



*precipit***FX**

USER MANUAL
v. 002

Thank you

First and foremost, thank you for purchasing PrecipitFX. We are proud to offer a product of utmost quality when it comes to effects for Flight Simulator X and Prepar3D. We hope you will enjoy the boost in realism from our effects, and especially with our rain and snow textures. What follows is a comprehensive explanation guide of what is included in this package along with the conditions in which the effects are displayed. Enjoy your beautiful flights with PrecipitFX

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vfx central

VFX Central is the best solution for Activating, Installing and Managing our products. It launches in parallel to your simulator to check for any changes made to the configuration, fixing potential issues on the fly so that everything is working on your next takeoff. The application also updates itself without any user interaction, so you can focus on what really matters in the cockpit!

Adding a product

To add a product, simply click the "ACTIVATE A SERIAL NUMBER" tile in the products grid of VFX Central. You can also do the same on the website.

Automatic Launch with your simulator

VFX Central will check the integrity of supported products when it is launched with your simulator. You can change your simulator configuration by going in the Preferences menu of VFX Central.

Automatic Updates

VFX Central will check and install updates automatically. You will be notified once a new update was installed.

Compatibility

Supported models

PrecipitFX support every aircraft in a subfolder of SimObjects in FSX and FSX:SE.

In Prepar3D v2.5+, PrecipitFX will take into account folders located outside of the simulator.

Compatibility with other Add-ons

This package works with Active Sky Next, every ORBX products, every REX products, every FS2Crew products, and every custom airports/sceneries.

DirectX 10 (FSX)

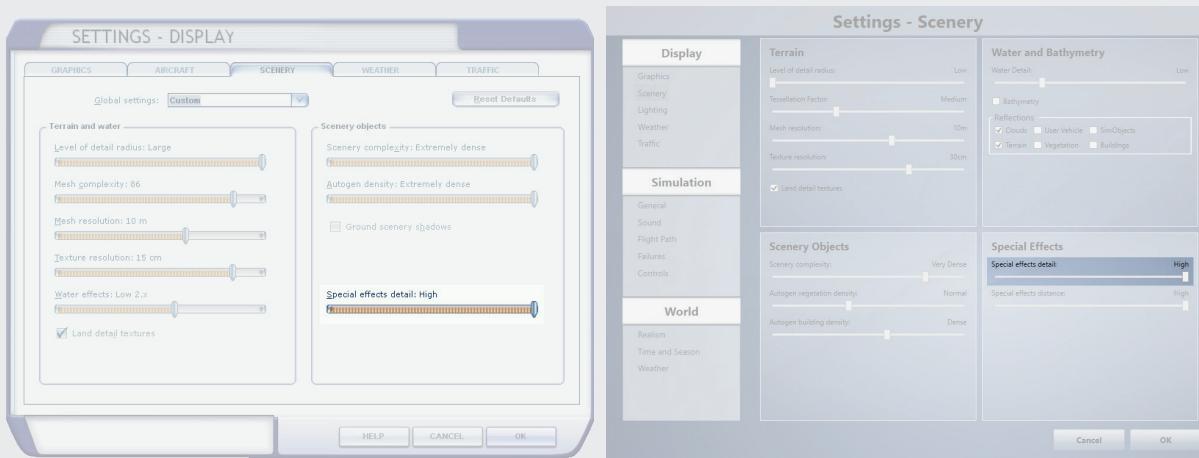
This package fully supports FSX in DirectX10 mode without conversions.

Optimal Settings

Special Effects Slider

To ensure every effects are displayed as they are intended to, make sure the Special Effects Detail slider in the Scenery tab is set to High in Flight Simulator X or Prepar3D v2, v3 settings.

Setting this slider otherwise, some effects might look dim, or even invisible.



Anti-aliasing and screen resolution

Anti-Aliasing and screen resolution are important factors affecting the performance of your sim, specifically when visual effects are visible close to the camera. Make sure you tune those to balance your need.

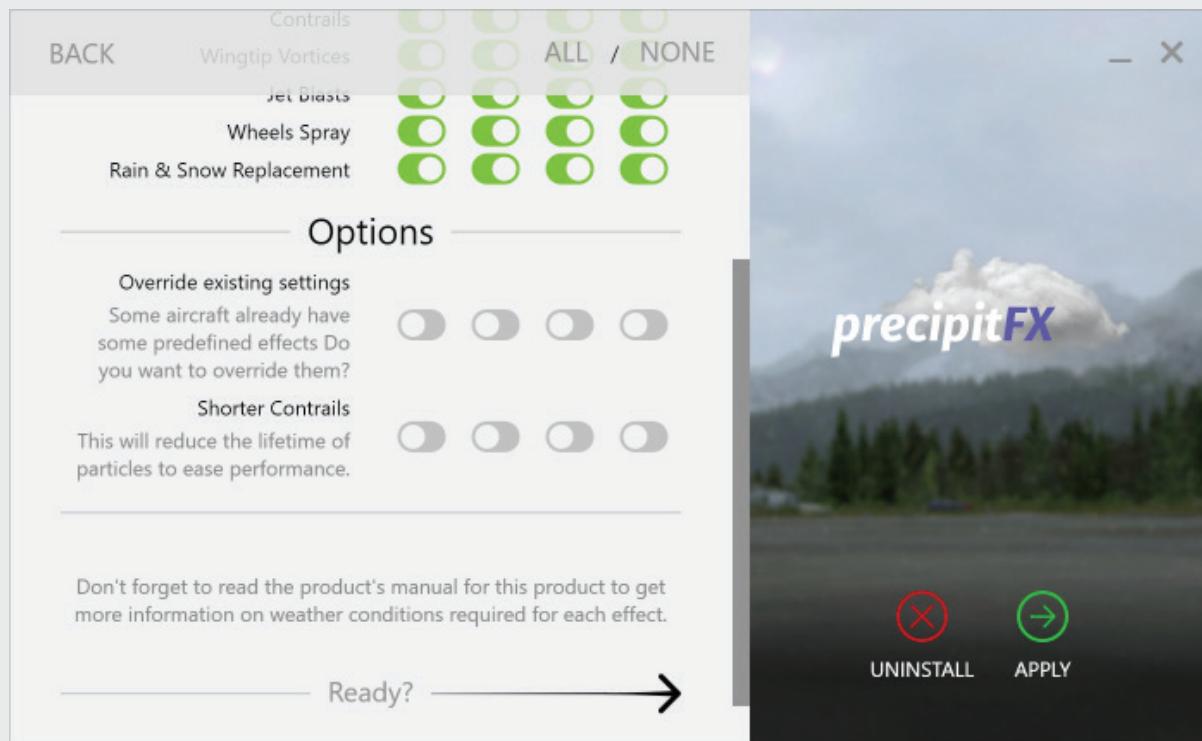
Performance

Our tests

PrecipitFX has been tested by several people using various hardware configurations. We developed each effect with the balance of quality/performance in mind. We always made certain the performance impact would be as minimal as possible. The VAS footprint is also very low, less than 1MB. Textures are compressed, and are no larger than necessary.

Additional options

Because performance is based on the user's configurations, we are offering multiple options when installing PrecipitFX. That way, you can tune PrecipitFX to match your performance requirements.



Support

AVSIM Forums

User-to-user support is offered through our official AVSIM Forums.

<http://www.avsim.com/forum/723-official-fsfx-packages-support-forum/>

Customer support

Support is also offered on our website. Frequent issues are listed with solutions. If nothing suits you in this list, it is also possible to contact us through this page.

<https://fsfxpackages.com/en/support/>

Visual Effects (1/2)

Rain and Snow Textures

The rain and snow textures have been completely revamped and enhanced with PrecipitFX. There are five intensities of rain and snow. The textures replace the original Flight Simulator X and Prepar3D textures. Therefore, they appear under rain and snow conditions.

Contrails

Our enhanced contrails work when the temperature is below -30°C notwithstanding of the air saturation. The contrails are triggered by Flight Simulator X or Prepar3D.

Vortices

Wingtip vortices are a great addition to Flight Simulator X. Our enhanced textures are visible when the aircraft has a high angle of attack. It does not take into consideration air saturation and temperature. The effect is generated by Flight Simulator X or Prepar3D.

Smoke on hard braking

Smoke on hard braking will appear when, after a rejected take off, the wheels are locked. Likewise, a landing with the wheels locked will also provoke smoke to appear behind the wheels. The friction of the tires with the pavement will create heat, and this will induce smoke.

Visual Effects (2/2)

Engine Jet Wash Effects on Water and Snow

Engine jet wash effects can be seen under rain and snow conditions. The effects can be seen behind each engine. Rain and snow effects are different since snow is more light than water.

Wheels Water and Snow Effects

Wheels effects on water and snow have been enhanced. The effects are displayed behind each wheel bogie.

Credits

Beta testers

Alex Farmer
Jean-François Mayer
William Leblond

Video producers

Keven Ménard (Main video)

Effects development (visual)

Keven Ménard

VFX Central

Keven Ménard
Michaël Villeneuve-Normand

Documentation

Keven Ménard
Frederick Durand

Website & Server management

Keven Ménard
Michaël Villeneuve-Normand



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