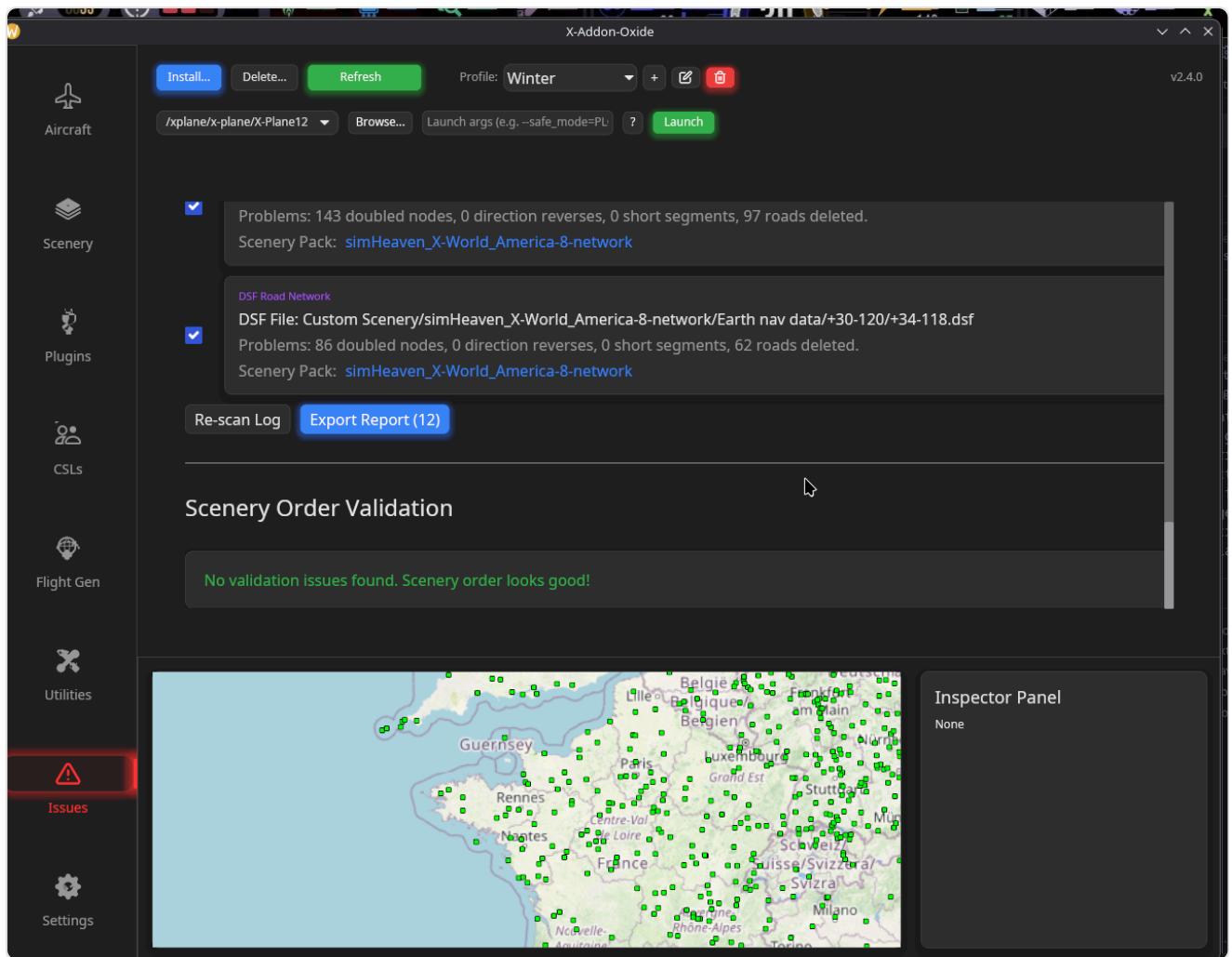


Each result shows:

Field	Description
Issue type	e.g. "Missing Resource: weapons.png" or "DSF File parse error"
Referenced from	The source file that triggered the error (path to <code>.obj</code> or <code>.dsf</code> )
Scenery Pack	The installed pack responsible — this is the one to investigate or update

## Scenery Order Validation

The Issues tab also runs a **Scenery Order Validation** check:



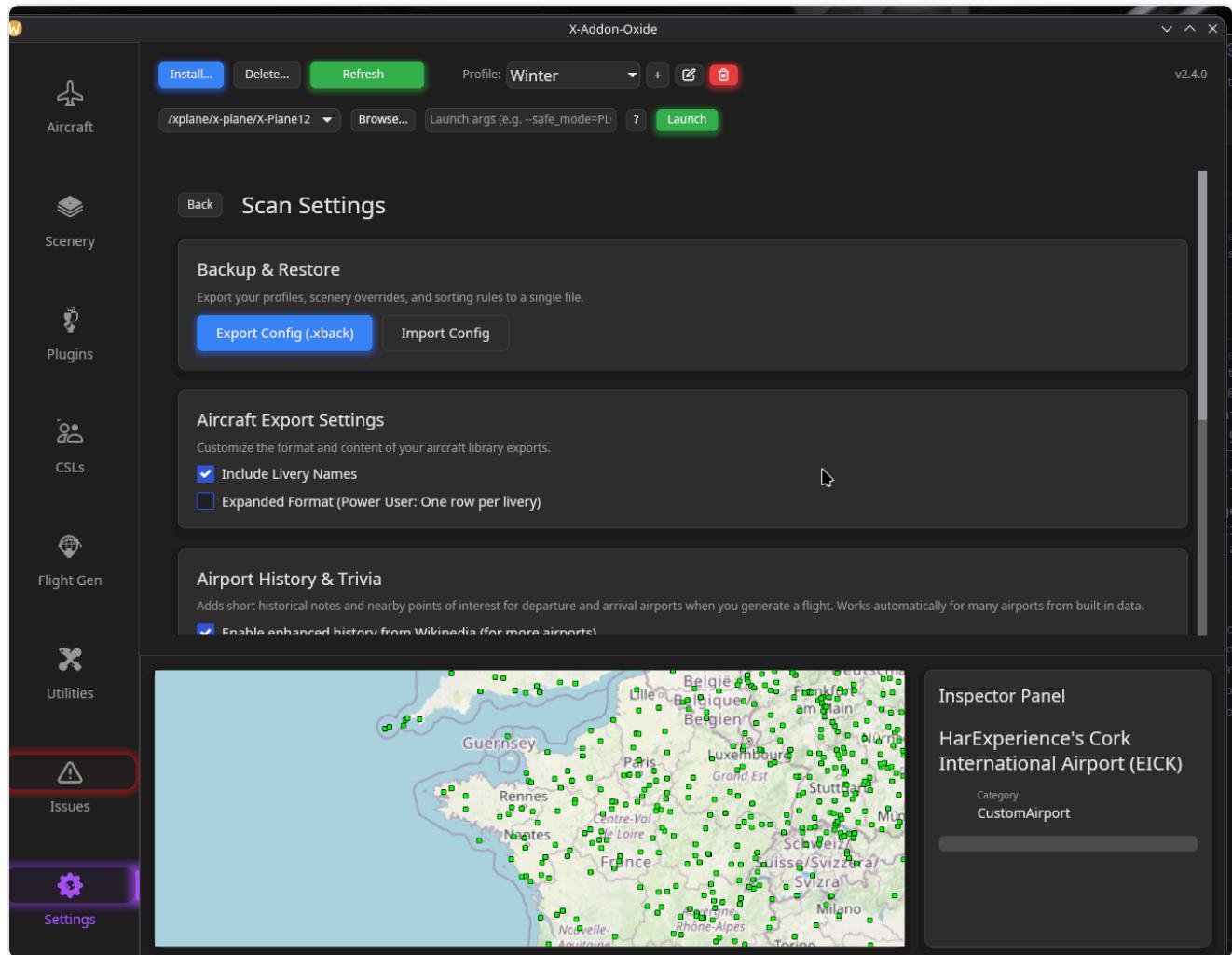
This checks whether your current `scenery_packs.ini` order violates known rules (e.g. SimHeaven above Global Airports). If violations are found, each is listed with the affected packs and a suggested fix.

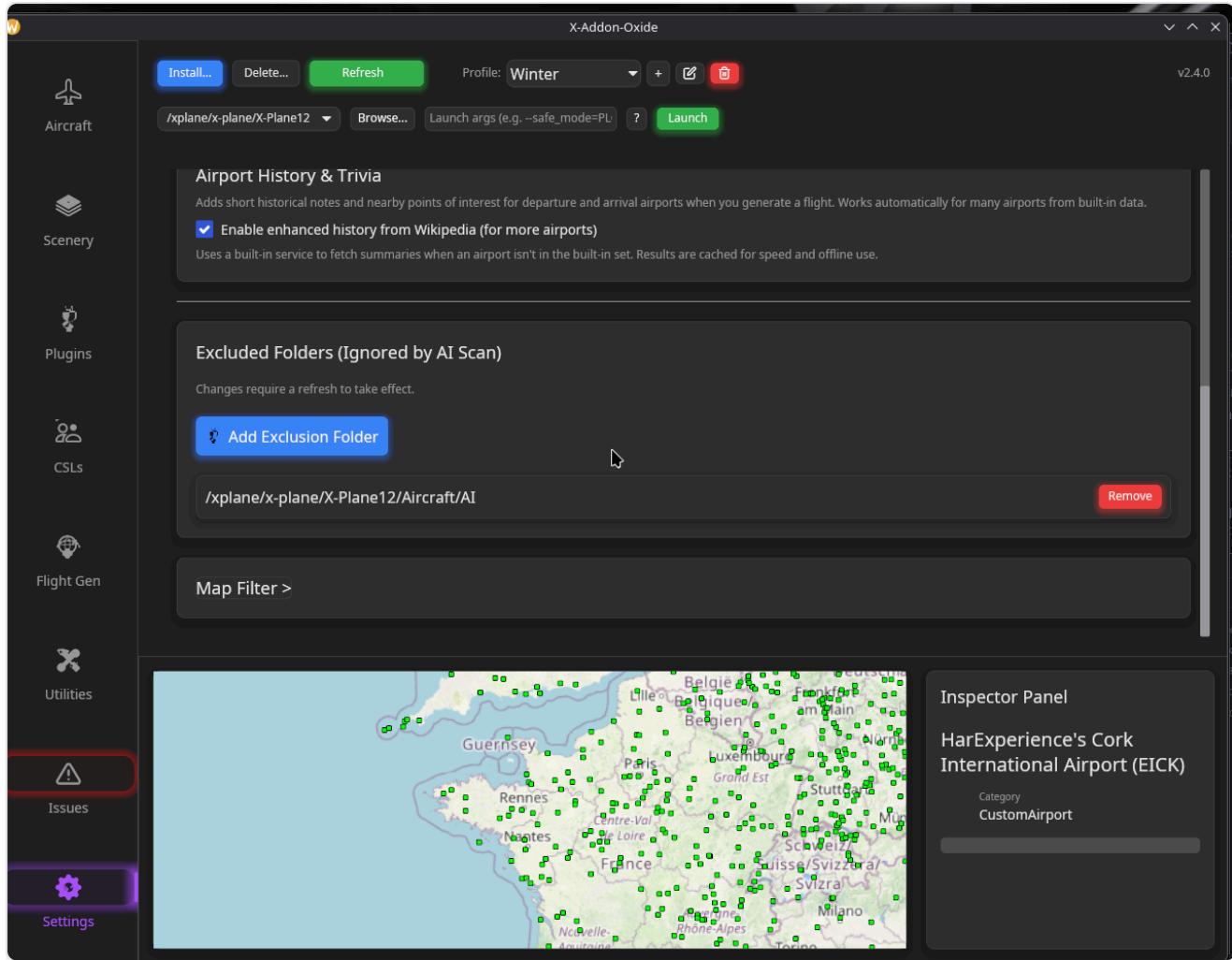
## Export Report

Click **Export Report** to save all findings to a `.txt` or `.csv` file for sharing with addon developers or on support forums.

# Settings

The **Settings** tab controls application-wide scan and display behaviour.





## Key Settings

Setting	Description
<b>Exclude Paths</b>	Folders to skip during discovery — useful for large asset libraries you don't want listed
<b>Include Paths</b>	Additional folders outside your X-Plane root to include in scans
<b>Deep Scan</b>	Controls whether the background deep scan (airport/tile discovery) runs on startup
<b>AV Exclusion Tip</b>	Toggle the Windows Defender exclusion reminder banner

# Troubleshooting

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## Windows

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### Slow Initial Scan / Loading Hangs

**Cause:** Windows Defender real-time protection scans each file as X-Addon-Oxide reads it. On libraries with thousands of airport folders this can take several minutes on first load.

**Fix:** Add your X-Plane folder and the X-Addon-Oxide data folder to Windows Defender exclusions:

1. Open **Windows Security** → **Virus & threat protection** → **Manage settings**.
2. Scroll to **Exclusions** → **Add or remove exclusions**.
3. Add these folders:
4. Your X-Plane root (e.g. `C:\X-Plane 12\`)
5. `%APPDATA%\X-Addon-Oxide\`

After adding exclusions, click **Refresh** in X-Addon-Oxide — subsequent loads will be significantly faster.

### App Won't Start / Missing DLL Error

Reinstall the Visual C++ Redistributable from [Microsoft's official page](#). The X-Addon-Oxide installer bundles this, but it may have been removed by a system cleanup tool.

### scenery\_packs.ini Not Updating

If X-Plane is running, it may have a lock on `scenery_packs.ini`. Exit X-Plane fully before making changes in X-Addon-Oxide, then click **Refresh**.

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## macOS

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### "X-Addon-Oxide is damaged and can't be opened"

This is a Gatekeeper quarantine issue, not actual damage.

```
xattr -cr /Applications/X-Addon-Oxide.app
```

Then launch normally.

## Permission Denied When Accessing X-Plane Folder

Go to **System Settings → Privacy & Security → Files and Folders** and grant X-Addon-Oxide access to your X-Plane drive or folder.

## Map Tiles Not Loading

macOS may block the map tile network requests. Check **System Settings → Privacy & Security → Network** and ensure X-Addon-Oxide has outbound network access.

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## Linux

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### App Fails to Start (Missing Libraries)

Run from a terminal to see the exact error:

```
./X-Addon-Oxide-x86_64.AppImage
```

If a library is missing (e.g. `libgtk-3.so.0`), install it using your package manager (see [System Requirements → Linux](#)).

### Display Issues on Wayland

If the UI appears blurry or has scaling issues on a HiDPI Wayland session, force X11 compatibility:

```
WAYLAND_DISPLAY="" ./X-Addon-Oxide-x86_64.AppImage
```

### Font Rendering Issues

Install `fontconfig` and rebuild the font cache:

```
sudo fc-cache -f -v
```

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## All Platforms

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### Scenery Not Showing After Changes

X-Addon-Oxide writes changes to `scenery_packs.ini` immediately, but X-Plane only reads this file at startup. **You must restart X-Plane** for any scenery changes to take effect.

## Wrong Scenery Order After Manual INI Edit

If you edited `scenery_packs.ini` in a text editor while X-Addon-Oxide was open, click **Refresh** to reload the current file state before making further changes.

## Flight Generator Produces No Results

- Ensure you have a working internet connection (required for METAR weather filtering).
- If your prompt includes very specific weather (e.g. `snow`) in a region where it is currently summer, try a broader prompt or remove the weather constraint.
- For seaplane prompts, ensure you have seaplane-base scenery installed or results will fall back to the global seed airports.

## Log Files

X-Addon-Oxide logs its own activity to:

Platform	Path
Windows	<code>%APPDATA%\x-adox\X-Addon-Oxide\x-adox.log</code>
macOS	<code>~/Library/Application Support/com.x-adox.X-Addon-Oxide/x-adox.log</code>
Linux	<code>~/.config/x-adox/X-Addon-Oxide/x-adox.log</code>

If reporting a bug, please include the contents of this file along with your operating system version, X-Plane version, and a description of what you were doing when the issue occurred.