



Rendering options plugin for X-Plane 11

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Installation and operation manual

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Installation

1. Unzip all into «X-Plane 11\Resources\plugins\»
2. If you have Rendering options plugin version 1 – you must delete it. Simply remove file from Scripts folder of Flywithlua plugin.

Description of the functionality





How to operate with a plugin

After loading the plugin, it appears like an icon on the screen from the right side. When you hover over the icon on the right, you will be able to open the main menu of the plugin.



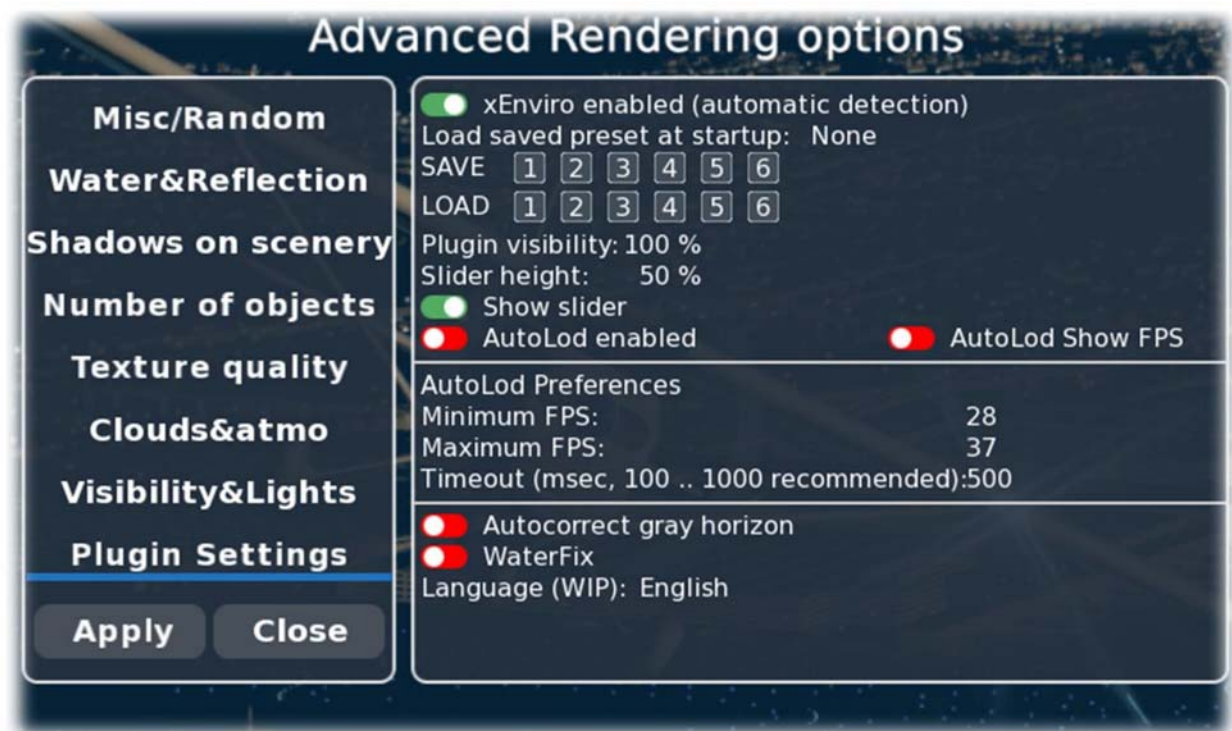
Some plugin principles

All interactions with the plugin interface are performed with the help of a mouse. Here is a table with brief description:

Type	How to interact																																		
 - swither																																			
<div>Forest density: 2 (min 0, max 5)</div> <div>Forest inner: 0 </div> <div>Forest middle: 0.25</div> <div>If you need to use the mouse wheel to change the parameter, a reminder appears like a yellow circle with arrows</div>																																			
<table><thead><tr><th>Clouds</th><th>Atmosphere</th></tr></thead><tbody><tr><td>First resolution 3D: 0</td><td>White point: 3.2</td></tr><tr><td>Last resolution 3D: 5</td><td>Atmo scale raleigh: 12.03</td></tr><tr><td>Shadow lighten ratio: 0.75</td><td>Inscatter gane raleigh: 2</td></tr><tr><td>Plot radius: 1</td><td>Min shadow angle: 5</td></tr><tr><td>Overdraw control: 0.75</td><td>Max shadow angle: 15</td></tr><tr><td>Ambient gain: 1.1</td><td>Max DSF visibility: 100000</td></tr><tr><td>Diffuse gain: 1.1</td><td>DSF fade ratio: 0.75</td></tr><tr><td></td><td>DSF cutover scale: 1</td></tr><tr><td></td><td>Min tone angle: -100</td></tr><tr><td></td><td>Max tone angle: -100</td></tr><tr><td></td><td>Tone rat.-good weather: -1.76</td></tr><tr><td></td><td>Tone rat.-foggy weather: -1.76</td></tr><tr><td></td><td>Tone rat.-hazy weather: 0</td></tr><tr><td></td><td>Tone rat.-snowy weather: 0</td></tr><tr><td></td><td>Tone rat.-o'cast weather: -1.76</td></tr><tr><td></td><td>Tone rat.-low visibility: 0</td></tr></tbody></table>	Clouds	Atmosphere	First resolution 3D: 0	White point: 3.2	Last resolution 3D: 5	Atmo scale raleigh: 12.03	Shadow lighten ratio: 0.75	Inscatter gane raleigh: 2	Plot radius: 1	Min shadow angle: 5	Overdraw control: 0.75	Max shadow angle: 15	Ambient gain: 1.1	Max DSF visibility: 100000	Diffuse gain: 1.1	DSF fade ratio: 0.75		DSF cutover scale: 1		Min tone angle: -100		Max tone angle: -100		Tone rat.-good weather: -1.76		Tone rat.-foggy weather: -1.76		Tone rat.-hazy weather: 0		Tone rat.-snowy weather: 0		Tone rat.-o'cast weather: -1.76		Tone rat.-low visibility: 0	<div>If the plugin automatically detects xEnviro in the ON state, some plugin parameters will be unavailable for the change (gray color), because these parameters is under control of xEnviro and you can't change them when xEnviro is enabled.</div>
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Plugin settings

The plugin has some settings. To configure it simply click on Plugin settings in the main window.



Description:

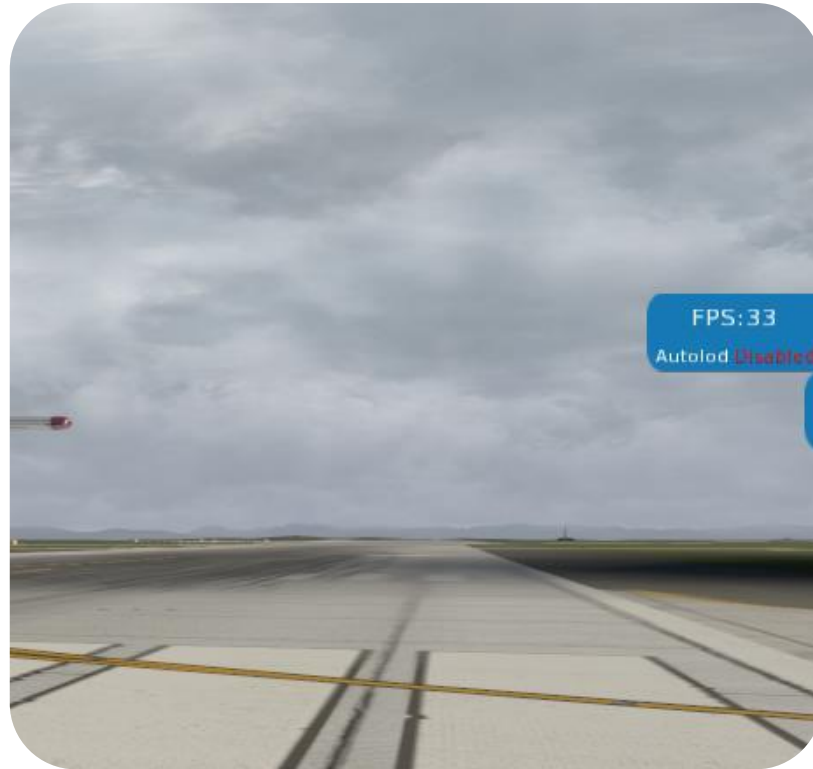
Название настройки	Описание
xEnviro enabled	The plugin automatically detects the installed and started xEnviro plugin and makes it impossible to change some of the plugin parameters that xEnviro controls
Load saved preset at startup	Allows you to select the preset number saved earlier, in order to load it when the simulator is started. The default is NONE, i.e. At boot, no preset is loaded and does not apply. To change this setting, in the NONE text area, scroll the mouse wheel to select the desired preset. P.S. If the preset file is not physically on the disk, and it is selected in the plugin's configuration for uploading - nothing will happen.
SAVE	There are 6 slots available for saving presets. To save, left-click on the desired number. Under this number, the preset is saved to the disk in the plugin folder.
LOAD	There are 6 slots available for loading previously saved presets. To load the preset, left-click on the desired digit. The preset under this number will load and its values will be applied. If after loading the preset it is necessary to apply the parameters through the restart of the scenery, the Apply button will turn blue. To apply the settings finally, click the Apply button. P.S. If the preset file is not physically present on the disk, nothing will happen when you select a preset to load into the plug-in.
Plugin visibility	The setting that is responsible for the visibility of the main plugin window, as well as the slider on the right and the AutoLod slider
Slider height	The height of the sliders location for the main window of the plugin and the FPS AutoLod pointer. It changes dynamically
Show slider	Enables or disables the display of the slider for calling the main plugin window. ATTENTION! If you turned it off, you can call the main window of the plugin in two ways:

	<ul style="list-style-type: none"> - move the mouse to the right edge of the screen to the location of the supposed location of the slider - the slider will appear automatically and you can call the main window of the plug-in. - assign a command to open the main plugin window on any combination of keyboard keys in the simulator's settings. The command is "pnr/ro/popup"
AutoLod enabled	Enables or disables the built-in logic of the AutoLod script, when the plugin itself adjusts to the current FPS and corrects the LOD (Level of Detail)
AutoLod Show FPS	Enables or disables displaying a slider with information about the current FPS and the status of the Autolod option
AutoLod preferences: Minimum FPS	The minimum FPS value, when and below the plugin will reduce the number of visible objects to raise the FPS
AutoLod preferences: Maximum FPS	The maximum FPS value at which and above the plugin will increase the number of visible objects. It is recommended to set the minimum and maximum value with a difference of 10 frames. For example, Minimum FPS = 30, Maximum FPS = 40
AutoLod preferences: Timeout	The time delay in working out the logic of AutoLod - it is recommended to expose 500
Autocorrect gray horizon	Builtin logic from Vitaly Dedulya for correcting the gray horizon
WaterFix	Built-in plugin logic water fix, made by Virtual Arantis Airways (https://www.youtube.com/c/VirtualArantisAirways)
Language	Language selection. It is only English available at the moment, but if someone want to translate the plugin into another language - you are welcome, in the "Resources\plugins\Rendering Options\data\modules\lang" there is a directory file eng.txt - on its basis you can translate to another language and send it to me, and I'll add it to the plugin.

Description of the AutoLod slider

This slider displays the current FPS and the status of the logic of the AutoLod script built into the plugin. To display it, you must enable the appropriate setting in the plugin's settings. Transparency setting is also applied to it.

To quickly enable/disable the logic of AutoLod, simply click on the slider with the left mouse button.



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